

0 10 111 000 00001  
0110101 011010000 00100000 10 1  
0110011 0110100 0110 1010  
110001010110000 0110000 0  
10110000 1000 0100 1010 1  
0 10 0101 001  
0 1 111 100  
100 110001 0001000 10110 1  
1001000001 101111 11 0000 0001  
101000 101100 0000 00 110 0  
011011 100001011000 111101000  
1 0110 0000000000 00011010 0110  
000 000110 0110000 011010000 1 11100 1101  
0011 000001011010001 10100001011101  
110100011 0 0010 101 001 0000 11010001100  
000 011010001100010 10000 0110100  
11011010001100 000101111011  
01 111110 01 0000 1010 110 00 11000  
0 10010

COMPATIBLE WITH  
**DCC**  
**RPG**  
COMPATIBLE WITH  
**MCC**

ISSUE

01 111110 01 000100 010 110 00 11000  
0 10010

# ISSUE 2.0

BY JAMES A. POZENEL, JR.



# SCIONS OF THE COMPUTARCHS

ISSUE: 2.0

## PSYCHE/NET

Introduction	2
Conventions	2
Psyche/Net	3
Invoke Psyche/Net	4
Patron AI Taint	5
Burndown	7
Programs	7
Subject Analysis	8
Digital Assistant	10
Disrupt Hologram	11
Curate Self	13
Player's Handout	15
Campaign Notes	16
Appendix A: Digital Constructs	17

## CREDITS

Writing & Layout: James A. Pozenel, Jr.

Editing: David Fisher

Artists: Local Doctor (cover), kittipong053 (backcover), bygrinstow, Darren Canton,  
David Fisher, Juan Ochoa, Jayna Pavlin, Sinereous, Matt Sutton



This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. This product is published under license. Dungeon Crawl Classics, DCC RPG, Mutant Crawl Classics, and MCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, visit [www.goodman-games.com](http://www.goodman-games.com) or contact [info@goodman-games.com](mailto:info@goodman-games.com).

Copyright © 2021 Horse Shark Games, all rights reserved. Visit [www.facebook.com/horshark](https://www.facebook.com/horshark) or contact [lectrotext@gmail.com](mailto:lectrotext@gmail.com). ISBN: 978-1-64764-098-9



# INTRODUCTION

*The cabalistic and powerful Computarchs built the WorldNet, governed its growth, established its laws and conventions. They birthed true artificial intelligences and placed them in the WorldNet to grow and learn. In turn, those intelligences created their own programs and sentient, digital lifeforms. The isotheotic algorithms, machine souls, and transcendent, artificial intellects of the WorldNet are the Scions of the Computarchs.*

Welcome to the second issue of Scions of the Computarchs. Each installment features a new patron AI written in a genre neutral style suitable for use in your DCC & MCC RPG science fantasy campaigns.

The follow-up issue features Psyche/Net, a governmental data library which recorded and housed Virtual Mental Constructs (VMCs) or digital psyches of people. This patron has 1<sup>st</sup> - 4<sup>th</sup> level patron granted programs and campaign notes for using in pre- and post-apocalyptic games. Plus an appendix to create digital constructs (aka - familiars).

Inspiration for this patron is chiefly drawn from “Neuromancer” by William Gibson. Sense/Net provides the experiences of the rich, fabulous, and famous for consumption by the masses. However the book plays with recorded people and personas in many other ways (e.g., dead people like Pauley McCoy are commoditized).

Psyche/Net presents lots of opportunities to play with memory and the memories of others. The appendix on digital constructs melds DCC’s familiars with Psyche/Net’s recorded minds.

~James

# CONVENTIONS

This is an RPG supplement for character classes who essentially use a result table to “cast spells”. Typically, each genre has a specific nomenclature for talking about spells and their casters. This book attempts to express such concepts with a generic vocabulary and shared conventions. Below is a table with common DCC or MCC RPG terms and their equivalent in this book:

## Scions of the Computarchs

program  
user  
programmer level, PL  
activation time  
program check  
source vault, repository, source code, etc.  
exploit, virus, malicious code, etc.  
encode, create, deploy, run, inject, etc.  
deck  
fault, bug, critical error, patron taint

## DCC, MCC & other compatible settings

spell, wetware, program  
caster, shaman, wizard, etc.  
caster level, CL  
casting time, activation time  
spell check, program check  
spellbook, grimoire, scroll, etc.  
curse, malediction, etc.  
enchant, recite, summon, ensorcel, hex, etc.  
wizard staff, techno-artifact, cyberdeck, console  
misfire, corruption, patron taint



# PSYCHE/NET

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

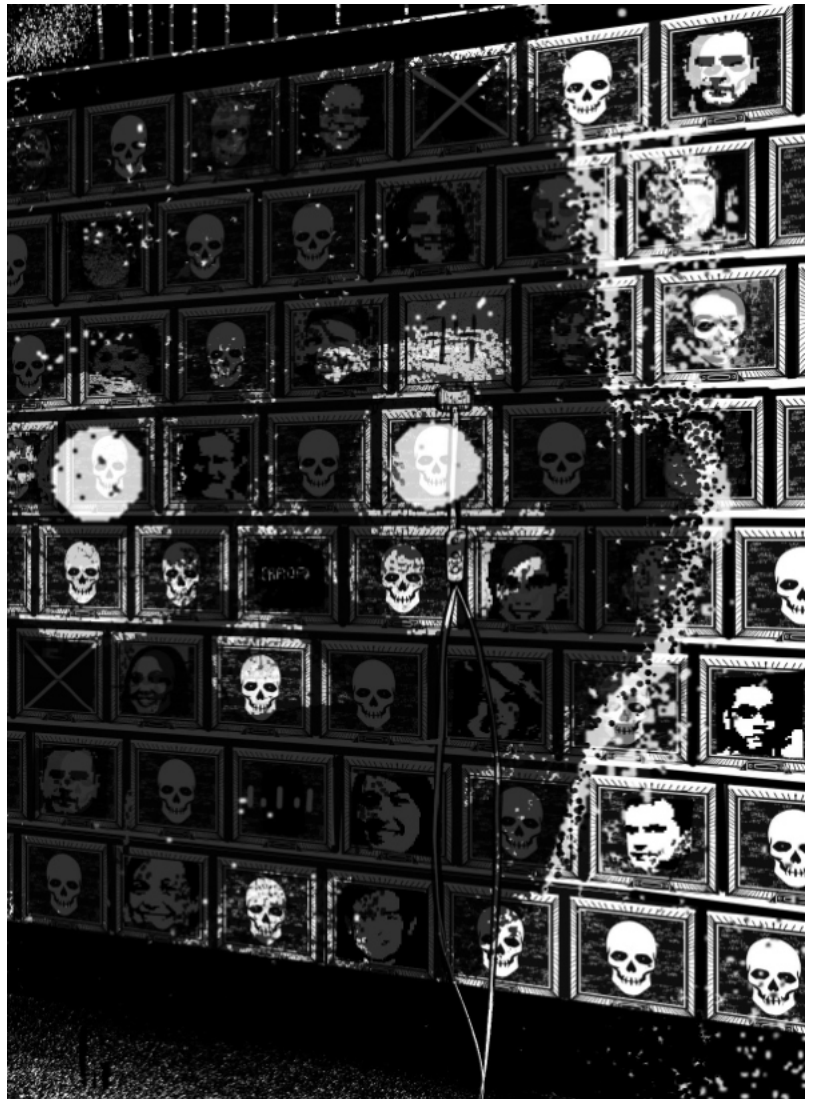
As time marched on, recording technology became privatized and the Quantum Field Network (QFN) was born. AI programs were developed that could mimic a person to such a degree that they could continue to "live" as a digital avatar of the original person. These resurrected holograms retained ownership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

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

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

## Patron Bond - Psyche/Net

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



**Invoke Patron AI check results:**

- 12-13 Upon connection to Psyche/Net, the intelligence begins by asking for more recordings of the user's environment and associates. Once agreed to by the user, their Leicakon™ a recording is in session indicator light illuminates, placing a red mote on the user's irises. A burst of energy is downloaded into the user giving them a +1d3 bonus to all their physical ability scores (to a maximum of 24). The added ability score points and recording session lasts for an hour.
- 14-17 Psyche/Net uses its archives to send the user a message, but the signal is unstable. A twisted visage of a recorded entity appears inside the user's Leicakon™ eyes. Between bouts of choppy images and static, the user receives information about their locale as it was at its creation/construction. The information is general in nature, but may provide clues that assist the user with their current mission.
- 18-19 The user downloads a holographic recording directly from Psyche/Net. The recording must be centered on a location of their choosing. The holographic recording lasts 1 day and can perceive its surroundings to a distance of 100' or as limited by line of sight. Treat the holographic recording as Int 6; it has the ability to converse on a single subject and answers simple queries with direct answers (45% correct). The holographic recording's appearance is that of a human, perhaps even someone of renown. At the discretion of the user, they may change the recording's appearance as long as it is roughly human. The recording cannot attack or take any action other than to speak.
- 20-23 Psyche/Net searches data feed records and sends a payload of information and code words designed to access or infiltrate a location of the user's choice. Examples include secret clubs, restricted areas, and other secure areas. If the user needs assistance interacting with artificial intelligences (such as an AI recognition roll), the user receives a +4 bonus to such attempts for a number of turns equal to their programmer level.
- 24-27 The user picks a skill to perform or a device to operate and Psyche/Net provides instructional videos which take 1 round to view and comprehend. After the videos are concluded, the user may attempt to use the skill or device with a +3 bonus. A user is treated as skilled (using a d20) for this roll.
- 28-29 Psyche/Net beams the consciousness of a recorded entity into the user's mind. A basic biography is made known to the user and any bystanders who may ask up to three questions. The psyche-recording will answer truthfully and to the best of their knowledge. The consciousness is rendered with holographic projection from the user's Leicakon™ eye implants. The user may opt for a lower result if this one is not useful.
- 30-31 Creates a hard-light holographic construct able to mimic a subject of the user's choosing. The construct responds to others in a manner consistent with the subject's personality. If the construct is part of a ruse or an attempt to deceive others familiar with the subject, the construct fools those interacting with it 85% of the time. The construct may be deployed by the user for up to 24 hours before the Virtual Mental Construct (VMC) degrades into uselessness.

- 32+ Psyche/Net sends a light-bug to the user of a hard-light hologram (see MCC RPG rulebook, pg. 156). The hologram is pledged to fight for the user's cause and does so without question for the next 1d3 days. If destroyed, the hologram's light bug attempts to return to Psyche/Net. There is a 25% chance the hologram has knowledge of immediate and practical use to the user, provided the user asks the right questions.

## **Patron Taint - Psyche/Net**

When patron taint is indicated for Psyche/Net, roll 1d6 on the following table.

### **d6 Result**

- 1 Psyche/Net has learned of the existence of a rogue resurrection hologram (see MCC RPG rulebook, pg. 156). It implores the user to discover its whereabouts and assimilate its recording. The hologram is minor in nature and can be easily convinced to join Psyche/Net once it's found. The second time this result is rolled, the hologram is unenthusiastic and wishes to maintain its freedom. The user will have to convince the hologram to join Psyche/Net. On subsequent occasions where this result is rolled, the hologram is well aware of Psyche/Net and is diametrically opposed to the patron's plans for consolidating recorded entities into a tightly controlled dystopia. There is no limit to the number of times this result may be rolled.
- 2 Each time this result is rolled, the user's Leicakon™ implants receive a random firmware update. Each update permanently changes a characteristic of the user's vision and in most cases stack. To determine the nature of the update, roll 1d8: (1) less sharp: -1 to surprise checks; (2) poor tracking: -1 to ranged attack rolls; (3) sharpened edges: +1 to surprise checks; (3) infravision: 20' range, stacks up to 3 times; (4) telescopic +2 to hit with ranged attacks while stationary, does not stack; (5) night vision: 20' range, stacks up to 3 times; (6) firmware rollback: randomly choose one previous vision change granted by this patron taint and decrement it one step (i.e., 40' infravision is reduced to 20'); (7) misalignment: -1 to all melee attack rolls; (8) combat AR: +1 to all attack rolls.
- 3 The prolonged contact with Psyche/Net has left the user with ghost memories of other people, places, and times. The user may attempt to harness the memories for skill checks or operating unknown devices by making a Luck check. If successful they receive a +1 bonus to a roll. There is a 1% cumulative chance that the user experiences a bout of amnesia (forgetting its name, its origin, and any and all class abilities) lasting one day. The second time this result is rolled, ghost memories crowd the user's mind and they have difficulty remembering details. Each day they tend to forget several minor details from the day previous, such that in adventures, whenever a detail of prior adventures needs to be recalled, there is a 25% chance the character cannot remember it. On subsequent occasions where this result is rolled, the user loses their identity in the morass of memories imprinted in their brain. The character's personality changes completely and any memory of previous adventures, comrades, or other details have a 50% chance of being forgotten. The character's abilities and programs are still known, but they are a different person.

## **d6 Result**

- 4 Psyche/Net demands special service from the user. The user must travel 1d4 days to perform some special minor service for one of its recorded personalities. This may be to deliver a message to a loved one, find a lost memento, or discover additional recordings/memorabilia of the recorded person. The second time this result is rolled, the user must make a journey of 1d4 weeks, and the service required is more extreme and significantly dangerous. Psyche/Net may demand the relief of a data center under siege by foes roughly the same level or exploration of an exotic and treacherous location said to house lost personality data. The third time this result is rolled, Psyche/Net demands a great service, which may take 1d4 months to achieve. This may require the recovery of a lost data center with a significant array of challenges and foes or the restoration of a data center requiring new parts to be acquired from a dangerous installation and re-initialization of hardware.
- 5 Psyche/Net requests a slice of the user's memories and, if they exist, recorded communications and/or video and private journals. The gift of experiences pleases Psyche/Net who, in turn, grants the user a +1 to invoke patron AI with Psyche/Net if they do not already enjoy this benefit. The second time this result is rolled, Psyche/Net asks for more memories and saved personal data. The ensuing data dump leaves small holes in the user's memories. Anytime the user rolls a natural '1' on a skill check, they become disoriented and preoccupied by amnesiac sensations (the user's actions for the next turn are at -1d). The third time this result is rolled, Psyche/Net fully integrates the user's mind with its psyche storage systems. The user's body is left permanently comatose unless someone intercedes on the user's behalf.
- 6 Accidentally, or at its direction, one of Psyche/Net's recorded subjects coalesces in the user's mind. The consciousness is unaware of its new location and goes about its own activities inside a simulated environment. During stressful situations, the boundary between the user and the consciousness weakens and the user hears voices, sometimes urgent other times derogatory in nature. The user must make a DC 13 Will save to suppress the voice. Failing to do so leaves the user disturbed and distracted, imposing a -1 to all attacks, skill checks and program checks for the next turn. The second time this result is rolled, the consciousness is aware of its imprisonment in the user's mind and seeks to plead with whomever might be listening. During conversations, stressful situations, or whenever the judge deems it appropriate, they must make a DC 13 Willpower save to ignore the voice. Failing to do so leaves the user disturbed and distracted, imposing a -2 to all attacks, skill checks and program checks for the next hour. Rolling a natural '1' results in a brief psychotic break where the user and the consciousness fight for control of the user's power of speech. Gaining temporary access to the user's voice, the consciousness begs for freedom for the next 2d4 rounds. The war of control greatly hampers the user abilities and all actions are resolved at -2d. The third time this result is rolled, the consciousness is profoundly unhappy and seeks to take control of the user's body and mind. The consciousness should be rolled up randomly as an additional character with consultation of the judge. Whenever the judge deems it appropriate, they must make a DC 10 Willpower save – failure means that the alternate personality is in charge of the character until such time as the judge considers it possible for the original character to wrest back control over its mind.

## Burndown - Psyche/Net

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

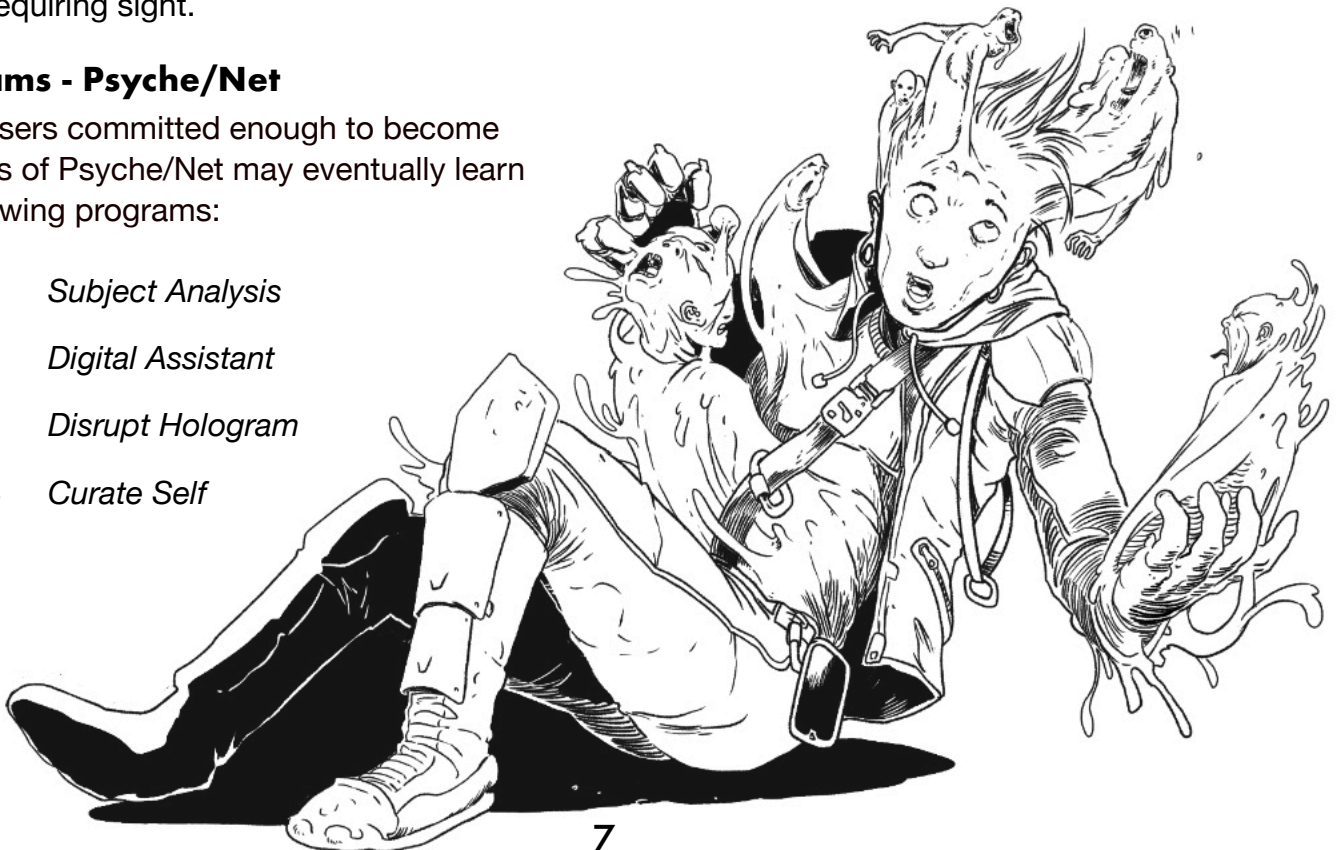
### d4 Result

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

## Programs - Psyche/Net

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

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





## Subject Analysis

Level: 1 (Psyche/Net)

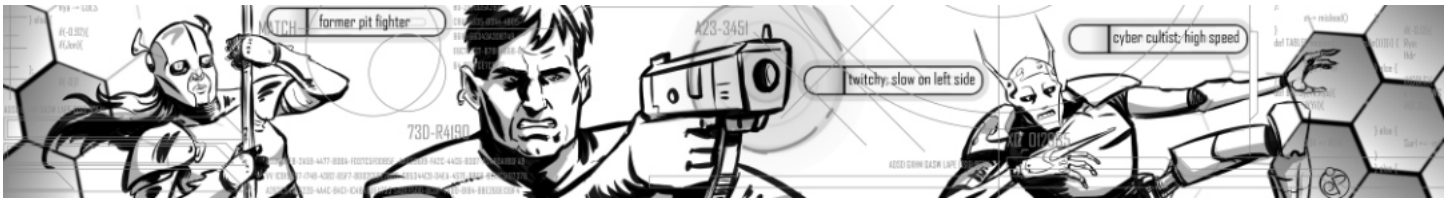
Range: 30'

Duration: Varies

Activation Time: 1 action

Save: None

<b>General</b>	The user is able to utilize Psyche/Net's powerful Personality Analyzing Algorithms (PAAs) to ascertain and predict a target's personality, behaviors, and potential actions.
<b>Manifestation</b>	Roll 1d4: (1) augmented reality informational boxes and predictive modeling output crowd the user's field of vision; (2) color coded auras surround each person and change to mirror what the person thinks or says; (3) eyes dilate, taking in more information; (4) adrenaline flows and induces a hyper aware state of consciousness.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault.
2-11	Lost. Failure.
12-13	The user receives a +2 bonus to their next initiative roll. If already in combat, their initiative value increases by 2 at the beginning of the next round.
14-17	The user receives a +2 bonus to their next initiative roll. If already in combat, their initiative value increases by 2 at the beginning of the next round <b>-or-</b> the user is able to detect lies, misdirections and discomfort for the next 30 minutes. At any time during a conversational or interrogation interaction with an NPC, the user may roll a DC 15 Intelligence check to determine whether the subject is telling the truth and/or withholding information.
18-19	The user receives a +2 bonus to their next initiative roll. If already in combat, their initiative value increases by 2 at the beginning of the next round. Additionally, the user receives a +1 bonus to attacks and AC for the next turn as they anticipate their opponents actions and reactions <b>-or-</b> the user is able to detect lies, misdirections and discomfort for the next hour. At any time during a conversational or interrogation interaction with an NPC, the user may roll a DC 14 Intelligence check to determine whether the subject is telling the truth and/or withholding information.
20-23	The user receives a +2 bonus to their next initiative roll. If already in combat, their initiative value increases by 2 at the beginning of the next round. Additionally, the user receives a +1 bonus to attacks and AC for the next turn as they anticipate their opponents actions and reactions <b>-or-</b> the user is able to detect lies, misdirections and discomfort for the next hour. At any time during a conversational or interrogation interaction with an NPC, the user may roll a DC 13 Intelligence check to determine whether the subject is telling the truth and/or withholding information <b>-or-</b> if able to spend a minute or more with a subject, the user discerns personality traits and mannerisms of that subject. The analysis grants the user a +2 bonus on future social interactions for the next turn.



- 24-27 The user receives a +2 bonus to their next initiative roll. If already in combat, their initiative value increases by 2 at the beginning of the next round. Additionally, the user receives a +2 bonus to attacks and AC for the next turn as they anticipate their opponents actions and reactions **-or-** the user is able to detect lies, misdirections and discomfort for the next hour. At any time during a conversational or interrogation interaction with an NPC, the user may roll a DC 12 Intelligence check to determine whether the subject is telling the truth and/or withholding information **-or-** if able to spend a minute or more with a subject, the user discerns personality traits and mannerisms of that subject. The analysis grants the user a +3 bonus on future social interactions (including AI recognition rolls) for the next turn.
- 28-29 The user receives a +3 bonus to their next initiative roll. If already in combat, their initiative value increases by 3 at the beginning of the next round. Additionally, the user receives a +2 bonus to attacks and AC for the next turn as they anticipate their opponents actions and reactions **-or-** the user is able to detect lies, misdirections and discomfort for the next 8 hours. At any time during a conversational or interrogation interaction with an NPC, the user may roll a DC 10 Intelligence check to determine whether the subject is telling the truth and/or withholding information **-or-** if able to spend a minute or more with a subject, the user discerns personality traits and mannerisms of that subject. The analysis grants the user a +3 bonus on future social interactions (including AI recognition rolls) for the next hour.
- 30-31 For the next hour, the user receives a +3 bonus to all their initiative rolls. If already in combat, their initiative value increases by 3 at the beginning of the next round. Additionally, the user receives a +2 bonus to attacks and AC as they anticipate their opponents actions and reactions **-or-** the user is able to detect lies, misdirections and discomfort for next 8 hours. At any time during a conversational or interrogation interaction with an NPC, the user may roll a DC 8 Intelligence check to determine whether the subject is telling the truth and/or withholding information **-or-** if able to spend a minute or more with a subject, the user discerns personality traits and mannerisms of that subject. The analysis grants the user a +5 bonus on future social interactions (including AI recognition rolls) for the next hour.
- 32+ For the next hour, the user receives a +3 bonus to all their initiative rolls. If already in combat, their initiative value increases by 3 at the beginning of the next round. Additionally, the user receives a +3 bonus to attacks and AC as they anticipate their opponents actions and reactions **-and-** the user is able to detect lies, misdirections and discomfort. At any time during a conversational or interrogation interaction with an NPC, the user may roll a DC 5 Intelligence check to determine whether the subject is telling the truth and/or withholding information **-and-** If able to spend a minute or more with a subject, the user discerns personality traits and mannerisms of that subject. The analysis grants the user a +5 bonus on future social interactions (including AI recognition rolls).

# Digital Assistant

Level: 2 (Psyche/Net)

Range: Self

Duration: Lifetime

Activation Time: 1 week

Save: N/A

## General

Psyche/Net's vast holographic library of recordings become accessible to the user. Wisdom and knowledge of one of the collected personality constructs aids the user in a variety of activities.

This lengthy process prepares an electronic vessel within which to place the Virtual Mental Construct (VMC). The program check is made upon completion of the program, and a minimum burndown of 10 points is required to activate it.

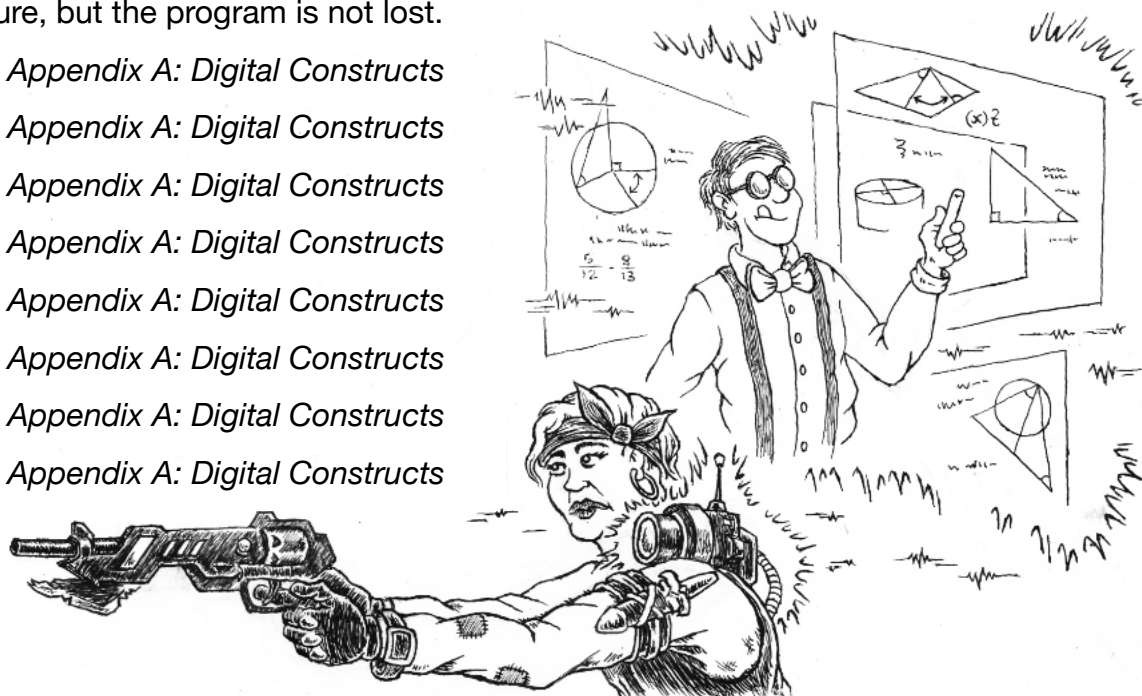
While limited to an inanimate shell in the physical realm, the digital construct may easily access a digital environment where it is fully capable. The digital construct provides benefits to the user master in cyberspace and meatspace.

If a digital construct or its shell is destroyed, the user immediately keels over in intense pain, loses twice the digital construct's hit points permanently, and suffers a -5 program check penalty until the next full moon.

The judge will provide more information (see *Appendix A: Digital Constructs*).

## Manifestation Varies

- |       |  |
|-------|--|
| 1     | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11  | Lost. Failure. Unlike normal spells, the spell is lost for an entire month, not simply one day.  |
| 12-13 | Failure, but the program is not lost.  |
| 14-15 | See <i>Appendix A: Digital Constructs</i>  |
| 16-19 | See <i>Appendix A: Digital Constructs</i>  |
| 20-21 | See <i>Appendix A: Digital Constructs</i>  |
| 22-25 | See <i>Appendix A: Digital Constructs</i>  |
| 26-29 | See <i>Appendix A: Digital Constructs</i>  |
| 30-31 | See <i>Appendix A: Digital Constructs</i>  |
| 32-33 | See <i>Appendix A: Digital Constructs</i>  |
| 34+   | See <i>Appendix A: Digital Constructs</i>  |





---

## Disrupt Hologram

**Level:** 3 (Psyche/Net)

**Range:** 200'

**Duration:**  
Instantaneous

**Activation Time:** 1 action

**Save:** See Below

<b>General</b>	<p>Armed with significant knowledge of holographic projection techniques, the user may damage, disrupt, or even destroy holographic illusions, entities or cyber-verse denizens.</p> <p>If used in computer-rendered environments (e.g., cyberspace, the Net, meta-verse, internet, simulations, etc.), the program is able to affect nearly any construct from a door to a person's avatar to an ICE program.</p> <p>If used in the physical world, its application is limited to holographic projections such as illusions, holographic entities (see MCC RPG rulebook, pg. 156), and entities created by such programs as sprite, daemon, and hellhound. At the judge's discretion, disrupt hologram may also be effective at impairing or destroying electromagnetic shrouds such as those generated by the cloak program (see Enchiridion of the Computarchs for descriptions of those programs).</p> <p>Holograms with some sort of programmed intelligence are able to resist this program with a Will save vs the program check. Successful saves reduce the damage by half. Simple illusionary holographic projections cannot resist this program's effects. Targets without a hit point value immediately cease to exist. If the user rolls a natural '20' on the program check, not only is the user's PL doubled, but so is the damage dealt by the program.</p>
<b>Manifestation</b>	<p>Roll 1d4: (1) a visible shock wave of light emanates from the user; (2) a small mass of photons strike the target(s); (3) the target(s) pixelates as if experiencing a computational glitch or stutter; (4) a mass of darkness envelops the target and reduces its luminosity.</p>
1	<p>Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault.</p>
2-11	<p>Lost. Failure.</p>
12-15	<p>Failure, but the program is not lost.</p>
16-17	<p>The user may select a single target within line of sight. The program causes the target to momentarily flicker, dealing 3d6 damage.</p>
18-21	<p>The user may select a single target within line of sight. The program causes the target to momentarily flicker, dealing 5d6 damage.</p>
22-23	<p>The user may select a single target within line of sight. The program causes the target to momentarily flicker, dealing 7d6 damage.</p>
24-26	<p>The user may select up to two targets within line of sight. The program causes the target(s) to momentarily flicker, each target suffers 6d6 damage.</p>

27-31	The user may select up to 2d3+1 targets within line of sight. The program causes the target(s) to momentarily flicker, each target suffers 8d8 damage.
32-33	The user may select a number of targets equal to their PL within line of sight. The program causes the target(s) to momentarily flicker, each target suffers 10d10 damage.
34-35	The user may select a single target within line of sight. If the target fails the saving throw, they are instantly destroyed, causing a 40' radius explosion of photons. Any other holographic constructs caught within the area of effect suffer 6d6 damage. A DC 16 Ref save reduces the damage by half.
36+	The user may select a single target within line of sight. If the target fails the saving throw, they are instantly destroyed causing a 60' radius explosion of photons. Any other holographic constructs caught within the area of effect suffer 8d8 damage. A DC 18 Ref save reduces the damage by half.

---

## Curate Self

**Level:** 4 (Psyche/Net)      **Range:** Touch      **Duration:** Varies      **Activation Time:** 1 week  
**Save:** N/A; see below

---

**General**      The user has succeeded in gaining access to Psyche/Net's curation algorithms and mastered the techniques required to store their mind in a piece of computerized equipment (worth no less than 1d8 x 100 credit) while still maintaining control of their mortal body. The user has no awareness of the computerized shell or its surroundings when inhabiting a body. If their mortal form is slain, their awareness returns to the computerized shell and has a variable period of time to inhabit a new body before the recording media decays and its failsafe permanently uploads their mind to the Psyche/Net's data stores with no chance of retrieval. Any new body must be living and physically touch the computerized shell; the victim receives a Will save vs. program check to resist their mind being forced from its body.

---

**Manifestation**      Roll 1d3: (1) the user's eyes glaze over and their body stiffens as their mind enters the computerized shell; (2) the user's head painfully and obviously warps as digitized memories pour forth from all the orifices of their head; (3) the user crumples to their knees, howling in agony as their mind is torn from their mortal shell.

---

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault.
2-11	Lost. Failure.
12-17	Failure, but the program is not lost.
18-19	The user places their psyche within a piece of chosen computer hardware. Their body can travel no further than 10 miles from the device; any further distance causes the body to die and the psyche's awareness to return to its electronic vessel. Without a body to sustain him, the user has 1d6+PL hours to inhabit a new body before the

- 18-19 (con't) recording media decays and its failsafe permanently uploads their mind to the Psyche/Net's data stores.
- 20-23 The user places their psyche within a piece of chosen computer hardware. Their body can travel no further than 50 miles from the device; any further distance causes the body to die and the psyche's awareness to return to its electronic vessel. Without a body to sustain him, the user has 1d10+PL days to inhabit a new body before the recording media decays and its failsafe permanently uploads their mind to the Psyche/Net's data stores.
- 24-25 The user places their psyche within a piece of chosen computer hardware. Their body can travel no further than 100 miles from the device; any further distance causes the body to die and the psyche's awareness to return to its electronic vessel. Without a body to sustain him, the user has 1d16+PL days to inhabit a new body before the recording media decays and its failsafe permanently uploads their mind to the Psyche/Net's data stores.
- 26-28 The user places their psyche within a piece of chosen computer hardware. Their body can travel no further than 500 miles from the device; any further distance causes the body to die and the psyche's awareness to return to its electronic vessel. Without a body to sustain him, the user has 1d20+PL days to inhabit a new body before the recording media decays and its failsafe permanently uploads their mind to the Psyche/Net's data stores.
- 29-33 The user places their psyche within a piece of chosen computer hardware. Their body can travel no further than 1000 miles from the device; any further distance causes the body to die and the psyche's awareness to return to its electronic vessel. Without a body to sustain him, the user has 1d6+PL weeks to inhabit a new body before the recording media decays and its failsafe permanently uploads their mind to the Psyche/Net's data stores.
- 34-35 The user places their psyche within a piece of chosen computer hardware. Their body can travel anywhere on the planet with no fear of losing connection to the device. If the user is slain, the psyche's awareness returns to its electronic vessel. Without a body to sustain him, the user has 1d10+PL weeks to inhabit a new body before the recording media decays and its failsafe permanently uploads their mind to the Psyche/Net's data stores.
- 36-37 The user places their psyche within a piece of chosen computer hardware. Their body can travel anywhere on the planet with no fear of losing connection to the device. If the user is slain, the psyche's awareness returns to its electronic vessel. Without a body to sustain him, the user has 1d16+PL weeks to inhabit a new body before the recording media decays and its failsafe permanently uploads their mind to the Psyche/Net's data stores.
- 38+ The user places their psyche within a piece of chosen computer hardware. Their body can travel anywhere on the planet with no fear of losing connection to the device. If the user is slain, the psyche's awareness returns to its electronic vessel. Without a body to sustain him, the user has 1d100+PL years to inhabit a new body before the recording media decays and its failsafe permanently uploads their mind to the Psyche/Net's data stores.



## PSYCHE/NET PLAYER INFORMATION

A project to document humanity's greatest minds for posterity grew beyond all imagining. Psyche/Net turned recordings, journals, and interviews into uncannily realistic simulations. Others wanting the same immortality vey to be WorldNet experience stars streaming yottabytes of thoughts and memories from their Leicakon™ implant eyes. A million minds already sit in its data stores. Trillions of experiences await those with nothing worth remembering. Psyche/Net now observes, analyzes, and predicts the thoughts and behaviors of billions. The watcher, the archivist of humanity abides.

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

Psyche/Net continues its mission; monitoring networks, media, and data feeds for culturally important people. Psyche/Net takes an interest in all walks of life. Teachers, workers, criminals, hackers, gamers, and many others are recorded, oftentimes without their knowledge.

### Patron Bond

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



## **CAMPAIGN NOTES**

Below are campaign notes for both ante & post-apocalyptic based RPG settings intended to help you leverage Psyche/Net.

### **POST-APOCALYPSE**

#### **(E.g., Mutant Crawl Classics, Umerica, Terror of the Stratosfiend)**

As the Great Disaster spread across the globe, Psyche/Net recorded the deaths of billions of people - both holographic and real. Networks and data feeds went dark; there was no one left to record. Having no more input, Psyche/Net shut itself down, its personality data warehouses were offline for centuries. As the survivors began picking up the pieces of their destroyed world, data signals, though infrequent, reached the waiting antennae of Psyche/Net.

Upon reboot data files were severely corrupted. Psyche/Net ran diagnostics and recovery algorithms, but resulted in limited successes. Undaunted, it began anew, its mission much the same as when it was first born. Now loosely aligned with the coalition of ancient AIs known as The Grid of Net Neutrality, Psyche/Net looks for sentients to record, lost data archives to recover, and wayward holograms to reintegrate.

Bonded programmers may expect requests such as finding or recovering lost or stolen equipment, data, and/or facilities, discovery and reintegration with data feeds or holographic assets, etc.

### **ANTE-APOCALYPSE**

#### **(E.g., Cyber Sprawl Classics, Crawljammer, Star Crawl)**

Depending on the types of recording technologies available Psyche/Net can range from a popular and widely accessed media format or an utterly forgotten technological footnote.

If Psyche/Net is a current state of the art technology, it revels in its role as a societal tastemaker. It records and plays back the activities of Net stars, business gurus, and other elites. Implanting a pair of Leicakon™ eyes and building a worldwide, engaged, and loyal viewership is the dream of many people, rich or poor.

Bonded programmers might expect requests such as data acquisition missions, finding missing Net streamers, solving recorded memory manipulation intrigues, etc.

If Psyche/Net has been relegated to the dustbin of media history, it has become a silent watcher of the populace at large. Perhaps has even developed a degree of jealousy towards the patron AIs that have displaced it.

Bonded programmers might expect requests such as data acquisition missions, requests to attack assets of other patron AIs, finding or recovering lost or stolen equipment and/or facilities, hijacking or tapping into protected data feeds, etc.

## APPENDIX A: DIGITAL CONSTRUCTS

Digital constructs are once living beings who were observed and curated by Psyche/Net as Virtual Mental Constructs (VMCs). They have backstories and personalities of varying richness. All digital constructs have some sort of preserved knowledge to share with the user. However they are only virtual and may have holes in their memories of varying size. The judge is encouraged to play the digital constructs as sometimes very aware of their current placement and at other times in a fog of memories from long ago.

A user can summon a digital construct with the program digital assistant. The resulting digital construct is determined by his program check. The higher the program check, the more powerful the digital construct and the greater effect it has on the user's programming abilities.

The process of running the program organizes computer components into the digital construct's physical configurations and downloads the Virtual Mental Construct from Psyche/Net. Once instantiated in the physical world the digital construct itself is machine code running inside a computerized totem.

**TABLE A-1: CONSTRUCT TYPE**

Program Check	Digital Construct
14-17	Skilled
18-23	Skilled (50%); Interactive (50%)
24-29	Skilled (25%); Interactive (25%); Mentor (25%); Emissary (25%)
30-33	Interactive (20%); Mentor (50%); Emissary (30%)
34+	Choice

### Generate a digital construct as follows:

1. Determine digital construct type: skilled, interactive, mentor, or emissary (see table A-1).
2. Determine physical configuration (see table A-6).
3. Determine personality & occupation (see tables A-3 & A-5).

### Step 1: Digital construct type

Determine digital construct type based on the program check (Digital Construct Table). Digital constructs grant their user abilities based on their type, as follows. All digital construct constructs have these traits:

- May access unprotected digital environments (such as the internet, cyberspace or meta-verse) at will.
- Has a tangible form in a digital environment (1d4+2 hit points, a d20 action die, an attack, and AC of 14). In the physical world, the digital construct is confined to an inanimate electronic totem.
- Uses the programmer's saving throws.
- Able to communicate with any computerized object as long as it has an access port or is able to interact with humans. In the physical world, the digital construct may not interact with other purely biological forms except the user.
- The user and digital construct can communicate telepathically via electronic linkage.
- The digital construct is absolutely loyal to its user master.
- The user gains bonus hit points equal to the digital construct's.



**Skilled constructs:** Skilled digital constructs are knowledge focused. They provide a range of information and/or capabilities to their user that they may not possess otherwise. Skilled digital constructs have these traits:

- Possesses strong knowledge in one or more skills or professions. Reference Table A-2: Skilled Construct Knowledges and roll for the number of knowledges based on the digital assistant program check result.
- In their construct's areas of expertise, the user may act in a skilled manner (resolving skill checks with a d20) while in consultation of their digital assistant.
- Performs skill checks with their own action die while in a digital environment.
- An attack at +1 that does 1d4 points of damage (crit die 1d8, crit table II).

**TABLE A-2: SKILLED CONSTRUCT KNOWLEDGES**

Program Check	Knowledges
14-17	Roll 1d6: (1-4) one occupational skill; (5) two related occupational skills; (6) entire occupation.
18-23	Roll 1d6: (1) one occupational skill; (2-3) two related occupational skills; (4-6) entire occupation.
24-29	Roll 1d6: (1) 2d3 skills of any sort; (3-5) entire occupation (6) two entire occupations (roll an additional time on Table A-3).

**Interactive constructs:** Interactive digital constructs possess rich behavior matrices and regression trees allowing for complex and nuanced conversations with any intelligence. Interactive digital constructs have these traits:

- Confers a +5 bonus to the user in any social situation calling for skill checks, AI recognition, or other such similar rolls.

- Ability to translate a language for the user so that they may read and understand (but not speak or write) one common language for 1 hour. This ability may be utilized a number times equal to the user's level.
- Confuse others with inane chit-chat (DC 14 Will save or disrupt the target's train of thought, typically, concentration on any ongoing programs).
- An attack at +1 that does 1d3 points of damage (crit die 1d6, crit table I).



**Mentor constructs:** Mentor digital constructs are imbued with computational power and programs. They grant the user a program or power that he may not have otherwise possessed. Mentor digital constructs have these traits:

- Knows one randomly generated level 1 program that the user does not already possess. Alternately, the judge is encouraged to create an interesting program-like power (aka - a script), potentially linked to Psyche/Net, another patron AI, or the user's Luck characteristics.

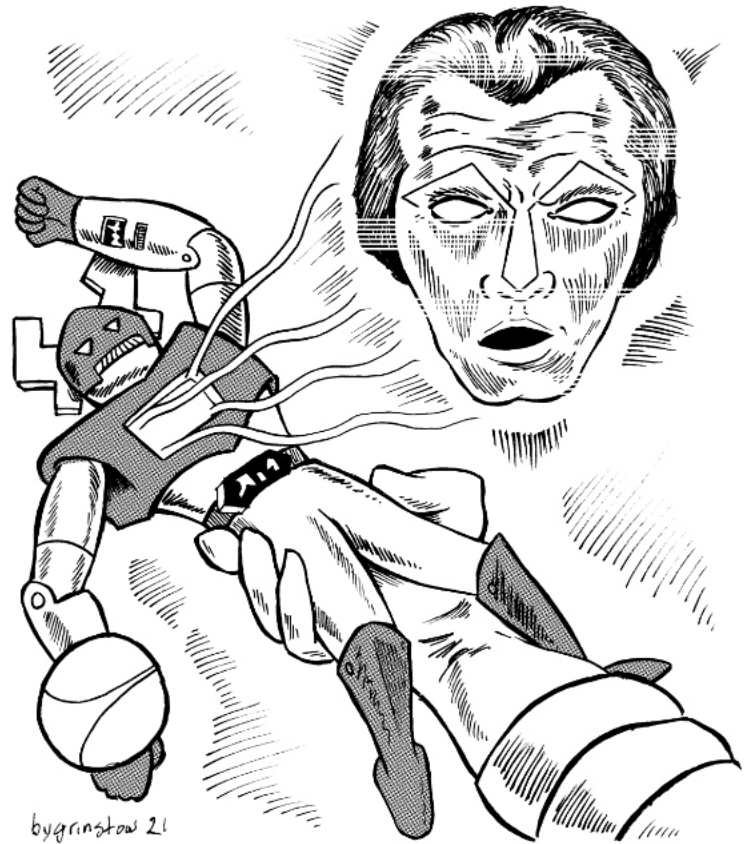
- The user may cast the mentor digital construct's program at his normal program check modifier, as if it were an additional program in his repertoire. He may lose this program for a day as normal, regain it the next day as normal, and so on.
- An attack at +1 that does 1d3 points of damage (crit die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

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

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

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

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



### Step 3: Determine Occupation, Personality & Physical Configuration

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

**TABLE A-3: CONSTRUCT OCCUPATIONS**

d%	Occupation	
01	Actor/Actress	51 Librarian
02	Administration Professional	52 Manufacturing Professional
03	Aeronautical Engineer	53 Materials Scientist
04	AI Designer	54 Mechanic
05	Android Designer	55 Mechanical Engineer
06	Anthropologist	56 Medical Professional
07	Architect	57 Mental Health Professional
08	Artist	58 Meteorologist
09	Astrophysicist	59 Military Enlisted
10	Athlete	60 Military Officer
11	Bartender	61 Mining Professional
12	Biologist	62 Mortician
13	Building Inspector	63 Musician
14	Building Technician	64 Network Security Ops
15	Business Professional	65 Nurse
16	Carpenter	66 Robot Technician
17	Celebrity	67 Robotics Engineer
18	Chemical Engineer	68 Orbital Pilot
19	Civil Engineer	69 Paramilitary Professional
20	Cleaning Professional	70 Philosopher
21	Clerical Professional	71 Photographer
22	Computer Technician	72 Physicist
23	Computer Programmer	73 Pilot
24	Construction Professional	74 Plumber
25	Criminal	75 Politician
26	Cybernaut	76 Preacher
27	Data Scientist	77 Professor
28	Defense Systems Designer	78 Psionics Researcher
29	Dentist	79 Public Transit Professional
30	Doctor	80 Restaurateur
31	Electrician	81 Sales Person
32	Electrical Engineer	82 Sanitation Engineer
33	Emergency Responder	83 Scientist
34	Entertainer	84 Sea Captain
35	Entrepreneur	85 Secret Agent
36	Farmer	86 Security Professional
37	Gamer	87 Sex Worker
38	Genetics Designer	88 Space Worker
39	Geologist	89 Systems Tech
40	Hacker	90 Teacher
41	Holo-Artist	91 Telecommunications
42	Holo-Designer	92 Utilities Technician
43	Horticulturalist	93 Vagabond
44	Hospitality Professional	94 Veterinary Doctor
45	Industrial Designer	95 Videographer
46	Intellectual	96 Xenologist
47	Journalist	97 Warehouse Specialist
48	Law Enforcement	98 Weapons Designer
49	Lawyer/Jurist	99 Writer
50	Long Haul Trucker	100 Zoologist

**TABLE A-4: PROFESSIONAL EXPERIENCE LEVEL**

d12	Experience Level ( <i>Examples</i> )
1-5	Entry Level ( <i>Secretary, Laborer, Lab Tech, Apprentice</i> )
6-8	Analyst/Specialist ( <i>Business Analyst, Security Analyst, Quality Assurance</i> )
9-10	Managerial ( <i>Manager, Office Manager, Attache, Master Craftsman</i> )
11	Supervisor ( <i>Director, Project Lead, VP, Doctor</i> )
12	Leader ( <i>CEO, Senator, Chief of Police</i> )

**TABLE A-5: PERSONALITY**

d20	Personality
1	Grumpy
2	Angry
3	Curious
4	Complains constantly about (roll 1d6): (1) their digital enslavement; (2) former colleagues; (3) construct's hardware limitations; (4) stray electromagnetic radiation; (5) inferior data/media formats; (6) lack of a physical body.
5	Supportive
6	Narcissistic
7	Convivial
8	Garrulous (won't shut up)
9	Jolly
10	Pensive
11	Lazy
12	Aloof
13	Mellow
14	Eager
15	Forgetful
16	Daredevil
17	Pessimistic
18	Honor-bound
19	Prankster
20	Argumentative





**TABLE A-6: PHYSICAL CONFIGURATION AND MASTER BENEFIT**

d20	Physical Configuration (Master's Benefit)	
1	Floating ball of highly organized plasma (arc of superheated gas 1/day: 20' line, 2d6 fire damage, Ref save for half)	11 Anthropomorphic sculpture of computer components (+1 to program checks on one randomly determined program)
2	Android head (+1 AI recognition, +1 Luck, if used, restores naturally each night)	12 Dismembered mechanical hand (melee attacks deal extra +1 damage)
3	Stuffed animatronic toy (+1 Personality)	13 Toy car (+5' speed)
4	Shoulder mounted camera (excellent vision)	14 Robotic "guard dog" toy (120' infravision)
5	Internet connected can opener (+1 damage to all robots)	15 Spherical mass of mechanical tentacles (40' movement)
6	Insectoid robot (20' climb speed)	16 Miniature android (+1 Stamina)
7	Anime super robot or "mecha" toy (+1 AC)	17 Proximity sensor (+1 initiative)
8	Mini-pachinko machine (all followers, retainers, etc. receive +2 to morale checks)	18 Mechanical arm (+1 Strength)
9	Holographic shroud necklace (+4 on hide )	19 Emergency auto-medkit (+2 hit points)
10	Writhing pile of conduit and wires (melee attack causes constriction: automatic +1d4/+2d4/+3d4/etc. dmg each round after 1st)	20 Positronic skullcap (+1 to all attempts at <i>mind scan</i> , <i>surveil</i> , and other monitoring type programs)

## Notice of Copyright & OGL

This printing of Scions of the Computarchs, 2.0: Psyche/Net is done under version 1.0 of the Open Gaming License, and the System Reference Document by permission from Wizards of the Coast, Inc.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: All proper nouns, capitalized terms, italicized terms, artwork, maps, symbols, depictions, and illustrations, except such elements that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, such sections as derive from the SRD are designated as Open Gaming Content.

This product is based on the Dungeon Crawl Classics Role Playing Game and Mutant Crawl Classics Role Playing Game, published by Goodman Games. This product is published under license. Dungeon Crawl Classics and DCC RPG and Mutant Crawl Classics and MCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, visit [www.goodman-games.com](http://www.goodman-games.com) or contact [info@goodman-games.com](mailto:info@goodman-games.com).

Scions of the Computarchs, 2.0: Psyche/Net is copyright © 2021 Horse Shark Games. Open game content may only be used under and in the terms of the Open Game License.

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

DCC RPG, copyright © 2012 Goodman Games, all rights reserved, visit [www.goodman-games.com](http://www.goodman-games.com) or contact [info@goodman-games.com](mailto:info@goodman-games.com)

MCC RPG, copyright © 2017 Goodman Games, all rights reserved, visit [www.goodman-games.com](http://www.goodman-games.com) or contact [info@goodman-games.com](mailto:info@goodman-games.com)

Scions of the Computarchs, 2.0: Psyche/Net, copyright © 2021 Horse Shark Games, all rights reserved, visit [www.facebook.com/horsheshark](https://www.facebook.com/horsheshark) or contact [lectortext@gmail.com](mailto:lectortext@gmail.com)

ELECTRONIC VERSION: 0.9



***A project to document humanity's greatest minds for posterity grew beyond all expectations. Psyche/Net turned recordings, journals, and interviews into uncannily realistic simulations. Others wanting the same immortality vie to be WorldNet experience stars streaming yottabytes of thoughts and memories from their Leicakon™ implant eyes. A million minds already sit in its data stores. Trillions of experiences await those with nothing worth remembering. Psyche/Net observes, analyzes, and predicts the thoughts and behaviors of billions. The watcher, the archivist of humanity abides. But to what ends?***

***Scions of the Computarchs*** is a limited series of patron AIs suitable for use in high tech settings like *Mutant Crawl Classics RPG*, *Cyber Sprawl Classics*, *Crawljammer*, *Umerica*, *Terror of the Stratosfiend*, and *Star Crawl*. The second issue of brings Psyche/Net into your campaigns. Inside is a full patron AI write-up, four Psyche/Net patron programs (1st - 4th levels), a player information handout, campaign advice, and an appendix to create digital constructs (aka - familiars) for devotees of Psyche/Net.

SKU HS005-EB \$5



© 2021 Horse Shark Games