

WELCOME TO
RENEGENE
67

[a cyberpunk larp]

Archetypes and Booking Guide

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Carcosa Dreams ©

Available characters

There is an array of characters to play in this larp, each with unique motivations and goals to be explored. To balance the tension and political sway of characters there will be limited places for each character type detailed on the following pages.

Before deciding on which archetype you wish to play we recommend that new participants read the World Book documents and Mechanics Primer found at:

<https://rob8153.wixsite.com/t67-tales>

Creating your character

Stage 1 - Archetype

When completing the booking process you should list your preferred archetypes and these will then be assigned on a first come first served basis.

Below you will find a brief introduction to each of the available character archetypes available in the opening of this larp.

In some cases there are sub roles available on this archetype may suit a previous character. If you would like to take one of these or play a previous character please note that when booking.

Stage 2 - Fleshing out the character

Once you have chosen an archetype, booked and paid your deposit you will be invited to complete a questionnaire regarding the character.

This will help you answer key questions about the character and help us to move on to the next stage of pre-game writing.

It will also include a section on character links so that we can assist where required.

Stage 3 - Making links

There is a social media page on Facebook which is used by participants to advertise their character and allow for an opportunity for character histories.

We recommend that all participants engage with the process and should you require assistance for any reason please make contact with us.

Limiting links will allow enough space for the game to play out and so we ask that characters do not make detailed links above eight persons unless necessary.

If an existing character you will need to check whom from the old links is attending before making new ones.

We also recommend that you look for links in a style similar to the ones described below:

Nemesis - The characters rival, it doesn't mean death or violence but it could go that way.

Maybe they betrayed the character once and you are waiting for that chance to get revenge.

Acquaintance - A familiar face in the crowd, possibly. Maybe you know a name, maybe not. Did they catch your characters eye? This is someone to get to know better.

Friends - They understand the character, are there as back up and always reliable when the chips are down.

Best friend - The person the character trusts most in the world, someone to share secrets with both old and new.

Stage 4 - Final stages

The pregame workshops will be the final part of creating your character. You will have the opportunity to put names to faces, work out social statuses, share short “rumours” about your own character alongside some exercises designed to help you shrug off the real world and begin the larp warmed up.

The Syndicate

Ruled from the shadows the Syndicate have been slowly amassing power and influence over the more vulnerable criminal element of the tenements.

Operating illegal bars and clubs they have watched and operated in some cases under the noses of street gangs and the distracted police department.

Loyalty, competence and obedience are expected of new recruits, with failure to comply severely punished. A warning comes with violence and there are no second chances.

In a very public move they took control of tenement 101 and tenement 67 in late 2039. The profits have been good over the last few months, things have been stable and the locals are all in line.

But good things never last, lieutenants get greedy and plot, the locals have become more restless and there are rumours that some street gangs are looking to push back.

Design notes:

The Syndicate are heavily influenced by modern day stories of Mafias and organised crime. Its dark and controlling serious business plagued by power struggles and manoeuvring. This archetype will be of interest to those happy to play the larp out in a paranoid state, constantly checking their back whilst attempting to maintain or advance their status.

Local Syndicate Boss (1)

Like the rest you do not know how deep and what influence the Syndicate actually has but they have seen fit to put you in place at the top of Tenement 67.

This comes with a price though.

You must ensure that trouble is contained and that regular shipments of new pound are ready for collection daily.

Costume: *Smartly dressed cyberpunk fashion, upper-street meaning clothes are clean and not tattered.*

Syndicate Lieutenant (3)

Security, the Indentured and the Entertainment don't manage themselves. The hands of the Boss, your role is to make sure your area is operating at full capacity with no issues.

Each will be assigned one area from those mentioned above to manage.

Sub roles ***YOU MUST CHOOSE ONE***:

- *The loyal one*
- *A usurper wanting to be boss*
- *A usurper wanting to be boss*

Costume: *Smartly dressed cyberpunk fashion, upper-street meaning clothes are clean and not tattered. A single thick blue line of makeup painted across the bridge of the nose and cheeks.*

The Right Hand (1)

Loyal to the Boss no matter who they are, the Butcher does not do politics. They enforce the will of those strong enough to take and hold power.

Fashion: *Smartly dressed cyberpunk fashion, upper-street meaning clothes are clean and not tattered. Armed with a chainsaw or similar weapon which will be provided. A single thick red line of makeup painted across the bridge of the nose and cheeks.*

The Blades (2)

Siblings. Assassins. The kill is important. Their first loyalty is to the Syndicate and Shroud. Whilst being a tool which can be used by the Boss and Lieutenants the blades can be a double edged sword if things go wrong.

Fashion: *Smartly dressed cyberpunk fashion, upper-street meaning clothes are clean and not tattered. Armed with a gun or sword. Two thin red lines of makeup painted across the bridge of the nose and cheeks*

Syndicate Street Punks (10)

Loyalty brings wealth and power. You have brought into the ethos and left old rivalries and gang colours behind. The tenement needs to be run and your lieutenant needs you.

Sub roles ***YOU MAY CHOOSE ONE***:

Cowardly, Regretful, Cold Killer, Anarchist, Religious (Church of Digital Mother), Greedy for Money, the Informer, the Joker, Go-Getter,

Ambitious, Under-cover Cop (There is one spot for this role).

Fashion: *Smartly dressed cyberpunk fashion, upper-street meaning clothes are clean and not tattered. A single thick black line of makeup painted across the bridge of the nose and cheeks.*

Syndicate Sell Outs (8)

Formerly known as the independent 67 Saints gang they have been drafted in to work, to prove their worth and to raise themselves from the bottom of the pile.

Only available to existing characters who are/were members of the 67 Saints gang.

Fashion: *As per normal street attire and colours.*

Design note: This role will be heavily controlled/influenced by members of the Syndicate. It will not be a pleasant environment for the character.

Themes of bullying, violence and menacing will be prevalent throughout the event.

Indentured servants (5)

You have a job to do and you do it. Otherwise the Syndicate will detonate the explosives they have implanted in your neck.

Sorry characters, there is no way out for them other than to work hard enough that some pity is taken on them by the Syndicate or someone pays off their debt.

Escape is not an option, the Syndicate are everywhere and there is a proximity detonator built into the implant.

Sub roles ***YOU MAY CHOOSE ONE***:

- *The boomer crafter*
- *The attendant (for the Boss)*
- *The chemist*
- *The doctors (2)*

Fashion: Cyberpunk Street. Slightly scruffy and dirty clothing suitable for the job at hand which they have been assigned to.

Design note: This role will be heavily controlled/influenced by members of the Syndicate. It will not be a pleasant environment for the character.

Street Gangs (25)

These gangs once ruled the streets. Aggressive actions by the Syndicate and the Police Department have been devastating.

The 13 Foxes and 25th Legion who have taken the brunt of these actions have called for action!

It's time to push back.

"Bring your soldiers to 67, its time for a truce, its time to push back. Can you dig it?"

Stim dealers, thugs, thieves, enforces...

If writing a new gang consider the make-up of the gang, what are their values? Are they violent? Are there things they won't do to survive?

It's important to remember that these are street gangs most made up of younger generations. They are uneducated, unemployed, hungry, anarchic and desperate.

They aren't high tech hackers or gun totting mafia types, they are street smart and great at improvising (including weapons).

The gang: If booking as a street gang please email us with a brief summary of the gangs theme or operations.

Sub roles: It's your gang but have a think about structure, who does what, does anyone call the shots. Are they a tight nit family or selfish greedy scum waiting for their chance?

Fashion: Cyberpunk Street, hoods, old looking clothes (greys and blacks), synthetic fabric ponchos, colourful wigs, heavy make-up (all genders).

Design note: This role is heavily inspired by the movie “The Warriors” in some ways but please bear in mind you will be targets for the police and Syndicate. This is dangerous territory and staying switched on and close to each other will be important.

The Humanitarian Workers Union (30)

The strike has been going on for months, time are harder than ever and the streets are tense. In tenement 67 the Syndicate have kept their promise of looking after the locals and this includes you.

They haven't asked for anything in return for the food and medical supplies they have provided but it's very obvious that the debt will be called in one day.

When booking you should note a corporation that your character works/worked for.

Sub roles ***YOU MAY CHOOSE ONE***:

- *Loyal to the union - You will strike until you win or die!*
- *Scab - You want to end this now and will manipulate and betray others.*
- *Red Flag - An extremist group, you want to fight the corporations, murdering corporation executives and dealing with scabs is very much your jam.*

Fashion: Cyberpunk Workwear, filthy white t-shirt/vest, dark dirty overalls, an obvious augment/implant.

Dreamweaver (10)

Fitted to the back of the neck these commonly found implants (Dream Weavers) allow users to jack into each other's minds for a consensual shared experience.

As well providing a new media for aspiring artists, sex workers, psychologists and performers.

Customers will pay top pound for new and exciting shared experiences which help them escape the dystopia they live in.

Any other character may be fitted with a Dream Weaver however you may wish to make an interface such as a head cradle which jacks into your dream weaver.

Fashion: Cyberpunk Street, synthetic fabric ponchos, colourful wigs, heavy make-up (all genders). OR Cyberpunk Nu-Street, dark coloured clothes with branded slogans (synthetic fabrics and cottons), colourful wigs, heavy make-up (all genders).

Locals and Others. (30)

Existing characters or concepts which are not covered already. Ripper docs, organ harvesters, entertainers, hustlers, local business owners, hungry locals, the elite super rich on a jolly...

Things could wild, out of hand and this archetype will suit anyone who wants to play a character with a sense of wonder/adventure as they journey into unknown dangers.

Drop us an email if there is something you are interested in. We'll go through the concept with you to ensure it fits.

Fashion: Appropriate to the archetype. This will be discussed via email.

The Church of the Digital Mother Repentant

(8)

"Hear the words children of the dark age, you must seek her out, only through seeing the signs will you be able to be at one with the Digital God."

*Sub roles** **YOU MAY CHOOSE ONE***:

- *The preachers*
- *The faithful*
- *The fanatics (illegal planter)*
- *Undercover Tower One Media reporter*

This particular sect of the church have become impatient with the world as is. They believe the Pu're converse with the devil and have been deceived so that they may not obtain the state of one.

Preachers have seen the signs and have obtained a devices which will allow for the consciousness of the righteous to be digitised.

The Fanatics claims those who do not seek enlightenment through implantation corrupt those around them. They must be shown the light.

A religious sect intent on recruiting, against peoples will if required...

For more information on the background of this movement please see the World books. If you wish to play a non-fanatical follower of the Digital God then please book under the Locals archetype.

Fashion: Cyberpunk clergy.

The Police Department

City PD are under close scrutiny. Internal Affairs are all over the department and for some it's a welcome change.

For the honest cops it means the Corporation corruption and influence over the department has almost been eradicated.

It's all time for fame!

Tower One Media will be filming their new show, "Life on the Beat" to help boost the departments public image!

There has not been a police presence in tenement 67 for a long time, this task force has instruction to get in, set up a base of operations and establish some resemblance of law and order.

Police Detectives (8)

You need to gather evidence, statements and take down the criminals where you can. It's a difficult task as the streets need to be balanced, upset it too much and all hell could break loose.

Under funded, things will be difficult enough as it is but word around the station is that Internal Affairs will have an officer stationed with the taskforce. If they are still around it may be best to do things by the book. If you wish to be IA please let us know when booking.

Sub roles ***YOU MAY CHOOSE ONE***:

- *Honest cop in a broken world*
- *Dirty Cop, the old guard*
- *Syndicate mole (there is one place for this archetype, you joined the police as part of a syndicate ploy to get a mole in place.)*

Costume: Noir cyberpunk detectives, colourful shirt and tie, long coat, braces, trousers. Think Blade Runner. *Carrying a pistol.*

T.R.U (Tactical Response Unit) officers (12)

Tenement riots are a daily occurrences in most places now, it's being led by Red Flag member and street gangs.

You have been pulled in to support and keep safe a unit of detectives whilst also maintain order and ensuring the street are patrolled.

Sub roles ideas

- Hates corporate employees due to quietly being Union supporters. Chances are you may even support Red Flag.
- The thug.
- Hates the Union. They have caused so much trouble for everyone and even injured other cops. The Union deserve whatever they get.
- The couple. Cops in love, trying to keep it quiet from the unit lest they be broken up.)
- The TRU team leader. The one trying to keep the team safe and together.
- Honest cop.

Costume: Black tactical gear, fire arm and a TRU armband (to be provided by games team), *carrying assault rifle, submachine gun or pistol plus any riot gear.*

The Corporations

A lot of focus is on Tenement 67, mostly because the union's strike headquarters were moved here recently.

With the police finally pulling their finger out its going to be deemed safe enough to send in HR teams...

With the chaos in place agents have been dispatched to ensure "live trials" of new tech can take place...

Heinreiter mediators (4)

A specialist in "human resources" you have been tasked with talking the Union firebrands down and getting the collective to withdraw their strike votes.

Fashion: Decked out in their expensive yet practical and branded black suits these predators of the modern age stick out like a sore thumb.

Corporate mercenaries (3)

Supplied by Ogendi personnel security you have been hired to protect and assist the Heinreiter mediators in their task. With trouble likely riot enforcement gear is being made available.

Fashion: Tactical combat load out brandishing the corporate logo (we can help sort patches), body armour, knee and elbow pads. (You will also need to provide yourself with a suitable firearm phys rep.) Suitable sets of batons and riot shields will be provided.

Tower One Media Team (3)

“Life on the Beat” is the new show from the people show brought you “On the edge of danger”.

It follows the exploits of the brave police officers moving into Tenement 67 for the first time. You follow the action, follow the patrols and interview the locals and the officers.

*Sub roles*****YOU MAY CHOOSE ONE****:

- *Camera operator*
- *Director*
- *Other (TV personality etc.)*

Costume: Cyberpunk high fashion. Cameras.

Corporate testing team (3)

Top secret work needs field testing. The impoverished are prime candidates for some research to be undertaken.

The corporation in question and the “project” will be provided to the team once booking is completed.

Design notes: This archetype is one for anyone wanting to play a serious baddie. The experiments will be cruel and dangerous. Not for those looking to make friends.

Costume: Cyberpunk streetwear

Deploy delivery operatives (2)

Live fast, make some new pound and try to not get killed by the locals or the company.

Equipped with the latest in personal protective gear and armed with caseless ammo firearms you'll need to answer your radio, pick up and ensure all customers are serviced in a timely manner, or else!

Gangers and data jackers will want what you are carrying, the gear you are delivering will probably be illegal so no cop help.

If being a harassed delivery operative dodging danger is your bag then this role is for you.

Costume: Cyberpunk tactical wear including armour with Deploy branding clearly visible and a suitable firearm phys rep.

Willow Foundation medical outreach (5)

The only corporate holding in Tenement 67 this outreach centre has been providing free medical care to locals for years. Messing with the employees is a bad idea because being denied medical treatment well... it kind of sucks.

Surgeons, GP's and hunters make up the team for treating people is not the only objective in Tenement 67.

The recent attack and subsequent rescuing of a combat augment awaiting destruction has caused significant embarrassment for the foundation. Their status as a "danger to the public" has been reinstated and the hunt is on for their old team who are responsible for the break out.

*Sub roles** ***YOU MAY CHOOSE ONE****:

- *Doctor*
- *Hunter*

Costume:

[Doctors]

Medical scrubs, suitable white jacket etc.

[Hunters]

Cyberpunk tactical wear including armour with Willow branding clearly visible and a suitable firearm phys rep.

Booking

A booking form will appear at in the Facebook group, on the main website and the Carcosa Dreams website on Thursday 31st January @ 7pm GMT.

You will be asked to enter your details and archetype selections which will be assigned on a first come first serve basis to remain as fair as possible.

These will be processed over the following days upon which you will receive the payment details for paying your deposit which must be paid by 14th February 2019.

We ask that if you can make the total payment of £100 in one go that you do.

We also understand that it's not easy for everyone. The deposit price is £25, with the option of paying in instalments on a monthly basis [once the deposit is paid].

Where deposits are not received in time the places will be re-opened unless prior arrangements have been made.

The remainder of the ticket price must reach us by 1st July 2019 unless prior arrangements have been made.

If you have any concerns or ideas please email:

brokendreamslrp@gmail.com