NETBATTLERS

THE UNOFFICIAL MMBN RPG

Beta 9
By Will Uhl

For Ciro and Sam

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Part 1: The Basics

What is NetBattlers?

NetBattlers is a tabletop roleplaying game meant to capture the color, creativity, and optimism of Capcom's *Mega Man Battle Network* series. It imagines an almost utopian world in which every electronic device is controlled by networked computers. Smartphones and PDAs have evolved into PETs, handheld devices containing personal assistants known as NetNavis. NetNavis are artificial intelligencies with personalities and thoughts of their own. They can perform errands, delete Viruses, and provide companionship.

The games follow a group of grade-schoolers, all around 11 years old, and their fantastic exploits. It mixes elements of ordinary childhood life – field trips, parent-child relationships, and homework – with extraordinary feats of courage and heroism.
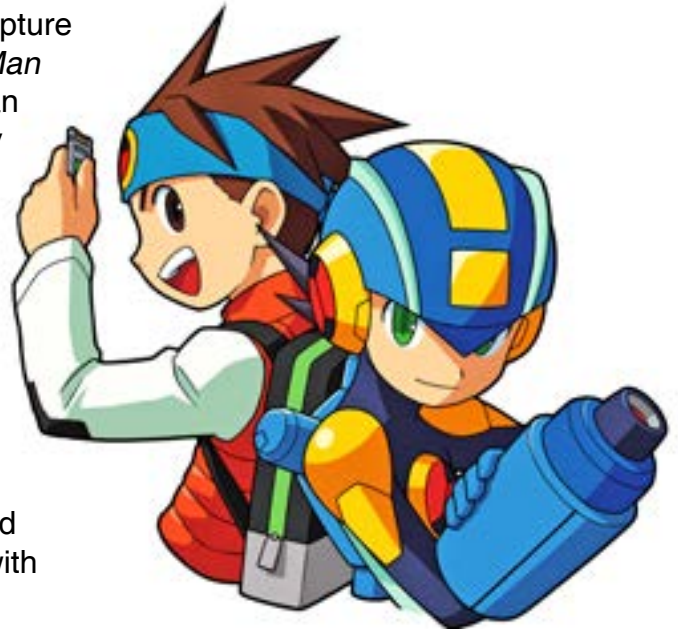
NetBattlers seeks to create a rules-light gateway to roleplaying in *MMBN*'s world. Instead of emulating the nuts and bolts of the games, NetBattlers focuses on creating concise, flexible rules and letting players focus on the fantasy first.

This is the core rulebook of NetBattlers. For supplemental content, like Liberation Missions, rules for playing as adults or famous Officials, Crossover Content, and more, check out *NetBattlers Advance*, the supplemental side-book. You can find it in the **Latest Releases online folder** or on the Discord server, where you can stay up-to-date on the latest version, find other people to play with, and talk about all things NetBattlers: **https://discord.gg/KfhWxpe**

Have fun fighting evil with your Navi and fellow NetOps!
Make friends, be brave, and turn in your homework on time!

The Setting

It's the year 200X, and the world has developed into a technological utopia. Every house, watch, and car has been computerized and internet-connected. And to help humans control these devices and browse the new 3D internet, everyone has an Internet Navigator — **Navi** for short. People who use Navis are called Network Operators, or **NetOps**.

Navis are more than helpful programs - they're digital people with their own thoughts, feelings, and ways of expressing themselves. While some NetOps just treat their Navis as tools, many consider them friends, or even family.
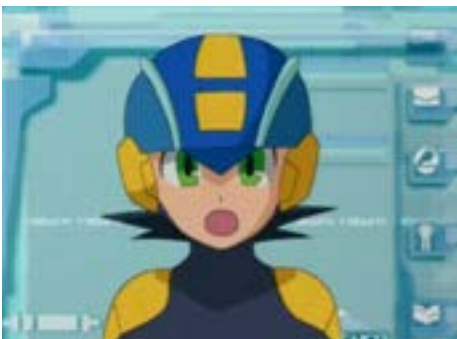
NetOps carry their Navis with them in **PETs** (PErsonal Terminals) — handheld devices similar to smartphones. By plugging their PETs into ports on all kinds of electronics (called **jacking in**), NetOps can transport their Navis into cyberspace. Cyberspace in the year 200X is like an alternate reality of the real world: Navis run along twisting digital roads with equivalents of real-world landmarks, jovial Progs (programs) perform everyday tasks, and net cafés sell piping-hot coffee to Navis.

While cyberspace and the real world are separate, they can affect each other. A NetOp could jack their Navi into a runaway car to find out why the brakes are broken, and a Navi jacked into a thermostat could be frozen solid if you turn the temperature down too far! Nearly everything has a jack-in port if you look closely.

Despite how far the world's come, danger is still afoot! Destructive **Viruses** roam the internet, infecting towering mega-servers and home appliances alike. No smarter than the average animal, they steal data, sabotage equipment, and attack Navis. That's why everyone is taught Virus Busting — even school kids!

NetOps are taught to work with their Navis to delete Viruses using a combination of a Navi's special powers and **BattleChips**, small data storage devices that contain powerful tools and weapons. By slotting BattleChips into their PET, NetOps can turn the tide of net-battles and keep their Navis safe.

There are still many questions left unanswered. Who makes Viruses, and for what purpose? How deep does the internet go? And who's that mysterious Navi people are talking about? Be brave, work as a team, and you just might find out!

How to Play

NetBattlers is played with six-sided dice (at least eight dice, preferably more), one Game Master (GM), and up to four players. The GM is responsible for describing the world, kickstarting the narrative, and controlling all non-player characters (NPCs). Players are responsible for describing what their characters do, making exciting choices, and playing off of each other. Everyone is responsible for making a memorable story that's fun for the whole group.

Each player has two characters: a schoolkid, called a **NetOp**, and a digital partner, called a **Navi**.

Each character has three **stats** and nine **skills** (see next page). Each stat has three related skills. (For example, the stat Body has the skills Strength, Speed, and Stamina.) Each character has at least one point in each stat, and points in several skills.

ROLLING DICE

When characters try to overcome a challenge with an uncertain outcome, they roll dice to see what happens. The GM determines the appropriate skill and difficulty. There are three levels of difficulty:

- **Easy**: Dice that read ⚃⚄⚅ are hits. Failure is easy to avoid.
- **Normal**: ⚄⚅ are hits. Success is not a guarantee.
- **Hard**: Only ⚅ is a hit. Proficient characters may still struggle.

The player adds their skill and the related stat, then rolls that many dice. They then count the number of hits to see how well they did:

- **0 Hits - Failure**: Something bad happens. This could mean the character fails to achieve their goal, or they accomplish it at a high cost, like a dangerous outcome that affects their allies too.
- **1 Hit - Mixed Success**: Success with drawbacks, like new threats, lost resources, or bad luck. Expect tough choices.
- **2 Hits - Full Success**: A success without complication.
- **3+ Hits - Critical Success**: A stylish success with extra benefits.

Circumstances may make a roll harder or easier, called **upshifting** and **downshifting** a roll, respectively.

Roll difficulties reflect the difficulty of the task at hand, irrespective of the character acting: an Easy roll is Easy for everyone, for example.

You only need to roll if it's interesting. If it doesn't matter, or if it's obvious the character could clear the obstacle, don't bother rolling.

EXAMPLE: ROLLING ACTION

MegaMan wants to slide under a lowering gate. The GM says this will be a Speed roll at Normal difficulty. MegaMan has a Body of 2 and a Speed of 1, so MegaMan's player adds them together and rolls that many dice: 3 dice.

The dice come out as ⚄⚁⚅. (On a Normal difficulty roll, any dice that come out as a ⚄ or ⚅ are a hit.) MegaMan got two hits, which means the result is a full success. MegaMan skids across the floor, sparks flying as his boots scrape across the digital metal plating. The gate shuts behind him with a clang.

Stats and Skills

MIND

Sense
Study your surroundings,
find jack-in ports, and take aim

Info
Possess knowledge and
expertly wield BattleChips

Coding
Program, hack, and rewire

BODY

Strength
Lift, throw, and punch

Speed
Run, jump, and roll

Stamina
Endure pain and danger

SOUL

Charm
Sweet-talk, feign innocence,
and gain allies

Bravery
Resist fear, intimidate enemies,
and inspire your allies

Affinity
Manipulate your Navi element,
and sync your NetOp & Navi

Opposed Rolls

When multiple characters directly compete with each other, they make an **opposed roll**. Everyone rolls at the same time, using whatever skill is appropriate. For example: two characters staring each other down roll Bravery; three characters hacking into the same device all roll Coding; someone sneaking past a guard rolls Speed, and the guard rolls Sense.

The GM can upshift or downshift rolls to represent advantages and disadvantages. For example: if kids are having a footrace and one is distracted, they would upshift their roll to Hard. If one drank an energy drink, they would downshift their roll to Easy.

Everyone rolls at the same time, and whoever gets the most hits wins. If they tie, the characters are stuck neck-and-neck, and a third party must break the tie by aiding (or interfering) successfully.

Opposed rolls do not have mixed or critical successes.

Basics Recap

NetBattlers uses several six-sided dice. One person is the Game Master (GM), who controls the world and NPCs. Each player controls two characters: a NetOp and a Navi.

NetOps can plug their Navis into all kinds of computers, called jacking in. Jacked-in Navis can explore cyberspace and affect real-world electronics.

Every character has three stats and nine skills. To resolve conflict, roll as many dice as the relevant stat + skill.

- **Easy**: Dice that read ⚃⚄⚅ are hits. Failure is easy to avoid.
- **Normal**: ⚄⚅ are hits. Success is not a guarantee.
- **Hard**: Only ⚅ is a hit. Proficient characters may still struggle.

The more hits you roll, the better:
- **0 Hits - Failure**: You don't get what you want.
- **1 Hit - Mixed Success**: Success with drawbacks or complications.
- **2 Hits - Full Success**: A success without complication.
- **3+ Hits - Critical Success**: A stylish success with extra benefits.

When two or more characters directly compete, they all roll at the same time, and whoever gets the most hits wins. In the event of a tie, a third party can roll to break the tie.

MR. FAMOUS'S FAMOUS TIPS

Teamwork makes the dream work! Help your allies to downshift their rolls, making them easier. If you want to get by in the darkest parts of the net, support your friends!

Part 2:
Battle Routine

Combat Basics

HIT POINTS

Hit Points, or **HP**, measure how fighting fit a character is. Maximum HP starts at Body + Stamina + 5. (When a character's Stamina or Body is temporarily changed, their HP is unaffected.)

When a human's HP hits zero, they pass out. When a Navi hits zero HP, the attacker picks if they're KO'd, forcibly jacked out, or deleted.

Deletion can mean different things depending on the story, ranging from permanent death to the inconvenience of getting backup data. Everyone at the table should be OK with deletion's repercussions, including getting a say about if/when their Navi faces deletion.

RANGE BANDS

There are three **range bands** used to measure distance between targets: Close, Near, and Far. Moving a range band only requires a Speed roll if it's especially dangerous and/or time-sensitive.

Close: Arm's reach. Melee attacks can only land in Close range.
Near: Speaking distance. Ranged attacks land normally when Near.
Far: Shouting distance. Ranged attacks are upshifted at Far range.

An item/power's listed range is usually the maximum range. (E.g. The BattleChip LavaBall's range is Near: it can hit Near and Close targets.)

ATTACKING AND DEFENDING

Attacks are opposed rolls. Any Navi can roll Sense for a ranged attack or Strength for a melee attack. When Navis defend, they roll the most appropriate skill — typically Speed for dodging or Stamina for weathering blows. If the attacker wins, the defender loses HP equal to the difference between the rolls. Otherwise, the defender weathers the attack without taking any serious harm.

EXAMPLE: DEALING DAMAGE

MegaMan fires his buster at the Canodumb Virus. Because it's a ranged attack, he rolls Sense. The Canodumb tries to resist with its armor, so it rolls Stamina. Both roll at the same time. MegaMan gets 4 hits, and the Canodumb gets 1. 4-1=3, so the Canodumb takes 3 damage. MegaMan's shots blow the Virus's armor to bits!

Advanced Combat

RESISTING COMPLEX ATTACKS

Some attacks have **secondary effects**, like stunning or moving the target. When defending, rolling equal to the attack's damage will still trigger the effect, even though all damage was resisted. The defender must roll an extra hit to resist the full attack, effect included.

Some attacks hit multiple times. These are called **multi-hit** attacks. When defending against a multi-hit attack, the defender rolls once and uses that value to defend against each hit. (In this book, multi-hit attacks are written as [hit damage]x[number of hits]. For example, if something is written as "1x4 damage" that means it deals 1 damage 4 times.)

PARRYING

A character can try to resist a melee attack with a melee attack of their own, called a **parry**. Both parties roll using the appropriate skill, likely Strength. Whoever has the most hits wins, and the loser takes damage equal to the winner's roll. This damage is not reduced by how many hits the loser rolled. (Note: parries are affected by anything that modifies either attacking or defending.)

If the two characters tie, they have a choice: **back out** or **escalate**. Both parties must declare this simultaneously. If **both back out**, nobody takes damage and the parry ends. If **one escalates and the other backs out**, the parry ends and the one that backed out is the loser. If **both parties escalate**, roll to melee attack each other again. Whoever rolls higher is the winner, unless they tie; in which case, the cycle continues until someone comes out on top.

Unless both back out, when the parry ends, the loser takes damage equal to the winner's strongest attack. However, if the loser backed out, they take half the damage, rounded up. Secondary effects (e.g. stuns) do not activate until after the parry resolves.

STACKING RULES

Unless specified otherwise, identical effects don't stack — meaning they don't compound if used multiple times. For a more thorough explanation, see Page 90.

BattleChips

CHIP ATTACK EXAMPLE

MegaMan is fighting a Mettaur Virus. Lan slots in the chip TankCannon, which deals 3 damage to a Near target. The Mettaur rolls Speed to defend, and gets 1 hit. 3-1=2 damage. MegaMan's arm transforms into a bulky green cannon and blasts the Mettaur, turning it into an explosion of junk data.

BattleChips ("chips" for short) are small data cards that NetOps slot into their PETs to help their Navi. Their effects vary widely; they can fix structures, make single-use weapons, let Navis fly, and more.

When a Navi attacks with a BattleChip, the Navi doesn't roll; the target defends against the chip's damage value. If the chip inflicts a negative effect without damage, targets roll to resist it like an unopposed roll (i.e. 1 hit = mixed success; 2 hits = full success). Unless otherwise noted, BattleChips cannot hit beyond their listed range.

When a NetOp slots in a BattleChip, it is used immediately unless otherwise listed. Because chips are physically slotted into the PET, a NetOp may need to make a roll to slot in a chip when under pressure — typically Info, Speed, or Affinity.

THE FOLDER

Navis can only use a list of pre-selected chips: their **Folder**. You can only modify your Folder when jacked out. A Navi's Folder size equals their Info + 5. Folder size is unaffected by temporary Info changes. Folders cannot hold duplicate chips.

When you jack in, you can use chips in your Folder in any order. You can use each chip once before jacking out. When you jack out, all chips are refreshed for use next time you jack in. Chips outside of your Folder are unusable. If you acquire a BattleChip while jacked in, you can only add it to your Folder if your Folder is not full.

BATTLECHIP TAGS

Some BattleChips have tags to explain some of the chip's effects.

Guard: Only one Guard can passively benefit the user at a time.

Accurate [Accu]: Defending against this with Speed is upshifted.
Piercing [Prcn]: Defending against this with Stamina is upshifted.
Simple [Simp]: The chip's effects happen instantly, and can be used while performing other actions.

Awkward [Awkd]: These chips require undivided attention to use.
Dangerous [Dngr]: This chip tends to cause collateral damage.
Slow: It takes extra time for this to activate. Using it at a moment's notice is difficult or impossible. Plan ahead!

WHAT NEGATIVE TAGS CAN DO

Awkward: Usage while multitasking could hurt you too.
Dangerous: This can break objects and injure or impede those nearby, including allies. Be careful when using them to avoid more trouble.
Slow: Use it without wind-up time and you might misfire — or fail to get it out at all!

BattleChips, continued

BLANK BATTLECHIPS

Blank BattleChips let NetOps get new chips mid-battle by downloading the powers of Viruses they defeat. Blank chips do not need to be in a Folder to use. Unless the GM says otherwise, NetOps always have plenty of blank chips available.

After deleting a Virus, a Navi can try to capture its attack data. To do so, the Navi takes a blank BattleChip and rolls Coding. Any success often results in acquiring new BattleChip data, but depending on the roll result and scenario, they may also (or instead) get information kept in the Virus' code or **Zenny** — the global currency in 200X.

Difficulty of the roll depends on three factors:
- The Navi began to process the Virus immediately after deletion.
- The Virus was deleted quickly.
- The Virus did minimal damage.

If all three factors apply, the roll is Easy; if two, Normal; and only one, Hard. If none are true, the blank BattleChip cannot piece together anything usable. (Circumstantial upshifts may still apply.)

SAMPLE VIRUS DATA RESULTS

Full success:
- Get a chip listed under the Virus's drops

Mixed success:
- A chip the Virus drops, but it needs a day to debug
- 500z and some useful info

Critical success:
- The Navi chooses which of the Virus's chips to recieve
- Get one of the Virus' listed drops, immediately usable

Failure:
- A mixed success result, but something bad happens...

BATTLECHIP CATEGORIES

Blade
Razor-sharp, hard-hitting attacks with a focus on melee weapons. Navis can parry with these chips.

Hazard
These chips alter the environment, either by creating new terrain or destroying what's already there.

Impact
Melee-focused chips that often carry debilitating effects or alternate uses. Navis can parry with these chips.

Rush
Chips that let Navis move extra fast. Downshift the defense roll if used closer than maximum range.

Shot
Powerful projectile attacks. Shot chips can be fired beyond their listed range, though the defense roll is downshifted.

Summon
These create something to assist the Navi, whether it be a tool, a specialized program, or a piece of cover.

Support
Support chips boost the Navi's abilities and create debilitating effects.

Thrown
Projectile weapons that carry situational and dangerous but devastating effects.

Wave
Broad attacks that hit everything Close to the main target, potentially including the user.

The Flow of Action

1. The GM makes the scene's Spotlight Checklist
2. The GM details the scene
3. The GM asks who wants to go first (or picks a player)
4. Two/three threats progress
5. The spotlight player acts
6. Mark the spotlight player off the Spotlight Checklist. If every player is marked off, the checklist refreshes.
7. The spotlight player picks who goes next
8. Return to Step 4

MR. FAMOUS'S FAMOUS TIPS

Keep action scenes fast and cinematic! Don't worry about exactly where or how far away everything is. It's way more important to stay creative and have fun describing your Navi leaping through the air and blasting a Virus with an earth-shaking KABOOM!

When a scene involving fast-moving and complex action starts, the GM creates the **Spotlight Checklist**: a checklist with each player's name on it. The Spotlight Checklist's used to keep track of which player's most recently acted.

After describing the scene, the GM asks the players who'd like to act first. The GM then asks the player what they'd like to do as their character takes the attention of the scene. The spotlight lasts for a few moments — generally only enough time for a single roll or chip.

Once they've used their time in the spotlight, the GM marks them off the Spotlight Checklist, and the player that just acted suggests another player to go next. They can only choose players not yet marked off on the Spotlight Checklist. Once all players are marked off, the Spotlight Checklist refreshes, removing all marks.

If a character is hindered by something like failing a jack-in roll, the GM can say they cannot be chosen to take the spotlight. When choosing who goes next, the player can confer with the others to see who's interested, but if the discussion starts to drag on, the GM can choose for them. Players cannot pick themselves to act next.

INTERRUPTING THE CHECKLIST

There are situations in which player actions do not mark them off the Spotlight Checklist. Being acted upon by an outside force (e.g. rolling to defend) does not advance the Spotlight Checklist. The few effects that allow players to act immediately (e.g. the Support BattleChip called Reflex) do not advance the Spotlight Checklist either.

GMs may encounter players that want to hop in on other players' Spotlight turns to assist them. While players cannot circumvent the Spotlight Checklist, they can instead spend their time in the spotlight preparing narrative assets to assist their allies. (e.g. tossing a critical item to whichever player comes next; prepping a lightshow to dazzle the opposition.) GMs should encourage players to set up resources for their allies so, when players outside the spotlight want to help, they can point to things already in the scene instead of inadvertently trying to steal the spotlight.

The Flow of Action, cont.

THREAT PROGRESSION

As the Spotlight Checklist progresses, enemies, hazards, and other threats will also act. When a new player takes the spotlight, before they act, the GM describes how two or three threats progress with **Ready**, **Aim**, and **Fire**.

- A threat is **Ready** when the GM has clearly introduced it into the scene. GMs can introduce new threats into the scene at the start of a player's turn by describing its entrance, making it Ready. Threats only need to be Ready once.

- A threat is **Aimed** when it foreshadows an action it's about to take. Aiming can be as simple as describing how a Swordy Virus raises its blade, ready to strike one of the player's allies. When a GM makes a threat Aim, players should know it's immediately important, even if the exact details are obscured. Threats cannot Aim if they are not Ready. Players can interrupt Aimed threats to set them back to Ready. (For Viruses and other animate threats, simply taking damage is not enough to interrupt an attack.)

- A threat is **Fired** when it acts, interrupting the player's spotlight to directly threaten one or more players. If a Virus Aims to attack a player, when it Fires, it makes the attack roll. If an environmental hazard Fires, it forces the targeted player to immediately react on the defensive. Threats cannot Fire until they Aim. After Firing, threats are no longer Aimed.

A single threat cannot progress multiple times in the same player turn. When players are forced to roll due to threats Firing, it does not mark them off the Spotlight Checklist.

Occasionally, a single character can create multiple threats. However, even in these cases, the Game Master should try to differentiate how the character is preparing the threats. (e.g. the big villain is charging up their shoulder-mounted cannons as they throw a chunk of scenery at a player.)

When the action ends, the GM can stop using the Spotlight Checklist.

DR. WILY'S WICKED TRICKS

Game Masters: Readying and Aiming a threat doesn't mean you need to show all your cards! Have a sinister Navi hunting the players? When they hear footsteps clickity-clacking down the hall, that counts as Readying! And when they see a tall shadow start to round the corner, they know something bad's about to happen: that threat's Aimed!

The Finale Roll

At the core of every conflict is a question with an unclear answer. Will the Navis stop the Viruses from sabotaging the upload? Can our heroes escape the flood? How will they infiltrate the enemy base?

Everyone should know, broadly, what question is at the center of each conflict. Some may be so obvious they don't need to be spoken aloud, but the GM should always know exactly what the question is. Once the answer is obvious, the conflict should end.

Sometimes, however, the question reaches a foregone conclusion before the action ends. For example, a two-sided battle with an obvious winner… except the losing side is hanging on with a thread, dragging out the inevitable. In these situations, the GM can call for a **Finale Roll** to draw the conflict to a speedy conclusion.

EXAMPLES

Answers:
- Bust all the Viruses
- Escape the magma flood
- Disable the Torment Nexus

Complications:
- Instead, the Viruses flee
- You escape, but drop the evidence into the magma
- The Nexus self-destructs, endangering you all

ANSWER AND COMPLICATION

Once the GM calls for a Finale Roll, they identify which side of the conflict has the upper hand. (If it's unclear, it may be too early to call a Finale Roll.) The side with the upper hand then outlines what outcome they want from the conflict — what answer they want for the question at the conflict's core. This should be consistent with what their actions have been driving the conflict towards.

Next, the other side to the conflict presents a complication. Like a mixed success, a complication is a caveat to the other side's answer — a "yes, but" or "no, however" that stays close to the spirit of the answer but with a negative twist.

THE FINAL SHOWDOWN

Once the answer & complication are established, everyone makes a final action to see which outcome comes to pass. To do so, everyone first explains their approach — a single action that pushes for their desired outcome. Each approach is trying to generate as many hits as possible; whichever side gets the most hits overall wins.

The simplest approach is to pick a skill or roll power to roll. Any justifiable skill or power can be used. For example, a Navi helping bust a group of Viruses could roll Speed to cut off the exit. As usual, GMs may downshift rolls for exceptionally useful/clever solutions and upshift rolls that do a poor job of achieving the desired outcome.

Another approach is using a BattleChip or Cost Power. The number of hits it provides is decided by how relevant and useful its effects are (see Fixed Hits on the right.) If a chip's damage is relevant to the desired outcome, the GM may use that number for the hits instead.

If one side is an environmental hazard instead of a living being, it instead has Hazard Hits — a fixed pool of hits relating to its severity. For sample hazards, see Hazards in Part 5: The Net on Page 32.

Once all approaches are prepared, clash! Everyone rolling rolls together. The side with the most hits total wins, and their desired outcome/complication comes to pass. (In a tie, victory goes to the side with the upper hand.) Everyone involved describes their contribution, starting with the losing side and ending with the winners.

EXTRA SIDES

Occasionally, conflicts have three or more sides. There should still be only one side with an upper hand. If a side without the upper hand wins, only their complication happens. In the event multiple sides without the upper hand tie, the side with the upper hand chooses which one will win.

VIRUS MOVES : FIGHT AND FLIGHT

When a Finale Roll happens for combat with Viruses that do not have the upper hand, they can make a special complication: fight and flight. In this complication, each Virus independently chooses between two special approaches: **Fight** or **Flight**.

Fight: Roll Bravery or what you would normally roll to attack. At the end of the Finale Roll, you are deleted by your opponents, no matter what. If your side wins the Finale Roll, deal every hit you rolled as damage to a target of your choice; they cannot roll to resist the damage. You can downshift your roll by letting the other side choose who among them takes the damage instead.

Flight: Roll Bravery, Speed, or whatever else could help you escape. If your side wins the Finale Roll, you slip away to safety. You should have a plan or goal for what to do after escaping (e.g. sound the alarm; set a trap). You can downshift your roll by dropping your BattleChip Data behind — you can do this only once.

FIXED HITS

1 Hit: An iffy tool for the job
2 Hits: Relevant & effective
3 Hits: A perfect fit for the job

HAZARD HITS

2 Hits: A Light hazard
4 Hits: A Normal hazard
6 Hits: An Extreme hazard

DR. WILY'S WICKED TRICKS

Game Masters: Unless your players are in big trouble, "Will the players bust the Viruses?" isn't an interesting question! We all know those brats will delete those digital dolts. Instead, ask "What will it cost to defeat the Viruses?" or "How will they defeat the Viruses?"

Part 3: Navi Anatomy

Elements

Every Navi has an element — an iconic theme summed up in a word or two. They include classic natural phenomenon like Fire and Ice, media-inspired themes like Cinema and Unicorns, and oddball concepts like Sandwiches, Blending, and Teeth. Whether simple or abstract, elements affect the digital world. Elements often relate to the Navi's appearance, personality, and NetOp.

Navis roll Affinity to summon or manipulate their element. Navis can only summon and manipulate tangible manifestations of their element: emotions, sensations, or abstract concepts (like Luck or Chaos) cannot be directly summoned or manipulated. However, summoned objects may be able to manipulate abstract ideas. (For example, using a summoned clock to slow time.) When an element directly modifies a physical object (e.g. the element Snapping breaking a stick in half), that counts as a tangible manifestation.

Every element has limitations — many of which apply to all elements. Navis have a harder time using them in greater quantities or distances. Broadly-defined elements have a harder time performing specific actions. For example, it is harder for the element Sound to imitate voices than the element Voice. Exceptionally destructive or otherwise powerful elements always have limitations or drawbacks. For example, the element Acid may be dangerous or risky, and the element Gravity may only be able to manipulate weight, not to fling anyone sky-high.

A few things are able to give a Navi temporary access to multiple elements at once. When that happens, they can summon and manipulate them together. (However, doing so in one roll while keeping them separate will likely upshift the roll difficulty.)

For a table of 216 sample elements, see Page 96.

EXAMPLE ELEMENTS

- Plants: Sow seeds, spread spores, summon vines.
- Sun: Blind people, brighten areas, overheat the area.
- Ribbons: Tie things up, slingshot, swing away.
- Rotation: Flip things over, make something spin.
- Weights: Pin things, create quakes, anchor yourself.
- Greed: Make an illusory temptation, reveal someone's desires.

MR. FAMOUS'S FAMOUS TIPS

Trying to think of an element for your own Navi? Focus on what you want it to do — what should summoning and manipulating it look like? Your NetOp's interests can be a good jumping-off point, too! Summing it up in a word or two is the last step. If you can't fit it, you need to simplify!

Charge

When Navis go above and beyond, that energy doesn't go to waste. Instead, it gets converted into **Charge** and stored for later, keeping it in reserve to push themselves & their allies later.

When you roll hits that have no narrative consequence, convert the extra hits to Charge. (Deleting a Virus/Navi with a BattleChip that dealt more damage than necessary also grants 1 Charge per extra point of damage.) Each Navi can store up to 3 Charge at a time.

Examples of scenarios that can grant Charge include:
- Attacks (rolled or chips) whose damage exceeds the target's HP.
- Defense rolls that exceed the attack's damage.
- Non-combat opposed rolls where one side wins by 2+ hits
- Critical successes, especially with 4+ hits. (Whether to grant a narrative benefit or Charge is always up to the Game Master.)

Immediately after a Navi rolls, they can spend 1 Charge to increase the result of a die by 1. Multiple Charge can be spent on a single roll. When a Navi assists another Navi's roll, in addition to potentially downshifting the roll, they can spend Charge. NetOps can also spend charge if their player explains how their Navi is assisting them.

Unlike most things, Charge does not reset immediately upon jacking out. It gradually reduces over time, draining from full to empty over a few hours outside of high-tension scenarios.

CHARGE EXAMPLE

MegaMan is sparring with GutsMan. GutsMan rolls 1 hit to attack, and MegaMan rolls 3 hits to defend. With two extra hits, MegaMan gains 2 Charge: the friendly competition was invigorating! Later, GutsMan is moping about and being a sore loser. MegaMan rolls Charm to cheer him up — four dice on an Easy roll. He gets 3, 2, 1, and 4, then spends 1 Charge to increase the first die's 3 to a 4, giving him two hits total instead of just one.

CHARGE AND NPCS

Most NPC Navis do not keep track of Charge. Game Masters can track Charge for important Navis anyway, but it's only recommended when it's relevant and exceptionally useful.

Navi Customizer

The **Navi Customizer** (NaviCust) is cutting-edge tech that allows NetOps to modify their Navi with software called **Navi Customizer Programs** (NCPs). NCPs can improve Navi skills, expand Folders, grant special abilities, and more. The NaviCust is the primary form of Navi progression. Some campaigns may begin with each Navi having a NaviCust, while other campaigns may introduce it later.

NaviCusts begin with 3 Exabytes (EB) of space. Navis can find more in expensive shops, dangerous networks, and the remnants of deleted Navis. Each program has a size, with most between 1 and 3 EB. While jacked out, a NetOp can install, remove, and swap a Navi's NCPs. The total EB of installed programs cannot exceed the NaviCust's capacity.

SKILL AND STAT NCPS

Some NCPs allow the user to choose from a group of Navi Powers, skills, or stats. Instead of being named LockOn, Sense+1, or Mind+1, they will be named [MindPower], [MindSkill]+1, or [Stat]+1. So long as it falls under the listed category, you can decide which skill to increase or power to gain. The decision is permanent.

Navi stats cannot exceed 4, and Navi skills cannot exceed 5. Additionally, stats cannot be reduced below 1, and skills cannot be reduced below 0 by any means.

EXAMPLE NAVI CUSTOMIZER USE

Lan got a NaviCust for MegaMan and two NCPs: Bravery+1 and [BodySkill]+1.Both of them take 2EB. Lan sets [BodySkill]+1 to Speed+1 (a permanent choice), then installs it. Since NaviCusts start with 3EB of space, and Lan just used 2EB for Speed+1, he can't install Bravery+1. Lan makes a note to buy more memory the next time he goes to Higsby's.

TYPES OF NCPS

Skill+1 [2]
Increase the listed skill by 1. (e.g. Strength+1, Bravery +1)

Stat+1 [5]
Increase the listed stat by 1. (e.g. Mind+1, Body+1)

Navi Power [3]
Grants the listed Navi Power. See Page 26 for the list of Navi Powers.

Unique NCPs [?]
Can change many aspects of a Navi. See the full list of them on Page 62.

Goals

MR. FAMOUS'S FAMOUS TIPS

Keep in mind, goals are what you want to happen with your character — it doesn't have to be what your character wants! Character growth can come from hard times, and it can be fun to put your character in a bad spot and see how they overcome it.

During character creation, every player writes 3 goals for their character. Goals are simple statements, usually just a sentence, that describe how the player wants their character's story to evolve in the near future. When players write goals for their characters, they communicate with their GM to make sure the GM can integrate those goals into the story moving forward. (If a goal directly involves another player character, players should be sure to discuss how they feel about the goal.)

The best goals are about relationships, character motivations, and personal growth. Try to avoid goals that are just about increasing power (e.g. "get five more battlechips") or overly general and not about the specific character (e.g. "defeat the main antagonist"). When writing a goal, refer to the three questions below — the more you can answer "yes" to, the better a goal it is.

- Does it make the world a more interesting place?
- Does it give the character depth or growth?
- Does it make the story more fun for everyone?

Completing your goals should always have a meaningful impact on everything involved, especially your character. If you're not sure whether you've completed a goal, ask yourself if pursuing this goal has meaningfully changed your character, the setting, or the plot; if so, you can probably mark it as complete. Completing a goal normally takes multiple sessions. As long as every individual goal has a meaningful impact on the story, players are able to progress multiple goals at once.

You can change your goals between sessions. However, players should always be sure to talk with their GM about changing goals. The GM should be using the players' goals to influence their sessions; not telling your GM when you change your goals can make it harder for them to help your character shine.

When you complete a goal, write a new one and choose one skill to increase by 1. NetOp skills cannot exceed 5. If one or more player characters played a critical role in helping you complete your goal, you can pick one and increase your shared Bond Level by 1.

Bonds

Bonds are connections forged through shared experiences. Bonds are measured in **Bond Levels**, starting at 0 and going up to 3. Bond Levels are shared — getting a Bond Level with a friend increases their Bond Level with you. During character creation, each NetOp picks another player to have a Bond Level with.

Spend time off with a NetOp to gain **Bond Points** (BP) equal to your Bond Level with them. Time off could be a lazy afternoon, going shopping, or a beach trip, for example. While time off can happen in between sessions, making them part of sessions can help break up the action and give the characters time to speak from the heart.

When you gain a Bond Level, you also gain 1 BP. You cannot have more Bond Points than your Bond Levels combined.

BOND POWERS

Bond Points can be spent on **Bond Powers**, unique abilities that allow players to harness the power of their relationships. Each Bond Power's cost is listed next to its name. When using a Bond Power, describe how it looks and what memory you draw on to activate it.

When a description lists two things in brackets, add them. (e.g. [NetOp Bravery + Navi Bravery] = those two skills added.) Nobody other than the user can dispel or mitigate the boosts Navis get from Bond Powers.
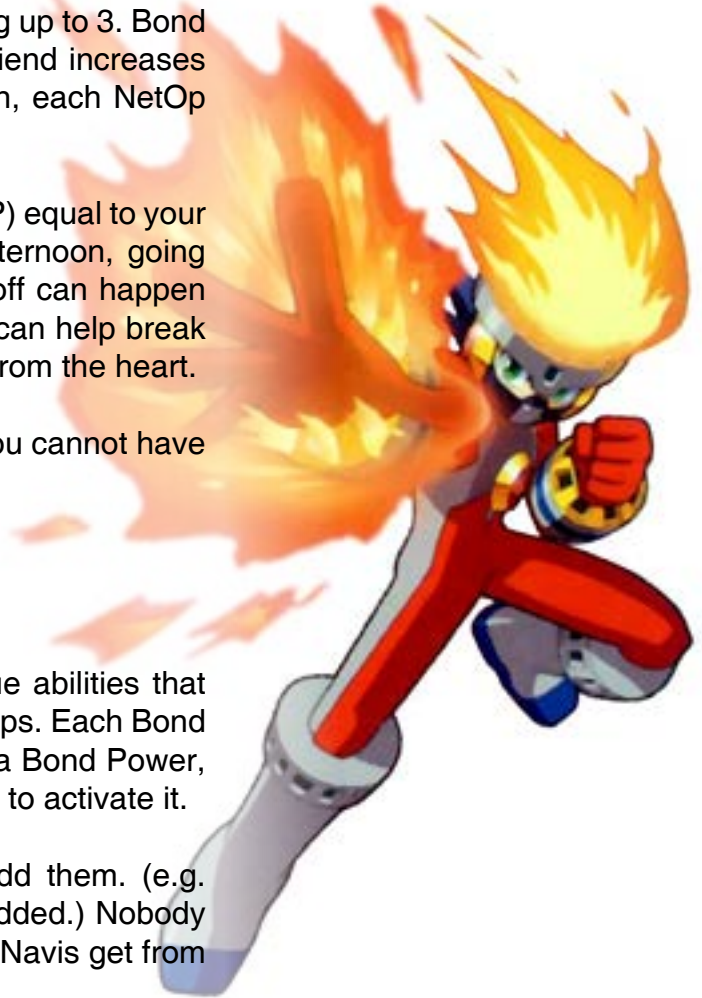
DestinySpark 「1」	Introduce a helpful (but not overwhelmingly powerful) narrative element into the scene with a twist of fate. (e.g. A friendly NPC; a news bulletin; a brief distraction.) Navis and NetOps can use this.
CrossSoul 「3」	Temporarily gain the energy of the Navi of a friend you have 2+ Bond Level with. You can use their element as well as your own. In addition, you can replace one of your stat scores and two of your skill scores with theirs. Ends after your Navi makes 5 rolls.
FullSynchro 「4」	Add your NetOp's stats + skills to your Navi's. The Navi can use the NetOp's Talent as an Element. When one loses HP, so does the other. Ends after [NetOp Soul + Affinity + 3] rolls, or if one hits 0 HP.
Overload 「1+」	This Bond Power is used automatically. When you would be deleted, consume all remaining Bond Points. You are left with 1 HP. Gain full Charge. Your next roll is Easy, no matter what.

Part 4:
Character
Creation

Making Your NetOp

Every player creates a NetOp and a Navi, and the process for making them is very similar. Click here for a blank character sheet. Creating a NetOp takes five simple steps:

1. Name, personality, and appearance
2. Stats and skills
3. Starting BattleChips
4. Starting Bond
5. Talent

NAME, PERSONALITY, APPEARANCE

Give your NetOp a name, appearance, and basic personality. NetOps are normally all fifth-graders going to the same elementary school. Give them fun, colorful strengths and flaws! In addition, think about a signature (not too useful) item on their person.

STATS AND SKILLS

NetOp stats start at 2 by default. Choose one stat and set it to 1. NetOp skills start at 0 by default. Choose two skills and set them to 2. Choose two other skills and set them to 1.

STARTING BATTLECHIPS

Every NetOp starts with a few BattleChips. Pick 4 starter BattleChips from the next page. This is separate to your Folder size. You cannot pick the same BattleChip multiple times. Your GM may allow you to forgo one or more starting BattleChips for 500 Zenny per chip.

STARTING BOND

Choose another player's NetOp to have a Bond Level with (Page 21). Because Bond Levels are two-way, this will also give them a Bond Level with you. Think of what history your characters share. You cannot get a Bond Level of 2+ in character creation.

TALENT

NetOps get one Talent. Talents can be any area of expertise or interest. They should be general enough that they could organically come up (e.g. "Theater," not "Ancient Opera"), but not so general that they apply more often than they don't (e.g. "Judo," not "Fighting"). Once a session, a NetOp can turn a failure/mixed success into a full success if it falls under their Talent. This only applies to NetOp rolls.

REMINDERS

Stats and skills:
Mind: Sense, Info, Coding
Body: Strength, Speed, Stamina
Soul: Charm, Bravery, Affinity

Max HP:
Body + Stamina + 5

Folder size:
Navi Info + 5

SAMPLE NETOPS

See Page 99 for a selection of premade characters.

Starting BattleChips

Sword
2 Damage, Close, Piercing [Blade]
Slash with a bright, razor-sharp blade. It lights up Near surroundings for a few seconds.

Plasma
2 Damage, Close [Impact]
Two orbs of electricity orbit the Navi, striking all enemies in range.

DashAttack
2 Damage, Near [Rush]
Fly through the air Close to the target!

AirShot
1 Damage, Near [Shot]
Pushes the target back one range band.

Bubbler
2 Damage, Near [Shot]
Creates a cloud of soaking, vision-obscuring bubbles around the target.

Cannon
2 Damage, Near, Accurate [Shot]
Transforms a part of the Navi into a high-velocity cannon.

HeatShot
2 Damage, Near [Shot]
Creates an explosion of flame around the target.

ZapRing
1 Damage, Near [Shot]
Stuns the target for one second.

RockCube
Close [Summon]
Summons a large cube of stone in front of the Navi.

Attack+1
Simple [Support]
Add one hit to your next non-BattleChip attack.

Barrier
Guard, Slow [Support]
Next time you fail to defend against an attack, a barrier nullifies all damage and effects.

Repair
Near [Support]
Fix a broken structure.

Making Your Navi

Creating a Navi takes four simple steps, similar to NetOps:
1. Pick a name, personality, and appearance
2. Set your stats and skills
3. Choose an element
4. Pick your Navi Powers (see next page)

NAME, PERSONALITY, APPEARANCE

Think of your Navi's name, appearance, and basic personality. Navis can be mentors, siblings, pals, or even emotionless tools! Consider how your Navi and NetOp relate and get along. Let your imagination run wild: Navis can look, feel, identify, and act however you like.

STATS AND SKILLS

Set one stat to 1, one to 2, and one to 3.
Navi skills start at 0 by default. Choose two skills and set them to 1. Choose two skills and set them to 2. Set another skill to 3.

CHOOSING AN ELEMENT

Pick an element for your Navi and work with the GM to decide what summoning and manipulating it can do. No player's element should dominate the spotlight.

Unless using the Navi Power Control, damaging elements are hazards (Page 32). Without GM assent, elements only act as defined on Page 17 and player elements do not get special rules.

SAMPLE NAVI

Polaris.EXE — ⌐ursine overseer – he/they⌐

Mind	1	Body	3	Soul	2		Chips	Attack+1, Barrier, RockCube, Sword, ZapRing
Skills	2 Strength, 1 Speed, 2 Stamina, 3 Bravery, 1 Affinity						Element	Astrology
HP	10							

Navi Powers	Skill	Type	Description
GravArmor	Stamina	⚁	Move along or stick to any Close surface, or stick any Close object to you.
Reflect	Stamina	⚁	Parry a direct ranged attack, rolling Stamina. Reflects secondary effects.
BodyGuard	Bravery	⊟ ⊗	Pick an ally. Next time they're attacked & Near, step in to take the attack instead.

Polaris is a towering bear-like Navi wearing armor decorated with all the sky's constellations. A result of their operator's "medieval fantasy" phase and starwatching hobbies, he's exceptionally intimidating... unless you've seen all his "Star Wizards" cosplays.

Navi Powers

All Navis have Navi Powers: special abilities they can use at any time. There are two types of powers: **Cost Powers** (noted by ⊟) reduce the relevant skill by one to use them. No roll is required. Cost Powers cannot be used if the skill is 0. All reduced skills are restored to normal on a successful jack out. **Roll Powers** (noted by ⊞) roll the relevant skill to use them. Roll difficulty depends on the circumstances. (Navis using Roll Powers are recommended to have at least 4 dice in the power's stat + skill.)

Powers have no limits to how many times they can be used overall, though Cost Powers need to be replenished by jacking out. If the power name contains ⊘, activating the power happens instantly, though it cannot be used to interrupt others' actions. Targets can defend against Navi Powers that directly impede them (e.g. Disruption and Glare; not Analyze).

When creating a Navi, choose any three Navi Powers.

Sense

LockOn ⊟ ⊘	Volley ⊟ ⊘
Pick a target — the next rolled attack on them is guaranteed Easy.	Reroll your next attack roll twice and take the best outcome.

BlindMode ⊞	Splash ⊞	Tracker ⊞
Find a target with extrasensory means (e.g. thermal imaging, echolocation).	Roll once to attack a Near target. Damages everything Close to the target.	Identify hidden trails and inconsistent parts of the environment.

Info

Reconfig ⊟ ⊘	Refresh ⊟ ⊘
Trade your unused Folder chips with your allies' Folder chips and your pack.	Pick a used BattleChip in your Folder. It is now usable again — once per chip.

Analyze ⊞	CloneTool ⊞	MemoryScan ⊞
Learn what makes the target (pick 1): dangerous; happy; valuable; vulnerable.	Copy a Close object. You can store it in an empty Folder slot. Expires on jack-out.	Scan a Close Virus/object to reveal the target's recent memories/interactions.

Coding

MapEdit ⊟	PropHunt ⊟
Generate a Near simple structure that is either hard, large, or hidden.	Disguise yourself or a Close ally as a similarly-sized object. Movement ends it.

Disruption ⊞	Firewall ⊞	NoClip ⊞
Pick a Near target; disables their last used power/NCP until they roll 3 times.	Put a temporary door on a Near entrance that blocks known enemies.	Pass through a thin structure (walls, floors, pipes, etc).

Navi Powers, continued

Strength

BreakCharge ⊟ �
Your next attack roll ignores Guards and upshifts the target's next 4 Body rolls.

Followthrough ⊟ ⌽
Your next melee or Strength roll hits any number of targets in range.

Gutsy ⊞
Launch a Close target one range band in any direction.

Shatter ⊞
Destroy a Close structure or piece of terrain.

Shockwave ⊞
A ranged attack that only moves through surfaces. It can hit one Near target.

Speed

Afterimages ⊟ ⌽
Reroll your next 3 defense rolls, taking the best outcome each time.

Warp ⊟ ⌽
Instantly move up to one range band.

FlowState ⊞
Reshape your body to fit in tight or oddly-shaped spaces. (Not a disguise.)

JumpJets ⊞
Launch a range band in any direction off of a surface.

Sneakrun ⊞
Slip past an inanimate threat (e.g. traps, sensors).

Stamina

Clear ⊟ ⌽
Cure all negative secondary effects from outside sources. Usable on Close allies.

Regenerate ⊟ ⌽
The next 5 times you roll or use a Battle-Chip, heal 1 HP. (Damage comes first.)

ArmorChange ⊞
Your body is briefly (pick 1) superhot; icy; superheavy; camouflaged; or luminous.

GravArmor ⊞
Move along or stick to any Close surface, or stick any Close object to you.

Reflect ⊞
Parry a direct ranged attack, rolling Stamina. Reflects secondary effects.

Charm

ModelEdit ⊟
Look like a Virus or Navi you've met (appearance only).

Overwrite ⊟
Trick a hostile Virus into helping you. The bigger the ask, the shorter it lasts.

Harmless ⊞
Avert hostile attention from yourself.

Hypnotize ⊞
For 3 rolls, a calm Close target is (pick 1): drowsy; forgetful; paranoid; loopy.

Playback ⊞
Imitate someone else's voice.

Bravery

Bodyguard ⊟ ⌽
Pick an ally. Next time they're attacked & Near, step in to take the attack instead.

Rally ⊟ ⌽
Add two dice to someone else's Soul roll (before they roll).

CommandLine ⊞
Create a minion with one purpose. (One at a time; it has no stats/skills.)

Glare ⊞
Momentarily stun a Near target (once per target until jack-out).

SystemCall ⊞
Convince one or more Near targets to focus their hostile attention on you.

Affinity

CodeInjection ⊟ ⌽
Your next rolled attack covers the target with your element.

Save ⊟
If your element is present, heal someone for 3 HP.

Alt ⊞
Use the element of the last Near deleted Virus. Max 3 uses; also ends on jack-out.

Control ⊞
Make a ranged attack with your element if it is present.

Shift ⊞
Swap places with an abundance of your element in line of sight.
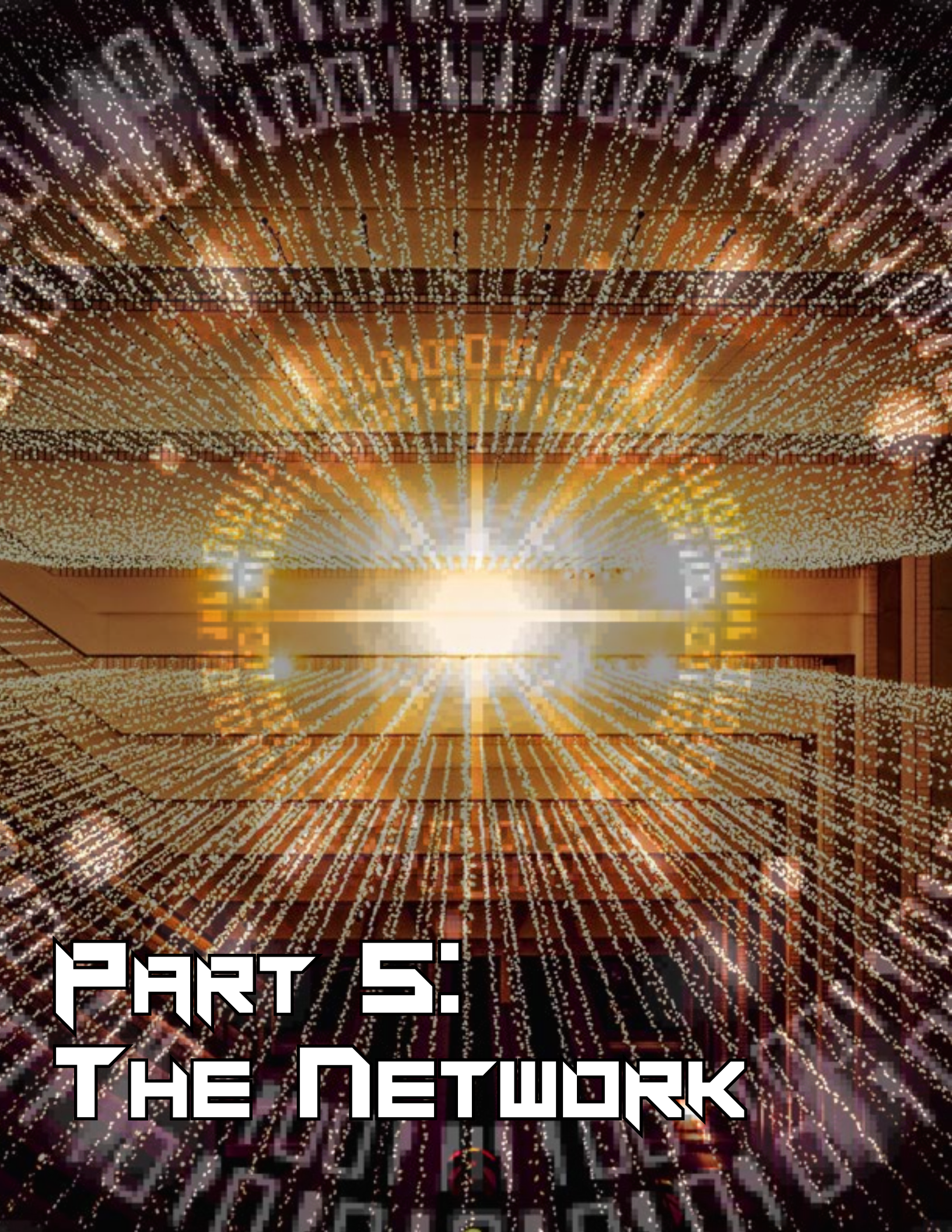
Part 5:
The Network

Jacking In

When a NetOp jacks their Navi into immediate danger, the NetOp rolls Affinity to synchronize with the Navi. On a full success, the Navi can act immediately. On a mixed success, the Navi's data transmits with a brief delay, hindering their ability to react. On a failure, the Navi is vulnerable to attackers with barely any time to react.

When the Navi returns to the PET by jacking out, under normal circumstances, it returns to full health, all temporary effects (e.g. skill reductions) are removed, and all used BattleChips are returned to usable condition (see BattleChips: the Folder, Page 10).

Jacking out under pressure also requires a NetOp Affinity roll. On a full success, the Navi jacks out without complications. On a mixed success, the Navi may take longer to jack out, or they may not have their health, skills, or BattleChips immediately returned to normal. On a failure, at least one of those complications occurs, if not more.

JACK-IN POINTS

On normal servers, each physical jack-in port places Navis in a specific part of the server. Nearby ports tend to go close to each other — if a group of NetOps jack into adjacent ports, their Navis will likely enter the server standing together. Some servers have jack-in ports in hidden or hard to access places. Finding these can lead Navis to similarly secretive parts of cyberspace.

Normally, as long as their PET is still jacked into the server, Navis can jack out from anywhere in cyberspace. However, some high-security servers require Navis to return to their jack-in port to leave. Navis are typically able to tell when this is required.
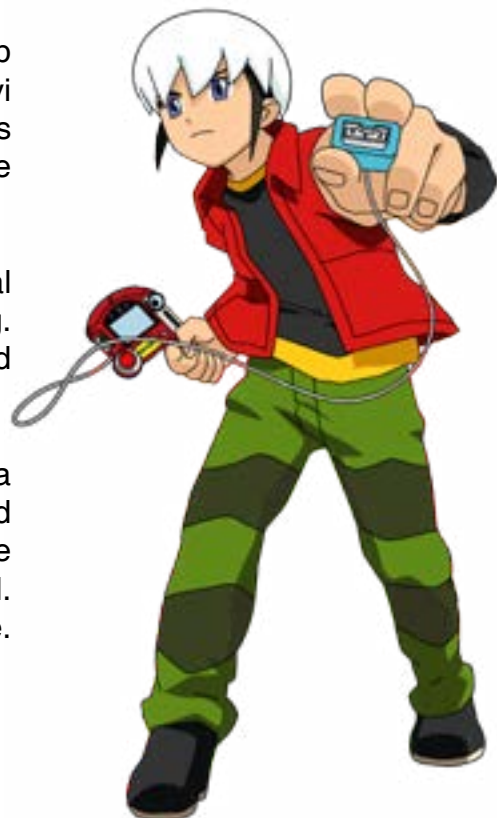
SAMPLE SECRET JACK-IN PORTS

- Inside the squirrel statue's mouth — climb it to jack in!
- Locked in the maintenance panel — got the password?
- In the teacher's lounge — sweet-talk your way in!
- Buried under messy cables — can you spot it?
- In the back of the doghouse — but what about the dog?!

DR. WILY'S WICKED TRICKS

Game Masters: If your players expect a server to have hidden jack-in ports, you can give the obvious port downsides! Does it lead to an an ambush? Or does it limit how many PETs are connected at once, forcing players to connect separately? Foreshadow it, then have fun!

Server Features

CONTROL PANELS

Most computers primarily exist to manage real-world objects. These computers often contain control panels — digital terminals that typically let users access data about the server and control the real-world object. When trouble's afoot, these are often what Navis are looking for in a server — and because of how much control they offer, they are often hidden, guarded with force, and/or unable to access without authorization (or a successful Coding roll).

EXAMPLE EXT CONSOLES

- A dusty keyboard & screen in the basement
- A jet cockpit's worth of buttons and lights
- A security booth with live maps of the server

EXTERIOR CONSOLES

The real-world equivalent of control panels, exterior consoles are another way for NetOps to directly affect digital spaces. They are typically well-protected, with physical access restricted and login credentials (or Coding skills) required for use.

Exterior consoles can have a wide variety of uses. Some show the server in different angles (e.g. maps; cameras), some manipulate the server's layout, and others enable and disable features to help Navis inside. Exterior consoles with a wide variety of uses may have an overwhelming number of (poorly-labeled) controls, making experimentation at best unproductive and at worst dangerous.

EXAMPLE SERVER LOGS

- Records of who jacked in and out, and when
- Unauthorized access alerts
- Security camera footage, archived weekly

SERVER LOGS

Server logs are records of server activity, typically housed within a control panel. They can contain a wide variety of information, with more complex and critical servers typically recording more data (but keeping that data even more heavily protected). Navis investigating who was where and when typically turn to server logs for clues.

SERVER DEFENSES

Even the simplest system has security defenses — for a schoolkid's homepage, keeping the admin zone behind a simple passcode-locked door is enough! But as networks have advanced, so has cybersecurity. Major networks have to mix varied layers of security to ward off hackers. Sure, a smart Virus can crack any password in minutes — but can it find the hidden passageway, cross the chasm, outrun the snake trap, and solve the riddle leading up to it?

Mirror Data

Many servers contain Mirror Data — objects linked to real-world equivalents. Mirror Data may look exactly like its real-world counterpart, or it may be a more abstract representation (like a real-world lamp affecting all the lighting in a server). Some servers have Mirror Data to make controlling the counterparts easier, while others may inadvertently use it as a byproduct of the server's structure. (Not to mention servers that install it for decoration!)

Mirror Data is typically two-way; affecting it in one world will always affect its counterpart. By searching for objects linked to Mirror Data, NetOps can indirectly assist their Navis (and vice-versa).

Progs

Progs are peppy little workers that keep the world's computers running. They're designed for all kinds of purposes, with most everyday things containing multiple Progs. A single vending machine could have half a dozen Progs inside — it's a lot of work to manage inventory, perform maintenance, and say "thank you for your purchase!"

Due to their one-track minds, they're often naive and oblivious. However, they're still individuals with their own quirks — and often their own hats!

Links

In 200X, the internet is vast and labyrinthine — a pain for navigation! Links are a simple way to cut down on travel time, teleporting Navis from one end to the other. Some are one-way, password-protected, or even linked between servers. They're used by practically everyone: best friends link each others' homepages, like-minded enthusiasts forge webs of mutual links called "WebRings," and huge corporate servers link their different areas for ease of maintenance.

Other Digital Features

- Viruses: Digital creatures, often trained to cause havoc [Page 65]
- Mystery Data: Odd scraps, like zenny, chips, and info [Page 95]
- Hotspots: Landmarks that radiate powerful energy [Page 104]

Example Mirror Data

- A fireplace that lights torches in the server
- A faucet that affects digital water flow
- A fan that creates wind tunnels in the server
- A thermostat that can bake or freeze the server

Mx. Prog's Pro Trivia

Hi, I'm Mx. Prog! It looks like you're learning about Progs. I'll share some fun Prog facts!
- Many of us love riddles!
- Each Prog has a 1 in 8096 chance of being gold!
- These things on our heads are hands! They stretch!

Hazards

Viruses aren't the only dangers Navis face. Hazards are environmental dangers, ranging from spooky vibes to spike pits. This list of base templates is free for GMs to edit as they like, such as reducing a hazard's effects and adding another negative effect (e.g. upshifting a stat/skill's next 2 rolls; setting off an alarm; briefly freezing the Navi). GMs should use these in conjunction with other challenges, with their frequency roughly relative to their difficulty.

Players may suggest alternate ways of resisting hazards — these are baseline rules for average contact with hazards. Normal upshifting/downshifting rules apply to their difficulties.

SAMPLE HAZARDS

Light hazards
- Burning coals
- Freezing water
- Being thrown into a wall
- Falling out of a tree

Normal hazards
- Electrified water
- Towering flames
- Clouds of poison gas
- Being crushed by a boulder
- Falling in a pit of spikes

Extreme hazards
- A giant pool of lava
- Metal-melting acid
- Falling down a skyscraper
- Highly radioactive glitches

PHYSICAL HAZARDS

Light hazards
Perform a Normal Stamina roll. On a failure, take 2 damage. On a mixed success, take 1. On a full success, take 0 damage.

Most characters can withstand Light hazards. GMs can use these frequently, either as a complication (e.g. the result of a failed roll) or as a route players might willingly brave (e.g. a tanky Navi might run over burning coals to punch a Virus hovering above it).

Normal hazards
Perform a Normal Stamina roll. On a failure, take 4 damage. On a mixed success, take 2. On a full success, take 0 damage.

Normal hazards allow GMs to create environmental threats that threaten players with meaningful (but not game-ending) consequences. Few players will want to intentionally brave these, and spending resources to traverse or nullify them is often worthwhile.

Extreme hazards
Perform a Normal Stamina roll. On a failure, take 6 damage. On a mixed success, take 4. On a full success, take 2. On a critical success, take 0 damage.

Extreme hazards are named for their high lethality. They should have clear foreshadowing, easy ways around them, and few (if any) ways to nullify them. GMs can use these occasionally to raise the stakes and create serious tension.

MENTAL HAZARDS

Distractions

Perform an Easy Bravery roll. On a failure, upshift the next two Mind rolls. On a mixed success, upshift the next Mind roll. On a full success, nothing happens. Penalties fade if you take time to calm down and recollect yourself.

Distractions, like other mental hazards, can be especially useful for GMs running horror-themed sessions, though they can be effectively used in lighthearted sessions too. Players should understand that a Distraction's effects can go away by briefly resting. Deciding between acting quickly or resting should be a challenging decision.

Panics

Perform a Normal Bravery roll. On a failure, upshift the next two rolls. On a mixed success, upshift the next roll. On a full success, nothing happens. Penalties fade if you get away from the source of the panic, take time to rest, and recollect yourself.

Panics can mechanically convey how scary a situation is, such as making an enemy feel intimidating, or making an urgent scenario feel overwhelming. Players can snap each other out of Panics — doing so instantly could be the bonus effect of a critical success.

Freezes

Perform a Hard Bravery roll. On a failure, you freeze for several seconds, too panicked to act. On a mixed success, you hesitate for just a moment. On a full success, nothing happens.

Freezes are debilitating hazards specially kept for the most hair-raising, pulse-pounding scenes. GMs should use them sparingly.

PLAYER-MADE HAZARDS

As discussed in Elements (Page 17), player elements are sometimes able to make hazards, and dangerous elements should come with matching limitations. Players should not be able to generate Extreme hazards from their element; it's hard to set balancing limitations that don't make them too deadly or too frustrating.

Other tools can also create hazards. Chips like LavaSeed can be deadly; accordingly, GMs should be sure to highlight their limitations, such as slow activation time or potential collateral damage.

MORE SAMPLE HAZARDS

Distractions
- Strange noises in the dark
- A mysterious figure appears
- Eerie events, like objects moving by themselves

Panics
- A terrifying enemy appears
- Finding a horrifying scene
- A countdown to server self-destruction begins

Freezes
- The spooky villain is suddenly right behind you
- An overwhelming number of enemies appears
- The evil organization has taken your parents hostage

Part 6:
Running the Game

Game Mastering Basics

In NetBattlers, the Game Master is a mix between narrator, worldbuilder, and referee. Using the systems explained in earlier parts, you can work with your players to make scenes of imaginative exploration, thrilling combat, and touching emotion.

If it sounds like a lot of work, don't be afraid! Between resources like the Virus list, tips like the next section on Session Zero, and checklists to help you learn how to construct scenes in NetBattlers, this rulebook's got your back. This section also includes a pre-written one-shot!

Every GM has a different style, and NetBattlers can accomodate many different kinds of play. However, there are a few general traits that GMs for NetBattlers should keep in common.

GOOD GAME MASTERS...

Are fans of the players
The players and the GM are working together to tell a story. While the GM controls the enemies and introduces challenges, the GM themselves is not the enemy. The GM doesn't "win" if the players lose — everyone wins when they share a fun, memorable story.

Give players interesting choices
RPGs are about more than just rolling dice. Whether your players love combat or roleplay, think about what engaging dilemmas you can give them. Do you shoot the Virus or slide under the door? Do you return the lost BattleChip or keep it for yourself? What do you do with this love letter? Interesting choices make for interesting stories.

Know when to go hard and go easy
Like any story, managing the pacing of your campaign is important. Don't be afraid to cut away from scenes that are dragging on, and don't be afraid to throw a hearty challenge at your players — you can always ease off if it's too much for them.

Treat everyone with respect
Sometimes, things don't work perfectly. If you're having a problem with your players or your game, speak to them about it and try to come to a better understanding. Don't make assumptions, and definitely don't "punish" them in-game. That being said, you are not solely responsible for the group's social dynamic — tell your players to speak up if they feel there's an issue.

DR. WILY'S WICKED TRICKS

Do you ever feel overwhelmed by having to describe so many things? Here's a wicked trick to fix that: **ask your players to do it!** Turn the tables and ask *them* to say what's on that billboard, or give some fun details for the NetSquare. It turns the setting from *your* world into the group's world! So kick back and relax!

Session Zero

Before your first session, hold a "Session Zero" where you and your players can talk about expectations, ideas, and desires. This is also a time to get everyone together for character creation, and to help create a party dynamic. The following are some important areas to hit on when playing NetBattlers — work together on each section!

Tone
Everyone should be clear on the campaign's tone. For example, If you're emulating the colorful and cartoony tone of the Battle Network games, edgy and grim player characters will feel out of place. Keeping everyone on the same page will help everyone feel like their character belongs.

Safety Tools
Sometimes, stories go places people aren't ready for. Safety tools help people avoid and process discomfort. No safety tool is one-size-fits-all, but every table should use at least one. Some examples:

- **Lines and Veils, by Ron Edwards:** Before play, everyone writes Lines (content that will not come up during play) and Veils (content that will happen "off-screen" and with little detail). Check in time to time to see if people have additions or changes.
- **The X-Card, by John Stavropoulos:** Before play, the GM puts a card with an X drawn on it on the table. Whenever someone is uncomfortable with something in play, they can tap or hold up the card, no explanation needed. It doesn't matter why. The story then continues, removing whatever was X-Carded. If there are any issues, players can take a break and talk privately. (Read the original, full text of the X-Card here: tinyurl.com/x-card-rpg)
- **Breaks:** After long or intense sections, take a break to cool off, stay focused, and process everything that's happened so far. Before play resumes, check in to see how everyone's feeling.

Goals and Wishes
Ask what everyone wants from the game. Some people love combat, while others just want character drama. Some want hard challenges, while others want the leeway to make bad choices. Catering to everyone's goals — yourself included — keeps the table engaged.

Character Creation and Party Dynamic
While creating characters on your own time can be more time-efficient, spending part of Session Zero making characters together can help forge a good group dynamic from the get-go, avoiding first session awkwardness and getting players excited to play. Use the starting Bonds as a springboard for a greater conversation about how the different player characters get along.

RELATIONSHIP KICKSTARTERS

Want to jumpstart your party dynamic? Take turns suggesting relationship types between characters. Keep them short and sweet, and let everyone suggest at least two. Here are some examples:

- Best friends, but also rivals
- Inseparable siblings
- One used to bully the other
- Mentor and mentee
- One has a crush, the other is completely oblivious

Basics Analysis

SHIFTING

Shifting rolls is a powerful tool in the GM's arsenal, both statistically and emotionally. Getting two hits on a Hard roll is very difficult, and three is nearly impossible. Meanwhile, a character rolling six dice on an Easy roll has an 89% chance of getting a hit. Even if they're not aware of the statistical probabilities behind the dice, players can feel the differences between Easy, Normal, and Hard rolls.

Downshifting a roll (changing the difficulty from Normal to Easy or Hard to Normal) is a great way to reward your players. When players come up with clever and creative plans, be sure to downshift their roll and provide a colorful description.

Conversely, upshifting rolls can be used as a consequence for acting carelessly or to establish danger. Warning players that their rolls will be Hard can encourage them to take a situation seriously, think creatively, and collaborate.

RESULTS

Judging the outcome of rolls can sometimes be tricky. Full success is straightforward enough, but judging what constitutes a mixed success, a failure, and a critical success requires taking more than just the task at hand into account.

When a player rolls a mixed or critical success, think about what resources they have and what resources they want. These resources could be literal (Zenny, BattleChips, HP) or more abstract (time, space/distance, allies).

For mixed successes, think about how you can allow them to achieve their goal but put those resources in jeopardy — or even better, give them a choice. The choice could either be achieving their goal or preserving their resource, or it could be a choice between which resource they would rather lose.

For critical successes, think about those same resources and reward them. Extra time for the mission, extra distance from the enemies, or even just finding some Mystery Data with Zenny inside — think about what would be useful to the players and what would make sense to get as a result from the roll. When in doubt, you can always grant players Charge — players will always appreciate the insurance against bad luck that it can provide.

REMINDER: DICE

Difficulties:
Easy: ⚁⚄⚅ are hits. Failure is easy to avoid.
Normal: ⚄⚅ are hits. Success is not a guarantee.
Hard: Only ⚅ is a hit. Proficient characters may still struggle.

Results:
0 Hits - Failure: You don't get what you want.
1 Hit - Mixed Success: Success with complications.
2 Hits - Full Success: A success without complication.
3+ Hits - Critical Success: A success with extra benefits.

EXAMPLE MIXED SUCCESS

MegaMan is trying to cross a flaming pit. He rolls Speed and gets a mixed success. He has to choose: does he let the fire hurt him, or does he spend his Bubbler chip to briefly snuff the flame? MegaMan chooses to make it across by keeping his armor safe and using up Bubbler to keep the fire down just long enough to make it.

Analysis, cont.

You succeed, but...
- ...a bad thing happens to you and your closest ally
- ...something big helps the antagonist out
- ...its benefit is fleeting, and a bad twist is coming
- ...first, you have to pay a proportionally high price
- ...it's going to come back to bite you in the far future
- ...a bad thing happens to you that will last a while
- ...suddenly, Viruses! Oh no!

Dr. Wily's Wicked Tricks

All this about choices — do you even know why they matter?! It's not all about power, challenge, or victory: it's about that awful thing, the heart! Whether they're picking BattleChips, friends, or words, they're showing what's in their heart. Not all choices need to be hard, but they should all invite self-expression. (Yuck!)

Mixed and critical successes can also affect an ally's move, potentially upshifting or downshifting their ally's next roll. Again, giving players choices between which outcome they would prefer can be an interesting way to introduce pressure. After rolling a mixed success, would they rather take damage or upshift their ally's next roll? For a critical success, would they rather downshift their ally's next roll or destroy the enemy Navi's cover? Not every roll has to result in a decision, but it's a fun and useful tool to keep in mind.

When someone fails a roll, "nothing happened" is typically a boring result that doesn't progress the story. Instead, treat them like mixed successes with a higher price. The consequences should still be proportional to the stakes of the roll — severely punishing any failure can lead to players feeling reluctant to take risks. As long as the story keeps moving forward and the price feels fair, making failures more than "nothing happened" won't feel "cheap" to the players. (Keeping narrative momentum with poor rolls is especially important for NetOps, whose lower dice pools means they're much more reliant on teamwork and/or Talents to succeed.)

Resource Management

Beyond mixed/critical success outcomes, NetBattlers is designed to give players resource management choices. Which BattleChips and NCPs do you bring when you jack in? When do you spend your Charge, BP, and in some cases, HP? Leaning into the tension of prioritization is a good way for Game Masters to encourage interesting decision-making. There are a few ways to do so:

Know what your players have available
If you don't know what resources your players have at hand, you'll have a harder time giving them relevant and interesting choices.

Prioritize partially-informed decisions
If players don't know anything about what's ahead, they have no basis for decision-making beyond what normally works. And if players know too much, the "best" answers become easier to find and players may focus on "optimal" choices instead of what's fun.

Make their choices matter
When players make choices, they're expressing what they value. Take note of those values and make them important, giving them space to showcase the consequences of their choices — good and bad! If you're unsure what a player wants out of the decisions they've made, just ask. Great sessions need great communication.

Designing a Scene

1: Figure out your objective for the scene
Whether you're setting up the opening scene of your campaign, a hectic Virus battle, or a sunny weekend camping trip, each scene has a purpose. Objectives can be things like introducing a character, revealing an important fact, or getting the party into trouble. Most scenes will have multiple objectives.

Some objectives work best (or only work at all) when everyone at the table's on the same page. Don't hesitate to talk with your players about what you want out of a scene. Also be sure to ask your players what they want out of scenes — making time for player-directed narrative beats is key for giving characters space to develop.

2: Describe the setting
Tell the players about the scenery. Sensory details are important — not just what they see, but what they hear, smell, and feel. This is an important tool in setting the scene's tone and giving your players a strong mental image of where their characters are.

3: Give the players things to interact with
Adding moving parts to a scene gives players material to work with. They can be big focal points like major threats and important items, or they can be minor elements like nameless NPCs,

4: Ask the players what they do and be flexible
Now that you've set the scene, the ball's in their court. Ask them what they do, and don't be afraid to present a few options to get the ball rolling. Scenes with a lot of moving parts can be a great fun, but some players can easily fall into decision paralysis without a bit of gentle guidance.

As an old adage goes, no plan survives contact with the players. And that's what's fun about collaborative storytelling! Don't be afraid to improvise. A player wants to look for a hidden jack-in port, but you didn't plan for it? If it sounds like a fun idea, go for it, and see where it leads! You can always slip those unused ideas in later. If it doesn't sound like it would fit with the story, it might be time to check in with the players about what they're expecting out of the game.

Making a Virus Fight

EXAMPLE VIRUS FIGHT IDEAS

- Fire Viruses lighting a dank swamp ablaze.
- Viruses take a cyber-train hostage. Don't let it derail!
- Ice-themed Viruses freeze over a digital water park.
- Viruses in the library server are heisting the books!
- A Virus barfight! Don't break the pricey bottles!
- Desert Viruses! Chip data is sinking in quicksand.
- A birthday party ambush?!

1: Pick 2-3 Viruses from different categories

You can refer to the list of Viruses on Page 65. Choose a few from different categories - they don't all have to be from different categories, but the majority of them should be. Look at their abilities and think of how they could work together, what kind of environments they would work well in, and what weaknesses they might share.

2: Think of a theme for the environment

Digital worlds have infinite possibilities, so let your imagination run wild for the fight's environment. Jacking into a Virus-infected refrigerator might have the Navis fighting Viruses atop massive digital cheese blocks and apples. Jacking into the railway system could place the Navis atop a speeding train. Keep it simple and creative, and don't be afraid to think outside the box!

3: Write a few major objects and details down

A creative environment will fall flat if there's nothing interesting to do with it. Come up with a few (at least two) interesting and important elements to the environment. Maybe digital cheese is spongy, and will upshift Speed rolls for whoever's standing on it. Maybe there's an overpass that the train goes under with only inches of clearance! The best objects and details will challenge players and give them interesting opportunities. Think quality over quantity!

4: Think of how the Viruses will use the environment

Your Viruses should be trying to take advantage of the environment and everything in it too. Maybe a Viney in the fridge is trying to stop Navis from getting off the cheese, or a Bunny is trying to stun players so they get hit by the overpass. Making the Viruses engage with the environment will encourage the players to do the same, making the fight feel more unique and interesting than a fight where the setting is merely a backdrop.

5: Give the players multiple objectives

When combat boils down to two teams fighting to deletion, it can be hard to keep things fresh. Introducing other things for players to do makes the situation more interesting and motivating. Extra objectives can take a backseat to combat (like recovering extra BattleChip data sinking into a hazard), or combat can be secondary to something else (like chasing a runaway Navi while their hench-Viruses start trying to cut the players off).

Creating Antagonists

Creating enemy NetOps and Navis is very similar to creating player characters. Keep these differences and guidelines in mind to make sure your bosses pack an extra punch and are fun to fight.

Starting power level

If your players are around starting power level, you can make a challenging enemy NetOp/Navi duo with a few stat tweaks. Antagonist NetOps are often adults, so you can set their stats to 1/2/3, give them 1/1/2/2 to place in any of their skills, and three talents to help them make mischief. For Navis, give them a NaviCust with 5EB per player (e.g. in a game with three players, the GM would make an antagonist with 15EB of NaviCust memory).

Stats and skills

Every boss should have something that they excel at. In general, boss Navis should be rolling at least six dice for their best skill — feel free to give them a few [Skill]+1 NCPs to make it seven or eight. Your boss is almost certainly going to be outnumbered by your players; giving them two or three skills they can comfortably rely on will mean your players will have to work together to take them down. If their Max HP is on the lower end, consider giving them some support in the form of one or two Virus underlings.

Think of how the fight will play out

Refer to steps 2-5 of Making a Virus Fight on the previous page; many of the same ideas apply. Deciding how the enemy will start with the upper hand and use the environment in their favor is important. Doing so will help you pick Navi Powers, BattleChips, and NaviCust Programs for them to use. For example, in a fight on the edge of a volcano, it would be a good idea to give your enemy Navi chips to try to knock the players into the lava, like Wind or RocketTackle, and the Navi Power GravArmor to resist being pushed in themself.

Go wild with elements

When it comes to elements for boss Navis, let your imagination run wild. You can make a boss that can clone itself, or stop time, or freely fly through the air, or whatever you think would be fun and creative. You can even construct mechanics for them: for example, every time a player steps in the boss's element, the boss downshifts their next roll. Just make sure you think of a way the players can overcome the boss's element - there's nothing like that satisfying feeling when you figure out how to beat a tricky enemy!

Creating a World

The Battle Network world is full of wonder, surprises, and mind-blowing technology. If you want to capture those feelings in your setting, consider the following advice.

Keep the world optimistic...
The Battle Network world isn't perfect, but it's pretty close! Technology has solved countless problems, large and small. People don't struggle with modern-day problems like famine, disease, or poverty. The greatest source of conflict comes from greedy criminals —muggers, thieves, and other evildoers — who conspire in shady organizations. Taking them on might be daunting, but a group of kids can face them with the power of friendship and a bit of luck.

...And a little bit naive
The Battle Network series' setting has a lot of odd things that only make sense if everyone assumed nobody would do anything bad. Terroristic washing machines that clearly didn't go through any regulation? Security drones connected to the internet? Don't worry if it feels silly — the Battle Network world wasn't made to make perfect sense, it was made to be imaginative. Have fun, and don't worry about unforeseen ways to exploit systems... that's a plot point!

Everything is connected
Always think about how the real world and the digital world intersect — not just in your scenes, but also in the big picture. How do Navis and people work together to make this a better place? What kinds of future tech lets people do fantastic things every day? How has connectivity made the world a better place? Keep those questions in mind as you flesh out your setting, even if you don't answer them all.

Everything (and everyone) is a little over-the-top
The Battle Network world is colorful and cartoony, and its inhabitants are no exception. Don't have a bored teacher, have a teacher falling asleep at their desk next to their coffee mug. Don't have a subway, have a neon-studded metro system with a conductor who won't stop whistling. Your players are seeing everything through the eyes of children: indulge in childlike whimsy and wonder!

A little music goes a long way
Building a world isn't just about words! The right music can go a long way to making a place convey a feeling. Playing the classic Battle Network soundtracks in the background during play can help establish the same ambience as the games. Even if your players haven't played the games before, the music conveys so much personality and energy, it's sure to add a lot to your scenes.

Rewards and Economy

There are many ways for your players to acquire new items over your campaign, including shops, exploration, and achieving milestones. Here's a guide on how to reward your players for their actions.

Zenny Rewards

Players should primarily get Zenny as a reward. 500z is good for a small prize, like rewarding a player for snooping in a cupboard or in the change return of a vending machine. Between 1000z and 2000z is a moderate sum; good for rewarding players for Virus busting with style or completing a brief side-mission. From 2000z to 4000z is a large reward; players should have to work for these, maybe sacrificing something or excelling as a team. Anything above 4000z is a jackpot prize; especially powerful items tend to be priced in this range, so dole these out rarely, and with good reason.

Item Scarcity

Despite modern availability, things like BattleChips and NaviCust Programs often still require visiting specialty shops on foot — and they won't have many copies of items in stock. Try to limit your shop inventories to 20 or fewer items, and with few (if any) copies of each item. It may be harder to justify in a hyper-connected world, but your players won't suffer from choice paralysis and will deal with interesting resource management choices. Online shops work the same way.

Item Prices

Pricing items is contextual. A chip that summons a rain cloud is a powerful tool when a fire-themed boss is coming up, but not when the bad guy controls the weather! When pricing items, think ahead to the challenges your players will face and what will be difficult and easy to make use of. That way, they'll feel rewarded for figuring out how a cheap-priced item can help them, and for earning the expensive item that's perfect for the scenario.

Additional EB

As a campaign continues, players should get additional EB for their NaviCust. Generally, it should be infrequent, acting as a marker for major accomplishments (e.g. absorbing an important antagonist's EB after finally defeating them). Try to make sure players generally have more NCPs than they can fit in their NaviCust, both to help you pace out EB distribution and also to make sure your players are always making interesting choices about how to equip their Navi. Be careful when giving players more than 15 EB — at that point, keeping track of NCPs can easily get overwhelming.

CONTEXTUAL PRICE GUIDE

500z: Basic or Situational
GMs don't expect these to be too useful — at least, without a hefty dose of creativity.

Common Examples:
- Starter chips
- Hazard chips with harmless effects (e.g. sand)
- 1 EB NaviCust Programs

1000-2000z: Most Items
GMs expect these items to be useful in general, or extremely useful in a specific scenarios.

Common Examples:
- Most 2 EB NCPs
- Chips that deal 2-3 dmg
- An item that helps with an upcoming challenge

3000z+: Best of the Best
These will be really useful for what's coming up next!

Common Examples:
- Chips that deal 4+ dmg
- Just about any 4+EB NCP
- An item that exploits the next boss's weakness

SHOP IDEAS

- Themed shops (e.g. music; fashion; food; outdoors)
- Item exchanges — trade in 3 chips to get top-tier stuff!
- A pricey delivery service that ships any chip
- A random chip dealer

Example Scenario
Bee the Best You Can Bee

By Florian Deschanel

INTRODUCTION

Welcome to the [your city here] CyberApiary! Once, the scourge of Colony Collapse Disorder threatened the global bee population (and our entire ecosystem, food chain, etc.). However, the miracles of this SciLab-funded project isolated the causes and steadily worked to counteract them. Malnutrition, pesticide-resistant mites – every potential cause was ferreted out and counteracted. Now the CyberApiary breeds hives for distribution to afflicted regions, as well as furthering research into green beekeeping practices. That, and selling the most ostentatiously scientific honey you can buy at the gift shop.

ARRIVAL

…at least, that's what the overexcited tour guide is (sort of) managing to indicate to your party's class.

The CyberApiary is, naturally, a big beehive-esque structure in the city. It's covered in glass and solar panels, with outdoor walkways/balconies/gardens/etc that they close off in the winter. There's a garden out front that some bees frequently pop down to – the player characters are standing in it right now.

While the teacher does a headcount and coordinates with the guide, players can get up to shenanigans. Food trucks, taking photos, being scared of bees, that sort of thing. It's a nice sunny day out, after all.

Following that, it's time to introduce the location. Try to fit in some brief vignettes about the sights inside the CyberApiary. Imagine a main lobby with all kinds of flowers, honey-golden details, and bee-related decorations and designs all over it. Or a spiral staircase or elevator with honeycomb-patterned walls. Maybe the button that takes you to the basement has a bee on it rather than a big letter B? Really paint a picture for the players.

It's time for some worldbuilding. Let your players interact with the technology and tour guide. Maybe even let them sneak off and get up to trouble. At some point, the teacher should give the students free reign to go exploring so long as they return to the main lobby at lunchtime and always stay with a buddy.

EXAMPLE SETPIECES

- A colossal beehive array in an open-air garden. More bees in view through a window than you've seen in your life — and yet it's actually calm. Robotic and human beekeepers tend to the hives, administering medicine and nutritional supplements.
- A central control room shaped like a hexagon oversees the hive array.
- A museum with interactive exhibits on the history of this project.
- A big processing room for honey production, with honeycomb twisting along a centrifuge. A monitor shows a supervising Prog in a beekeeper suit.

Example Scenario, cont.

THE ACTION BEGINS

Suddenly, in a cacophony of alarms, things rapidly get out of hand. There's a security breach at the CyberApiary! Someone hurled a bunch of gas grenades and sonic emitters into the gigantic array of hives, and it seems like it's driving the bees crazy! The intercoms (as well as any potential bystander employees) announce that the CyberApiary has to shut its protective coverings, both to contain any potential thieves and to protect the wider city from any bee-related incidents. Or, if the party has snuck off alone, they might overhear this in person or through a door after the whole structure locks up.

The problem is, however, that someone else seems to have taken control of the security systems for the whole CyberApiary. Looks like your party has some cybercrime on their hands.

First, the players overhear an apiary employee (maybe one they saw before – the tour guide, a guard, a gift shop worker) yelling from somewhere in the building. When the party gets near them, they'll find that there's a locked door separating them. The employee will ask if the players are part of the visiting class and, when this is confirmed, explain that they've seen where some of their classmates and teacher have gone. Their Navi is hurt, however, and they'll need the party to jack into the locked door to get to them.

THEMATIC HUMAN NAMES

- Buzz Bombini
- Queenie Osirini
- Pauline Carpenter
- Beatriz Waxman
- Vanessa Bloome
- Gordon Sumner

THEMATIC NAVI NAMES

- WaxWorker
- Honeybunch
- BuzzMan
- HiveFive
- Hexagoner
- BusyBee

Example Scenario, cont.

BuildaBees

Mind	2	Body	1	Soul	3
Skills	Coding 4				
HP	3				
Tags	Flying				
Element	Honeycomb				
Drops	HiveShield, RiskyHoney				

Firewall [Coding ⚅]	Put a temporary door on a Near entrance that blocks known enemies.
MapEdit [Coding ➖]	Generate a Near simple structure that is either hard, large, or hidden.

A team of three bees with construction gear that assemble simple structures (laden in honey) with lightning efficiency.

EleBee (x2)

Mind	1	Body	2	Soul	2
Skills	Str. 3, Speed 2, Aff. 2				
HP	2				
Tags	Flying				
Element	Lightning				
Drops	Arrow; Stinger				

Warp [Speed ➖ ⌂]	Instantly move up to one range band.
CodeInjection [Affinity ➖ ⌂]	Your next attack covers the target with your element.

EleBees are quick wasp-like Viruses that flit about before warping behind their prey and skewering them with their stinger.

SETPIECE 1: HONEY RIVER

The party jacks in and their Navis arrive on large honeycomb-shaped platforms gently drifting down what appears to be a river made of honey. A dense tangle of trees on either side bars fleeing the river. The sky is hazy, as though a forest fire is ongoing.

Players that failed their NetOp Affinity roll to jack in have no time to stop a BuildaBees Virus making a box around them. If they can't break out in time, the EleBees will skewer them through the box! If the box plan fails, BuildaBees will also try weaving honeycomb blocks in the air to drop in the river, making big splashes of honey to try to wash the Navis overboard. (That may inadvertently give players extra platforms to stand on.)

The focus is on fighting agile, flying enemies (see left) with limited room to dodge. Failed rolls may result in Navis being left vulnerable in the honey until they escape or are rescued. Additionally, after a few rolls, the platforms pass under a tree branch with a beehive. If attacked, a swarm of tiny bees act as a brief Normal hazard (if attacked by the party) or a Panic (if attacked by the EleBees).

At the end of the fight, the haze clears to reveal a perfect blue sky. Friendly BuildaBees surrounded by little pixelated hearts emerge from over the treeline and construct a rising walkway that the players can use to find the door's security panel.

BETWEEN THE BATTLES

The party is finally in touch with a responsible adult! The employee should tell them that they saw the bee-tending robots go rogue, and that whoever's controlling all the security features would have to be in the central control room mentioned earlier. They should initially be concerned about kids wanting to stop the criminal, but eventually relent in the face of young determination.

At this point, the party might be able to work out their own course to the control room. Do they want to try to brave the elevator, even though those could have been hacked too? Do they want to try to climb up to the right floor by sneaking into air vents or climbing between the balconies in the sealed-off formerly-outdoors areas? You can suggest things through the employee. If you want to give your players a challenge suited for their abilities, you can do it here.

Example Scenario, cont.

It's possible that your party might check other things for jack-in ports along the way. This is good! You can give them a reward or two over the course of this oneshot. Things like TVs, computers, and other machinery around the CyberApiary should take players to a small server with a chip or NCP as a prize. Maybe the air conditioning system has a small digital control room with a confused Prog you can enlist for help. Or maybe some machinery takes you to a vaporwave beehive with Mystery Data glimmering above. Use your imagination to determine if there's a roll a player will need to snare the loot. (See sample chip rewards on the right.)

AscensionSlash
2 Damage, Close [Blade]
A slash that rises into the air. Deals +2 damage if your target is airborne.

Insert
Close, Slow [Summon]
Creates a large amount of a Near ally's element.

ZapNet
1 Damage, Near, Awkward [Thrown]
Tangles and zaps the target, setting Speed to 0 while ensnared. Untangling takes a moment.

SETPIECE 2: BEE PARTY

Before the players enter the control room, they need to jack into a security panel. That's where this silly Virus fight comes in.

The players appear on stage in a digital beehive danceclub. Strobe lights send beams of color everywhere, a smoke machine creates a rolling gray fog, and a sound system plays a collection of (weirdly sharp) vinyl records — all named after bee puns. At the center of the room, two Trumpy Viruses are doot-ing happily around atop the security console, and a swarm of headphone-wearing BuildaBees is endlessly manufacturing honeycomb walls around them (see below). If the Trumpys are deleted, the bee swarm will lose interest and leave. The party needs to find some way to breach the barrier to get to their goal, whether with their minds, bodies, or superior musical talent.

BuildaBees (xInfinity)

Mind	2	Body	1	Soul	3	Tags	Flying
Skills	Coding 4					Element	Honeycomb
HP	3					Drops	RiskyHoney

| Firewall | Coding | ⚅ | Put a temporary door on a Near entrance that blocks known enemies. |
| MapEdit | Coding | ⊟ | Generate a Near simple structure that is either hard, large, or hidden. |

A team of three bees with construction gear that assemble simple structures (laden in honey) with lightning efficiency.

Trumpy (x2)

Mind	1	Body	1	Soul	3	Tags	
Skills	Bravery 2, Affinity 2					Element	Music
HP	3					Drops	Fanfare

Crescendo	Affinity	⚅	A tune makes Near allies invincible for their next roll.
Fortissimo	Charm	⚅	A melody heals all Near allies 1 HP per hit.
Sforzando	Bravery	⊟	A flourish for an ally. On their next roll, they reroll all failed dice once.

Trumpy Viruses hop about, charge up, and then let loose a fanfare to protect its allies.

Example Scenario, cont.

BOSS FIGHT: HORNETMAN.EXE

The party eventually makes it to the control room. The eccentric cybercriminal Ric Rage stands at a raised platform on the other end of the room, protected by security features. His plan is to damage the system and escape with valuable data he can hold for ransom. And how is he going to escape? He gestures out the window to reveal the facility's robots are holding some of the party's class hostage in the beehive array. Think you can take him on? Then jack into the CyberApiary's main server and face his Navi: HornetMan.EXE!

The arena is a huge hive-like structure in the sky, decorated with honeycomb patterns. HornetMan.EXE is big, sharp, and vibrantly designed after a Japanese giant hornet, wearing armor with a honeycomb motif. Everything, from the mandibles on his helmet to his stinger-like blades, screams "DO NOT TOUCH!"

See below for HornetMan's information, and the next page for the arena's design and how to run the fight.

Ric Rage

Mind	1	Body	3	Soul	2		Talents	Cybercrime
Skills	2 Coding, 2 Bravery, 1 Strength, 1 Stamina							Robots
HP	9							Tantrums

HornetMan.EXE

Mind	1	Body	3	Soul	2		NCPs	Strength+1, Strength+1, FloatShoes, AddOn, HP+4
Skills	5 Strength, 2 Speed, 2 Stamina, 1 Bravery, 1 Affinity							
HP	14						Element	Stingers

Power/NCP	Skill	Type	Description
Gutsy	Strength	⚅	Launch a Close target one range band in any direction.
JumpJets	Speed	⚅	Launch a range band in any direction off of a surface.
CodeInjection	Affinity	⊟ ⊘	Your next rolled attack covers the target with your element.
FloatShoes	Passive		You are always able to float a few inches above the ground.
AddOn	Passive		When you deal 2+ dmg with a rolled attack, your element covers the target.
BattleChips	Range	Dmg	Description
NeedleCannon	Near	1x4	Fire a volley of tiny needles. [Accurate]
Stinger	Close	3	Grow a nasty tail! If they successfully defend with Speed, it gets stuck in a Close surface! [Prcn., Dngr.]
RocketTackle	Close	2	Move yourself and the target a range band together. [Awkward]
AirSword	Close	2	A galeforce sword! Pushes the target back a range band.

Boss Fight Arena Gimmicks

Honey cascades from holes in the ceiling. Anything doused in it temporarily upshifts Body rolls. As a GM, place them wherever you see fit – around the walls, just one in the center, etc. The walls have alcoves with sleepy BuildaBees Viruses. Through Coding, Charm, or Bravery, it might be possible to convince them to use MapEdit or throw themselves in the way of an attack on behalf of the party.

Running the Boss Fight

HornetMan is big, mean, and very strong. He should announce his arrival through a combination of shouting and using one of his flashy chips to either attack the party as a group or knock a Navi into the honey. From there on, his combat style revolves around darting in and out of cover, sometimes trying to isolate and attack single Navis. Get him mad, though, and he'll gladly come out swinging at party members. His element of Stingers would rarely be used directly by him, but if he delivers an attack strong enough to trigger AddOn, it can pin people down and stun them with pain. This Navi is venomous!

In the real world, raise the tension by having the angry bees from below find their way into the control room. They won't attack, but the buzzing grows deafening, which can interfere with NetOp rolls!

If the fight starts to drag on, there is a way for the party to obtain a non-standard victory. HornetMan's aggression will eventually draw the attention of the friendly BuildaBees throughout the whole CyberApiary's server, and as the fight goes on, more and more of them will cluster around the battle arena. At that point, player Navis can try to encourage them to surround HornetMan, eventually bringing him down through sheer weight and body heat. At first this will make him have to fight them off in order to act, but he'll quickly be weighed down and forced to jack out by the swarm.

When they take HornetMan.EXE out, the CyberApiary should come back under the employees' control and the bees go back to normal! Close things out with some feel-good congratulatory end scenes.

NetOp Challenges

Ric Rage hits an emergency fumigation button, dousing the players with smoke. It makes breathing and PET usage difficult. Players can roll Normal Stamina to power through, Sense to see past the smoke, Affinity to operate on instinct, or Coding to hack a ventilation control panel.

———

Ric Rage deploys a robotic beekeeper with a huge net, ordered to snag one of the players. They can roll Speed to evade it, Strength to bust the net, or Coding to hack it — but expect hacking a moving robot to be Hard!

———

Ric Rage hijacks the sound system to taunt the players. (Make it silly!) Requires a Bravery roll to avoid distraction; getting a critical success distracts Ric instead.

———

Ric Rage sends a confused beekeeper Prog to lock the players out of their PETs, preventing them from sending BattleChips. Players can roll Coding to to break the new security, or Charm to convince it to lock Ric Rage out instead.

Part 7:
Digipedia

BattleChip Refresher

BattleChips are small data chips that NetOps slot into their PETs to aid their Navi. BattleChips are one-use, requiring Navis to jack out before they're usable again.

When a NetOp slots in a BattleChip, it is used immediately unless otherwise listed. BattleChips vary in function from single-use attacks to powers that shine just as much (or more) outside of combat.

Some BattleChips have tags attached to them which help describe the properties of the BattleChip. (See the sidebar for details.)

BattleChips which have a listed damage of 1+X deal 1 damage plus a variable amount, with that extra amount explained in the chip description.

BattleChips which have multiplied damage, such as 2x2, are multi-hit. The target rolls to defend once and uses that result for each hit. So if a chip did 2x3 damage and the target rolled 1 hit to defend, they would take 1x3=3 damage. (The first number is the damage, the second is the number of hits.)

BATTLECHIP TAGS REMINDER

Guard: Only 1 Guard can passively benefit the user at a time.
Accurate [Accu]: Upshift attempts to defend with Speed.
Piercing [Prcn]: Upshift attempts to defend with Stamina.
Simple [Simp]: The chip's effects happen instantly. It can be used during other actions.
Awkward [Awkd]: These chips require undivided attention.
Dangerous [Dngr]: Tends to cause collateral damage.
Slow: It takes extra time for this to activate. Using it at a moment's notice is difficult or impossible. Plan ahead!

BATTLECHIP CATEGORIES

Blade
Razor-sharp, hard-hitting attacks with a focus on melee weapons. Navis can parry with these chips.

Hazard
These chips alter the environment, either by creating new terrain or destroying what's already there.

Impact
Melee-focused chips that often carry debilitating effects or alternate uses. Navis can parry with these chips.

Rush
Chips that let Navis move extra fast. Downshift the defense roll if used closer than maximum range.

Shot
Powerful projectile attacks. Shot chips can be fired beyond their listed range, though the defense roll is downshifted.

Summon
These create something to assist the Navi, whether it be a tool, a specialized program, or a piece of cover.

Support
Support chips boost the Navi's abilities and create debilitating effects.

Thrown
Projectile weapons that carry situational and dangerous but devastating effects.

Wave
Broad attacks that hit everything Close to the main target, potentially including the user.

Blade BattleChips

AirSword
2 Damage, Close
A galeforce sword! Pushes the target back a range band.

AscensionSlash
2 Damage, Close
A slash that rises into the air. Deals +2 damage if your target is airborne.

ChainRod
3 Damage, Close, Awkward
Bladed whip! Can instead be used to get Close to a Near target & downshift your next attack.

ChromaSword
3 Damage, Close, Dangerous
A color-shifting sword! Spreads lots of (pick 1): fire, water, electric sparks, sprawling vines.

CrystalBlade
2 Damage, Close
A gleaming crystal blade. Can instead be used to reveal & stun Near invisible targets.

CustSword
X Damage, Close
A bright green sword powered by your Folder. X=# of used chips in your Folder; max 4.

DataDaggers
2 Damage, Close
Pick 1: is Near; set target's Coding to 0 for 3 rolls; +3 dice on next Virus data download.

DoubleEdge
4 Damage, Close
A wild all-out slash! If the target is not deleted by this attack, spend 4 HP.

HeroSword
2 Damage, Close
Spend 1 Bravery to upshift the defense roll against this attack.

ICEPick
2 Damage, Close
Can instead be used to control inanimate software (e.g. control panels) for a few moments.

IceSkates
1 Damage, Close
A frosty kick upshifts target's next Body roll! Also, you can now freely glide over ice.

Katana
2x2 Damage, Close, Awkward
Double-slice! If you win a parry with this, the target cannot use chips until they roll 3 times.

KnightSword
2 Damage, Close
Deals double damage if this chip wins a parry.

LaserRazor
3 Damage, Close, Dngr., Slow
A glowing razor made of raw energy. It can gradually burn through any material.

LightningFoil
1 Damage, Close, Accurate
An electric disarming swipe removes the first alphabetic BattleChip in the target's Folder.

LightWave
2 Damage, Near
Fires a glowing shockwave from a blade that bypasses Guards.

MirrorSword
2 Damage, Close
A shining silver sword. Can instead be used to parry a projectile attack.

PaladinSword
2 Damage, Close
Can instead be used to defend a Close ally, reducing the damage to them by 2.

RecoilRod
2 Damage, Close
Bladed tonfas! Spend 1 Speed to also push the target or yourself away a range band.

SlashClaw
2 Damage, Close
Slice the target's data into raw energy. Gain 1 Charge for each point of damage this deals.

Slasher
5 Damage, Close, Guard, Slow
If you stand still and don't move, parry the next melee attack. Unusable outside a parry.

SpiritSword
2 Damage, Close
If this deletes, gain the element Swords for 3 rolls. Roll Strength to summon & manipulate.

Stinger
3 Dmg, Close, Piercing, Dangerous
Grow a nasty tail! If they successfully defend with Speed, it gets stuck in a Close surface!

StyleSword
2 Damage, Close, Awkward
A super-stylish sword. Can instead be used to make 3 Charm rolls using your Speed instead.

Sword
2 Damage, Close, Piercing
Slash with a bright, razor-sharp blade. It lights up Near surroundings for a few seconds.

TripleRod
3 Damage, Close, Awkward
Extending lance! Spend 1 Speed to do a spin attack, hitting all Close.

TurboSlice
2 Damage, Close
A rocket-blade fueled by the user's energy! Spend 1 Speed to deal +2 damage.

VarSword
2 Damage, Close
Spend 1 Info to pick 2: is Accurate; is Piercing; upshifts parries; range is Near; hits twice.

VesselBlade
4 Damage, Close
You must spend 1 Affinity point. Spreads your element on impact.

Z-Saber
2 Damage, Close
A glowing teal blade. Spend 1 Soul to charge it up and deal double damage on 2 targets.

Hazard BattleChips

AreaGrab
Near
A forcefield briefly stops enemies
from moving a range band away.

BurnSquare
Near, Awkward, Slow
Put a glowing sigil on a surface. When touched,
it blasts all Close with 3-dmg Dangerous flames!

EnviroSeed
Near
Throws a huge seed that spreads (pick 1: dirt;
grass; sand; snow) all around where it lands.

FullTilt
Near, Awkward, Dangerous
Pick an object: it tilts to a direction (you pick) for
a minute. Heavy objects tilt very gradually.

Geddon1
Near
Surfaces begin to crack, quickly
spreading from your feet.

Geddon2
Near, Dangerous, Slow
Structures around you crack
and then shatter, one by one.

Geyser
3 Damage, Near, Awkward
A nearby surface shatters as a
geyser erupts from it.

GhostSeed
Near
Throws a seed that spreads the element
of the last enemy you deleted.

GlassSeed
Near, Slow
All surfaces and objects Close to the target turn
to glass, becoming transparent and brittle.

Grabby
2 Damage, Near, Piercing, Slow
A massive hand pops out of a surface. It
grabs the first thing that moves Close to it.

GravSeed
Near, Dangerous
A zero-gravity bubble encompasses everything
Close to the target. Expires after a minute.

IceSeed
Near, Awkward
Throws a large seed that spreads slick ice over
everything around the target.

IcicleSpears
2 Damage, Near, Piercing, Dangerous
Anyone touching a frozen surface is hit by
massive icicle spikes erupting from the ice.

LavaSeed
Near, Dangerous
Throws a large seed that spreads gushing lava
over everything around the target.

MagSeed
Near, Awkward
Throws a seed that magnetizes
all surfaces around the target.

MetalGears
4 Damage, Close, Dangerous, Slow
Two huge metal gears slowly grind around the
floor, crushing anything in their way.

MetalStage
Near
Surfaces of your choice turn to hard metal,
resisting damage and conducting electricity.

PopUp
Close
Creates a foxhole right beneath your feet.

RiseUp
Near, Guard, Dangerous
Next time you damage a grounded target, the
floor below them launches a range band up.

Rope
1 Damage, Near, Piercing, Slow
Summons a briar patch to
ensnare any that step in it.

Sanctuary
Close, Awkward, Slow
Draw a magic sigil on a surface. Any touching it
take half dmg (rounded down). Easily erased.

SandRing
1 Damage, Close, Slow
A hidden pitfall trap forms in front of you.

SludgeSeed
Near, Awkward, Dangerous
Toss a seed that spreads black sludge! The
sludge is smelly, viscous, and flammable.

StaticSeed
Near, Slow
A big seed creates a hazy cloud of static that
jams PET signals (e.g. sending chips).

Springboard
Close
An easily-concealable springboard launches
targets a range band when stepped on.

Toxic
Near, Dangerous
Throws a noxious ball that bursts on impact,
creating a cloud of corrosive, poisonous gas.

WaterSeed
Near, Awkward
Throws a large seed that spreads rushing
water over everything around the target.

Whirlpool
Close, Slow
Summons a vortex to slowly drag targets in.

WhiteWeb
Near, Slow
Shoots a large, sticky web.

WoolSeed
Near
Throws a seed which sprouts a big, fluffy blob
of wool that can cushion any impact.

Impact BattleChips

BronzeFist
2 Damage, Close, Guard
A parrying gauntlet. Can instead turn the next time you fail a melee parry into a tie.

CopyStrike
1 Damage, Close
Target copies your stat & skill reductions.

EMPunch
2 Damage, Close
Pick 1: temporarily disables Near sensors; target's speech is temporarily scrambled.

GoldFist
2 Damage, Close, Awkward
If this deletes a living target, their body turns to Zenny (200z per point of Max HP).

GutStraight
2 Damage, Near
Fires a fist through the air that upshifts the target's next Stamina roll.

Nullifier
2 Damage, Close
Target is temporarily unable to use their element.

Plasma
2 Damage, Close
Two orbs of electricity orbit the Navi, striking all enemies in range.

RiseNShine
1 Damage, Close
Target wakes up and downshifts their next Mind roll, even if damage is resisted.

SnakeBite
2 Damage, Close, Awkward
Hand is a snake! Pick 1: is Piercing; upshift target's next Speed roll; their Bravery is briefly 0.

WhirlwindToss
X Damage, Near
Toss a Close enemy into another enemy! Damage to both = thrown enemy's Body.

BubbleParasol
2 Damage, Close, Guard, Awkward
Can instead be used to fall very slowly, make a bubble cloud, or add +2 dice to your next defense.

DizzyHit
2 Damage, Close
A concussive slam that reduces the target's Mind by 1.

FinalBlow
2 Damage, Close, Dangerous
If this deletes a living target, they're sent flying back, damaging everything in their path.

GravityHold
2 Damage, Near, Accurate, Awkward
Manipulate gravity to lift a target into the air, then slam them to the ground.

Hammer
4 Damage, Close, Awkward, Slow
Slam the target with a colossal hammer. Busts through unreinforced material with ease.

PercussiveFix
2 Damage, Close, Slow
Slam with a toolkit! Can also be used to fix a virtual computer or piece of machinery.

PowerCycle
1 Damage, Close, Piercing
Reboots Viruses, momentarily disabling them and wiping their short-term memory.

Shake
2 Damage, Close, Awkd., Dngr.
Huge slam! If the target is grounded, shakes the whole area, destablilizing everything Near.

TopSpin
3 Damage, Close, Awkward
Spin and hit all Close! Upshift your next roll unless you rest for a bit to stop being dizzy.

Windrack
1 Damage, Close, Accurate
A tengu's hand fan blows the target a range band away! Also removes Guards.

ColdPunch
3 Damage, Close, Slow
Spend 1 Strength to pick 1: upshifts target's next Body roll; creates ice around your hands.

DrillArm
2 Damage, Close, Dangerous, Slow
A grinding blow that reduces the target's Stamina by 2.

FireHit
2x2 Dmg, Close, Piercing, Dangerous
Slams the target with two fiery punches.

GutPunch
3 Damage, Close, Slow
A massive punch that reduces the target's Stamina by 1 and ignores Guards.

MagCoil
Near, Piercing, Awkward
Bring the target into Close range and stun them.

PhantomGrasp
Close, Slow
On hit, pick 2: target rolls Bravery to not panic; target Mind briefly -1; you are briefly invisible.

PressurePoint
2 Damage, Close, Awkward
Spend 1 Info to pick 2: is Piercing; hits twice; isn't Awkward; upshifts target's next Body roll.

SilverFist
3 Damage, Close, Awkward, Slow
A magic gauntlet! Can instead be used to make 3 Affinity rolls using your Strength instead.

Uninstall
Close
Disable an NCP on the target for 5 rolls. Choose alphabetically first or last.

ZeroKnuckle
3 Damage, Close, Slow
If you delete an enemy with this, you can use their element for a downshifted Affinity roll.

Rush BattleChips

AquaWhirl
2 Damage, Near
Move into Close range and leave water behind!
Your next roll covers the target with water.

Arrow
3 Damage, Near, Piercing, Dangerous
Dash forward, skewering everything in your way
until you hit a wall, getting stuck in it for a bit.

BlizzardBall
1+X Dmg, Near, Awkward, Dangerous
Roll into a giant snowball and bowl the target
over! X=number of allies with you in the ball.

Condor
3 Damage, Far, Accurate, Slow
Wind up, then rocket into the distance!
-2 damage if target is not Far.

CurseShield
Near, Guard, Simple
On your next ranged defense: take half dmg
(rounded down) and zoom Close to the attacker.

DashAttack
2 Damage, Near
Fly through the air Close to the target!

FootStomp
2 Damage, Near
Jump onto and crush an enemy. Spend 1 Speed
to add another target in range of the enemy.

GoingRoad
Near
Lead the way on a glowing path! The user and
all Close allies move a range band together.

IronShell
2 Damage, Near, Guard, Awkward
Roll into Close range and collide. Your next
defense roll is downshifted.

LineOut
2 Damage, Near, Dangerous
Dash into Close range. If you dash through an
object, it is destroyed.

MetaGel
2 Damage, Near
Turn to jelly and splash into Close range.
Your body is solid again after a minute.

PowerSlide
2 Damage, Near, Accurate, Awkward
A sliding kick. You can deal -1 damage
to trip the target, making them fall over.

Pyrotechnics
3 Damage, Close, Dangerous, Slow
Dash a range band in any direction. A few
seconds later, your starting position explodes.

Quake
2 Damage, Near, Piercing, Dangerous
Leap into the air and slams down in Close
range, staggering anyone Close to your landing.

RadicalGrind
2 Damage, Near, Awkward
Grind an edge and ram the target! Pick 1: down-
shift your next Speed, Charm, or Bravery roll.

Recharger
2 Damage, Near
Dash into Close range. If this deletes the target,
clear 1 point of stat/skill reduction you have.

RewindDash
Near
Move a range band; damaged structures/objects
you touch are returned to their original state.

RocketTackle
2 Damage, Close, Awkward
Move yourself and the target a range band
together.

RollFlash
2 Damage, Near
Warp Close to the target and whip them!
Spend 1 Charm: Heal a Near ally 2 HP.

SandWorm
2 Damage, Near, Accurate, Awkward
Tunnel through the ground and burst out
under the target into Close range.

ShiningArmor
Close
Pick up a target and move a range band.
Your next Charm roll on the target is Easy.

ShortCircuit
1 Dmg, Near, Awkward, Dangerous
Turn into a spark and zip through conductive
material; anything you touch is stunned.

StepCross
Near, Guard
Next time an ally is attacked by a melee attack,
warp in between and parry with a 3-dmg slash.

StepSword
3 Damage, Near
Teleports you forward for a single slice, then
you go back.

Stringer
Near, Piercing, Awkward
Dash to 2 targets Close to each other;
if both are hit, you tie them together!

SwordsDance
X Damage, Near, Simple
Slot in a Blade chip, dash into Close range; the
chip hits the target & everything in-between.

TurboTire
3 Damage, Near, Dangerous
Roll into Close range on a flaming wheel; the
wheel burns and bounces around afterwards.

Vault
Far
Fly into the air! A wind burst shoves everything
that's Close to your launch point away.

WebSurfer
2 Damage, Near, Awkward
Surf a range band! Surfing over a liquid (e.g.
acid; lava) lets you briefly part it, making a path.

YokuTrail
Near
Dash a range band through the air, leaving a
trail of platforms that will disappear in a minute.

Shot BattleChips

AirShot
1 Damage, Near
Pushes the target back one range band.

AtomicFire
1+X Damage, Near, Dangerous
Overheat a chaotic fireball! Sacrifice up to 4 HP
to add that much damage.

Boomer
2 Damage, Near
Must spend 1 Sense. Hit up to 3 targets Near
each other. Leaves a trail of vines in its wake.

Bubbler
2 Damage, Near
Creates a cloud of soaking, vision-obscuring
bubbles around the target.

Cannon
2 Damage, Near, Accurate
Transforms a part of the Navi into
a high-velocity cannon.

Catapult
Near, Simple
Slot in a Thrown chip; it has Shot chip
properties and +1 damage to its first hit.

ConcreteShot
2 Damage, Near, Awkward
Creates a large stone cube Close to
the target, even if the target fully defends.

CornShot
3 Damage, Near, Awkward
Fires a high-impact cob of corn.
Briefly changes the target's element to Corn.

CrackShot
3 Damage, Near, Dangerous
Breaks and tosses the floor in front of you.

CurtainFire
3 Damage, Near, Awkward, Slow
Fires a dazzling array of bullets. Downshift
your first Charm roll with anyone who sees it.

Detonator
1 Damage, Near
If the next attack deletes the target, they
violently explode, dealing 4 damage to all Close.

DiffusalCannon
X Damage, Near
Add 1 damage for every stat and skill point
reduction you have. Max 5.

Drain
2 Damage, Near
Fires needles that heal for damage done.

DrillBomb
2 Damage, Near, Piercing, Dangerous
Exploding drill! Breaks through unreinforced
objects in the way of the target (e.g. walls).

GeminiLaser
3 Damage, Near, Slow
A bouncing laser. If the target successfully defends
with Speed, the beam attacks one more target.

Grappler
1 Damage, Near
Drags the target into Close range.

HeatShot
2 Damage, Near
Creates an explosion of flame around the target.

Highlighter
1 Damage, Near
Downshift the next two
attacks against the target.

HomingTorpedo
1 Damage, Far
Defending against this attack is always Hard.
Can find and hit invisible targets.

IceSlasher
2 Damage, Near
Enemies deleted by this turn into
frozen blocks shortly afterwards.

LavaCannon
3 Damage, Near, Dangerous
Add +1 damage if there's fire/lava
within Near range.

MarkCannon
2 Damage, Far, Accurate, Slow
Snipe with a lock-on rifle! Spend 1 Sense to
make this chip able to find invisible targets.

MetalBlade
2 Damage, Near
For every Speed point you spend,
hit another target.

NeedleCannon
1x4 Damage, Near, Accurate
Fire a volley of tiny needles.

ShotGun
2 Damage, Near
Fires an explosive shot that upshifts the
defense of targets hiding behind cover.

TankCannon
3 Damage, Near, Prcn, Dngr., Slow
Creates an environment-shattering explosion,
even if the target fully defends.

Thunder
2 Damage, Near, Dangerous, Slow
If the target is a Navi, random electronics Near
their PET experience power fluctuations.

VarGun
2 Damage, Near
Spend 1 Info to pick 2: is Accurate; is Piercing;
range is Far; covers target with your element.

Yo-Yo
2x2 Damage, Near
Shoot a razor yo-yo!
Spend 1 Sense to make this Piercing.

ZapRing
1 Damage, Near
Stuns the target for one second.

Summon BattleChips

AirRaid
Near
A little fighter plane fires on enemies, adding +1 die to your attack rolls. Can be destroyed.

Anubis
Close, Dangerous
Summons a sinister statue in front of you. All Near it upshift all defense rolls.

Candle
Close, Guard
Creates a large candle that heals you 1 HP every time you're attacked.

Catcher
Near, Guard, Slow
On next full defense vs. a chip, get a copy in your Folder until jack-out.

Decoy
Near
Summons a hologram of you directly in front of yourself in any pose.

ElecReel
2 Damage, Close
Summons a hidden electric tripwire that shocks the next thing that touches it.

FireRat
Close, Accurate
A seeking bomb! When set on fire, scuttles to a Near target and explodes, dealing 4 damage.

GhostGloves
Near, Awkward
Floating gloves mimic your hands, even if out of sight. Can't cause damage.

GreenCarpet
Close
A magic carpet flies ahead, leaving a trail of grass and gliding over traps. Lasts 1 minute.

Guardian
Close, Slow
Summons a tiny statue that zaps the first thing to damage it, dealing 4 damage.

Insert
Close, Slow
Creates a large amount of a Near ally's element.

IronShield
Close
Summons a wide, unmovable iron barrier in front of yourself.

Meteors
Close, Slow
Magic scepter! It periodically calls down 2-dmg Far-range Dangerous meteors, up to 5 total.

Mine
Close, Dangerous, Slow
A disc-shaped mine! If something touches it, it detonates for 4 Piercing damage.

MokoRush
2 Damage, Close, Slow
A cute ram! Pick 2: charge a Near target; ride it a range band; spread fluff around; bleat loudly.

Mole
Close, Slow
Summons a mole which digs a tunnel to a simple, nearby destination.

Prism
Close, Slow
If hit by a ranged attack, attacker picks 2 Near targets to refract the attack to. Breaks after 4 dmg.

RainyDay
Near
Calls down a torrential downpour from a solid, squishy raincloud.

Ratton
2 Damage, Near, Accurate
A homing rat bomb can find enemies that are invisible or hiding behind cover.

Recall
Close
Summons the last Virus you deleted to help you out. It has 1 HP.

RiskyHoney
2 Damage, Close
Summons a beehive that attacks and makes noise when approached.

RockArm
3 Damage, Close, Slow
A hefty boulder plummets! Spend 1 Strength to pick 1: shockwaves a Near target; is Piercing.

RockCube
Close
Summons a large cube of stone in front of the Navi.

Rook
Close, Awkward, Slow
Creates a 15-foot stone tower with battlements. Easily climbable.

Sensor
2 Damage, Close, Accurate, Slow
A motion-sensing eye stuns the first enemy it sees and alerts you. Takes a minute to open.

Silence
Close
Summons a musical program that silences all Near sound until it's broken.

SnakeCharmer
2 Damage, Near, Slow
Snakes rush! Spend 1 Charm to pick 2: hits twice; is Accurate; your element is briefly Snakes.

TimeBomb
4 Damage, Close, Slow
Summons a bomb on a three-second countdown.

Totem
3 Damage, Near, Dangerous
Deploys a motion-sensing turret that looses a fire blast at the first thing it sees.

Wind
Near
Summons a gust of wind to blow targets towards or away from you.

Support BattleChips

AirShoes
Simple
Fly through the air for 5 rolls.

Attack+1
Simple
Add one hit to your next non-BattleChip attack.

Barrier
Guard, Slow
Next time you fail to defend against an attack, a barrier nullifies all damage and effects.

BraveHeart
Guard
If you win your next parry, gain 3 HP and 3 Charge. Spend 1 Bravery to refresh this chip.

BubbleStar
Near, Awkward
Seals the target in a floating bubble.

ColorPoint
Simple
If your Element is Near, consume all of it to add +2 dice to your next roll.

CopyDamage
Near
Next time you or an ally attack a different enemy, a copy of the attack hits the target.

Dropdown
Simple
Allows you to reverse your gravity for up to a minute.

Fanfare
Near, Awkward
Sing loudly to grant an ally a Guard; they are invincible for their next roll.

FolderRewind
Far, Simple
Spend 1 Info: use a copy of the last chip used in range. (Copied chips do not become Simple.)

GeminiTwin
Guard, Slow
Holo-clone! Upshift the next 3 attacks on you. If they use a BattleChip, take -1 dmg instead.

GuardShield
Close, Guard
Next time you or a Close ally are attacked, the damage is 0 (secondary effects still apply).

HiveShield
Near, Guard
Downshift next defense. If you take 0 damage, send a 3-damage bee barrage at the attacker.

Invis
Simple
Become invisible for several seconds.

LeafShield
2 Damage, Near, Guard
Can instead be used to take -2 damage next time you're hit.

MapView
Far, Awkward
Launch a camera straight up for an eagle-eye view of the surroundings. Bonks off ceilings.

PowerCapsule
Simple
Next rolled attack briefly (pick 1): slows movement; blinds; blocks healing HP.

Recover4
Recover four HP.

Reflex
Guard, Simple
Act immediately the next time an enemy damages you.

Repair
Near
Fix a broken structure.

SeedStage
Simple
Your next Hazard chip with "Seed" in its name instead slowly spreads to Near from you.

Shadow
Simple
For a minute, you're impossible to detect while in darkness.

SkullBarrier
Guard
Pick 1: take -1 damage from the next 3 attacks; downshift your next Bravery roll to intimidate.

StoneBody
Guard
For 5 defense rolls, damage over 1 is reduced to 1, but you're unable to move range bands.

SweetHeart
Near, Awkward
Spend 1 Charm and pick an ally; ribbons heal them 4 HP and dizzy enemies Close to them.

SystemScan
Far, Slow
Pick a single location in range - the GM will tell you five words about the biggest threat inside.

TimeCancel
Near, Guard, Slow
Next time an enemy uses a Simple chip, you can use one roll/chip right before it activates.

TimeStopper
Guard, Slow
Next time you succeed a Mind roll with 2+ hits, stop time long enough for one roll/chip.

Timpani
Close
Summons drums. As long as you beat them, upshifts enemy Speed rolls.

TundraSpotlight
Near, Simple
Casts you in a rainbow light that draws attention and downshifts your next Soul roll.

Thrown BattleChips

AirBomb
2 Damage, Near, Awkward, Dangerous
Moves the target and everyone Close to them one range band - choose the direction.

AirSpin
2 Damage, Near, Awkward
Throws a disc-shaped fan that blows a powerful whirlwind gust upwards.

AirStrike
2x2 Damage, Near, Slow
Torpedo volley! Upshift defense if you're above the target and Near distance.

BlackBomb
1 Damage, Near, Awkd., Dngr., Slow
Tosses a hefty bomb. If hit with fire, creates a 5-damage explosion that hits all Close to it.

Cactiball
3 Damage, Near, Slow
Rolling cactus ball! Anything it rolls or bounces on is covered in cactus needles.

ChainBlast
X Damage, Near
Hits everything Close to the target. X=the number of enemies hit.

DiceBomb
X Damage, Near
A randomized attack! X=Roll 2d6, use the lowest value as your damage.

Firecracker
1 Damage, Near
Bright, colorful lights fireworks daze the target, halving their Sense (rounding down) for 2 rolls.

FlamingLasso
2 Damage, Near
Can spend 1 Strength to upshift the target's next roll, pull them Close, or get dragged behind them.

FlashBomb
Near, Slow
Tosses a blinding bomb on a three-second timer.

GutsShoot
X Damage, Near, Awkward
Toss an ally! X=your ally's Body score.

IceBall
2 Damage, Near, Dangerous
Freezes the target's lower half on impact; creates a sheet of ice on miss.

Kunai
2 Damage, Near, Piercing
Toss a volley of stealthy knives! They fly silently through the air.

LastOut
1 Damage, Near, Awkward
A sparking spikeball knocks out the alphabetically last chip in the target's Folder.

LavaBall
3 Damage, Near, Dangerous, Slow
Coats the floor in a pool of lava on a miss.

LightningRod
1 Damage, Near, Awkward
The next time the target's attacked, a 2-damage bolt of lightning adds to the damage.

LogicBomb
2 Damage, Near
A code bomb full of malicious programming. Must roll Coding to defend.

MagBomb
1 Damage, Near
Magnetizes the target's lower half to the floor.

Magnum
3 Damage, Near, Accu., Dngr., Slow
The Navi leaps into the air and throws down rapidfire explosives.

MiniBomb
1 Damage, Near
A tiny blue bomb. Spend 1 Info point: this chip will not be exhausted while jacked in.

QuickRound
2 Damage, Near
Throws a small, sharp boomerang. Spend 1 Speed point: make this chip usable again.

RollingShield
2 Damage, Near, Guard, Awkward
Can instead be used to block a single projectile attack.

SeekBomb
2 Damage, Near, Accurate
A heat-seeking bomb flies through the air! Can spend 1 Coding to set the range to Far.

ShieldBoomerang
2 Damage, Near, Guard, Slow
Downshift your next defense if this hits.

StickyStick
2 Damage, Near, Awkward
Tosses a 10-foot pole. Sticks to whatever it hits; difficult to break.

SwapRing
1 Damage, Near
A glowing, magic ring! Instantly swaps your position with the target.

TreeBomb
1 Damage, Near, Awkward, Slow
Huge seed! If watered, a 4-damage tree sprouts, hitting all Close & pushing them a range band.

VesselBomb
4 Damage, Near, Slow
You must spend 1 Affinity point. Spreads your element on impact.

WarpBomb
2 Damage, Near
A glowing energy orb! Spend 1 Coding to appear where it detonates. (Doesn't hurt you.)

ZapNet
1 Damage, Near, Awkward
Tangles and zaps the target, setting Speed to 0 while ensnared. Untangling takes a moment.

Wave BattleChips

AquaTower
3 Damage, Close, Awkward, Slow
A massive geyser erupts around you! Doesn't hurt you. All hit are flung upwards.

BigHeart
Near
Love burst! Pick 2: briefly grab their focus; downshift their next Charm roll; heal them 2 HP.

BigWave
3 Damage, Near, Dangerous
A massive shockwave cracks surfaces as it travels.

BlackWing
Near
Sinister bats fly at the target! Everyone targeted makes a Bravery roll to resist panicking.

BrowserCrasher
Near, Slow
A light blast blocks communication between Navis & NetOps. Normal NetOp Coding to fix.

BurstRevenge
2xX Damage, Near, Dangerous
Let loose fiery bursts of rage! X=number of enemies in range who have damaged you.

CandyWave
2 Damage, Near
Spend 1 Charm to pick 1: candy is sticky; candy is big and bouncy; Viruses really want to eat it.

CashFlow
2 Damage, Near, Awkward
A tidal wave of fake wealth! Spend 200z to make this chip usable again.

CustomVolt
2 Damage, Near
Crackling bolts arc to enemies Near the target if they have BattleChips.

DesertLions
3 Damage, Near, Awkward, Slow
Sand lions attack, trailing sand. Spend 1 Charm: target sees mirages of your choice.

DimensionalGate
Near, Dangerous
A mystic gate! The GM names 4 random elements, you pick which 2 come out of the gate.

FireBurner
3 Damage, Near, Dangerous
Blow chaotic flames that crack and destroy any structures they hit.

FireTower
4 Damage, Close, Dangerous
Burn out! Spend 1 Stamina to pick 2: doesn't hurt you; your element is briefly Fire; the fire stays.

FlameArm
3 Dmg, Near, Awkward, Dangerous
Flame cannon! Covers targets in soot, upshifting their Charm rolls until they get cleaned off.

GunDelSol
2+X Damage, Near, Awkward
Fires concentrated sunlight onto targets. +2 damage if the PET is in direct, bright sunlight.

IceWave
2 Damage, Near, Slow
A wave of ice freezes the ground in its wake, turning everything it touches cold and slippery.

MudWave
2 Damage, Near, Awkward
Creates a wide mudslide. Everyone who gets hit upshifts their next Speed roll.

MysticMist
1 Damage, Near
Pick 2: the mist doesn't go away; upshift target's next Sense roll; you're invisible in the mist.

NOBeam
3 Damage, Near, Piercing, Awkward
Fires a devastating light shaft forward. Only usable if you just gained Charge from combat.

NorthWind
Near
A righteous wind blows. All of the target's temporary buffs are immediately dissipated.

Poltergeist
2x2 Damage, Near, Dangerous
Pick 2 large objects in range that aren't stuck to a surface; they slam into the target.

Pulsar
1 Damage, Near, Accurate, Awkward
Fires a sonic blast that disorients targets, upshifting their next roll.

RedWave
2 Damage, Near, Piercing, Dangerous
Creates a wide lava wave, leaving pools of lava behind.

SonicWave
2 Damage, Near, Slow
A shockwave runs along the ground, also hitting everything between you and the target.

Spice
Near, Piercing
Spore cloud! Pick 2 effects: Mind -1; speech slurs; sprouts mushrooms; very flammable.

TidalWave
2 Damage, Near, Accurate
Creates a wide tidal wave.

ToadMelody
Near, Awkward, Slow
Pick 2: stuns targets; next Charm roll has more range; your next water-related attack is Piercing.

Tornado
2 Damage, Near, Prcn., Dngr., Slow
Creates a swirling cyclone that rolls forward, flinging everything in its path.

WoodTower
3 Damage, Close, Prcn., Dngr.
Sharp logs erupt! Doesn't hurt you. Spend 1 Stamina to sprout a huge tree somewhere Near.

YamatoRush
2 Damage, Near
Spear soldiers! Can spend 1 Bravery to upshift defense or give the soldiers another order.

MegaChips

MegaChips are super-rare, extra-powerful, one-of-a-kind BattleChips. Collectors spend years forging connections and travelling to the shadiest parts of the net to get just one. Folders can only hold one MegaChip. MegaChips do not count as BattleChips for the purposes of Navi Powers, NCPs, or other BattleChips, and any ongoing effects from them can't be dispelled by such abilities.

Aura
Guard [Support]
Attacks that would deal <4 damage do not affect you. Lasts 10 rolls or until you take damage.

Avatar
Simple [Support]
Your next 3 rolls spawn your element Close and get +3 dice. Downshift non-attack Affinity rolls.
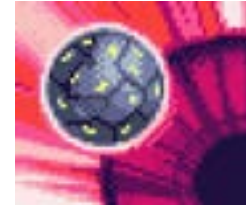
BlackHoleBomb
3 Dmg, Near, Accu., Dngr. [Thrown]
Everything Near the target is sucked Close to it. Then it blasts for 4 Piercing dmg! (User unaffected.)

CornFiesta
4 Damage, Near [Wave]
Corn everywhere! Gain the element Corn for 5 rolls. Then all corn bursts! 2 damage to any Close.

DeltaRayEdge
3xX Damage, Near, Awkd. [Rush]
Rush together & combo strike with allies! (X=# of people rushing together; max 3.)
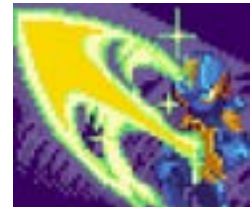
ElementalSonicWave
2xX Damage, Near, Awkward [Blade]
Magic sword! X=1+Near Bonded allies. Target is hit with your + Near Bonded allies' elements.

ElementSurge
X Damage, Near [Wave]
Your element devastates all Near enemies! X=2x[Navi Affinity]. You also take X damage.

GateMagic
Simple [Summon]
Use 3 Hazard/Summon chips in your or any allied Folder, even if spent. They aren't spent.

MeteorKnuckle
6 Dmg, Close, Dangerous, Slow [Impact]
A colossal fist falls from the sky onto the target, sending out massive, earth-shattering fissures.

NaviRecycle
[NaviChip]
Use a copy of the last NaviChip that affected you.

SuperVulcan
2x4 Damage, Near, Piercing [Shot]
A golden gun fires a barrage of bullets.

UnityBoost
Near, Simple [Support]
Next time you use a BattleChip, all Bonded allies in range gain the benefits that affect you.

NaviCust Programs

NaviCust Programs are used to power up Navis. See Page 19 for a basic rundown on how NCPs work, as well as information about Skill+1, Stat+1, and Navi Power NCPs.

Note: Unless stated otherwise, the effects of multiple Navi Power or unique NCPs do not **stack**: having multiple copies of the same NCP installed does not work differently than having only one. All Stat+1 and Skill+1 NCPs can benefit from having multiple installed at the same time.

1 Exabyte NaviCust Programs

1EB NCPs tend to be highly situational or purely aesthetic tools. They might even come with built-in downsides. While they might be limited in use, they're space-efficient, cheap to buy, and often reward creative thinking.

BlockPrinter 「1」
You can spend 1 Charge to make a meter-wide plastic cube Close.

BondCharge 「1」
Gain 1 Charge for each Bond Point you spend.

Brand 「1」
You can mark anything with your symbol. This mark acts like a hand-sized sticker.

ContentAware 「1」
Spend 1 Charge to get a summary of anyone's public social media profile.

Devilish 「1」
When you roll a success with exactly three 6s, ignite the target. (No target? You ignite.)

Dullahan 「1」
Your head becomes detachable, retaining all your senses.

ExposedFrequency 「1」
Viruses know your general vicinity. Hostile Viruses may try to hunt you down.

EvilMind 「1」
You give off a sinister aura; cruel people like you more, and others like you less.

GeoTracker 「1」
You can be traced by your unique Navi ID. (Free to buy, 1500z to remove.)

HazardTimer 「1」
When using a Hazard chip, you can make it appear on a delay. Max 10 minutes.

ManualInput 「1」
You can roll NetOp Coding instead of Navi Coding to download Virus data.

MegaFlex 「1」
On a critical Body roll, downshift your 1st Charm roll on anyone who saw it.

Megaphone 「1」
Your voice projects; you can be clearly understood at Far range.

MessPaint 「1」
You can spend 1 Charge to recolor and/or repattern a Close object. It's not subtle.

NowRecording 「1」
You record everything you see and hear. It's visually obvious when recording.

ProgBody 「1」
You can appear like a Prog! (Hat of your choice optional.)

ProgRadar 「1」
Beeps depending on proximity to nearest Prog.

SignPost 「1」
You can leave a sign, similar to a BBS post, anywhere online.

ThemeSong 「1」
On your first critical success per jack-in, a celebratory fanfare blares around you.

Underflow 「1」
If you roll and get zero hits with three or more 1's, count it as two hits instead.

ZennyMiner 「1」
On sending Virus data to a Blank BattleChip, get a bonus 300z.

...

NaviCust Programs, cont.

2 EXABYTE NAVICUST PROGRAMS

2EB NCPs, while still often situational, tend to pack more of a punch than 1EB NCPs. Many 2EB NCPs cater to unique builds or encourage using old tools in new ways. Still, in general, to get the most out of 2EB NCPs, the user has to actively be trying to use them.

AutoWrite 「2」
To download Virus data, you can erase a chip in your Folder for a full success.

BarrelProcessor 「2」
Shot BattleChips and Sense ranged attacks have no penalty at Far range.

BladeRun 「2」
You can move a range band without rolling when attacking with a Blade chip.

BurstDischarge 「2」
You can spend 5 Charge to spawn your element Close. +2 Max Charge.

CashOut 「2」
Spend 600z to add one die to a roll. (Use before rolling.) Max +4 to a roll.

ChipCharge 「2」
When you use a chip, gain 1 Charge. +1 Max Charge.

Collect 「2」
When you download Virus data onto a Blank BattleChip, roll at least 5 dice.

DataMine 「2」
Can turn Thrown chips into mines! They target whoever touches or attacks them.

Destabilizer 「2」
You can spend HP to gain Charge 1-to-1. +2 Max Charge.

Diffusal 「2」
When something reduces one of your skills by 1, your element appears Close to you.

EjectButton 「2」
2 times per jack-in, you can spring a range band in any direction. Can still act in midair.

ElemRitual 「2」
If you spend a minute concentrating, your next Affinity roll uses at least 5 dice.

Harmonizer 「2」
When you spawn your element, one ally can spend 2 Charge to mix theirs in.

Overcoat 「2」
When you gain a Guard, your element briefly covers you. It doesn't harm you.

PassengerMode 「2」
When you use Rush chips, you can take a Close target with you.

Pettaur 「2」
A round little buddy! It can't attack, obeys basic orders, and vanishes for a bit if hurt.

RocketFist 「2」
You can use Impact chips at Near. Makes chips Dangerous. Cannot parry at range.

SearchOptimized 「2」
Pick a descriptor - NPCs will associate you with that word unless they know better.

JackCharge 「2」
When you jack in, gain 2 Charge. +2 Max Charge.

SetElement 「2」
On jack-in, your element appears around you; if you use it immediately, downshift.

Trailblazer 「2」
When you move range bands with a chip or roll, your element trails behind you.

VaporWave 「2」
When you use a Wave chip and it hits 2+ enemies, your element covers them.

Ventrillo 「2」
You can make your voice come from anywhere in Near range.

VirusScanner 「2」
You can spend 2 Charge to learn how many Viruses are Near. +2 Max Charge.

NaviCust Programs, cont.

3 EXABYTE NAVICUST PROGRAMS

3EB NCPs make up for their size with power and flexibility. They may not be cheap, but they allow Navis to bypass limitations, push themselves further, and get the most out of their abilities.

Custom+3 「3」
+3 maximum BattleChips in your Folder.

DarkLicense 「3」
Fake credentials that shift into whatever you need them to be. [Often Illegal.]

DualPipeline 「3」
You can use two Shot BattleChips, one right after the other, as a multi-hit attack.

EnergyChange 「3」
Sacrifice an unused chip to instantly spawn a lot of your element Close to you.

ExecutionUnit 「3」
When you delete a Virus or Navi, heal 3 HP.

FirstArmor 「3」
On jack-in, get a 6 HP Guard. It takes dmg for you until it runs out of HP. It can't heal.

FloatShoes 「3」
You are always able to float a few inches above the ground.

HP+4 「3」
+4 maximum HP. This NCP can stack.

KineticArmor 「3」
When you gain Charge from defending, you can also instantly move a range band.

ParallelPort 「3」
When a Cost Power boosts your next attack, you can give that effect to an ally instead.

Press 「3」
You can shrink to 1/10th normal size. Your attacks are upshifted when shrunk.

SoulUnion 「3」
When using CrossSoul, you can also use the other Navi's Navi Powers.

UnderShirt 「3」
A lethal hit leaves you at 1 HP if you have over 1 HP.

UnstableLink 「3」
CrossSoul costs one less BP to use, but losing an opposed roll instantly ends it.

StandTogether 「3」
If you're safe, bonded allies can teleport you Close to them with DestinySpark.

4+EXABYTE NAVICUST PROGRAMS

NCPs that are 4+ EBs are rare and expensive, and for good reason. Even just having one 4EB NCP installed allows a Navi to excel at Virus busting and netbattling. No Official leaves home without them.

AddOn 「4」
When you deal 2+ damage with a rolled attack, your element covers the target.

ChameleoCloak 「4」
If you hold still for ten seconds, you turn invisible until you move.

KernelPanic 「4」
When you're at or below 2 HP, add four dice to all rolled attacks.

Meltdown 「4」
Before you roll, can spend up to 3 HP to add that many dice to it.

MimicStrike 「4」
On Near Virus deletion, get its passives until jack-out or next trigger. Can toss all passives.

Proxy 「4」
When using a Support BattleChip, you can transfer the benefits to a Near ally instead.

Mega+1 「5」
+1 maximum MegaChips in your Folder.

TandemMastery 「6」
When you spend 2+ BP on a Bond Power, get 1 BP back. This includes Overload.

SignatureMove 「7」
Work with the GM to design a NaviChip based off of you. Only you can use it.

Viruses

Viruses are programs with simple, animal-like minds. Evildoers often deploy them in groups to wreak havoc on digital spaces, but some servers use friendly Viruses to help with everyday tasks. Viruses come in a wide variety of models, able to power up allies, replicate Navi abilities, or simply cause chaos. Hostile Viruses are so common that everyone is taught to fight them using Navis.

VIRUS CATEGORIES

Artillery: Ranged damage-dealers, typically using Sense or Affinity.
Disruption: Viruses that hinder Navis, making them vulnerable.
Striker: Hardy brawlers that deal heavy damage up close.
Support: Viruses focused on protecting and boosting other enemies.
Wrecker: Viruses that create environmental obstacles and threats.

VIRUS TAGS

Tags are one-word descriptors that color how the Virus behaves.
Hovering: It floats a bit off the ground, avoiding grounded attacks and some terrain.
Flying: It can freely fly through the air.
Inanimate: It follows simplistic programming, and can be hacked with Coding. (They still count as "living" targets.)
Immobile: It can't move on its own. (Others may be able to move it.)

ANATOMY OF A VIRUS

Virus stats, skills, and HP work the same as with Navis. Skills not listed have a value of 0.

Virus elements work the same as Navi elements.
Drops show what BattleChips Navis may get if they capture the Virus's data into a Blank BattleChip.

Viney

Mind	1	Body	3	Soul	2	Tags	
Skills	Affinity 3					Element	Vines
HP	4					Drops	Rope

Shift	Affinity	⚄	Swap places with an abundance of your element in line of sight.
Overrun	Passive		Every time you roll, all of your Near element spreads a little bit more.

Viney Viruses spread thorny vines everywhere, slipping between them and ensnaring targets.

Viruses use Powers just like Navis. Many have passive abilities that change how their attacks, element, or movement work.

Viruses: Artillery

Basher

Mind	1	Body	1	Soul	1		Tags	Immobile
Skills	Sense 4, Stamina 3, Bravery 3						Element	Explosions
HP	4						Drops	Magnum; SeekBomb

LockOn	Sense	⊟ ⊘	Pick a target — the next rolled attack on them is guaranteed Easy,
Splash	Sense	⊡	Roll once to attack a Near target. Damages everything Close to the target.
HighCalibur	Passive		You can spend 1 HP to make your next attack ignite targets & ignore Guards.

A towering triple-barreled turret manned by a "fire team" of flaming sprites. It locks onto Navis and fires dangerous explosive rounds.

Beetank

Mind	3	Body	2	Soul	2	Tags	
Skills	Sense 2, Stamina 1					Element	Bombs
HP	5					Drops	BlackBomb; MiniBomb

Splash	Sense	⊡	Roll once to attack a Near target. Damages everything Close to the target.
Volley	Sense	⊟ ⊘	Reroll your next attack roll twice and take the best outcome.

Beetanks are short and stout artillery units that scuttle about before lining up their arcing explosive shots. They don't need line of sight on a target to fire a barrage.

Boomer

Redraw:rayzorbladez

Mind	2	Body	2	Soul	1	Tags	Inanimate; Hovering
Skills	Coding 2, Sense 2, Stamina 2					Element	Boomerangs
HP	4					Drops	Boomer; CopyDamage

Boomerang	Passive	Can attack up to 3 targets in one roll.

Boomers fire the massive boomerang they carry in their jaws, which flies around the arena and back to their maw.

Catack

Mind	1	Body	1	Soul	3		Tags	
Skills	Sense 4, Stamina 3						Element	Explosions
HP	4						Drops	ShotGun; TankCannon

Splash	Sense	⊡	Roll once to attack a Near target. Damages everything Close to the target.
GravArmor	Stamina	⊡	Move along or stick to any Close surface, or stick any Close object to you.
Collateral	Passive		When you miss an attack, a structure nearby the target is destroyed.

Catack Viruses ride around in tiny tanks, firing their devastating cannons at whatever gets in their sights.

Canodumb

Mind	2	Body	1	Soul	1	Tags	Inanimate; Immobile
Skills	Sense 2, Coding 2, Stamina 4					Element	Targets
HP	4					Drops	Cannon; MarkCannon

Seeking	Passive	Every time you miss an attack, downshift your next attack roll.
ThinArmor	Passive	Each time you roll a hit on Stamina, reduce your Stamina by 1.

These mounted turrets track enemies with their holographic reticules. They can be mounted on ceilings, floors, and even walls.

Flicker

Mind	1	Body	1	Soul	4	Tags	Flying
Skills	Sense 4, Speed 4, Charm 1					Element	Birds
HP	2					Drops	QuickRound; Reflex

Afterimages	Speed	⊟ ⊚	Reroll your next 3 defense rolls, taking the best outcome each time.
Playback	Charm	⊞	Imitate someone else's voice.
Eject	Passive		Whenever you take damage, instantly teleport up to one range band.

Flicker Viruses look like geometric rainbow birds. They flit about, launch storms of feathers, and manipulate their songs to mimic voices.

Handy

Mind	2	Body	1	Soul	1	Tags	Inanimate
Skills	Coding 1, Speed 3, Affinity 4					Element	Time Bombs
HP	3					Drops	Grabby; TimeBomb

Control	Affinity	⊞	Make a ranged attack with your element if it is present.
Handout	Speed	⊞	Disappear into a Close surface and reappear seconds later somewhere Near with your element.

Handy Viruses meld into floors, walls, and ceilings, disappearing and reappearing elsewhere with bombs at hand.

HardHead

Art: Stacy O.

Mind	2	Body	1	Soul	2	Tags	Inanimate; Immobile
Skills	Sense 2, Stamina 4, Affinity 1					Element	Cracking
HP	4					Drops	IceBall; LavaBall

AmmoSwap	Affinity	⊟ ⊚	Set your element to Ice, Lava, Smoke, or Tar.
Headstrong	Stamina	⊟ ⊚	Downshift defense rolls until your next attack.
Spreader	Passive		Ranged attacks cover things in your element.

HardHead Viruses lob element-spreading shells. Their color changes with their ammo.

HutHike

Mind	1	Body	3	Soul	1		Tags	
Skills	Strength 1, Bravery 3						Element	Football
HP	4						Drops	GutsShoot; WhirlwindToss

NukeFootball	Strength	⚁	Roll once to attack a Near target. Also damages everything Close to the target.
Touchdown	Strength	⚁	Throw a Close target into a different, Near target; both take damage.

A barrel-chested quarterback Virus. When it's not kicking explosive footballs, it's throwing anyone and anything at its enemies.

InstallWizard

Mind	1	Body	1	Soul	5		Tags	
Skills	Info 5						Element	Magic
HP	3						Drops	CurtainFire; Firecracker

Hypnotize	Charm	⚁	For 3 rolls, a calm Close target is (pick 1): drowsy; forgetful; paranoid; loopy.
Control	Affinity	⚁	Make a ranged attack with your element if it is present.
Dazzler	Passive		Attacks that hit can deal -1 damage to briefly drop the target's Sense by 1.

InstallWizards are pesky Viruses in starry robes that get up to trouble and then slip away by dazzling and distracting their victims.

KillerEye

Mind	2	Body	1	Soul	1	Tags	Hovering
Skills	Sense 3, Affinity 2					Element	Lasers
HP	3					Drops	NOBeam, Sensor

BlindMode	Sense	⚁	Find a target with extrasensory means.
LockOn	Sense	⊟ ⊙	Pick a target — the next rolled attack on them is Easy.
Zapper	Passive		Attacks paralyze for a moment.

KillerEye Viruses are deadly sentries that fire paralyzing lasers from their eye.

KillPlant

Redraw:rayzorbladez

Mind	1	Body	2	Soul	2	Tags	
Skills	Sense 3, Affinity 2					Element	Plants
HP	4					Drops	TreeBomb; WoodTower

Splash	Sense	⚁	Roll once to attack a Near target. Damages everything Close to the target.
Shift	Affinity	⚁	Swap places with your element in line of sight.
Germination	Passive		Attacks are delayed, but spread your element.

KillPlants are tall Viruses that spit huge seeds. After a delay, the seeds explode.

Metrid

Mind	2	Body	1	Soul	1		Tags	
Skills	Affinity 4						Element	Meteors
HP	2						Drops	Meteors

Skyfall	Affinity	⚅	Your element falls from above, damaging the next Near enemy that rolls & all Close to them.

A faceless wizard in a white and red robe. It hides from sight and summons meteor storms over enemies with its magical staff.

Needler

Mind	2	Body	2	Soul	1		Tags	Inanimate
Skills	Sense 2, Speed 2						Element	Needles
HP	4						Drops	NeedleCannon

Volley	Sense	⊟ ⊘	Reroll your next attack roll twice and take the best outcome.
SuctionCups	Passive		Able to run up walls and ceilings without complication.

Needlers are robotic Viruses that scoot around on four suction-cupped legs, skittering up walls and across ceilings.

NinJoy

Mind	2	Body	2	Soul	1	Tags	
Skills	Sense 2, Strength 2, Speed 2					Element	Ninjutsu
HP	3					Drops	Kunai

Warp	Speed	⊟ ⊘	Instantly move up to one range band.
Sneakrun	Speed	⚅	Slip past an inanimate threat.
ShadowStrike	Passive		Ranged attacks are silent.

NinJoy Viruses are short and stout. They sneak up on targets, raining kunai on them or warping behind them for a slice.

Pengi

Mind	2	Body	2	Soul	2		Tags	
Skills	Sense 2, Affinity 3						Element	Ice
HP	4						Drops	IceWave, IcicleSpears

CodeInjection	Affinity	⊟ ⊘	Your next rolled attack covers the target with your element.
IceBlocker	Passive		When on your element, double your dice for defense rolls.

Pengi Viruses slide around on their bellies and fire massive snowflake attacks from their beaks.

Piranha

Mind	2	Body	2	Soul	1	Tags	Hovering
Skills	Sense 3, Speed 1					Element	Harpoons
HP	4					Drops	HomingTorpedo; VesselBomb

LockOn	Sense	⊟ ◌	Pick a target — the next rolled attack on them is guaranteed Easy
AddOn	Passive		When you deal 2+ dmg with a rolled attack, your element covers the target.

Piranhas are floating fish-like Viruses that attack with burst-fire harpoons from their mouths.

Ratty

Mind	2	Body	1	Soul	1	Tags	
Skills	Sense 3, Speed 2					Element	Rats
HP	3					Drops	FireRat; Ratton

Seeker	Passive	Attacks swerve over and around obstacles to home in on opponents.
Frenzy	Passive	For each point of damage you take, add a point to Speed.

Ratty Viruses move erratically, firing homing rat bombs. They move much faster when damaged.

Shrimpy

Mind	1	Body	2	Soul	1	Tags	
Skills	Stamina 2, Charm 3, Affinity 3					Element	Bubbles
HP	4					Drops	Bubbler; BubbleStar

Control	Affinity	⊞	Make a ranged attack with your element if it is present.
ShrimpKiss	Charm	⊟	Seal a Close target in a bouncy, floating bubble.

Shrimpy Viruses seal things in bubbles and spit bouncing bubble bombs at targets.

Spikey

Mind	1	Body	3	Soul	3	Tags	
Skills	Sense 3, Affinity 3					Element	Fire
HP	4					Drops	HeatShot, LavaSeed

Splash	Sense	⊞	Roll once to attack a Near target. Everything Close to the target is also hit.
CodeInjection	Affinity	⊟ ◌	Your next attack covers the target with your element.

Spikeys are fierce, chaotic Viruses that throw speedy fireballs from their mouths.

Viruses: Disruption

BugTank

Mind	4	Body	2	Soul	1	Tags	
Skills	Stamina 2, Affinity 4					Element	Junk Data
HP	3					Drops	LogicBomb; StaticSeed

DataCorrupt	Affinity	⊟	Your next attack glitches the target for 3 rolls; roll 1d6 to determine the effects. They...
			1: have zero-gravity. 2: can't speak or gesture. 3: lose their PET link.
			4: swap elements with you. 5: spin uncontrollably. 6: gain 1 Charge every roll.

BugTanks are glitch-ridden BeeTank Viruses, wielding their bugs to sow chaos. Are you feeling lucky?

Boingo

Mind	1	Body	1	Soul	1	Tags	
Skills	Strength 3, Speed 4					Element	Springs
HP	3					Drops	Poltergeist; Springboard
Gutsy	Strength	⚅	Launch a Close target one range band in any direction.				
Warp	Speed	⊟ ⊘	Instantly move up to one range band.				
Chuckster	Passive		Cannot attack directly; attacks by launching objects at targets.				

Boingo Viruses are tiny imps with a massive springboard hat. They warp under people and objects and send them flying into the sky.

Bunny

Mind	3	Body	1	Soul	1	Tags	
Skills	Speed 3, Charm 5					Element	Electricity
HP	2					Drops	ZapRing
JackRabbit	Charm	⊟ ⊘	Force a Close target to reroll a single die.				
Zapper	Passive		Attacks paralyze for a moment.				

Bunnys Viruses weaponize their cute looks to encourage allies and paralyze enemies.

CandleLight

Mind	2	Body	1	Soul	3	Tags	Immobile
Skills	Coding 3, Affinity 2					Element	Light
HP	3					Drops	Candle
Dimmer	Coding	⚅	Suck up Near lights, plunging the area into darkness.				
FlashBlind	Affinity	⊟	Flash bright lights, briefly blinding anyone Near.				

A fancy chandelier Virus with big, bright eyes. Plays with light to blind enemies or leave them stumbling in the dark.

Viruses: Disruption, continued

Flashy

Mind	1	Body	1	Soul	3	Tags	Hovering
Skills	Speed 3, Affinity 1					Element	Light
HP	3					Drops	FlashBomb

Control	Affinity	⚃	Make a ranged attack with your element if it is present.
Afterimages	Speed	⊟ ◌	Reroll your next 3 defense rolls twice, using the best roll.
BlindingFlash	Passive		Attacks blind, upshifting target's next Sense roll.

Viruses with lightbulb-esque heads that flit about at high speed before blinding their targets with strobing light.

JoyRide

Art:roselii49

Mind	1	Body	2	Soul	1	Tags	Hovering
Skills	Sense 2, Charm 4, Affinity 4					Element	Rings
HP	4					Drops	SwapRing

Shift	Affinity	⚃	Swap places with your element in line of sight.
RingOut	Affinity	⚃	Warp a Near target touching your element to another Near instance of your element.

A happy little Virus that tosses magic teleporting hula-hoops around. Is it just playing...?

Mushy

Mind	1	Body	1	Soul	2	Tags	
Skills	Speed 4, Affinity 2					Element	Plants
HP	2					Drops	Spice

Control	Affinity	⚃	Make a ranged attack with your element if it is present.
Spores	Passive		When attacks hit, target upshifts next Mind roll; next 3 Mind rolls if they are on your element.

Mushy Viruses wiggle around, spreading noxious spores, and hopping about with surprising agility.

MuteAnt

Mind	1	Body	1	Soul	4	Tags	
Skills	Speed 2					Element	Noise
HP	3					Drops	Silence; Timpani

Ensemble	Affinity	⚃	Plays a riff that turns Near enemy summoned elements into musical instruments.
Fermata	Affinity	⚃	Plays a tune that jumbles Near Navis' balance, tripping anyone mobile.
Tacet	Affinity	⚃	Plays a melody that blinds Near Navis for 2 rolls.

MuteAnt Viruses are cold gray trumpet Viruses. They play cacophonic tunes to make Navis miserable.

Number

Mind	1	Body	1	Soul	1		Tags	Immobile; Inanimate
Skills	Info 7, Coding 7, Affinity 7						Element	Numbers
HP	7						Drops	Guardian; LightningRod

Firewall	Coding	⚃	Put a temporary door on a Near entrance that blocks known enemies.
Predictor	Info	⚃	You can defend against an attack with Info if you've seen this enemy use it before.
Err+Del	Coding	⊟ ◌	Pick someone Near. If they win their next opposed roll, hit the loser with a 3-damage bolt.

Number Viruses look like glassy, shining pillars. They lock Navis into dangerous places and put extra pressure on fights.

ScriptKid

Mind	3	Body	1	Soul	1		Tags	
Skills	Info 2, Coding 2, Speed 3						Element	Neon
HP	3						Drops	BrowserCrasher; ICEPick

Firewall	Coding	⚃	Put a temporary door on a Near entrance that blocks known enemies.
Sneakrun	Speed	⚃	Slip past an inanimate threat (e.g.traps, sensors).
Ping	Coding	⚃	Repeatedly message a Near Navi's PET, briefly blocking NetOp/Navi interaction.

ScriptKid Viruses look like neon goats with emoticon faces. Troublemaker punks, they mess with systems for the fun of it.

Shadow

Mind	2	Body	3	Soul	2		Tags	
Skills	Charm 2, Bravery 3, Affinity 2						Element	Shadows
HP	3						Drops	BlackWing; Shadow

ModelEdit	Charm	⊟	Take the appearance of another Virus/Navi.
Shift	Affinity	⚃	Swap places with your element in line of sight.
EvilTwin	Bravery	⚃	Copy a skill & Navi Power from the target. Expires when you get hit.

Shadow Viruses are devious and devilish, assuming the faces and powers of others. Their cunning demonstrates an intelligence beyond most other Viruses.

Skimmer

Mind	1	Body	2	Soul	1		Tags	Inanimate
Skills	Coding 4, Speed 2						Element	Greed
HP	2						Drops	CashFlow; GoldFist

Sneakrun	Speed	⚃	Slip past an inanimate threat. (e.g. traps, sensors).
Skim	Coding	⚃	Roll when someone Near spends Zenny. For every hit, you steal 100z from the target.
Moneybags	Passive		On Speed rolls with <2 hits, drop some Zenny. Drop all Zenny on deletion.

A bag-shaped Virus with spider legs. The more Zenny it stores after skimming a transaction, the louder it jingles as it runs.

Sparky

Mind	1	Body	4	Soul	1		Tags	Hovering; Inanimate
Skills	Coding 4, Affinity 3						Element	Electricity
HP	2						Drops	EMPunch; MagCoil

Disruption	Coding	⚁	Pick a Near target; disables their last used power/NCP until they roll 3 times.
CodeInjection	Affinity	⊟ �661	Your next rolled attack covers the target with your element.

Mechanical balls sparking with electricity, Sparky Viruses swerve erratically before slamming into targets.

Spidy

Mind	1	Body	4	Soul	3		Tags	
Skills	Speed 1, Affinity 2						Element	Spiderwebs
HP	2						Drops	Uninstall; WhiteWeb

JumpJets	Speed	⚁	Launch a range band in any direction off of a surface.
SuctionCups	Passive		Able to run up walls and ceilings without complication.
VenomFangs	Passive		Your attacks disable passive Virus/NCP abilities for 2 rolls. (Stat/skill/Folder/HP changes unaffected.)

Expert web browsers, the sneaky Spidy Viruses set up sticky traps before pouncing on their prey.

Spoofi

Art:Omnilunary

Mind	1	Body	1	Soul	1		Tags	
Skills	Coding 5, Affinity 5						Element	Numbers
HP	2						Drops	DiceBomb

Spoof	Coding	⚁	Change any number's appearance (no actual effect); like Navi HP, dice pool size, etc.

A neon-blue caterpillar Virus that hides from sight. It tweaks how variables display, confusing Navis without actually changing anything.

Spooky

Mind	2	Body	1	Soul	4	Tags	Hovering
Skills	Coding 3					Element	Ghosts
HP	3					Drops	GhostGloves; Invis

Playback	Charm	⚁	Imitate someone else's voice.
Haunt	Coding	⚁	Turn invisible and able to pass through walls for 3 rolls.
Startle	Bravery	⚁	Upshift a Close target's next 3 Mind rolls.

Spooky Viruses create paranormal pandemonium with spectral voices and big spooks.

SwanGarde

Art: MajorUrsus

Mind	2	Body	3	Soul	1	Tags	
Skills	Coding 2, Bravery 3, Affinity 2					Element	Lightning
HP	4					Drops	CustomVolt; LightningFoil

Vengeance	Bravery	⚅	Use Bravery to melee attack a Close target that recently attacked an ally.
CodeInjection	Affinity	⊟ ◌	Your next attack covers the target with your element.
Touché	Coding	⚅	Knocks the alphabetically first BattleChip out of the target's Folder.

Bird fencers in yellow armor, SwanGardes use their rapier-like beaks to zap targets and disable their BattleChips. They honk loudly.

UFO

Mind	2	Body	2	Soul	1	Tags	Flying
Skills	Info 2, Affinity 2					Element	Aliens
HP	3					Drops	Catcher; FolderRewind

Lookup	Info	⚅	Learn 1 per hit: the target's stats+skills, Folder, Powers, NCPs, and element.
Catch	Info	⚅	Copy & use a chip of your choice from a Near target's Folder.

UFO Viruses fly on cute saucers, scanning enemy Folders and copying their chips.

VoxUnpopuli

Mind	1	Body	1	Soul	1	Tags	
Skills	Charm 5, Affinity 3					Element	Voices
HP	2					Drops	Pulsar; SnakeCharmer

Playback	Charm	⚅	Imitate someone else's voice.
Ventrillo	Passive		You can make your voice come from anywhere in Near range.

The snake-like VoxUnpopuli hides from sight and uses vocal trickery to make Navis "say" embarrassing/confusing/antagonistic things.

YeeHopper

Mind	2	Body	2	Soul	2	Tags	
Skills	Speed 2, Charm 4, Bravery 4					Element	Wild West
HP	3					Drops	FlamingLasso; Grappler

SaddleUp	Speed	⚅	Lasso a Near target into Close range and hop on their back.
GiddyUp	Bravery	⊟	Make a Close target move a range band.
Hoedown	Passive		When riding a target, you can make them help you, rolling their skill dice instead of yours.

YeeHoppers are cute frog Viruses in cowboy hats. They ride Navis around like bucking broncos. They also ribbit "howdy."

Viruses: Striker

Cactikil

Mind	1	Body	3	Soul	3	Tags	Immobile
Skills	Strength 1					Element	Cacti
HP	4					Drops	Cactiball

Rollout	Strength	🎲	Move Close to a Near grounded target and attack.
Dullahan	Passive		Your head is freely detachable.
Pincushion	Passive		On taking dmg, cover all Close in your element.

Cactikil Viruses are rooted in place. They toss their rolling, spikey heads at enemies.

Champy

Mind	1	Body	2	Soul	2	Tags	Hovering
Skills	Strength 2, Speed 1, Affinity 3					Element	Fire
HP	5					Drops	FireHit; GutPunch

Warp	Speed	⊟ ⊘	Instantly move up to one range band.
CodeInjection	Affinity	⊟ ⊘	Your next attack covers the target with your element.
OneTwo	Passive		You can spend 1 HP to reroll one of your attacks.

Champy Viruses are speedy, blazing boxers with a nasty sucker punch.

Cragger

Mind	1	Body	1	Soul	2	Tags	
Skills	Strength 4, Stamina 4					Element	Stone
HP	5					Drops	BronzeFist; DizzyHit

BreakCharge	Strength	⊟ ⊘	Your next attack roll ignores Guards and upshifts the target's next 4 Body rolls.
Gutsy	Strength	🎲	Launch a Close target one range band in any direction.
Meld	Passive		You can hide in a Close abundance of your element indefinitely.

Colossal golem Viruses, Craggers hide in stone formations, breaking out to bash some heads. Rumors say they eat Mystery Data.

Draggin

Mind	1	Body	1	Soul	4	Tags	
Skills	Speed 3					Element	Fire
HP	2					Drops	FireBurner; FireTower

Blast	Affinity	🎲	Attack everything Close with your element.
HeatSync	Passive		Your attacks briefly overheat Navis' PETs, burning NetOps' hands if they try to use them.

Draggins are spritely draconic Viruses with fiery breath so potent, it's dangerous for NetOps too. Watch your hands!

Drixol

Mind	1	Body	3	Soul	1	Tags	Hovering
Skills	Speed 2					Element	Holes
HP	4					Drops	DrillArm

DrillOut	Speed	🎲	Make a hole leading anywhere in Near range.
Shatter	Strength	🎲	Destroy a Close structure or piece of terrain.
Guardbreaker	Passive		Upshift enemy rolls to defend with Stamina.

Drixol Viruses sail through the air, drilling through space in order to ambush Navis with their whirling drill heads.

EleBall

Mind	1	Body	1	Soul	2	Tags	Hovering
Skills	Speed 1, Affinity 2					Element	Electricity
HP	4					Drops	Plasma; Thunder

Blast	Affinity	🎲	Attack everything Close with your element.
AddOn	Passive		When you deal 2+ dmg with a rolled attack, your element covers the target.

Eleball Viruses bounce through the air and attack with swirling balls of electricity.

EleBee

Mind	1	Body	2	Soul	2	Tags	Flying
Skills	Strength 3, Speed 2, Affinity 2					Element	Lightning
HP	2					Drops	Arrow; Stinger

Warp	Speed	⊟ ⊘	Instantly move up to one range band.
CodeInjection	Affinity	⊟ ⊘	Your next rolled attack covers the target with your element.

EleBees are quick wasp-like Viruses that flit about before warping behind their prey and skewering them with their stinger.

Flamey

Mind	1	Body	2	Soul	1	Tags	Flying
Skills	Strength 3, Affinity 3					Element	Fire
HP	5					Drops	LineOut

Shatter	Strength	🎲	Destroy a Close structure or piece of terrain.
CodeInjection	Affinity	⊟ ⊘	Your next attack covers the target with your element.
Burnout	Passive		Can spend 1 HP to move a range band after any roll.

A flying, flaming Virus that slams into targets and objects with its body, burning enemies and bursting through obstacles.

Viruses: Striker, continued

Fishy

Redraw:rayzorbladez

Mind	1	Body	2	Soul	1	Tags	Flying
Skills	Strength 2, Speed 4, Bravery 4					Element	Wind
HP	2					Drops	DashAttack

Aerodynamic	Passive	Can move a range band and attack simultaneously with no penalty.
Trailblazer	Passive	When you move range bands with a chip or roll, your element trails behind you.

Fishy are aerodynamic Viruses that fly at top speed, slamming Navis and slicing them with their razor fins.

Flappy

Mind	1	Body	2	Soul	2	Tags	Flying
Skills	Strength 1, Stamina 2					Element	Stone
HP	3					Drops	Quake

HardDrop	Stamina ⊟	Become a huge statue for 2 rolls. Double your Body, but become Immobile.
Guardbreaker	Passive	Upshift enemy rolls to defend with Stamina.

Flappy Viruses flit about, hopping to and fro, before transforming into enormous statues that smash into the ground.

Gaia

Mind	1	Body	1	Soul	1	Tags	Immobile
Skills	Strength 5, Stamina 3, Bravery 5					Element	Statues
HP	5					Drops	Hammer; Stonebody

Shockwave	Strength ⊞	A ranged attack that only moves through surfaces. It can hit one Near target.
Headstrong	Stamina ⊟ ⊙	Downshift defense rolls until your next attack.

A towering, hammer-wielding statue. It turns to stone when not attacking. Its hammer sends devastating shockwaves at foes.

Hermitank

Mind	1	Body	2	Soul	1	Tags	
Skills	Coding 2, Strength 2, Affinity 2					Element	Shells
HP	2					Drops	Barrier; DoubleEdge

ShellGame	Strength ⊞	Use a Close object as your shell. It takes dmg for you; HP = hits rolled.
Shellraiser	Coding ⊟	Use a Close Virus as your shell. It takes dmg for you; you can use their stats to roll.
ShellCrash	Passive	You can make any attack Piercing; if it does not damage the target, take 1 damage.

A skittering hermit crab Virus. Its body is mostly claws — it makes up for the rest by using whatever it can as a protective shell.

Hopper

Art:Omnilunary

Mind	1	Body	2	Soul	2	Tags	
Skills	Speed 2, Charm 3					Element	Bubbles
HP	3					Drops	FootStomp; ToadMelody

LeapFrog	Speed	🎲	Melee attack someone Near and move Close; downshift if you just damaged someone else.

A small frog Virus in a huge shoe, Hoppers arc through the air and stomp on enemy heads with a loud ribbit.

Miramira

Art:Empwnleon & MajorUrsus

Mind	2	Body	3	Soul	2	Tags	
Skills	Stamina 1, Bravery 2, Affinity 2					Element	Reflections
HP	5					Drops	MirrorSword; ShiningArmor

Reflect	Stamina	🎲	Parry a direct ranged attack. Reflects secondary effects.
MirrorMove	Affinity	🎲	Copy the last Navi Power you saw. Hits rolled = number of times usable.

Animated shining armor, Miramira Viruses use their mirror shields to reflect projectiles and harness reflections of Navi Powers.

Mosquirto

Mind	1	Body	1	Soul	1	Tags	Flying
Skills	Strength 3, Speed 2, Affinity 4					Element	Bugs
HP	5					Drops	Drain

Warp	Speed	➖ ⊘	Instantly move up to one range band.
Lovebug	Affinity	➖ ⊘	Pick a Near ally; give them up to 4 of your HP and downshift their next roll.
Lifesucker	Passive		Heal HP equal to each point of damage you deal.

Mosquirto Viruses buzz about and suck the life out of Navis with a needle-like proboscis. They can inject their allies with stolen energy.

Quaker

Mind	1	Body	3	Soul	1	Tags	
Skills	Strength 2					Element	Wrecking Balls
HP	6					Drops	RockArm; Shake

Shockwave	Strength	🎲	A ranged atk that only moves through surfaces; hits 1 Near target.
JumpJets	Speed	🎲	Launch a range band in any direction off of a surface.
Earthshaker	Passive		Briefly stun anyone you land Close to.

Quakers are hefty Viruses that leap into the air before slamming down, releasing shockwaves and stunning nearby Navis.

Snaggit

Mind	2	Body	2	Soul	1	Tags	
Skills	Strength 3, Speed 2, Affinity 3					Element	Tricks
HP	2					Drops	Nullifier; ZeroKnuckle

Warp	Speed	⊟ ⊘	Instantly move up to one range band.
Paste	Affinity	⚅	Turn all your Near element into armor for +1 HP per hit. Can go over Max HP. Doesn't stack.
Cut	Passive		When you damage a target, steal their element for 3 rolls. Only you can use it.

Snaggit Viruses look like tiny fox thieves. They hijack elements to protect themselves as they swipe foes with nasty claws.

SnakeArm

Mind	1	Body	4	Soul	2	Tags	
Skills	Affinity 3					Element	Sand
HP	4					Drops	SandRing; SandWorm

CodeInjection	Affinity	⊟ ⊘	Your next rolled attack covers the target with your element.
Shift	Affinity	⚅	Swap places with an abundance of your element in line of sight.
Meld	Passive		You can hide in a Close abundance of your element indefinitely.

SnakeArm Viruses are burrowing sand worms. They drag their targets into the sand with their mighty maws.

Swordy

Mind	1	Body	2	Soul	3	Tags	
Skills	Strength 2, Stamina 2, Bravery 1					Element	Swords
HP	4					Drops	AreaGrab; Sword

Gatekeep	Bravery	⊟ ⊘	Pick a Close target — iron bars emerge to block their escape.
Knightmare	Passive		Gain 1 Bravery every time you or a Near ally lose HP.

Swordy Viruses are valiant knights that summon castle gates to obstruct their targets' escape before dispatching them with medieval might.

Zomon

Mind	2	Body	2	Soul	2	Tags	
Skills	Strength 3, Bravery 2					Element	Blades
HP	3					Drops	Katana; Slasher

Afterimages	Speed	⊟ ⊘	Reroll your next 3 defense rolls, taking the best outcome each time.
Blademaster	Passive		Downshifts all of your attacks when parrying.

Zomon are samurai-styled Viruses that dazzle enemies with masterful sword slashes.

Viruses: Support

10Hut

Mind	1	Body	2	Soul	1	Tags	
Skills	Coding 3, Bravery 4, Affinity 3					Element	Boot Camp
HP	3					Drops	BraveHeart; YamatoRush

MapEdit	Coding	⊟ ◇	Generate a Near simple structure that is either hard, large, or hidden.
SystemCall	Bravery	⊞	Convince one or more Near targets to focus their hostile attention on you.
GetEquipped	Affinity	⊟	Give a Near ally a huge weapon. Next time they attack, they roll at least 5 dice.

These militant Viruses look like two boots under a huge beret. They supply their allies with military tech and shout booming commands.

Appley

Mind	1	Body	2	Soul	2	Tags	
Skills	Bravery 2, Affinity 2					Element	Fruit
HP	4					Drops	EnviroSeed; Recover4

Rally	Bravery	⊟ ◇	+2 dice to someone else's Soul roll (before they roll).
Save	Affinity	⊟	If your element is present, heal someone for 3 HP.
Hardcore	Passive		Can use a Cost Power right after being deleted.

Beefy-looking worm Viruses in apple armor, Appleys assist other Viruses with fruity heals and macho encouragement.

BestPlate

Mind	1	Body	1	Soul	1	Tags	Immobile
Skills	Stamina 4, Bravery 3					Element	Armor
HP	5					Drops	RollingShield; ShieldBoomerang

Bodyguard	Bravery	⊟ ◇	Pick an ally. Next time they're attacked & Near, step in to take the attack instead.
Reflect	Stamina	⊞	Parry a direct ranged attack, rolling Stamina. Reflects secondary effects.

BestPlate appears as a super-shiny plate of armor with a large, bushy mustache. It teleports onto Viruses to defend them.

BuildaBees   Art:Empwnleon & MajorUrsus

Mind	2	Body	1	Soul	3	Tags	Flying
Skills	Coding 4					Element	Honeycomb
HP	3					Drops	HiveShield; RiskyHoney

Firewall	Coding	⊞	Put a temporary door on a Near entrance that blocks known enemies.
MapEdit	Coding	⊟	Generate a Near simple structure that is either hard, large, or hidden.

A team of three bees with construction gear that assemble simple structures (laden in honey) with lightning efficiency.

Viruses: Support, continued

Dominerd

Mind	1	Body	4	Soul	1	Tags	
Skills	Bravery 6, Affinity 3					Element	Shadows
HP	4					Drops	BurstRevenge; CurseShield

Bodyguard	Bravery	⊟ ⊘	Pick an ally. Next time they're attacked & Near, step in to take the attack instead.
Lurker	Affinity	⊟	You are invisible until your next roll.
Jumpscare	Passive		When you are attacked, move Close to the attacker.

Dominerd Viruses hide from sight, revealing themselves to punish attackers.

Floshell

Mind	1	Body	2	Soul	1	Tags	
Skills	Sense 2, Stamina 3, Bravery 5					Element	Steel
HP	5					Drops	IronShield; IronShell

Bodyguard	Bravery	⊟ ⊘	Pick an ally. Next time they're attacked & Near, step in to take the attack instead.
GravArmor	Stamina	⊞	Move along or stick to any Close surface, or stick any Close object to you.
Blocker	Passive		Upshifts frontal attacks.

A cannonball-hurling mechanical lizard with a massive iron shield it can raise or lower. It can protect allies behind its shield.

Heartstring

Art:SapphireStarz11

Mind	1	Body	1	Soul	2	Tags	
Skills	Stamina 3, Affinity 2					Element	String
HP	3					Drops	BigHeart; Stringer

Regenerate	Stamina	⊟ ⊘	The next 5 times you roll, heal 1 HP.
Clear	Stamina	⊟ ⊘	Cure all negative secondary effects from outside sources. Usable on Close allies.
LoveBond	Affinity	⊟	Link to a Near ally with string. Until it breaks or you link to another, you & ally mirror healing, stat/skill increases, and positive effects (e.g. invisibility).

A smiling harp, Heartstring Viruses link to other Viruses to keep them in tip-top shape.

HyperCamera

Mind	4	Body	1	Soul	1	Tags	Flying
Skills	Speed 2, Bravery 3					Element	Cameras
HP	2					Drops	MapView; SystemScan

BlindMode	Sense	⊞	Find a target with extrasensory means (e.g. thermal imaging, echolocation).
Lookup	Info	⊞	Learn 1 per hit: the target's stats+skills, Folder, Powers, NCPs, and element.
Alarm	Bravery	⊟ ⊘	Loudly tell a Near ally where a Near target is. Downshifts their next roll vs. the target.

HyperCamera Viruses are winged, fist-sized bugs with camera bodies that scan for intruders. Their wings always make a buzzing noise.

JetSet

Mind	1	Body	2	Soul	1		Tags	Flying
Skills	Speed 3, Stamina 1						Element	Rockets
HP	2						Drops	AirShoes; Vault

Pilot	Passive	You can roll Speed on behalf of a Close ally. One ally at a time.
Tandem	Passive	When you move a range band, you can bring one Close target with you.

A pair of rockets with grabby arms, JetSet picks up its allies to arc them through the air.

LifeTree

Mind	1	Body	2	Soul	2		Tags	Immobile
Skills	Coding 2, Stamina 3, Affinity 3						Element	Wood
HP	6						Drops	GreenCarpet; LeafShield

MapEdit	Coding	⊟	Generate a Near simple structure that is either hard, large, or hidden.
GravArmor	Stamina	⊞	Move along or stick to any Close surface, or stick any Close object to you.
Reinforce	Affinity	⊞	Add +1 to an ally's Stamina per hit. One ally at a time; expires on your deletion.

A towering tree with an old, graven face. It twists and extends its roots to create barricades and reinforce allies.

Loven

Mind	3	Body	2	Soul	2		Tags	
Skills	Stamina 2, Affinity 3						Element	Baking
HP	4						Drops	CandyWave; ColorPoint

Ingredients	Stamina	⊞	Consume somebody else's Near element to produce your element.
SweetTreat	Affinity	⊟	Consume your element to heal a Close ally 2 HP.
BurnedBuns	Passive		When you have no Affinity, change your element to Fire and gain +3 Sense.

Lovens are pink ovens with legs and aprons. They love to bake for their friends... until they run out of ingredients and go on a rampage.

Manneking

Art: Tubular Bells

Mind	1	Body	2	Soul	3		Tags	
Skills	Charm 3, Affinity 3						Element	Showbiz
HP	3						Drops	StyleSword; TundraSpotlight

Poser	Charm	⊟	Pose, downshifting all Near allies' next Soul roll.
Limelight	Affinity	⊞	Pick a Near ally — enemies focus on them.
Shy	Passive		You are immobilized when Near Navis look at you.

A mannequin-like Virus in ostentatious, setting-appropriate clothes.
Strikes fashionable poses while nobody's looking.

Viruses: Support, continued

MiniMercs

Mind	2	Body	1	Soul	1	Tags	
Skills	Sense 2, Bravery 2					Element	Reinforcements
HP	4					Drops	AirRaid; Attack+1

Rally	Bravery	⊟ ⊘	Add two dice to someone else's Soul roll (before they roll).
Backup	Passive		When you attack with an ally, add your dice to an ally's attack.

A squad of soldiers only a foot tall, they coordinate with other Viruses for maximum firepower.

Peppery

Art:Tubular Bells

Mind	1	Body	2	Soul	2	Tags	
Skills	Bravery 3, Affinity 3					Element	Spice
HP	4					Drops	SeedStage; Spice

ScarySpice	Bravery	⚃	Zest someone Close, sending them a range band away and making their element Fire for 3 rolls.
Seasoning	Affinity	⊟ ⊘	Downshift a Near ally's next roll to attack and infuse it with your element.
Aftertaste	Passive		On deletion, burst into a cloud of your element.

The Appley Virus's distant cousin invigorates others with its spicy nature.
If you wanna get its data, you've gotta get past its friends.

PopUp

Mind	2	Body	1	Soul	2	Tags	Hovering; Inanimate
Skills	Info 2, Charm 3, Bravery 3					Element	Advertisements
HP	1					Drops	TimeCancel

Bodyguard	Bravery	⊟ ⊘	Pick an ally. Next time they're attacked & Near, step in to take the attack instead.
Unshakeable	Charm	⊟ ⊘	Ignore damage from the last attack received.
Toll	Passive		Can be paid 500z to be made intangible for several seconds.

A visually and physically obstructive Virus that tries to steal your attention. Pay some Zenny and it leaves you alone... for now.

Quicksilver

Mind	1	Body	1	Soul	1	Tags	
Skills	Speed 3, Affinity 3					Element	Alchemy
HP	2					Drops	SilverFist

FlowState	Speed	⚃	Reshape your body to fit in tight or oddly-shaped spaces. (Not a disguise.)
Transmute	Affinity	⊟	Swap the value of two skills on yourself or any allied Near Virus.

A blob of liquid silver with a pair of leather goggles. It slips about and reconfigures Viruses, itself included.

Tricki

Mind	1	Body	1	Soul	2		Tags	
Skills	Coding 3, Affinity 3						Element	Illusions
HP	3						Drops	Decoy; GeminiTwin

Shift	Affinity	⚁	Swap places with an abundance of your element in line of sight.
Twin	Affinity	⊟	Make an illusory twin of an ally. When the twin acts in sync with the ally, they roll twice and take the better result. Expires when the ally takes damage.

A short, impish-looking Virus with a crystalline body, Trickis make deceptive doubles of their allies.

Trumpy

Redraw:rayzorbladez

Mind	1	Body	1	Soul	3	Tags	
Skills	Bravery 2, Affinity 2					Element	Music
HP	3					Drops	Fanfare; SweetHeart

Crescendo	Affinity	⚁	A tune makes Near allies invincible for their next roll.
Fortissimo	Charm	⚁	A melody heals all Near allies 1 HP per hit.
Sforzando	Bravery	⊟	A flourish for an ally. On their next roll, they reroll all failed dice once.

Trumpy Viruses hop about, charge up, and then let loose a fanfare to aid its allies.

Wandy

Mind	1	Body	1	Soul	3		Tags	Hovering
Skills	Coding 2, Charm 2, Affinity 3						Element	Magic
HP	3						Drops	Decoy

MapEdit	Coding	⊟	Generate a Near simple structure that is either hard, large, or hidden.
Abracadabra	Affinity	⚁	Disguises Viruses as similarly-proportioned mundane objects.
Alakazam	Affinity	⚁	Reshape a mundane, unimportant object so it looks like a Virus.

Two floating white gloves. When it taps Viruses with its wand, poof! They look like mundane objects which undisguise when they attack.

ZipZap

Mind	1	Body	1	Soul	1		Tags	Flying
Skills	Speed 4						Element	Circuits
HP	2						Drops	GoingRoad; ShortCircuit

ArtfulDodger	Speed	⚁	Distract a group of enemies with quick movement.
Trailblazer	Passive		When you move range bands with a chip or roll, your element trails behind you.
Networking	Passive		When you succeed a Speed roll, all Near allies get +2 dice to their next Speed roll.

A sparkball with aviator goggles, ZipZap Viruses fly chaotically, spreading electric circuitry, distracting enemies, and speeding up allies.

Viruses: Wrecker

Astronaughty

Art:Empwnleon & MajorUrsus

Mind	1	Body	1	Soul	1	Tags	Hovering
Skills	Charm 2, Affinity 4					Element	Gravity
HP	3					Drops	Dropdown; GravityHold

Intergalactic	Passive	You can affect as many Near targets or objects as you like when you roll Affinity.

A small green Virus in a space suit uses its power over gravity to aid allies or hinder opponents. Its helmet is incredibly fragile.

BombCorn

Mind	3	Body	1	Soul	1	Tags	
Skills	Info 2, Affinity 4					Element	Corn
HP	4					Drops	ChainBlast; CornShot

BumperCrop	Affinity	🎲	Change a Near target's element to yours for X rolls. X = hits rolled.
PopSecret	Info	⊟	Your element grows behind or inside a Near object.
PopCorn	Passive		When your element is exposed to heat, it explodes for 3 damage to all Close.

BombCorn Viruses are scrappy mischief-makers that spread their volatile (though tasty) element wherever they can.

BrushMan

Art:roselii49

Mind	1	Body	2	Soul	3	Tags	Hovering
Skills	Speed 2, Affinity 2					Element	Paint
HP	3					Drops	BurnSquare; Sanctuary

Warp	Speed	⊟ ⊘	Instantly move up to one range band.
Brushup	Affinity	🎲	Make a dangerous hazard beneath yourself.
Artifact	Affinity	⊟	Draw a sigil. Any touching it take half damage. Round up.

A paintbrush Virus! BrushMan generates damage-halving holy sigils for its allies and dangerous terrain, like lava and poison, for its targets. Takes great pride in its art.

Cloudy

Mind	3	Body	2	Soul	2	Tags	Flying
Skills	Charm 4, Affinity 3					Element	Rain
HP	4					Drops	RainyDay; Tornado

Forecast	Charm	⊟ ⊘	Set your element to Rain, Snow, Hail, or Tornadoes.
Thunderhead	Passive		If you get hit with electricity, change your element to Thunder and get +3 Sense.

Cloudy Viruses spread nasty weather from above. If hit with electricity, they drop mighty lightning bolts.

EleOgre

Mind	3	Body	2	Soul	3		Tags	Hovering
Skills	Coding 2, Stamina 1						Element	Electricity
HP	3						Drops	ElecReel; Zapnet

MapEdit	Coding	⊟	Generate a Near simple structure that is either hard, large, or hidden.
StringBuffer	Affinity	⊞	Create a hidden tripwire. Whoever trips it is covered in your element. Deals damage = to hits rolled.

A massive, floating ogre head that fires bolts of electricity from its horns. It also lays electrified tripwires to snare intruders.

Jelly

Art:rayzorbladez

Mind	2	Body	1	Soul	1	Tags	
Skills	Speed 3, Affinity 3					Element	Water
HP	3					Drops	MudWave; TidalWave

FlowState	Speed	⊞	Bend your body to fit in tight/oddly-shaped spaces.
Gush	Affinity	⊞	Attack all grounded Near targets with your element.
Waveform	Passive		Can change your element to any Close liquid.

A big, rippling jellyfish that manipulates water, mud, lava, or whatever liquid is nearby.

Lampy

Mind	1	Body	1	Soul	1		Tags	Immobile
Skills	Stamina 1, Affinity 4						Element	Mist
HP	4						Drops	MysticMist

Shift	Affinity	⊞	Swap places with an abundance of your element in line of sight.
PoisonMist	Affinity	⊟	Enemies within your element upshift their next defense roll.
DrawDistance	Affinity	⊞	Enemies can't see you or allies in your element unless they are Close.

A gold oil lamp that that controls mist, Lampy Viruses protect allies and attack enemies with rolling, purple tides of mist.

Mettaur

Mind	1	Body	2	Soul	1	Tags	
Skills	Coding 4, Strength 2, Charm 4					Element	Mining
HP	2					Drops	GuardShield; SonicWave

Shockwave	Strength	⊞	A ranged atk that only moves through surfaces; hits 1 Near target.
Harmless	Charm	⊞	Avert hostile attention from yourself.
DataMiner	Coding	⊞	Break a Close object, stealing data held within.

Small and stout, Mettaurs mine data and Zenny with their pickaxes and hide under their helmets at the first sign of danger.

Viruses: Wrecker, continued

MettaurΩ

Mind	1	Body	2	Soul	1	Tags	
Skills	Strength 4, Stamina 4					Element	Mining
HP	3					Drops	BigWave; Geddon2

Shockwave	Strength	🎲	A ranged atk that only moves through surfaces; hits 1 Near target.
Reflect	Stamina	🎲	Parry a direct ranged attack. Reflects secondary effects.
BreakAttack	Passive		Attacks and parries shatter nearby surfaces.

MettaurΩ's small size hides its power. Its pickaxe cracks surfaces with its shockwaves.

Mi2

Art:Mark Lim

Mind	2	Body	2	Soul	2	Tags	
Skills	Coding 3, Charm 4, Affinity 4					Element	Imitation
HP	3					Drops	DimensionalGate; GhostSeed

Copycat	Coding	⊟ ⦵	Change your element to a Near target's.

A cat-like Virus with a digital display helmet. It copies others' elements and manipulates them. Its fur color changes with its element.

Miney

Mind	1	Body	1	Soul	1	Tags	
Skills	Coding 3, Charm 3, Affinity 3					Element	Mines
HP	3					Drops	Mine

MineStatic	Coding	⊟	Print a Close mine that expels a static cloud when touched. Static jams PET connections.
MineLink	Charm	⊟	Print a Close mine that explosively spreads a Near ally's element when touched.
MineBomb	Affinity	⊟	Print a Close mine that explodes for 3 damage when touched.

Miney Viruses lazily hop about, popping stealthy mines out of their slot-like mouths and laying them at key locations.

Moloko

Mind	1	Body	3	Soul	3	Tags	
Skills	Strength 1, Charm 3, Affinity 3					Element	Wool
HP	3					Drops	MokoRush; WoolSeed

Shift	Affinity	🎲	Swap places with an abundance of your element in line of sight.
Cozy	Affinity	⊟	Don your element! Next time you're hit, ignore damage and spread your element everywhere Near.
Smother	Passive		When your element touches someone else's, they can't manipulate it.

Moloko Viruses scurry about, headbutting targets and spreading mounds of wool everywhere.

Momogra

Art:Empwnleon & MajorUrsus

Mind	1	Body	1	Soul	1	Tags	
Skills	Strength 3, Speed 3, Affinity 3					Element	Holes
HP	3					Drops	Mole; PopUp

HolyMoly	Strength	⚁	Attack by flinging a Close object at someone Near.
NetTunnel	Speed	⚁	Tunnel through an object to somewhere Near.
Pitfall!	Affinity	⊟	Dig a hidden pitfall trap. Depth: 1 range band.

The mischievous yet majestically moustached Momogra is a master mole miner.

Null

Mind	1	Body	1	Soul	1	Tags	
Skills	Stamina 2, Affinity 5					Element	Whirlpools
HP	6					Drops	Whirlpool

Regenerate	Stamina	⊟ ◌	The next 5 times you roll, heal 1 HP.

Null Viruses slowly lumber, their bits regenerating over time. They summon vortexes that slowly drag Navis in.

Protecto

Mind	1	Body	1	Soul	1	Tags	Immobile; Inanimate
Skills	Coding 2, Stamina 5					Element	Walls
HP	10					Drops	Rook

Regenerate	Stamina	⊟ ◌	The next 5 times you roll, heal 1 HP.

A massive, unmoving pillar-like Virus that blocks access to areas and regenerates damage taken. They can be hacked to be moved.

Puffball

Mind	2	Body	2	Soul	2	Tags	
Skills	Stamina 2, Affinity 3					Element	Poison
HP	5					Drops	Toxic

Control	Affinity	⚁	Make a ranged attack with your element if it is present.
Shift	Affinity	⚁	Swap places with your element in line of sight.
Blocker	Passive		Upshifts frontal attacks.

Puffballs use their masks like shields and wobble their arms, spreading poison clouds.

Slimer

Redraw:Silver Berry

Mind	1	Body	4	Soul	1	Tags	
Skills	Charm 3, Affinity 4					Element	Liquid
HP	2					Drops	MetaGel, SludgeSeed

FlowState	Speed	🎲	Reshape your body to fit in tight/odd spaces.
Meld	Passive		You can hide within your element indefinitely.
Waveform	Passive		Can change your element to any Close liquid.

A cute blob of slime that hides in pools of liquid before hopping out at targets and bodyslamming them.

Viney

Mind	1	Body	3	Soul	2	Tags	
Skills	Affinity 3					Element	Vines
HP	4					Drops	Rope

Shift	Affinity	🎲	Swap places with an abundance of your element in line of sight.
Overrun	Passive		Every time you roll, all of your Near element spreads a little bit more.

Viney Viruses spread thorny vines everywhere, slipping between them and ensnaring targets.

Volcano

Mind	1	Body	1	Soul	1	Tags	
Skills	Sense 2, Stamina 2, Affinity 4					Element	Lava
HP	6					Drops	AtomicFire; LavaCannon

Splash	Sense	🎲	Roll once to attack a Near target. Damages everything Close to the target.
CodeInjection	Affinity	⊟ ⊚	Your next rolled attack covers the target with your element.
Meltdown	Passive		Before you roll, can spend up to 3 HP to add that many dice to it.

Volcano Viruses look like little volcanoes, scuttling on tiny feet and blasting massive fiery bursts from their tops to cover the area in lava.

WindBox

Mind	1	Body	1	Soul	1	Tags	Immobile; Inanimate
Skills	Stamina 2, Affinity 4					Element	Wind
HP	4					Drops	Wind; Windrack

Backdraft	Affinity	🎲	Parry a Near ranged attack, blowing it back at the attacker. (This can parry attacks on allies.)
Anchored	Passive		Downshift rolls to prevent being moved.
Turbulence	Passive		When a target fails to defend against your element, they lose any Guard they had active.

WindBoxes are fans that can blow mighty gusts of air at Navis, suck them in, or use strong currents to disrupt their attacks and defenses.

Generation Tables

Use these random generation tables for quick GMing inspiration. Roll d6 to pick one result for each header; for two-dimensional tables, roll two dice, one to serve as the X coordinate, and one as the Y.

CITY GENERATION

	The city is somewhere...					
...industrial:	a busy canal	farmlands	rocky crags	a waterfall	artificial land	a junkland
...scenic:	a snowy peak	beachside	a floral valley	a wide river	a bayside reef	a rainforest
...expansive:	rolling plains	a savanna	windy hills	lakeside	highlands	the desert
...mysterious:	a foggy bog	a big crater	dark woods	fungal caves	icy cliffs	among ruins
...remote:	a mountain	an island	the tundra	a wide mesa	a vast swamp	far at sea
...extreme:	the sky	a volcano	on rails	icy caverns	underwater	in orbit?!?

It's best known for its...	The net is key for its...	It's mostly visited by...	It's greatest flaw is its...
History	Transit	Tourists	Digitized bureacracy
Recent modernization	Ecological harmony	Elite NetBattlers	Surveillance
Unusual shape or size	Agricultural success	The rich and famous	Security bots
Labyrinthine bazaar	Holidays & festivals	Brilliant & odd scientists	Abandoned undercity
Elite rival schools	Public art displays	Folks trying to hit it big	Secret tunnel network
Simmering tensions	Automated factories	Stuffy business-types	Old digital infrastructure

VILLAIN ORGANIZATION GENERATION

Their ultimate goal?	Their secret weapon?	Their scheme requires?	Their secret base?
Life in utter decadence	A secret about Navis	Forgotten net tech	A secret island
Revenge on society	Military connections	Inciting natural disasters	In the government's HQ
National or global rule	Deals with dark powers	Stealing experiments	In a corporate tower
Universal worship	Secret satellite tech	Harvesting Navi energy	Deep underground
Immortality at any cost	Popular collaborators	Infrastructural sabotage	In orbit
Return how things were	Infiltrated justice system	Hijacking the net, bit by bit	Purely digital

Their grunts?	The #2 in command?	Their leader?	Their leader's Navi?
Incognito spies	A devout zealot	A big celebrity/politician	The real mastermind
Fashionable & flashy	An experienced advisor	A wunderkind hacker kid	A digital clone
Macho losers	The leader's opposite	A disgraced scientist	A reluctant old friend
Edgy jerks	Someone very familiar	A megacorp's CEO	A monstrous behemoth
Eerily "happy" people	The leader's relative	A failed experiment	Their ideals, manifest
Brainwashed Navis	A usurper waiting to strike	A being from beyond...?	Evil clones of the party

Generation Tables, Cont.

Adventure Generation

	The adventure starts with the kids...					
At school...	on exam day.	for the talent show.	in an afterschool club.	and a new teacher.	studying Viruses.	and a new student.
On a field trip to...	a museum.	a factory.	the aquarium.	the zoo.	the observatory.	a farm.
On a field trip to...	the woods.	a radio station.	a laboratory.	the power plant.	a canyon.	a mountain.
On a weekend trip to...	the beach.	the big city.	the theater.	a haunted house.	the circus.	an theme park.
On a weekend trip to...	a ski resort.	an ice rink.	a sports arena.	a cinema.	an arcade.	a music concert.
Travelling by...	bus.	boat.	plane.	subway.	taxi.	monorail.

But an evildoer is there to...	Their vulnerability is...
steal something secret.	their overconfidence.
destroy something valuable.	their incompetent henchmen.
get revenge on someone.	something they left behind.
take people hostage.	something the kids overhear.
steal something famous.	their paranoia.
destroy something beloved.	something they underestimated.

NPC Generation

Name					
Vi	Alma	Bit	Byte	Sofia	Ada
Olive	Vim	Raj	Haskell	Dorothy	Penny
Miki	Lou	Anne	Ramesh	Tux	Rico
Akari	Dev	Winnie	Alice	Afua	Katerina
Rosa	Pepper	Sparky	Masa	Darwin	Amma
Deb	Archie	Bee	Kim	Lisa	George

Personality	Occupation	Notable feature
Enthusiastic	Student	Their hair
Dopey	Official	Their face
Skeptical	Teacher	Their clothes
Daydreamy	Businessperson	Their voice
Nervous	Stay-at-home	Their mannerisms
Know-it-all	Artist	An item they have

Generation Tables, Cont.

Enemy Navi Fight Generation

For each column, roll 2d6; if the second d6 is odd, pick one of the 6 white background entries; if even, pick one of the 6 grey entries. For the Navi's element, see the Element roll table.

Best skill	Second-best	Their secret weapon	Their weakness
Sense	Sense	They have tough Viruses to back them up	They're wildly overconfident
Info	Info	They've rigged the arena	They always loudly announce their attacks
Coding	Coding	They have rare and powerful BattleChips	They have no operator
Strength	Strength	They have a powerful custom NCP	They squabble with their operator
Speed	Speed	They have a powerful custom BattleChip	They always attack the toughest Navi
Stamina	Stamina	They have a powerful custom Navi Power	They are very easily scared
Charm	Charm	They keep their identity a secret	Their confidence is easily shaken
Bravery	Bravery	They have a secret assistant	Their element hurts them too
Affinity	Affinity	They interfere with the NetOps	Their operator is easily distracted
Any Mind	Any Mind	They trick one of the players into helping them	Their operator abandons them midfight
Any Body	Any Body	Their NetOp engages the players physically	They have another secret weapon which backfires
Any Soul	Any Soul	They go FullSynchro with their operator	They have an enemy that shows up

The arena is...	The Navi's element primarily manifests as...	The Navi starts out...
Naturalistic	...A hazard that everyone must avoid	...hidden from sight, lining up a shot.
Floating Objects	...An abundant object the enemy uses	...firing on all players with a volley of attacks
Digitized	...An object the players must use to survive	...preparing its defenses in secret
Urban	...A hazard that starts out small and grows	...firing on one player with a disabling blow
Cartoony	...Something that affects NetOps too	...toggling something destructive in the arena
Miniaturized	...A threat that emerges partway through	...distracting the players from an environmental threat

Extra trouble for player Navis	During the fight, the NetOps need to...	A real-world object that helps out
Thematic Viruses attack the players	...escape an enclosed space	A thermostat to heat/chill cyberspace
Thematic Viruses power up the boss	...sneak around to evade detection	A lightswitch that darkens cyberspace
The environment starts to break apart	...find where the enemy NetOp is hiding	Fan/vent controls for digital wind
The boss has a hench-Navi to assist	...rescue somebody trapped	A radio to broadcast distracting audio
The boss's element keeps appearing	...stop the enemy NetOp from escaping	A dishwasher that floods cyberspace
Innocent, confused progs bother them	...figure who the real enemy NetOp is	A TV that can show cyberspace info

Element Generation Table

Roll a d6 and go to the corresponding table. Then roll 2d6 for selecting an element off of the table.

Table 1: Nature					
Moons	Earthquakes	Volcanoes	Ash	Wolves	Eggs
Mosquitos	Crystals	Fog	Birds	Bubbles	Seeds
Mushrooms	The Sun	Rats	Tornadoes	Seas	Bees
Flowers	Night	Diamond	Horses	Dinosaurs	Sand
Mud	Mountains	Glaciers	Spiders	Coral	Worms
Autumn	Cacti	Fruit	Swamps	Farms	Rainbows

Table 2: Fantasy					
Catapults	Arrows	Dragons	Halloween	Ghosts	Magic Tricks
Castles	Heaven	Demons	Skeletons	Wild West	Zombies
Belts	Shields	Swords	Caravans	Ninjutsu	Christmas
Ghost Ships	Tentacles	Kappa	Gargoyles	Piracy	The Occult
Pegasi	Armor	Witchcraft	Magic Carpets	Carriages	Royalty
Graveyards	Spears	Fairies	Treasure	Horns	Pestilence

Table 3: Science					
UFOs	Nuclear Power	Glass	Acid	Glue	Plasma
Sludge	Noise	Poison	Mercury	Circuits	Missiles
Clocks	Airplanes	Black Holes	Grease	Rubber	Lasers
Cardboard	Radio Waves	Oil	Locks	Wax	Medicine
Zoos	Comets	Neon	Steel	Gunpowder	Tar
Rust	Booze	Steam	Chains	X-Rays	Mettaurs

Table 4: Actions					
Acceleration	Inflation	Balance	Judgement	Scuba Diving	Dancing
Stretching	Division	Rotation	Bending	Aging	Inversion
Espionage	Bouncing	Matchmaking	Eating	Flattening	Cleaning
Skateboarding	Welding	Folding	Hunting	Trickshots	Cooking
Firefighting	Meditation	Melting	Construction	Organization	Celebration
Education	Marriage	Reassembling	Flow	Siege	Blastoff

Table 5: Art					
Cartoons	Paint	Language	Disco	Plushies	Masks
Guitars	Pianos	Theater	Teatime	Cloth	Video Games
Drums	Ink	Jewels	Coffee	Jazz	Dolls
Strings	Perfume	Stickers	Spices	Makeup	Ceramics
Glitter	Pranks	Paper	Puppets	Carpentry	Photography
Sculptures	Doodles	Orchestras	Ribbons	Pixels	Vaporwave

Table 6: ???					
Doors	Forgery	Eyes	Politics	Advertisements	Hair
Boxes	Friction	The Law	Alarms	Mail	Zippers
Traps	Umbrellas	Holes	Tongues	Weights	Candy
Blocks	Ice Hockey	Playing Cards	Tennis	Peanut Butter	Fandom
Fireworks	Envy	Pendulums	Gangsters	Ripples	Garbage
Balloons	Smoke	Dentistry	Chess	Bells	Prisons

Mystery Data

Mystery Data is valuable data that can't be identified until opened, like a shut treasure chest. Navis can touch it to get the goods within.

As a GM, you can use Mystery Data to reward or tempt your players. You can let your players use the following roll tables to find out what they get, or you can carefully plan their contents out.

Mystery Data has 3 rarities: Common, Uncommon, and Rare.
- Common Mystery Data (CMD) looks like a colorful, rotating shape. GMs can comfortably give it out multiple times a session.
- Uncommon Mystery Data (UMD) is more elaborate-looking than CMD. GMs can comfortably give it out once a session.
- Rare Mystery Data (RMD) is the biggest and shiniest of the three. GMs can comfortably give it out as a milestone reward.

WAYS TO USE MYSTERY DATA

- Something to give players that search the scene
- Payment from an NPC for helping them out
- A bonus objective in a fight scene, rewarding players for taking extra risks
- Bonus goods for shops
- A disguise for for Viruses?

COMMON

First, roll d6					
1-2: Zenny		3-4: BattleChips		5: NCPs	6: Misc Table
Get [2d6]*100 Zenny		See Table		See Table	See Table
BattleChip Table — roll 2d6					
EMPunch	AirShot	IceSkates	MagBomb	WarpBomb	PowerCycle
RiseNShine	WebSurfer	MetalStage	PhantomGrasp	Barrier	Repair
RewindDash	RockCube	EnviroSeed	SeedStage	WaterSeed	YokuTrail
GlassSeed	SkullBarrier	AirSpin	PowerSlide	LightWave	PaladinSword
AquaWhirl	Shake	BubbleParasol	ConcreteShot	IceSlasher	StickyStick
IceSeed	GutStraight	PercussiveFix	DimensionalGate	RocketTackle	Insert
NaviCust Programs Table — roll 2d6					
Brand	ContentAware	Dullahan	EvilMind	ExposedFrequency	GeoTracker
ManualInput	BondCharge	HazardTimer	MegaFlex	Megaphone	NowRecording
ProgBody	ProgRadar	SignPost	ThemeSong	Underflow	ZennyMiner
Brand	ContentAware	Dullahan	EvilMind	ExposedFrequency	GeoTracker
ManualInput	BondCharge	HazardTimer	MegaFlex	Megaphone	NowRecording
ProgBody	ProgRadar	SignPost	ThemeSong	Underflow	ZennyMiner
Misc Table — roll a d6					
1: The Navi finds a note someone left here a long time ago.					
2: The Navi finds a small piece of media (e.g. a video game, an ebook, a movie).					
3: The Navi gets a program that can make one simple household item (e.g. furniature, appliances).					
4: The Navi finds a program that can make one small toy (e.g. RC car, wind-up soldier).					
5: The Navi gets a map of the surrounding area with notable parts missing.					
6: The Navi finds a vague warning of threats to come.					

Mystery Data, Cont

Uncommon

First, roll d6			
1-2: Zenny	3-4: BattleChips	5: NCPs	6: Misc Table
Get [2d6]*250 Zenny	See Table	See Table	See Table
BattleChip Table — roll 2d6					
LastOut	Highlighter	CrystalBlade	MetalBlade	RadicalGrind	RecoilRod
SlashClaw	SnakeBite	FinalBlow	AirBomb	AscensionSlash	HeroSword
CrackShot	RedWave	RollFlash	ChainRod	LaserRazor	StepSword
DrillBomb	TurboTire	ColdPunch	FlameArm	AirSword	DataDaggers
Geyser	KnightSword	FullTilt	MagSeed	BlizzardBall	TopSpin
RiseUp	ChromaSword	TripleRod	AirStrike	PowerCapsule	Geddon1
NaviCust Programs Table — roll 2d6					
Sense+1	Info+1	Coding+1	Strength+1	Stamina+1	Speed+1
Charm+1	Bravery+1	Affinity+1	AutoWrite	BarrelProcessor	BladeRun
CashOut	Collect	DataMine	Diffusal	EjectButton	ElemRitual
PassengerMode	Pettaur	RocketFist	SetElement	SearchOptimized	Overcoat
Trailblazer	VaporWave	Analyze	Reconfig	BlindMode	Sneakrun
Clear	ModelEdit	Playback	CommandLine	SystemCall	CodeInjection
Misc Table — roll a d6					
1: The Navi finds a helpful bit of advice.					
2: The Navi finds a strange, broken device that may be helpful or valuable if fixed.					
3: The Mystery Data is a buggy, disguised Virus that (maybe inadvertantly) helps the Navi.					
4: The Navi finds a part of the server's log, which says something important about what happened.					
5: The Navi gets a map of the surrounding area with something important highlighted.					
6: The Navi finds a clear warning for a nearby threat.					

Mystery Data, Cont

RARE

First, roll d6			
1-2: Zenny	3-4: BattleChips	5: NCPs	6: Misc Table
Get [2d6]*500 Zenny	See Table	See Table	See Table
BattleChip Table — roll 2d6					
Recall	SpiritSword	TimeStopper	StepCross	BurnSquare	GunDelSol
DiffusalCannon	Prism	VesselBlade	DoubleEdge	MetalGears	AquaTower
CustSword	GravSeed	Condor	GeminiLaser	Z-Saber	DesertLions
TurboSlice	SwordsDance	Catapult	Detonator	CopyStrike	Yo-Yo
LavaCannon	PressurePoint	NorthWind	Recharger	Slasher	Mine
BlackBomb	Guardian	TreeBomb	Anubis	ZeroKnuckle	SilverFist
NaviCust Programs Table — roll 2d6					
[MindSkill]+1	[BodySkill]+1	[SoulSkill]+1	Mind+1	Body+1	Soul+1
[Stat]+1	Custom+3	DarkLicense	DualPipeline	EnergyChange	ExecutionUnit
FirstArmor	FloatShoes	HP+4	KineticArmor	ParallelPort	Press
UnderShirt	[Stat]+1	UnstableLink	StandTogether	SoulUnion	AddOn
KernelPanic	MimicStrike	SignatureMove	Meltdown	Proxy	ChameleoCloak
TandemMastery	[Stat]+1	Mega+1	[MindPower]	[BodyPower]	[SoulPower]
Misc Table — roll a d6					
1: The Navi gets energized, downshifting their next 3 rolls.					
2: The Navi finds a strange, specialized device that is either helpful or valuable.					
3: The Mystery Data is a buggy, disguised Virus that (maybe temporarily) allies with the Navi.					
4: The Navi's HP is fully restored and used BattleChips are refreshed.					
5: The Navi finds a Prog who was hiding, and will insist on assisting the Navi.					
6: The Navi gains +1EB to their NaviCust.					

Part 8: Extras

Premade Characters

Player Characters

Emily Quinn   「fiery horse girl – she/her」

Mind	1	Body	2	Soul	2	HP	7

| Skills | Sense 1, Speed 2, Bravery 2, Affinity 1 |

| Talent | Wildlife |

A horse girl with a fire in her heart. Emily's love for nature is only matched by her bull-headed determination, which gets her into trouble on a regular basis. She dreams of bonding with a wild, spirited horse... but when her well-meaning parents gave her CentaurMan.EXE for her birthday, she didn't take it well. (Centaurs, they learned, are *not* horses.) The two are still developing a begrudging friendship.

CentaurMan.EXE   「brazen bronco – he/him」

Mind	1	Body	3	Soul	2

| Skills | Strength 3, Speed 1, Stamina 2, Bravery 2, Charm 1 |
| HP | 10 |

Powers	Reflect; Shatter; SystemCall
Chips	DashAttack, Plasma, HeatShot, Attack+1, Repair
Element	Axes

Bold, brash, and always talking trash, CentaurMan is an odd fit with Emily. His cocky and competitive behavior is at odds with Emily's quiet, introverted nature, but when the two have their sights set on a goal, it's impossible to say who's more stubborn. Emily's parents tasked CentaurMan with being a good influence — which he's taken as license to drag her out of her shell, kicking and screaming.

Cliff Hanger   「glamorous gumshoe – they/them」

Mind	2	Body	1	Soul	2	HP	6

| Skills | Sense 1, Speed 2, Bravery 2, Affinity 1 |

| Talent | Espionage |

Smooth-talking and sharply-dressed, Cliff has styled themselves off mystery tales of the past — both the burly detectives and the femme fatales. Everything they do is in pursuit of hidden truths. Because of this, Cliff sometimes needs reminders to kick back, take it easy, and just be a kid. But when things get serious, Cliff's always ready to walk out of a smoky alleyway and crack the case.

Carmine.EXE   「quickdraw spy – she/her」

Mind	3	Body	2	Soul	1

| Skills | Sense 2, Coding 1, Speed 3, Charm 2, Bravery 1 |
| HP | 7 |

Powers	ModelEdit; Sneakrun; Tracker
Chips	Sword, Bubbler, ZapRing, RockCube, Repair
Element	Smoke

Clad in a bright red trenchcoat, Carmine is agile, cunning, and a crack shot. As Cliff Hanger's partner in (stopping) crime, she's an expert infiltrator. Sneakrun and ModelEdit let her slip past all manner of security, and Tracker makes sure she can always hunt her leads down. And when a Virus falls in her sights, her revolver arm drops them like a cold case. Will she ever reveal her face?

Beto Max   「avid collector – he/him」

Mind	2	Body	1	Soul	2	HP	6

| Skills | Coding 2, Speed 1, Charm 1, Affinity 2 |

| Talent | Fandom |

Bit City's number one collector, Beto is an accomplished aficionado in all things fandom, especially cards. The character cards promoting the movie Angel Mettaur Alina? He's got all 16. Dark Magic Duels? All starter sets still in mint condition. He's got his sights set on a bigger target now: collecting every BattleChip. (A more noble goal than standing up to bullies or passing English class.)

Hoodini.TRX   「avian illusionist – they/e」

Mind	3	Body	1	Soul	2

| Skills | Info 2, Coding 3, Stamina 1, Charm 2, Affinity 1 |
| HP | 7 |

Powers	NoClip; Overwrite; Refresh
Chips	Sword, AirShot, RockCube, Barrier, Repair
Element	Magic Tricks

Pick a card, any card! Hoodini is an an owl Navi dressed in fancy magician's attire, complete with a glittering cape and over-the-top hat. They summon BattleChip data from a deck of cards. Hoodini relies primarily on their BattleChips, and e's quick to nab more — they're always the first to download a Virus's data after deletion. But e's always got a few extra tricks up their sleeve just in case.

Premade Characters, cont.

Friendly Non-Player Characters

Eugene May   「dorky teacher - he/him」

Mind	2	Body	1	Soul	3		Talents	Youth Outreach
Skills	Info 2, Charm 2, Bravery 1, Affinity 1							Teaching
HP	6							Literature

Mr. May works as an elementary school teacher, except for when he's working as a librarian. He's sweet, energetic, a bit naive, and deeply uncool. (Do not let him rap.) He always has his students at heart, but won't let them bend the rules. His Navi, HandyMan.EXE, looks like a big white glove with a face... and smaller gloves on his pinky & thumb. They share the same enthusiasm for education.

Winnie Davies   「oods & ends vendor - she/her」

Mind	3	Body	1	Soul	2		Talents	Sales
Skills	Info 2, Stamina 1, Charm 1, Bravery 2							Tech Trivia
HP	7							Sitcoms

Winnie runs Winnie's Wild Wares, a cramped little shop that sells BattleChips, NaviCust Programs, and all manner of other miscellany. She's equally scatterbrained and encyclopedic, and always in need of volunteer help sorting the unlabeled boxes towering to her shop's ceiling. She's saving up to move to Camellia City with her wife & work at the Mandrake Archives' BattleChip Archival Project.

EazyJeeJee   「stream monster - she/her」

Mind	2	Body	1	Soul	2		Talent	Gamer Culture
Skills	Sense 1, Speed 2, Charm 2, Bravery 1							
HP	6							

The most notorious livestreamer around, EazyJeeJee (EZGG for short) is a total gremlin, addicted to dunking on scrubs on air. She's not malicious, per se, but the lengths she'll go to for producing Epic Tier EazyJeeJee Content™ can be... excessive. Her Navi, D34DSHØT, looks like a skull-masked reaper in a cloak. The cloak barely conceals his finely-sculpted legs and dagger heels.

Ash Candela   「cocksure cyclist - they/them」

Mind	1	Body	3	Soul	2		Talents	Bicycling
Skills	Strength 1, Speed 2, Stamina 2, Bravery 1							Showstealing
HP	10							Solar Power

Five-time cycling champion, Ash is a local celebrity. Their prowess on the solar panel-tracked Sunroad is only matched by their reputation as an enormous loudmouth. They're harmless overall — oftentimes nice, even — but their lacking humility and self-awareness can put them (and people around them) in hot water. Their Navi, VeloRaptor, is their best training buddy, always there to gas Ash up for a race.

Dominic Deschamps   「stylish mentor - he/they」

Mind	2	Body	1	Soul	3		Talent	Fashion
Skills	Info 2, Coding 1, Charm 2, Affinity 1							Tutoring
HP	6							Competition

Dark-skinned, short-haired, and glamorously dressed, Dominic is easily the most charismatic worker at the local library — though they rarely work with books. He runs youth outreach programs tied to local schools, focused on educating best practices for Virus busting. They used to be a competitive NetBattling champ in his early teens, but he and his Navi, Epoch, dropped it after a tournament went wrong.

Premade Characters, cont.

ANTAGONISTS

Jane Grey ⌜cold catburglar - she/her⌟

Mind	4	Body	2	Soul	1	HP	7
Skills	Speed 2, Bravery 3						

Talents	Heists, Acrobatics, Black Markets

GeminiMan.EXE ⌜duplicitous dazzler - he/him⌟

Mind	4	Body	1	Soul	5
Skills	Speed 2, Stamina 2				
HP	8				

Powers	Afterimages; CommandLine; Shift
Chips	GeminiTwin, GeminiLaser, Decoy, MirrorSword
Element	Holograms

Jane Grey is a jewel thief with a chilly demeanor. Nothing is off-limits as long as her billionaire clients are willing to pay. Her Navi, GeminiMan, is a crystalline trickster. He uses an army of hologram clones to outfox, outmaneuver, and outnumber his enemies.

Dr. Kris Komet ⌜ratty researcher - he/him⌟

Mind	5	Body	1	Soul	2	HP	6
Skills	Affinity 4						

Talents	Astronomy, Physics, Monologues

Astro.NAV ⌜anxious accomplice - they/them⌟

Mind	3	Body	2	Soul	3
Skills	Info 3, Stamina 2, Affinity 4				
HP	9				

Powers	Control; Refresh
Chips	Meteors, Geddon2, AirShoes, LavaCannon
Element	Planets

Dr. Komet is a wiry astrophysicist with caffiene shakes and shaggy, grey-blue-streaked hair. First they defund his pet project, then they demote his favorite planet to a *dwarf* planet?! He'll show them — he'll sell the Astro Superprogram to the private corporation Space Z!

Officer Sudo ⌜crooked cop - he/him⌟

Mind	3	Body	2	Soul	4	HP	7
Skills	Info 1, Strength 3, Bravery 2, Affinity 1						

Talents	Surveillance, Command, Scapegoating

FakeMan.EXE ⌜shapeshifting sheriff - any/all⌟

Mind	4	Body	1	Soul	4
Skills	Sense 2, Charisma 3, Bravery 2				
HP	6				

Powers	CommandLine; LockOn; ModelEdit; Playback;
Chips	ICEPick, Toxic, Grabby, MarkCannon, Ratton
Element	Arrest

Officer Sudo is a high-ranking low-life in the upper escehlons of the Officials. Once he finds an easy target, FakeMan plants incriminating evidence and Sudo takes them for all they're worth. He's woven a well-off web of support — a conspiracy going all the way to the top.

Jasper Russo ⌜skittish kid - he/him⌟

Mind	2	Body	1	Soul	2	HP	6
Skills	Sense 1, Speed 2, Charm 2, Bravery 1						

Talent	Quiet

GraveRobber.EXE ⌜bitter bonedigger - she/her⌟

Mind	3	Body	4	Soul	3
Skills	Strength 2, Stamina 2, Affinity 4				
HP	11				

Powers	Alt; Reflect; Shatter
Chips	BlackWing, AreaGrab, Thunder, ZapNet, Wind
Element	Ghosts

Jasper was always a shy, quiet kid, especially after his old Navi disappeared. When GraveRobber appeared in his PET, he let him stay. Now GraveRobber seeks revenge on her former masters by harnessing the power of dead Navis. Jasper's too scared to stop her.

NaviChips

NaviChips are MegaChips (see Page 61) that store attack data from Navis. They contain a small fragment of the Navi's core data, either captured from their deletion or created by a close emotional bond. When using a NaviChip, a temporary image of the Navi may emerge to perform a set action. See below for different methods of acquiring NaviChips, and the next page for how GMs can create NaviChips.

NAVICHIPS FROM DELETED NAVIS

When Navis face off in intense, dramatic combat, they release high concentrations of complex expressive data — essentially, powerful emotional energy. Among other effects, that energy can slow the decay of Navi data after deletion, letting it linger just long enough to capture their attack data in a Blank BattleChip.

The first Navi to download the data receives the NaviChip — no roll necessary. It will be available for use after jack-out.

NAVICHIPS FROM BONDS

Once two characters (Navis or NetOps) develop a close bond, they can have a **capstone scene** — an important, emotional scene that crystalizes their connection. Navis are able to harness the powerful expressive data in capstone scenes to create NaviChips.

Capstone scenes can either happen between a player character and an NPC or between two PCs with Bond Level 3. A player looking to have a capstone scene should communicate their intent in advance.

Capstone scenes have three requirements:
- A meaningful interaction, prepared by at least one PC involved, that demonstrates how far the relationship has developed.
- A location to meet that everyone involved collaborates to choose and describe — preferably one private, quiet, and meaningful.
- Enough time to express their feelings with little interruption.

Once met, the scene can begin. If it goes well and two Navis (or their NetOps) were involved, they can harness the emotional energy to create a single NaviChip with both their data. (When picking the NaviChip's effects, GMs can use either Navi for anything based off of the stored Navi data, like the Navi's element or Navi Powers.)

DR. WILY'S WICKED TRICKS

Hey, Game Masters! Looking for campaign inspiration? Spin the rules into story hooks! You don't need 300 IQ (like me)!

Look at how raw emotional energy can preserve deleted Navi data. Now push it further! How about using NaviChips to speak with the dead? Or extreme circumstances preserving not just a chip, but a whole Navi ghost that haunts the net? The rules are just the start of the story you can tell!

CAPSTONE SCENE IDEAS

- Finally opening up about difficult emotions
- Mutual feelings confession
- Granting forgiveness
- Passing on a memento
- Vowing to turn over a new leaf and start anew
- Showing them how you've changed because of them

Building NaviChips

NaviChips have 10 points. The GM spends the points across the categories to create a unique NaviChip that represents the Navi's signature strengths. Replace words in brackets with the appropriate information. You can pick each effect only once.

The NaviChip affects... (pick one):

[0] The user   [1] One target
[2] A target and all Close to them   [3] Everyone in range

Range (pick one):

[0] Close   [1] Near   [2] Far

Basic effects:

[X] Deals X damage (max 3)   [X] Heals X HP (max 3)
[2] Moves the user a range band   [2] Tagged [Accurate or Piercing]
[2] It ignores Guards   [2] This can be used to parry
[2] Damage does not affect allies, healing does not affect enemies
[2] +2 damage/healing if the Navi's element is already present

Powers & NCPs:

[2] The Navi uses [one of its Roll Powers] with a 2-hit result
[3] The Navi uses [one of its Roll Powers] with a 3-hit result
[2] The user uses [one of the Navi's Roll Powers] with a 2-hit result
[3] All in range can use [one of the Navi's powers] once
[3] All in range gets the benefit of [one of its Cost Powers]
[X] The Navi gains [one of the Navi's NCPs] (X= the NCP's EB size)
[X] All in range gain [one of the Navi's NCPs] for 3 rolls (X=EB size)
[2] Enemies do not get the benefits of the Navi's powers or NCPs

Element:

[1] Inserts the Navi's element Close to you
[3] Drastically alters the area with the Navi's element (describe how)
[2] The Navi's element upshifts every target's next [stat] roll
[2] The Navi's element downshifts every target's next [skill] roll
[4] Every target is briefly disabled by the Navi's element
[2] The Navi's element does not help enemies or hinder allies
[2] The user gains access to the Navi's element for 3 rolls; roll [skill] to summon and manipulate it

Limits (pick no more than two):

[-1] Awkward   [-2] Dangerous   [-3] Slow
[-3] Spend 1 [skill]   [-4] Spend 1 [stat]

MULTIHIT NOTE

If a NaviChip has multiple damage sources (e.g. "Deals X damage" and a damaging Navi Power like Splash), it functions as a multi-hit attack.

Independent Navis

For stories without NetOps, here are alternate rules for Independent Navis — Navis that function without a NetOp to assist them. Playing as Independent Navis involves extra danger and less permanent progression, having no NetOp to jack out or permanently store BattleChip data. They make up for those limitations with flexibility, able to more easily pick up new chips and change their strong suits. Experienced players interested in variety will most enjoy playing as Independent Navis. (Mixed player groups of solo and partnered Navis are not recommended.)

REST

Independent Navis are always online and never jack out. To restore their HP, spent skills/stats, and reconfigure their NaviCust, they rest for a few hours. While resting, Navis are completely inert. If a Navi is forced to act immediately after resting (e.g. being woken by a Virus attack), they upshift their first three rolls. Any NCP that activates on jack-in instead activates after rest or drawing on a Hotspot.

SAMPLE HOTSPOTS

- The ancient statue in the center of the NetSquare
- The evil throne overlooking the UnderNet Arena
- The energized crystal on the site of [REDACTED]
- Center stage of the lavish digital opera house
- The abandoned webpage where Navis go missing
- The balcony that overlooks the rest of the internet
- The play room of the Virus Rehabilitation Center

HOTSPOTS

The internet is full of landmarks, ranging from statues to mysterious fissures. All Hotspots have a power rating from 3 to 9; higher-rated Hotspots are more rare, hidden, and/or dangerous. Hotspots also have an element relating to their origin or meaning, similar to Navis.

Navis can draw upon Hotspots by making physical contact for a minute. Once they've made a connection, they can gain the Hotspot's power, reducing its power rating by 1 for each effect they choose:

- Restore all missing HP and stat/skill points.
- Set a BattleChip's uses to 3 (MegaChips incompatible).
- Get +3 EB (expires next rest/Hotspot use) & reconfig your NCPs.
- Raise a stat under 3 to 3. Expires next rest/Hotspot use.
- Gain the Hotspot's element until next rest/Hotspot use.

After a Hotspot's power is reduced, it may take days or weeks for its power to recover. Increasing a Hotspot's power rating requires a high concentration of complex expressive data in its vicinity — in other words, strong expressions of emotion. That could manifest as an art festival, music concert, or dramatic battle. The more Navis, energy, and strong emotions are involved, the more power is added.

BATTLECHIPS

Because they cannot use Blank BattleChips, Independent Navis don't roll to download Virus attack data. Instead, they always get a chip on deletion, with the number of uses equal to the number of Blank BattleChip difficulty critera met (Page 11).

BattleChips normally have a maximum of 3 uses. MegaChips have a maximum of 1 use. Zero-use chips are unusable, but still take Folder space, and disappear when removed from a Folder.

Independent Navis get a number of starting chips equal to their Folder size, each with two uses. Just like partnered Navis, independent Navis cannot hold more chips than their Folder size.

Anything that disrupts the link between Navi and PET instead jams their Folder; if something otherwise affects or depends on the PET, it instead affects/depends on the last used Hotspot. Anything that requires sacrificing a chip sacrifices a use. Anything that counts used chips in a Folder only counts zero-use chips.

Lastly, the two Navi Powers focused on BattleChips, Refresh and Reconfig, work differently for Independent Navis: Reconfig instantly trades BattleChips with a Near ally, and Refresh adds +2 to the user's Folder size until rest.

GOALS AND BONDS

Independent Navis use the Goals system, except instead of earning skill points, they get +2 EB. They also use the Bond system, though FullSynchro is unusable.

INDEPENDENT NAVI GMING TIPS

- Hotspots are a luxury — think about how your NPCs feel about them. (Curious? Protective? Scared?)
- Small Hotspots can even be used as an occasional reward for exploration.
- When big, dramatic scenes happen, consider creating a Hotspot in the area!
- Think about how to make the decision of where and when to rest interesting.
- Chips are easy come, easy go, so give players plenty!
- No NetOps means you can tell stories purely focused on the digital world. Have fun with what the depths of the internet holds!

Equipped Viruses

SUGGESTED CHIPS TO EQUIP

LightningFoil
1 Damage, Close, Accurate [Blade]
An electric disarming swipe removes the first alphabetic BattleChip in the target's Folder.

StaticSeed
Near, Slow [Hazard]
A big seed creates a hazy cloud of static that jams PET signals (e.g. sending chips).

Uninstall
Close [Impact]
Disable an NCP on the target for 5 rolls. Choose alphabetically first or last.

Stringer
Near, Piercing, Awkward [Rush]
Dash to 2 targets Close to each other; if both are hit, you tie them together!

CornShot
3 Damage, Near, Awkward [Shot]
Fires a high-impact cob of corn. Briefly changes the target's element to Corn.

Insert
Close, Slow [Summon]
Creates a large amount of a Near ally's element.

Timpani
Close [Support]
Summons drums. As long as you beat them, upshifts enemy Speed rolls.

LastOut
1 Damage, Near, Awkward [Thrown]
A sparking spikeball knocks out the alphabetically last chip in the target's Folder.

BlackWing
Near [Wave]
Sinister bats fly at the target! Everyone targeted makes a Bravery roll to resist panicking.

Want to add extra challenge or variety to your Virus encounters without just throwing more things to deal with at your players? With **Equipped Viruses**, GMs can give everyday Viruses BattleChips! Surprise your players, discover fun combinations, and experiment with the endless possibilities.

To make an Equipped Virus, give a Virus a BattleChip. Equipped Viruses use the same chip rules as Independent Navis — meaning the chip has a limited number of uses (normally 1). They have a Folder size of 1. (Also, Virus Powers that modify their attacks don't affect their chips.)

When deciding which chip to give to an Equipped Virus, consider either using starting chips or the chips the Virus drops. GMs that want to go beyond that should consider basing the equipped chip on the Virus' category:

Artillery: Shot, Thrown, and Wave chips
Disruption: Support and Summon chips
Striker: Blade, Impact, and Rush chips
Support: Support and Summon chips
Wrecker: Hazard and Summon chips

Equipped Viruses also have a **tell** — a visual indicator that there's something unusual about them. This could be describing how the Virus looks especially advanced, tough, or simply strange. GMs don't need to foreshadow the exact chip the Virus possesses, but they should hint to players that the Virus is stronger than normal.

When players delete an Equipped Virus, the chip's data combines with the Virus data. This means that when players successfully download the Virus data, they get the equipped chip in addition to whatever the Virus normally drops. GMs should be sure to indicate this to players after a Virus is deleted, even just by describing the deleted Virus' data as looking especially complex and powerful.

GMs should be thoughtful when making Equipped Viruses. Depending on the combination of chip and Virus, the power boost can vary significantly. (For example, high-damage Wave chips can devastate an entire party.) Additionally, encounters with multiple Equipped Viruses and/or Equipped Viruses with multiple chip charges can make keeping track things difficult. As a GM's experience and comfort level increases, though, they should feel free to explore the countless combinations that Equipped Viruses can provide.

Hacking NetBattlers

Want to make your own NetBattlers content? Here are some of the guidelines that helped create the original materials.

Making your own BattleChips and NaviCust Programs
The key to making a good BattleChip or NCP is making it easy to understand, unique, and balanced in comparison with other chips/NCPs. Don't try to make them super-complex; the reason they all have short descriptions is so that players can easily look at a list of chips/NCPs without getting overwhelmed. The best chips and NCPs are intuitive to understand but still leave plenty of room for creativity.

Making your own Viruses
Creating your own Viruses can be as easy as giving an existing Virus a new element and appearance, or as complex as making one from scratch. To make a new Virus, first pick its category, and consider what makes it unique from the rest of the Virus roster. That often manifests as a custom-written power or two, though a creative element can go a long way towards giving them a distinct identity. Like chips and NCPs, Viruses stand out the most when their toolset is easy to understand but unique and flexible in application.

Viruses should have HP between 2 and 6, with most tending towards 3 or 4. Damage-centric Viruses tend to roll 4 dice to attack. Viruses without much offensive capability often roll 4-5 dice on their best skill. When in doubt, Viruses with high dice pools and low max HP are better than ineffective but durable Viruses; the former get things done and don't overstay their welcome.

Parties with Independent Navis (Page 102) and NetOp/Navi duos
If you're going to try to have a mixed party, plan your campaign carefully so solo Navis will always be able to contribute. Nobody wants to play in a campaign where they're sidelined half of the time. For ease of structure, consider allowing them to "tunnel" into non-networked computers by literally tunneling through digital space. It should take a lot of time, energy, and probably sacrifice some safety. On the flip side, they should be able to do some things that the duos can't, like accessing otherwise-locked down electronics.

Hacking the setting
While the cartoony Battle Network setting tends to give the most cohesive experience, it's ultimately flexible. If you want teenage or adult NetOps, the supplemental rulebook NetBattlers Advance has character creation rules to better represent them (See the link on the back page). If you want a darker setting, reskin Viruses, chips, etc to be less cartoony, and consider shifting the setting's approach to a hyper-digitized society closer to present day reality.

EXTRA TIPS FOR WRITING CHIPS

- Check the chip list to see if your idea already exists
- Don't use the Simple tag on damaging chips
- 3 damage is the baseline. If your chip deals more, give it drawbacks, like Slow or spending a skill point.
- Conversely, if it deals less, give it other strengths, like Accurate or upshifting the target's next roll.

Clarifications and Edge Cases

Combat

- In the case of a single attack with multiple targets that parry it, only the highest value is used against the attacker to determine which side won the parry. If multiple targets dealt more damage than the attacker, they each deal damage equal to their own strongest attack.

- If any character in a tied parry doesn't have a way to continue it (e.g. an attacker used a multi-target attack, got parried, and had no multi-target attacks left), they cannot escalate.

- When parrying with multi-hit attacks, one hit lands each parry round. If the multi-hit user wins, any hits left land too; if they lose (or tie and back off), remaining hits don't trigger; if they tie and escalate, next round uses the attack's next hit, if any remain.

- Guard chips block each hit of a multi-hit attack separately.

- When Guard effects reduce damage (e.g. SkullBarrier), the damage reduction is applied after rolling to defend.

- When a defender chooses to parry, the attacker's attack now also counts as a parry.

- If a Navi deletes multiple targets at once, they can choose which target is used for the purpose of things like the chip Recall.

- If a power (either a Navi or Virus Power) deals damage and does not specify if it's a melee or ranged attack, treat it as a ranged attack. This includes powers that only damage Close targets.

Example: The chip Barrier, which nullifies the next attack on the user, only blocks the first hit of a multi-hit attack.

SkullBarrier
Guard
Pick 1: take -1 damage from the next 3 attacks; downshift your next Bravery roll to intimidate.

Recall
Close
Summons the last Virus you deleted to help you out. It has 1 HP.

Effect Stacking

- Effects are considered identical based on their source ("source" referring to the specific Navi Power/BattleChip/etc that created the effect.) If effects have different sources, they can stack.

- Activating an effect with a limited duration while the effect is already active refreshes its duration.

Example: If a Navi has +1 hit to their next attack roll from the chip Attack+1, using Attack+1 again does not grant an additional second guaranteed hit.

Clarifications, Continued

POWERS, CHIPS, AND NCPS

- Skills/Powers without clear range limitations (e.g. summoning element with Affinity; the Navi Power Analyze) can work at any range, though longer ranges often make them more difficult, especially when trying to do things quickly and/or accurately.

- Stat/skill bonuses from outside sources (e.g. FullSynchro's skill increases) do not update to reflect changes to the outside source.

- When spending skills or stats to activate effects, drain temporary bonuses (e.g. skill increases from CrossSoul) first.

- Changing stat/skill bonuses from an outside source (e.g. Full-Synchro) does not copy those changes onto the source.

- Spending your own HP to activate an effect does not count as taking damage, and it does not allow a defense roll.

- By default, Rush chips do not let the user to launch into the air — simply to move faster than normal. The exception is Rush chips that explicitly describe the user flying (synonymous terms, like "rocket," also count), like DashAttack.

- Creatures summoned by powers, chips, and NCPs do not have stats or skills, and do not roll. (This does not apply to anything that explicitly says it summons a Virus.)

- When a Navi has a Guard active and tries to gain a new one, they pick which to keep. The Guard not kept loses all its effects.

- Navis cannot perform any action that would result in reducing a stat below 1 or a skill below 0.

- When a Navi uses a chip/NCP that requires spending a stat/skill they cannot spend, nothing happens. If it is a chip, it is consumed.

- When someone copies/takes a chip from someone else's Folder (e.g. FolderRewind), they copy the chip as written. Its tags do not change (e.g. chips copied via FolderRewind do not become Far or Simple; only FolderRewind's chip-copying process is Far and Simple). Furthermore, any post-slot-in changes by the original user are not copied (e.g. If a chip makes the user pick one of multiple effects, the copied chip does not retain the original user's choice; a new choice can be made).

Example: Stat/skill bonuses from CrossSoul do not change midway through if the Bond Navi (not the user) changes their stats/skills.

Example: In FullSynchro, the Navi spending skill points will not reduce the NetOp's skill.

DashAttack
2 Damage, Near
Fly through the air Close to the target!

Example: A Navi can use a Rush chip to help cross a gap, giving their leap a momentum boost. A Navi cannot use a (non-flying) Rush chip to fly straight up into the air.

FolderRewind
Far, Simple
Spend 1 Info: use a copy of the last chip used in range. (Copied chips do not become Simple.)

Clarifications, Continued

POWERS, CHIPS, NCPS CONTINUED

- Slow chips can only be used to parry attacks if the user has time to prepare. For example, if an attacker is rolling Speed to close the gap and melee attack a Navi, the Navi may slot in a Slow Blade chip to parry the incoming attack, as the travel time may give the Navi time to prepare. Given the contextual nature of this clause, a GM may rule that the Slow chip would only be usable if the attacker fails their Speed roll.

- When a Navi uses a non-chip item in their Folder (created by CloneTool), it does not count as using a chip.

ROLL MODIFIERS AND EFFECTS

- Rerolls do not decrease roll-based durations. (This means that the power Volley does not decrease roll-based durations by 3.)

SilverFist

3 Damage, Close, Awkward, Slow
A magic gauntlet! Can instead be used to make 3 Affinity rolls using your Strength instead.

- When something lets you roll one skill in place of another, you roll the new skill with the replaced skill's effects. (e.g. SilverFist's effect counts as rolling Strength, now with Affinity's effects.)

- Roll-based durations include defense rolls. (Note that, because the defender only rolls once, defending against a multi-hit attack only decreases roll-based durations once.)

- If a parry involves multiple rolls due to escalations, each roll counts for roll-based durations.

Collect ⌈2⌋

When you download Virus data onto a Blank BattleChip, roll at least 5 dice.

- When something increases the number of dice rolled to "at least" a number (e.g. Collect), that is applied after all relevant bonuses.

A

Accurate: A BattleChip tag, shortened to Accu. Defending against Accurate-tagged BattleChips with Speed is upshifted. (Page 10)

Ally: Any living character you're cooperating with. (Page 13)

Awkward: A BattleChip tag, shortened to Awkd. These chips require undivided attention to use. (Page 10)

B

BattleChip: A small data storage device used to contain powerful tools and weapons for Navis. NetOps slot BattleChips into their PET to send the data to their Navis. (Page 10)

BattleChip, Blank: Blank BattleChips let NetOps acquire new chips mid-battle by downloading the powers of Viruses they defeat. (Page 11)

Bond: Relationships between NetOps. They start at Bond Level 0 and increase through the course of play. (Page 21)

C

Charge: When Navis roll extra hits that have no narrative effect, they gain Charge, 1 per hit. They can spend 1 Charge to increase a die's result by 1, either on their roll or on someone they're assisting. (Page 18)

Critical Success: To roll a critical success, roll 3+ hits on an unopposed roll. Critical hits give your character their desired outcome with extra benefits. (Page 4)

D

Dangerous: A BattleChip tag, shortened to Dngr. Dangerous BattleChips tend to cause collateral damage. (Page 10)

Downshift: To make a roll easier. (Page 4)

E

Easy: When a roll's difficulty is easy, dice that read ⚁⚂⚅ are hits. (Page 4)

Element: Every Navi has an element: something they can summon into digital space and manipulate by rolling Affinity. (Page 17)

Enemy: Any living character you're directly opposing. (Page 9)

F

Failure: When rolling alone (i.e. not an opposed roll), a failure is rolling 0 hits. When in an opposed roll, a failure means rolling fewer hits than the opponent. Getting a failure gives your character an undesireable outcome. (Page 4)

Folder: A list of chips chosen before jacking in. Once jacked in, the Folder is locked. Navis can only use chips within their Folder. (Page 10)

Full Success: When rolling alone (i.e. not an opposed roll), a full success is rolling 2 hits. When in an opposed roll, a success means rolling more hits than the opponent. Getting a full success gives your character their desired outcome. (Page 4)

G

Goals: How NetOps improve mechanically over time. (Page 20)

Guard: A BattleChip tag. Only one Guard can passively benefit the user at a time. (Page 10)

H

Hard: When a roll's difficulty is hard, only dice that read ⚅ are hits. (Page 4)

Hazard: An environmental threat, whether physical or mental. (Page 32)

Glossary, H to P

Hit Points: Hit Points (HP) measure how fighting fit a character is. When a human HP hits zero, they pass out. When a Navi hits zero HP, the attacker picks if they're KO'd, forcibly jacked out, or deleted. (Page 8)

Hotspot: A digital landmark with historical power. Independent Navis can draw on the power of Hotspots for their own benefit. (Page 104)

I

Independent Navi: Navis that function without a NetOp to assist them. (Page 104)

J

Jack in: The process of connecting to an electronic device and uploading the Navi. (Page 3)
See also: Jacking In (Page 29)

M

MegaChip: Impossibly rare, exceptionally powerful, one-of-a-kind BattleChips. Folders can only hold one MegaChip at a time. (Page 63)

Multi-Hit: When an attack hits multiple times, it's called a multi-hit attack. When defending against a multi-hit attack, the defender rolls once and uses that value to defend against each hit. (Page 9)

Mystery Data: Valuable data that needs to be obtained before it can be identified. Often randomized. (Page 95)

N

Navi: Short for Internet Navigator, Navis are digital people capable of manipulating electronic devices. Each player has two characters, one of which is a Navi. (Page 3)
See also: Making Your Navi (Page 25)

NaviChip: MegaChips that store attack data from defeated Navis. (Page 103)

Navi Customizer: Cutting-edge tech that allows NetOps to modify their Navi with software called Navi Customizer Programs (NCPs). The NaviCust is the primary form of Navi progression. Each NaviCust begins with 3 Exabytes (EB) of space. (Page 19)

Navi Customizer Programs: Navi Customizer Programs (NCPs) can improve Navi skills, expand Folders, grant special abilities, and more. (Page 19)

Navi Power: All Navis have Navi Powers: special abilities they can use at any time. There are two types of powers: Cost Powers, which require spending skill points to use, and Roll Powers, which require rolling to use. (Page 26)

NetOp: Short for Network Operator. NetOps are real-world people that use Navis. Each player has two characters, one of which is a NetOp. (Page 3)
See also: Making Your NetOp (Page 23)

Normal: When a roll's difficulty is normal, dice that read ⚄ ⚅ are hits. (Page 4)

O

Object: An inanimate thing. (Page 9)

P

Parry: A character can try to resist a melee attack with a melee attack of their own, called a parry. Whoever has the most hits wins, and the loser takes damage equal to the winner's roll. This damage is not reduced by how many hits the loser rolled. (Page 9)

PET: Short for PErsonal Terminal. PETs are handheld devices like modern-day smartphones. NetOps carry their Navis inside PETs. (Page 3)

Piercing: A BattleChip tag, shortened to Prcn. Defending against Piercing-tagged BattleChips with Stamina is upshifted. (Page 10)

R

Range Band: A measurement of distance between two things. There are three range bands: Close, Near, and Far. (Page 8)

Ready, Aim, Fire: The three states threats can be in. A threat is Ready when the GM has clearly introduced it into the scene. A threat is Aimed when it foreshadows an action it's about to take. A threat is Fired when it acts, interrupting the player's spotlight to directly threaten one or more players. (Page 13)

S

Secondary Effect: A property of an attack in addition to damage, such as stunning or moving the target. When defending, rolling equal to the attack's damage will still trigger the effect, even though all damage was resisted. The defender must roll an extra hit to resist the full attack, effect included. Rolling just enough hits to resist the full attack counts as a tie. (Page 9)

Simple: A BattleChip tag, shortened to Simp. Simple BattleChip effects happen instantly, and can be used while performing other actions. (Page 10)

Skill: Narrow measurements of a character's strengths and weaknesses. There are 9 skills. Every character has a rating (starting at 0) in each skill. (Page 4)
See also: Stats and Skills (Page 5)

Slow: A BattleChip tag. It takes extra time for this to activate. Using it at a moment's notice is difficult or impossible. Plan ahead! (Page 10)

Stack: When an effect "stacks," it means that multiple instances of it can affect the target at once. When an effect cannot stack, only one instance of the effect can affect the target at once. (Page 9)

Someone: Any living being. (Page 9)

Spotlight Checklist: A checklist with each player's name on it. (Page 12)

Stat: Broad measurements of a character's strengths and weaknesses. There are 3 stats. Every character has a rating (starting at 1) in each stat. (Page 4)
See also: Stats and Skills (Page 5)

T

Talent: Player NetOps have one talent. Once per session, a NetOp can turn a failure/mixed success into a full success if it falls under their Talent. This only applies to NetOp rolls. (Page 23)

Target: Anything except yourself (in the context of what a BattleChip/NCP/etc can be used on). (Page 9)

U

Upshift: To make a roll harder. (Page 4)

V

Virus: Programs with simple, animal-like intelligences. They can help run servers, but are often used to wreak havoc across the internet. They are common enough that everyone, from office workers to school children, are taught how to fight them using their Navis. (Page 3)
See also: Viruses (Page 65)

Z

Zenny: The global currency in 200X. (Page 11)

Player Cheat Sheet

ROLLING (p. 4)

Roll as many six-sided dice as [skill] + [stat].

Easy: hits are ⚁⚂⚃⚄⚅
Normal: hits are ⚃⚄⚅
Hard: hits are ⚅

0 Hits: Failure
1 Hit: Mixed Success
2 Hits: Full Success
3+ Hits: Critical Success

GOALS (p. 20)

Every player writes 3 goals for their character: statements that say how they want their character's story to evolve. The best goals are about relationships, motivations, and growth.

When you complete a goal, write a new one and choose a skill to increase by 1. (Max 5 per skill.)

JACK IN/OUT (p. 29)

Roll NetOp Affinity to jack into or out of danger. Jacking out refills all Navi HP, removes skill reductions and secondary effects, and makes all chips usable again.

BATTLECHIPS (p. 10)

Your Folder fits [Navi Info] + 5 chips. You can't change your Folder when jacked in. You can only use chips in the Folder.

By default, chips don't need a roll to use — enemies defend against the Damage value.

If a BattleChip has an attack and an effect, the defense roll needs to exceed the damage to resist.

OPPOSED ROLLS (p. 8)

Two characters competing roll the relevant skill against each other. Whoever has the most hits wins. If it's an attack, the attacker deals damage equal to their hits minus the defender's hits.

PARRYING (p. 9)

A character can resist a melee attack with a parry. Both parties roll. Whoever has the most hits wins. If a tie, they simultaneously declare whether they back out or escalate. If both back out, nobody takes damage and the parry ends. If one escalates and the other backs out, the one that escalates wins. If both escalate, roll again. The highest roll wins, unless they tie; then, back out/escalate again. Unless both back out, when the parry ends, the loser takes damage equal to the winner's strongest attack. However, if the loser backed out, they take half the damage they normally would, rounded up.

BONDS (p. 21)

If one or more player characters played a critical role in helping you complete a goal, you can pick one and increase your shared Bond Level by 1. Bond Levels cannot exceed 3, and are two-way.

Bond Points can be spent on the following moves:
DestinySpark [1]: Introduce a helpful (but not overwhelmingly powerful) narrative element into the scene with a twist of fate. (e.g. A friendly NPC; a news bulletin.) Navis and NetOps can use this.

CrossSoul [3]: Temporarily gain the energy of the Navi of a friend you have 2+ Bond Level with. You can use their element as well as your own. In addition, you can replace one of your stat scores and two of your skill scores with theirs. Ends after your Navi makes 5 rolls.

FullSynchro [4]: Add your NetOp's stats + skills to your Navi's. The Navi can use the NetOp's Talent as an Element. When one loses HP, so does the other. Ends after [NetOp Soul + Affinity + 3] rolls, or if one hits 0 HP.

Overload [1+]: This Bond Power is used automatically. When you would be deleted, consume all remaining Bond Points. You are left with 1 HP. Gain full Charge. Your next roll is Easy, no matter what.

BLANK BATTLECHIPS (p. 11)

Slot in a Blank BattleChip and make a Navi Coding roll after deleting a Virus to get its attack data. Roll difficulty depends on three factors:
• You process the Virus right after deletion.
• The Virus was deleted quickly.
• The Virus did minimal damage.
If three are true, the roll is Easy; If two, Normal; and one, Hard.

Game Master Cheat Sheet

FINALE ROLL (p. 14)

- Who has the upper hand?
- Outline what that side wants
- The other side gives a complication — a negative twist
- Make a final roll and see who has the most hits to decide which outcome happens
- You can use a chip or Cost Power instead of rolling, with fixed hits depending on how useful they are (ranging 1-3)

ROLL TYPES (p. 37)

Downshift creative/ collaborative rolls. Upshift rolls to show danger and consequences.

Don't let failures halt the story — use them to make new problems.

Mixed and critical successes should (respectively) threaten & reward valuable resources (time, space, valuables, goals, allies).

Charge is always a safe reward for critical successes.

SCENARIO BUILDING

Make the real world and digital world affect each other strongly. Mix challenge types (combat, environmental hazards, social conflict). Make NPCs colorful, unique, and expressive.

Give the players lots of elements to work with, like ordinary devices that hide computers, and NPCs that can be convinced to help. Figure out what kinds of challenges your players enjoy. Don't be afraid to move to a new scene if it's slowing down.

ZENNY VALUE vs ITEM POWER

500-1000z: Low-impact or highly situational.
1000-2000z: Mostly useful or slightly situational.
2000-5000z: Very useful or situationally awesome.

THE FLOW OF ACTION (p. 12)

1. The GM makes the scene's Spotlight Checklist
2. The GM details the scene
3. The GM asks who wants to go first (or picks a player)
4. Two/three threats progress (e.g. move from Ready to Aimed)
5. The spotlight player acts
6. Mark the spotlight player off the Spotlight Checklist. If every player is marked off, the checklist refreshes.
7. The spotlight player picks who goes next
8. Return to Step 4

READY AIM FIRE (p. 13)

- Introduce a threat for it to be Ready. (Only do this once per threat.)
- A threat's Aimed when it indicates its action. Can be interrupted.
- A threat is Fired when it acts. (This goes before the spotlight.)

RUNNING COMBAT

Start with multiple threats at once, like 2+ enemies preparing attacks. Ask one player, maybe two, at a time what they do in response. Present simple problems with no obviously correct solution.

Make the environment as interesting and important as the enemies. Cover, hazards, gimmicks - use it all. Think about how players and enemies can take advantage of it. Use secondary objectives.

Don't worry about exact logistics. Be cinematic, keep the action colorful, and be flexible in the face of unexpected questions and answers. Give everyone a time to shine. Be a fan of your players.

MAKE A VIRUS FIGHT (p. 40)

1. Pick 2-4 Viruses from different categories
2. Think of a theme for the environment
3. Write a few major objects and details down
4. Think of how the Viruses would use it
5. Think of how it starts with the players in danger

DIFFICULTY BALANCE

Virus fights should typically have 2-4 Viruses.

Navi fights should have more than just one enemy, even if it's Viruses backing up the enemy Navi. If players are near starting power, 5EB of NaviCust Memory per party member split between boss Navis makes a good but doable challenge. The environment itself can contribute to the challenge.

Credits and Special Thanks

DESIGN. WRITING AND LAYOUT
Will Uhl

ORIGINAL ART

MR. FAMOUS'S FAMOUS TIPS
Capcom owns MegaMan & MegaMan Battle Network! This is a fan project made out of love for the series — **show your support for Capcom!**

Empwnleon	Printer Character Sheet Astronaughty (Page 86) Buildabees (Pages 44, 81) Miramira (Page 78) Momogra (Page 89) Swangarde (Page 75)
Mark Lim	Mi2 (Page 88)
MajorUrsus	Astronaughty (Page 86) Buildabees (Pages 44, 81) Miramira (Page 79) Momogra (Page 89) Swangarde (Page 75) Ric Rage & HornetMan (p. 48)
Omnilunary	Hopper (Page 79) Spoofi (Page 74)
PkStarstruck	Snaggit (Page 65, 80)
rayzorbladez (GSK Bladez)	Logo (Cover) Jelly (Page 87)
roselii49	Brushman (Page 74) Joyride (Page 72)
Stacy O.	HardHead (Page 67)
SapphireStarz11	Heartstring (Page 42, 82)
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REDRAWN ART

rayzorbladez (GSK Bladez)	Fishy (Page 3, 78) Trumpy (Pages 32, 39, 85) Boomer (Pages 40, 66) Killplant (Page 68) Swordy (Page 80) Zomon (Pages 80, 108)
Silver Berry	Slimer (Page 90)

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The NetBattlers community
For making the time and energy more than worthwhile.

Even if I grow up...
We'll always be
together...

I'll just say it one
more time...

Jack In!!
MegaMan, Execute!!

Want More?

Liberation Missions, rules for playing as teens and adults, DarkChips, Navi Power upgrades, and more in NetBattlers Advance, the side-book of optional content!

Join the Discord server to get it now with all the latest updates, chat with fans of NetBattlers and MMBN, and find people to play with!

Discord. gg/KfhWxpe