Interface Zero 2.0 (Savage Worlds, GGPIZ201)

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FULL METAL CYBERPUNK! 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.I. known only as Charon has destabilized the whole of Europe, sparking revolution and chaos not seen since the Second World War. 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 2.0, and even simulacrum- a slave race grown in amniotic vats and sold on the open market. 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. This is the world in 2090, omae; let's hope you survive it. Interface Zero 2.0 is a cyberpunk game powered by the Savage Worlds game system. Play bioroids, full-metal cyborgs, vat-grown simulacra, genetic hybrids, Human 2.0, and even androids! Hack the world around you with our revised hacking rules, or take control of a drone and lay down some fire-support for your team! Get cybered with new cybernetics using our Fast Furious and Fun rules! Interface Zero 2.0 is created by Peter J Wacks, David Jarvis, Hal Maclean, Matt Conklin jr. and Patrick Smith

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