

Introduction

This is a game about hot-blooded and highly-trained agents. You take on the role of these people, imagining you are caught in the web of a mind game from which there can be no escape. It takes place in the world of tomorrow, where data is just as important as cash, and people have left the ruined earth for the stars.

Karbons are on the loose, superhuman creations that look like us and are extremely dangerous. You will play the role of an agent within a secret organization know as the program hunting these things down. The catch is they have infiltrated your organization, and your agent could be a Karbon themselves. As the lies compound, how will you be able to discern the truth?

Quick Links

Here are quick links into the online wiki for Karbon.

- [Terminology Database](#): A growing database of terms that define the world of 2212, in which Karbon takes place (or around then).
- [The Whitelist](#): The Whitelist, a database of stock gear for Agents in Karbon.
- [Agent Concepts](#): A set of stock 'concept' Agents that only need some finishing touches, nearly ready to play.
- [Play Tests](#): Play test pages for Karbon.

Here are helpful external links:

- [Datacenter](#): Downloads for the game, mostly reference PDFs.
- <http://wishray.com/karbon>: Website for the End of the World edition of this game.

About Karbon

History

This is the wiki of knowledge about the Karbon RPG, now in a third edition known as the *End of the World* edition. [Karbon](#) was initially created by Jason Petrasko as part of a 24 RPG design contest. It was then a simple idea: take the concept of the movie [Blade Runner](#), add on some super-tech science fiction awesome from [Ghost in the Shell](#), and lets play that. However the 24 hour version wasn't too nifty, being just a bit of a hack on cinematic [Unisystem](#). It later underwent a rewrite, but that version still did not meet the expectations of the designer. This is the third version of Karbon, and with many more years of gaming knowledge and insight, the designer hopes this edition will finally meet his expectations. As they say, the third time is the charm, and while its become quite a complicated game, the designer is hopeful.

From:

<https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link:

<https://wiki.wishray.com/doku.php?id=karbon&rev=1348334399>

Last update: **2012/09/22 10:19**

