

This document contains a list of updates that we have made to the Carbon 2185 Core Rulebook since the first printing.

The new drugs, augmentations and statblocks can be found at the end of this document.

P.1

Updated the Additional Design credits to include Lewis Fraser who worked on additional content for the augmented addition.

P.46-49

General rewording to the entire Investigator flavour text to better represent the class and improve grammar.

P.49

Layout changes.

P.50

Rewording throughout the flavour text description of the scoundrel to better suit the class and world.

P.51

Changed some British English to American English.

P.52

Rewording of the 'Bonus Proficiencies' feature from the Troublemaker subclass to improve comprehension.

P.53

Rewording of the 'Dodge and Weave' feature from the Smuggler subclass to improve comprehension.

P.54

Changed some British English to American English.

P.54

Rewording of the background generation section to improve comprehension.

P.55-65

Rewording every background description for

better clarity, flow and placement in the world.

P.55-65

Alphabetized skills for each career.

P.65

Changed the skills available to the unskilled worker to make more sense.

P.72-73

Changed the British 'Torch' to the American 'Flashlight' and alphabetized the list after the change.

P.72

Description of Firebomb changed for clarity.

P.72

Redundant wording removed from the description of a Concealable Holster.

P.72

Reworded the description of Rope for clarity.

P.90

Added the **Hidden Compartment** and **Counterfeit** augmentations.

P.98

Reworded Biolimit Muscle Breakers for clarity. Changed 'aug' in Angelis Bodywings to 'augmentation' to stay consistent with the rest of the book.

P.101

The description for Slash has been updated for clarity.

P.101

Added drugs Tiger and Fincea.

P.104

Fixed a typo that appeared in both 'Auction House' and 'Auction House II'.

P.114

Fixed a misspelling in the VR Cafe Refugee section.

P.167

Typo in chapter header (Oops, that's on me - RMD) fixed.

P.168

San Francisco map resized to fit page.

P.176

Typo in chapter header fixed.

P.224

Added the **Groupie** statblock.

P.228

Added the **Corporate Muscle** statblock.

P.232

Added the **Machine God Initiate** statblock.

P.236

Added the **Corporate Enforcer** statblock.

P.240

Added the **Machine God Preacher** statblock.

ADDITIONAL CONTENT

TIER 0 AUGMENTATIONS PRICE RANGE 0~~₩~~ - 250 000~~₩~~ INFLUENCE REQUIRED. 0

HIDDEN COMPARTMENT

TIER 0, ARMS (EITHER)

MANUFACTURER. ZA Korp

PRICE. 100 000~~₩~~

This mechanical forearm has a hidden compartment within it capable of storing an object up to 6 inches in length and 2 inches in diameter.

A successful perception check of 20 or higher, or a physical inspection will reveal this augmentation.

COUNTERFEIT

TIER 0, ANY

MANUFACTURER. Black Market

PRICE. 50 000~~₩~~

This illegal augmentation is a counterfeit version of any Tier 1 or 2 augmentation. It grants no mechanical benefits and is designed purely to resemble a more expensive augmentation.

Usually used by people who do not have the wonglongs to afford the real augmentations who are attempting to intimidate or impress.

ADDICTIVE SUBSTANCES

FINCEA

COST. 15 000~~₩~~

DURATION. Instant

ADDICTION DC. DC21

ADDICTION EFFECTS. While not high on Fincea, addicts have a permanent three levels of exhaustion. The effects of these are negated for 8 hours after taking a dose.

LEGAL. No

EFFECT. Taking this pill instantly gives the user all the benefits of a short rest. This is often used by corporate workers aiming to make deadlines.

DESCRIPTION. Fincea was originally developed by the Medi-Strike group and is now manufactured in drug labs deep within Mexico. This line of over the counter 'energy pills' was banned in 2179 when several fatalities were attributed to its use. Since then it has become a profitable black market drug, especially among business executives who use it to increase their productivity.

TIGER

COST. 50~~₩~~

DURATION. 3 hours

ADDICTION DC. DC16

ADDICTION EFFECTS. Tiger addicts have diminished vision while not on the drug and can only see up to 20ft.

LEGAL. Yes

EFFECT. With this drug in their system, users gain the ability to see in the dark up to 60ft. Those medicated with Tiger enter a blissful state while under the influence of the drug.

DESCRIPTION. This drug is a strong commercial antidepressant developed by Pak-Kim Corporation. As Pak-Kim abandoned their space travel ventures, they obtained several government contracts in United Korea to provide a cost-effective solution for mental health-related treatment. This development eventually caught the eye of several private medical firms who began retailing the drug in the United States. Since then Pak-Kim has obtained medical contracts with various military and private healthcare firms. Tiger can be taken transdermally or inhaled.

ENEMIES AND VILLAINS

GROUPIE

MEDIUM HUMAN (ANY)

Armor Class. 12
Hit Points. 6 (1d8+1)
Speed. 35 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+2	+1	+0	+0	-1

Sense. Passive Perception 10
Languages. Any two languages
Challenge. 0 (10 XP)

FAN SERVICE. Thanks to social media, tight knit online communities and message rooms, when a groupie spots the object of their admiration, they instantly reveal the person's location to the entire net. Time to get moving.

ACTIONS

SLAM. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. Hit: 3 (1d4+0) piercing damage.

Idols, celebrity chefs, razor ball champions, famous cyberpunks. These people all attract the admiration of thousands of online fans who will stop at nothing to catch a glimpse of them. If you reach a certain level of fame, it's only a matter of time before you notice groupies spotting you in the street and posting your location on the net.

CORPORATE MUSCLE

MEDIUM HUMAN (ANY)

Armor Class. 11 (ZA Korp Kevlar Jacket)
Hit Points. 9 (2d8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+0	+0	+1	+1	+0

Damage Resistances. DR/2 Ballistic
Sense. Passive Perception 11
Languages. English and one other language
Challenge. 1/8 (25 XP)

ACTIONS

HEAVY PISTOL. *Ranged Weapon Attack:* +2 to hit, range 50/100 ft., one target. Hit: 7 (2d6) ballistic damage.

STUN BATON. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit: 5 (1d6+1) electric damage.

Someone is always slumped with the graveyard shift or reception duty.

This is the most expendable entry-level position in the corporate world, but make no mistake, these pawns are willing to do what they are told, no questions asked.

MACHINE GOD INITIATE

MEDIUM HUMAN (ANY)

Armor Class. 12 (Padded Jumpsuit)

Hit Points. 11 (2d8+2)

Speed. 40 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+1	+1	+0	+0	+0

Augmentations. Reinforced Lungs, Runners, multiple Replacements.

Sense. Passive Perception 10

Languages. English, one other language.

Challenge. 1/4 (50 XP)

EARLY DAYS. The machine god initiate can take either the Disengage or Hide actions as a bonus action on its turn.

ACTIONS

MULTIATTACK. The machine god initiate may make two melee attacks per round.

KNIFE. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit: 3 (1d4+1) slashing damage.

New recruits in the church of the machine bound god are called initiates. They are equipped with multiple replacement augmentations to remove as much of the flesh as possible. Most initiates act as couriers or spies for the church.

CORPORATE ENFORCER

MEDIUM HUMAN (ANY)

Armor Class. 15 (Standard Ballistic Vest)

Hit Points. 17 (3d8+3)

Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+1	+1	+1	+0	+0

Damage Resistances. DR/3 Ballistic

Augmentations. Quickened Reflexes

Skills. Initiative +6

Sense. Passive Perception 11

Saving Throws. Reflex +3

Languages. English, one other language

Challenge. 1/2 (100 XP)

NO PAIN. Years of conditioning and training have taught the corporate enforcer to deal with some pain effectively.

As a bonus action, the corporate enforcer can heal themselves 1d4 once per day.

ACTIONS

KASAI CORPORATION SMG. *Ranged Weapon Attack:* +3 to hit, range 40/120 ft., one target. Hit: 8 (3d4) ballistic damage.

STUN BATON. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 4 (1d6+0) electric damage.

These corporate thugs have stood out among the countless corp soldiers they stand side by side with. Singled out and trained specifically to lead battalions, these enforcers have a loyalty to their corps that border on the religious.

MACHINE GOD PREACHER

MEDIUM HUMAN (ANY)

Armor Class. 14 (Concealable Ballistic Vest)

Hit Points. 26 (4d8+8)

Speed. 30 ft., climb 15 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+1	+2	+1	+2	+3

Damage Resistances. DR/2 Ballistic

Augmentations. Shenzhen Landing and Climbing System, multiple Replacements.

Sense. Passive Perception 12

Languages. English, two others

Challenge. 1 (200 XP)

PREACH. The machine god preacher is an individual of great presence. Using an action they may inspire all of their allies within 30ft of them that can hear them. Allies inspired in this way gain a +1 to hit on attack rolls until the end of their next turn.

ACTIONS

HEAVY PISTOL. *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. Hit: 7 (2d6) ballistic damage.

HAMMER. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. Hit: 2 (1d4+0) slashing damage.

An individual of conviction and wrath, the machine god preachers are infamously known for their charismatic brutality. Only the most 'devoted' followers are given this title.

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