

This is an expanded 0-level occupation list for the excellent Cyber Sprawl Classics.



## **Cyber Sprawl Classics: D100 0-Level Occupations**

**Description:** This is an expanded 0-level occupation list for Cyber Sprawl Classics. The original zine has a shortlist of 30 occupations which are the basis for this expansion. The author heartily recommends checking out the zine itself, as this article won't be of much use otherwise. It's available (for free!) over [here](#).

**Bonus glossary:** I've expanded a little on the concepts presented in the original material using common concepts and tropes of the genre AND our own grim future of the 2020's. Here's a short glossary of terms I've added, Judges should feel free to bend and twist them to fit their version of the sprawl.

*BIT/YEN:* Blockchain currency for the neon retro-future.

*CORP/SEC:* The payslip tag for corporate security specialists; basically mall cops with actual guns.

*DIGIKOMORI:* Digital recluses who have limited their socializing to the metaverse.

*JETCAR:* Scratch-built death traps used in highly illegal, highly dangerous racing.

*MAGLEV:* Designation for the magnetic levitation technology responsible for most freight transportation.

*VIDS:* Trideo, holovids, virtu-chips - a general designation for virtual and other digital entertainment.

*OLDTECH:* Anything mechanical or analog - the future is digital, baby.

*SOYCAF<sup>TM</sup>, SOYLENT<sup>TM</sup>, SOYWICH<sup>TM</sup>:* The artificial grub of the future, patented by SOYCORP.

*SPACER:* While space exploration isn't common, some people made it up there. A few even came back.

*VERSE/SEC:* Payslip designation for corporate metaverse security; essentially grandstanding dataslaves.

*ROBOWARS<sup>TM</sup> & X-CRAWL<sup>TM</sup>:* The official spectator sports of the Neon Age.

**Table A: 0-Level Occupation List**

<b>D100</b>	<b>Occupation</b>	<b>Trained weapon</b>	<b>Type</b>	<b>Starting good</b>
1	Bartender	1d6 Darts (d3)	Projectile	Empty bottle
2	Beat cop	Pistol, compact (d6)	Pistol	Handcuffs
3	BIT/YEN miner	Fancy mall blade (d5)	Melee	1d20 creds (in the VERSE)
4	Bouncer	Pool cue (d4)	Melee	Fake ID
5	Bodyguard	Pistol, semi-auto (d8)	Pistol	Dark glasses
6	Bum	Piece of pipe (d4)	Melee	Sleeping bag
7	Bureaucrat	Fancy fountain pen (d3)	Melee	Briefcase (full of forms)
8	Burglar	Crowbar (d4)	Melee	Lockpick gun
9	Butler	Kitchen knife (d4)	Melee	Bottle of vintage wine
10	Cabbie	Bat, spiked (d4)	Melee	Sandwich
11	Club dancer	Pistol, compact (d6)	Pistol	1d5 creds
12	Confidence artist	Taser (d2)	Melee	1d3 fake SIN chips
13	Consultant (HR)	Taser (d2)	Melee	Organizational flow chart
14	Consultant (economic)	Taser (d2)	Melee	Wallet (1d4 creds)
15	Consultant (social media)	Taser (d2)	Melee	1 mil followers (in the VERSE)
16	Content creator	Selfie stick (d4)	Melee	Trideo recorder
17	Cook	Cleaver (d4)	Melee	1lb of noodles
18	CORP/SEC guard	Submachine gun (d8)	Machine guns	Commlink
19	Dealer	Bat (d4)	Melee	Bag of drugs
20	Detective	Pistol, revolver (d8)	Pistol	Notebook and pen
21	Digikomori	Taser (d2)	Melee	Bathrobe
22	Dissident	1d4 Molotov cocktails (d6)	Explosive	Bandana
23	Dockworker	Crowbar (d4)	Melee	1lb bag of bananas
24	Drug mule	Stiletto (d4)	Melee	1d5 drug baggies (ingested)
25	Ecoterrorist	1d3 pipe bombs (d5)	Explosive	Camo suit
26	Escaped clone	Piece of rebar (d6)	Melee	Weird implants (installed)
27	E-sports professional	Taser (d2)	Melee	Custom game controller
28	Ex-military	1d3 Frag grenades (d7)	Explosive	Helmet (+1 AC)
29	Factory worker	Monkey wrench (d6)	Melee	Welder
30	Freight loader	Crowbar (d4)	Melee	Ratchet straps, 30'
31	Goon	Bat (d4)	Melee	Bandit mask

32	Guerilla gardener	Shovel (d4)	Melee	Bag of seeds
33	Gun runner	Pistol, revolver (d8)	Pistol	Ammo case (empty)
34	Guru	Walking stick (d4)	Melee	Colorful robes
35	Hacker	Mall sword (d6)	Melee	Energy drink
36	Hermit	1d3 Pipebombs (d5)	Explosive	Pet rat
37	Hobo	Shiv (d4)	Melee	Backpack (empty)
38	HR representative	Pistol, revolver (d8)	Pistol	Briefcase (full of pink slips)
39	Janitor	Mop (d4)	Melee	Keyring
40	JETCAR racer	Wrench (d4)	Melee	Light body armor (AC 12)
41	Journalist	Pocketknife (d4)	Melee	Voice recorder
42	Junkie	Hammer (d4)	Melee	Shopping cart
43	Junk merchant	Hammer (d4)	Melee	5lb sack of assorted hardware
44	Junk mine technician	Pickaxe (d8)	Melee	Miner's helmet with lamp
45	Limo pilot	Shotgun, sawed-off (d10)	Shotgun	Pilot cap
46	Linguist	Taser (d2)	Melee	Handheld translator
47	MAGLEV engineer	MAG wrench (d10)	Melee	Battery cell
48	MAGLEV trucker	Bat (d4)	Melee	Map of MAGLEV routes
49	Mall cop	Taser (d2)	Melee	Flashlight
50	Martial artist	1d6 Throwing stars	Projectile	Sash, 10'
51	Medical doctor	Taser (d2)	Melee	Medkit
52	Mechanic	Wrench (d6)	Melee	1 qt. fuel
53	Memelord	Yari, replica (d6)	Melee	Data stick (full of memes)
54	Mortician	Huge syringe (d4)	Melee	Jar of embalming fluid
55	Mugger	Bat, spiked (d4)	Melee	Wallet (stolen, 1d6 creds)
56	Musician (electro)	Keytar (d6)	Melee	Permanent marker
57	Musician (punk)	Guitar (d6)	Melee	6-pack of beer
58	Musician (VID-pop)	Portable mic-stand (d4)	Melee	Auto-tune vocoder
59	Nurse	Scalpel (d4)	Melee	Pain pills
60	Occultist	Dagger (d4)	Melee	Strange book
61	OLDTECH dealer	Elephant gun (d12)	Rifle	Mechanical typewriter
62	Panhandler	Crutch (d4)	Melee	Cardboard sign
63	Pathologist	Bone saw (d5)	Melee	Lab coat

64	Personal assistant	Fountain pen (d3)	Melee	Clipboard with itinerary
65	Pest exterminator	Shotgun (d10)	Shotgun	Respirator
66	Pimp	Walking cane (d4)	Melee	Fur coat (+1 AC)
67	Politician	Taser (d2)	Melee	Reputable SIN chip
68	Programmer	Taser (d2)	Melee	Data cable, 15'
69	Prostitute	Butterfly knife (d4)	Melee	1d10 creds
70	Project manager	Taser (d2)	Melee	Management manual ( <i>"How to herd cats &amp; profit?"</i> )
71	Punk	Bat (d4)	Melee	12-pack of beer
72	Robotics engineer	Welding gun (d8)	Melee	Multitool
73	ROBOWAR™ pilot	Championship cup (d4)	Melee	Team overalls
74	Sarariman	Taser (d2)	Melee	Briefcase (empty)
75	Scavenger	Crowbar (d4)	Melee	Duffel bag (empty)
76	Scientist	Broken test tube (d4)	Melee	Small vial of acid
77	Sewer-dweller	Manhole key (d4)	Melee	1d10 glowsticks
78	Shelf stacker	Tagging gun (d2)	Melee	1d7 rations
79	Shoplifter	Taser (d2)	Melee	1d3 rations
80	Smuggler	Pistol, compact (d6)	Pistol	1lb real coffee
81	SOYCAF™ barista	Metal pitcher (d3)	Melee	Bag of ground SOYCAF™
82	SOYLENT™ technician	Pipe wrench (d4)	Melee	Internal memo ( <i>"Viz SOYLENT/GREEN?"</i> )
83	SOYWICH™ artist	Kitchen knife (d4)	Melee	SOYWICH™
84	Spacer	Energy pistol (d6)	Energy weapons	Moon rock
85	Squatter	Pocketknife (d4)	Melee	Spraypaint
86	Start-up entrepreneur	Taser (d2)	Melee	Business plans
87	Street chemist	Pistol, compact (d6)	Pistol	Case of designer drugs
88	Street preacher	Pistol, revolver (d8)	Pistol	Holy book (hollowed out)
89	Street urchin	Pocketknife (d4)	Melee	Wallet (stolen, 1d4 creds)
90	Techsmith	Sledgehammer (1d10)	Melee	Multitool
91	Thug	Chain (d3)	Melee	Pack of smokes
92	Transhumanist	Taser (d2)	Melee	Cyberware catalogue
93	Urban explorer	Crowbar (d4)	Melee	Infiltrator's tools

94	Undercover agent	Pistol, compact (d6)	Pistol	Encrypted commlink
95	VID fiend	Busted trideo deck (d4)	Melee	Bag of burnt out virtu-chips
96	VID influencer	Taser (d2)	Melee	5 mil followers (in the VERSE)
97	VID/NEWS reporter	Pistol, compact (d6)	Pistol	Trideo recorder
98	Waiter	Bread knife (d4)	Melee	Half-eaten cake (with real cream and sugar!)
99	VERSE/SEC specialist	Taser (d2)	Melee	Up to date SIN (with VERSE/ID credentials)
100	X-CRAWL™ gladiator	Battleaxe (d10)	Melee	Spandex suit

