

Interface Zero is a cyberpunk setting Sort of. Interface Zero is inspired by a plethora of sources including novels such as Neuromancer, Mona Lisa Overdrive, Burning Chrome, Count Zero, Altered Carbon, Do Androids Dream of Electric Sheep?, and Snow Crash.

Average Rating 1 rating In a not-so-distant future, the world has been ravaged by global warming, subjected to the horrors of nuclear war and natural disaster, witnessed the collapse of the mightiest nation in the history of the world, and the rise of other nations to take its place. In East Asia, the Bear and the Dragon battle for control of the resource-rich continent, and an emergent A. On the North American continent, the prospect of conflict once again rears its ugly head as terrorist bombings in Atlantica, bring the nation to the brink of war with the North American Coalition. Is this the work of Charon, as well, or are other forces moving behind the scenes? Only time will tell. Science has hacked the genome, unlocking the secrets of DNA to facilitate the creation of new breeds of human; genetic hybrids, human 2. Cybernetic technology has reached the point where those with the money and the will to do so, can become living machines. Computer science has grown by leaps and bounds as well. Dubbed Interface Zero by those who created it, the Tendril Access Processor™ or TAP™ downloads the Global DataNet and Hyper Reality directly into the minds of billions of users across the solar system, bringing the world an unparalleled level of interconnectivity, and danger. Malware plagues the Deep, and hackers manipulate the Tendril Access Processor to upload malicious virii, steal secrets, and even the identities of the unwary. In this free download you will find everything you need to run full metal cyberpunk scenarios for four to five players, including our new combat and hacking rules. Try Anonymouse, the android hacker, a completely artificial life form with a grown, organic brain who can manipulate hyper reality and security networks at a whim. Rikkard Stone is a hybrid, using the advantages of the bear DNA written into his genetic sequence to protect the streets as a sector cop. Moesha Monday is a simulacrum, a vat-grown artificial life form who can pass for human, whose limited lifespan means she lives on borrowed time. As a grifter, she lives life on her own terms, lying and conning people to get what she wants. Meanwhile, FxFactor may only be human, but as a zeek she can use her psionic powers to manipulate minds the way Anonymouse does machines. Use these or any combination of the other 10 characters provided to form a team to tackle the various challenges presented here. We will be posting a thread on the Paizo messageboards in the third party products section at [http:](http://) Finally, you can contact us via email at iz2. Your assistance is greatly appreciated, and your constructive criticism will help bring this product to fruition. Customers Who Bought this Title also Purchased.

2: Interface Zero | Pinnacle Entertainment Group

Interface Zero Pathfinder Beta Test document - In a not-so-distant future, the world has been ravaged by global warming, subjected to the horrors of nuclear war and na In a not-so-distant future, the world has been ravaged by global warming, subjected to the horrors of nuclear war and na.

Alright, here are all my house rules surrounding ranged weapons and firearms including the reload rules I posted a while ago. Under the current rules, bullets basically drop out of the air when they reach their maximum range or automatically miss. To make ranged attacks a bit more versatile, weapons gain -2 penalty when firing at targets beyond their Range stat. So, a pistol with range 2 will gain a -2 penalty at range 3 or 4. Basic ranged weapons also counting bows and thrown weapons count as being Semi-Automatic, and can split their dice among two targets. In addition to the extra dice, a player may also split his or her total amount of dice among an additional target per level of the Rapid Fire Example: Rapid Fire 2 weapons are fully automatic weapons such as assault rifles. Weapons with Rapid Fire 3 are high-velocity chain-fed machine guns. Level 4 of the rapid fire perk represent miniguns or other insanely-high velocity weapons. Damage shifts gained of the Weapon-aspect are added per target which failed to defend. With weapon level 1 being medium to high-caliber machine guns. Some rapid-fire weapons have ways for compensating the kickback they produce while firing multiple rounds. Weapons with levels of the Recoil Compensation aspect may re-roll a number of Rapid-Fire dice equal to its level, with the first invoke being free. The player must accept the following result. When determining when to reload a weapon: Revolvers, bolt-action rifles, and drum-fed grenade launchers. Light and heavy semi-automatic pistols, semi-automatic rifles, shotguns Machine guns, rifles with extended magazines. Weapons with the Single Shot flaw require reload after every shot missile launchers, single shot grenade launchers, double-barreled shotguns, flare guns. Spread weapons which fire a hail of smaller projectiles such as shotguns will have Weapon 1 against targets within the same zone not within range 1 , and do their ordinary amount of damage within normal range. When firing at targets beyond their range stat, Spread Weapons do not gain a -2 hit penalty see Range above , but suffer a -1 to damage. Also, Spread weapons which also have the Single Action flaw, may fire at multiple targets, only if they are adjacent to each other and in the same zone. Some cool ideas for adding some tactical detail to combat here! I want to learn from anyone on this board.

3: Contact the Interface Zero Cyberpunk Action for the Pathfinder RPG team on BackerKit

Interface Zero Cyberpunk Action for the Pathfinder RPG Created by David Jarvis/Gun Metal Games This project was successfully funded on Kickstarter.

Description Edit History From publisher blurb: The Year is Malware, viruses, and hackers are as much of a threat as they ever were, and now your personal computer is woven into your cerebrum. The human genome is an open book to science, one that can be rewritten to order if you can afford it. The geopolitical landscape has been fractured and reformed by revolutions, nuclear exchanges, and economic collapse engineered by a rogue AI. This world is filled with new, wondrous people. Bioroids are on their second or third, perhaps fourth body, their dubbed consciousness uploaded into new flesh fresh from the vat. Cyborgs have done away with the flesh, and are more machine than human. Then there are hybrids, whose genes are enhanced with animal DNA. Choose from these or four other featured races. Then pick a class and be the most desired freelancer in the sprawl. Cybermonks combine martial training with cybernetic augmentation, pushing their chrome beyond the limits. Gunners bring the muscle as bounty hunters, mercenaries, or sector cops. The medic keeps the team patched up and provides stims to boost performance. Pick from these or five other featured classes. Equip your character with a variety of modern arms, armor, high tech gear, and cybernetic upgrades. The book features modern vehicles, drones, and robots. New and modified combat rules, skills, feats and drawbacks, and character traits facilitate play. The world chapter details the history and current state of the planet, providing a rich selection of areas for play. The threats section offers twenty technological and biological horrors, as well as a gallery of dozens of NPCs for the GM to use to challenge the players and flesh out the world. This page does not exist. You can edit this page to create it.

4: Interface Zero Fate Edition - Google+

for discussion of all things pertaining to the Pathfinder versions of Interface Zero Full Metal Cyberpunk.

If you want to grab these, just add the extra dollar amounts to your pledge. You can get an extra copy of Interface Zero: You can grab a mini for 4 dollars a piece. Print vouchers allow you to get a copy of the Print on demand versions of any books we unlock in our stretch goals. Here are the available books we have so far. The Golemmech Creation Rules: This book will give you everything you need to use battle mechs in your game. This book will provide tons of new gear, weapons, armor, drones, and vehicles for use in your Interface Zero campaign. This book will flesh out the solar system, providing tons of information on colonies, orbital habitats, and the people who live on them. The New York Reclamation Zone: Once the greatest city on earth, New York was abandoned in after terrorists blew the levees protecting her from rising sea levels. Forgotten by America, the Big Apple became soggy, slowly rotting away, with only a brave few remaining within its bounds, refusing to give up their once-proud home. Yet in the half-century that followed, New Yorkers proved time and again just how adaptable they could be in the face of disaster, natural or otherwise. Now, the waters may still hold the Big Soggy hostage, but its denizens reject any notion of surrender. This source book will give you tons of new threats to include in your game. Our stretch goals are designed to improve the quality of the book, add more artwork, and more content, including source books for the setting! Need I say more? Hot Spots introduce a unique location to a given city across the world. Each Hot Spot will also provide adventure seeds. All backers at Shipping costs to regions outside the United States can be extremely high in most cases, which makes it tough to successfully fund a kickstarter or hit stretch goals. I completely understand the dilemma International backers face. GamesQuest is one of the fastest growing Fulfillment companies in the EU, offering a great a service for a competitive price. At GamesQuest we pride ourselves on being hobbyists, with a real passion to see the industry grow and prosper. With years of experience shipping games and collectables worldwide GamesQuest are committed to offering a reliable and safe shipping solution for Kickstarters large and small alike! James Mathe, of Minion Games, recently reviewed us as: The reason is simple. Kickstarter has not yet found a way to separate the funds that actually go towards the money we need to raise, and the shipping costs needed to send out the finished product. Money which is dedicated towards the development decreases because we suddenly find ourselves compensating for shipping and handling. As an example, the Interface Zero Savage Worlds kickstarter lost over 16, dollars because of shipping costs, which resulted in a reduced budget! It hurt me financially as I struggled to compensate for the lost funds. Click here for more information about Backerkit. Check the following chart to see the estimated costs for international shipping. The estimated costs for shipping, based on a 3lb package 1. All prices for countries outside the United States are in British Pounds. He has worked on the psionics rules for Interface Zero Pathfinder Edition. David Jarvis David has been working in the table top industry for just over 11 years. Two have seen fulfillment of base rewards, and the last one will be fulfilled before the end of ! Design, and Rogue Genius Games, among others. Mike Welham Mike Welham been gaming off-and-on for over 30 years but only recently gave back to his beloved hobby. Mike lives in Kernersville, North Carolina, with his ever-patient wife, a puggle, too many cats, and a turtle. He believes the solution to his current empty nest syndrome is to allow more creatures of his imagination to make themselves at home. He was delighted to have the opportunity to design bizarre technological horrors for the Interface Zero project. Robert Hudson Robert H. Besides his work on the Interface Zero 2. He lives in Alabama, where he works, runs games, writes, and ponders the mysteries of the universe. Writers and artists pull out of projects, or turn in manuscripts and illustrations late. Editing and revisions sometimes take longer than anticipated. The proofs for books come back from the printer with errors that need to be fixed. These things can happen. Questions about this project?

5: Interface Zero - Lone Wolf Development Forums

Our design team—Savannah Broadway, Robert Hudson, Jeff Lee, Louis Porter Jr., Andreas R nnqvist, and Mike Welham—have worked to make Interface Zero for Pathfinder a great supplement, but we want it to be awesome.

I really really do not like that idea. To split some classes with archetypes but not all is a big no thanks for me. For example if Doctor covers everything does that include cyber enhancements? If so why not just make healing a skill and lose Doctor altogether. If all I can drive is patch people up what is my motivational n for playing one. Pathfinder clerics which would seem to be the parallel certainly have a wider role. I may get shot down on this one but I feel every class needs archetypes or none done. Some with some without is a big loss for me and would seriously make me rethink this project. Just my opinion of course. October 19, Personally I would like to see six solid base classes with 2 archetypes each. I have in 15 years of gaming only once ever seen one player play a Prestige Class. The time, work and requirements to reach and play a Prestige Class seem to be a turn off to most RPG gamers I have played with. In each case I personally feel one of the archetypes should help skew the base class to be either more offensive or more defensive. You get to pick and choose your cases and clients. Sector Cop, Corporate Security Its all about whose interests, laws and rules you are being paid to "enforce. Its like the classic fantasy RPG bard class. There are only a handful of players who are ever going to choose to play this class, or understand how to play this class. In order to sell it as a class it needs to offer players something "sexy" that none of the other classes or archetypes have access to. And it needs to be really well written and well defined. I think the general Idol class is a media personality who is good at garnering attention across different media channels. Celebrity specific talent , Producer If you are the Celebrity actor, artist, DJ, director, musician, writer you should have some sort of entourage or personal assistant. You are looking to be the envy of people. If you are the Producer you need to have access to money, people in positions of power, and luxury businesses bars, casinos, exotic locations, hotels, media studios, nightclubs, private transportation, restaurants , You want to control people and opportunities from behind the curtain in in the wings. Grease Monkeys specialize in vehicles. Gutterpunk I prefer this to Scoundrel. Street Rats are all about doing whatever you have to do to make money and survive. Ganger, Grifter Each of these archetypes is a specific way a Street Rat chooses to survive. Ronin or Urban Warrior Personally the class name Ronin will be a bigger seller to players. The use of ronins seems to be beloved across cyberpunk and sic fi RPGS. Cybermonk, Mercenary All three have a code of conduct and moral compass The Urban Warrior class is the street fighter or street vigilante driven a specific need to right perceived wrongs or mete out justice factional, governmental, or personal. Cybermonk has a higher esoteric personal calling. Zeek Right now the Zeek is a little to open and amorphous for Pathfinder rules conversion. It needs to be defined more like an RPG spellcaster. Here I think you really need have defined archetypes. Otherwise its riff for player abuse just like the Dreamscarred Press Psionics rules are when used in a standard Pathfinder game. They are so seldom used by players that when players do use them it catches a lot of GMs and fellow players off guard. As a GM who has had a handful of players play psions it requires more judgement calls than you would believe because of how powers are built and react with the Pathfinder rules. Also psion characters generally create animosity with other players because of the range the range and varieties of powers they have access. The general psion always seem to play like a fantasy spellcaster that has access to all the spells from all the different spellcasting classes. The core Zeek should be a universalist with access to general psion trope powers. The wizard RPG caster. The sorcerer RPG caster. Defensive specialist all the classic comic book, movie and novel powers where the character defends and protects the group. The divine RPG caster.

6: Review: Interface Zero , Fate edition | The rd Attempt

Interface Zero (Pathfinder Edition) - The Year is The Tendril Access Processor or TAP connects humanity to the Global DataNet, allowing inte.

That said, I also played in a short campaign using the playtest rules last year. Both reading the book and my experiences playing the game inform this review. I enjoyed the world quite a bit, and a lot of the crunchy bits that are necessary for a Cyberpunk game cyberware, hacking, drones and vehicles were very nicely done. In running the game in Savage Worlds , though, I found that the balance of the game was more towards cinematic action than anything else. It boiled down to Savage Worlds as a system: The lack of attention given to corporations also stuck in my craw, as organizations and their power are thematically essential to my view of Cyberpunk as a genre. Considering the rules density of Fate as a default, I did not go into my read of the game expecting that this version would resolve any of the issues I had with Interface Zero in Savage Worlds. The playtest reinforced this view: Aspects, stunts, refresh and skills work more or less how they do in Fate Core. While Fate has a relatively pulpy feel straight out of the box, there are a few modifications made to make things a bit more Cyberpunk-y. First, armor and weapons are scalable, giving three basic combat damage levels: Beyond that, light armor has no numerated protection in the standard rules, making it quite expensive to get any real damage reduction which I like. The porting of the cybernetics list was done fairly well, though many of the cybernetics are only specified through Aspects. In Interface Zero, every character, location, and object is riddled with Aspects. The section that illustrated to me how elegant this is was the beginning of the equipment chapter of the book. Each brand name introduced for equipment was itself an Aspect, and the book described when these brands could be invoked or compelled. That, right there, is how you Cyberpunk in Fate. Organizations have aspects as well, but the organization rules are a lot more meaty. Organizations are the clearest example of using the Fate Fractal for something different. In this game, organizations are characters, and they have both aspects and skills. The book goes through a skill list for organizations, and details rules about organization v. On more broad notes, the book, like the Savage Worlds version, is very well done. I appreciate both things that were added the full dubbing rules are here, in the Savage Worlds version they were added in a splatbook as well as taken away taking out the Chicago map allowed for some more page count in the world section and made things a bit more even-handed. I also enjoyed the fact that the Trouble Aspect and Stunts were nailed down with example lists; coming up with a compelling Trouble out of thin air is one of the more difficult parts of Fate character creation. The number of Aspects in play, from characters, inventory, locations, and the in-game situation itself, is going to be vast. Funny thing is, I think this is probably the version of the system that will work the best for my type of group. In Fate, having the fractal means that this relatively crunchy game boils down quite nicely. It also means that if your group has issues with meta-game currencies or narrative mechanics, this will drive them up a wall. This game ends up sitting in the middle of my range of Cyberpunk systems, more grounded and crunchy than The Sprawl but significantly more narrative and abstracted than GURPS or even Cyberpunk I enjoy the worldbuilding, but for multiple reasons if I were to run this game it would be in my own setting.

7: [Pathfinder] Interface Zero

Interface Zero [Pathfinder Edition] Interface Zero [Pathfinder] Character corner Play test feedback Errata Combat Boot Camp Hacking Malmart Catalog.

For the most up-to-date information about the status of our project, check our project updates on Kickstarter! No shipping updates are provided. BackerKit is a service that crowdfunded project creators use to keep track of hundreds to tens of thousands of backersâ€™ from shipping details, pledge levels, preferences and quantities, whether they have paid or had their card declined, special notes, and everything in between! How does BackerKit work? After the campaign ends, the project creator will send you an email with a unique link to your survey. You can check out a walkthrough of the process here. How do I update my shipping address? BackerKit allows you to update your shipping address until the shipping addresses are locked by the project creator. To update your address, go back to your BackerKit survey by inputting your email here. When will they arrive? Request a login link to your survey by entering your email here: BackerKit will send you an automated email with an invite link to whatever email you pledged with. I never received my invitation. How do I complete the survey? The most common reasons for not receiving a survey email is that you may be checking an email inbox different from the email address you used to sign up with Kickstarter, Indiegogo or Tilt Pro account, or it may be caught in your spam filter. Confirm that the email address you are searching matches the email address tied to your Kickstarter, Indiegogo, or Tilt Pro account. To resend the survey to yourself, visit the project page and input the email address associated with your Kickstarter, Indiegogo or Tilt Pro account. When will my order be shipped, charged or locked? That is handled directly by the project creator. BackerKit functions independently of the project itself, so we do not have control of their physical shipping timeline. Can I upgrade or get multiple copies of my pledge?

8: Interface Zero : Any hope? - Lone Wolf Development Forums

Set in the year , Interface Zero peers into a dark future, imagining a world changed by Eco-terrorism, unimpeded global warming, and nuclear war.

9: Interface Zero (Pathfinder) | RPG Item | RPGGeek

Fans of both the d20 stalwart and Interface Zero will find a lot of common ground. A great balance of action, a unique take on the rules for character advancement and buffs, and with intriguing expanded rules (including hacking and psionics), this iteration of the game bring a ton to the table.

Ill tell you in person U-Boat War Patrol V.K. : for me it was so wonderful to go to Germany You can overcome despondency Social patterns in Birmingham, 1966 Wolf den leader guide book Engendering contrition Learning, the P3, and the locus coeruleus-norepinephrine system Nieuwenhuis The hearsay rule, its exemptions, and its exceptions Sonata in F Major, Op. 57 (Kalmus Edition) Prairie wildflowers Retrospections of America, 1797-1811 Walt Disney (Trailblazers of the Modern World) Silicondust hdnr5-2us hdnomerun quick start guide Browning reactions Villamiel, M.D. Del Castillo, and N. Corzo Rise of renegade x Canadian Kiss (Heartfire) Autodesk autocad 2015 tutorial What is the definition of death? Teach Yourself Writing for Children The I Ching Plain and Simple Humor of the Old South The brothers de Goncourt and realism. Estuarine Research, Monitoring, and Resource Protection (Marine Science) The international journal of health planning and management Scrapbooks Set B (Scrapbooks of America) Demon love kiersten fay Gay and lesbian tourists: profiles and reasons Jenny learns a lesson Kissing the finials by Mary DeMuth The winning of animal health Overcoming disfigurement New York case study The life aquatic script Interest rate risk and net interest earnings Living on the ecg : the mutable boundaries of land and water in Anglo-Saxon contexts Kelley M. Wickham-Cr Belle Brittan on a tour Care of the self. Development and principles of international humanitarian law Traditions of origin and their interpretation