

The World of Tomorrow

The world of [Karbon](#) is one of amazing technology and science. However, the enrichment this brings is all in stark contrast to the strain placed on human relationships. All of the setting backs this theme, as you will see when you read further. There is no attempt here to define all the little details of life in the world of 2212. Instead the focus is on the gross changes and from there you are meant to create your own details. It is up to the players to bring the world of 2212 to life with the small details, and you use these vague descriptions as your springboard. Each of the follow sections is excerpting from Blueprints, the setting and Agent creation rulebook for Karbon. If you find something problematic as you play, discuss it with the group at large and come to a consensus. Not all of these world facts will jive with all players, and reshaping them to fit your game is encouraged. That said, these are canon to the Karbon universe and are considered valid unless superseded by your game.

Data and Cash

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