

# 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 in 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 That said, these are canon to the Karbon universe and are considered valid unless superseded by your game.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

The World of Tomorrow is driven by data. Its not that it isn't like that today, its just that in the future things have moved far beyond what we experience. There are two things every citizen has in the future, their **Sig** and their **Card**. The **Sig is their identity**, its an encoded piece of data backed by their DNA data itself. You can think of it as /the/ ID card of tomorrow. However it has far more information on it, from medical history to social status. The Card on the other hand hold cred, which is short for credits. The **Card holds cash money**, it's just another encoded piece of data not unlike the Sig. While many stations and worlds use their own currency, all accept credits too. Credits are the universal currency of Karbon. The Card is a difficult to hack, secure track of currency, not unlike a prepaid credit card in our modern day and age. In the same way Cards are linked to Sigs, so no one can just take you Card and use it unless you remote authorize.

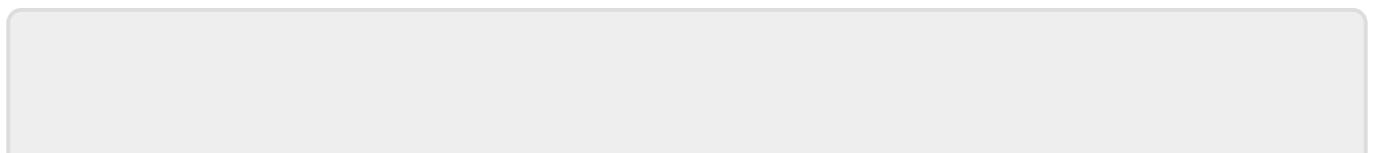
## Data and Rules

## The Bank and Credits

## Medical Automation

## Space, the Final Frontier

## Ten Years War



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