

VERUM ET INVENTA PRESENTS

**WRITE THIS!
CYBERPUNK
CHALLENGE**

Wake the fuck up, samurai. We have a city to burn. - Cyberpunk 2077

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**Verum Et Inventa Presents
Write This!
Cyberpunk Challenge**

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Introduction

Today (actually tonight) is February 5, 2021, 10:00 PM.

Tomorrow, I will be starting a new novel, *Dobrynia's Path 9*, a story that will continue in the cyberpunk universe my lead character has been in for novels 6 through 8. A couple of hours ago, I went into the free movie apps like Tubi and Plex looking for old cyberpunk movies, and I did find a few of them, but the movies were all action-based and the themes were unoriginal and played out, such as the protagonist getting revenge for his family's murder, or an invention that could save the world pitting the protagonist against the big, bad corporation.

For DP6, I collected about 8 pages worth of ideas from several random generators I came across on the Internet. Over the last 3 Doby novels, I must have used 40-50 character names, maybe 3 building types, and zero of everything else I generated randomly. Why did I use so little of the juicy stuff? Sometimes, my characters and their stories grow legs and take off in their own directions. This is what happened for the last 3 novels, with so many characters and subplots doing their thing that I didn't really need to toss in any of the story ideas or NPC descriptions or anything else.

The same thing might happen with DP9, but I went ahead and collected the old ideas I did not use yet, and I generated a bunch of new ones to double the potential sparks of creativity for my next novel. I thought I would present these as an article for other writers to have a look at, before I start crossing through whatever ideas I end up using, deleting and moving things around and whatnot. So, here are the notes I will be reading just before I start my new project, which has a lot of subplots competing for attention already with all those characters and, so far, five city-state type population centers with two desert communities and three mega-city districts with over a million people each.

If these ideas inspire you to write a story, that would be pretty cool, wouldn't it? So here they are, organized by subject, with the name of the generator I used and its specific engine. My advice is that you take these ideas and use them as they are, but personalize them, or toss them around in your head until you can come up with something similar but with an unexpected twist or as a springboard to send your characters into bigger and better plots. If you do end up creating a story, I would love to publish it on my e-zine *Verum Et Inventa*. Shoot me an email and let's talk about it. I'm at raymond towers777@yahoo.com.

Update: March 12, 2021 – *Dobrynia's Path 9* was completed on March 5th, and I still have all of these story ideas lying around. This is the challenge for you: browse through these, write a short story based on them in the cyberpunk genre, and send them to me for editing. Don't worry if you're a new writer. I've worked with about a dozen people already, including some who had never written anything before. Any submitted stories will remain your property, and will be included in a short story collection under the same Creative Commons License shown below the title, probably as a special edition of my e-zine *Verum Et Inventa*. Check for announcements on my website or my writer's blog. You'll find links on the last page.

Cyberpunk Names

These are listed first because I will probably need a whole bunch of names as soon as I start my new writing project. I'm sure I'll have to add more of them as I go on. Organized by website and specific generator used.

Fantasy Name Generators / Cyberpunk Nicknames

| | | | | |
|---------|--------|----------|--------|--------|
| Awe | Luck | Cloud | Acid | Wicked |
| Beetle | Books | Answer | Ink | Night |
| Bold | Craven | Fickle | Spring | Prime |
| Memory | Flaky | Stranger | Quote | Collar |
| Chain | Hollow | Blank | Print | Owl |
| Ice | Lock | Light | Bee | Books |
| Dynamic | Scene | Shiny | Boost | Brush |
| Detail | Elite | Fluke | Zigzag | Bait |

Donjon / Netrunner Handles:

| | | | | |
|-----------------|-----------------|----------------|----------------|---------------|
| Zen Lion | Edge | Cyber Alice | Corrupt Wraith | Pluto |
| Suspect | Hecate | Lady Scoundrel | Zombie Daemon | Hunter |
| Prime Nene | Puppetmaster | Eris | Gothic Deck | Code |
| Bast | Strange Wire | Jack | Bunny | Lord Suspect |
| Rogue Cipher | Wicked Raven | Nymph | Lord Phantom | Warlord |
| Criminal Glitch | Serial Assassin | Wicked Oni | Digital Static | Warlord |
| Zen Pirate | Case Mod | Cyber Nikita | Steel Lord | Neon Code |
| Alloy Oracle | Deviant Lion | Random Access | Suspect | Deviant Mage |
| Binary Demon | Digital Goddess | Radical Drive | Luthien | Master Blitz |
| Nergal | Gothic Scourge | Trivia | Random Wraith | Perfect Saint |

Donjon / Cyberpunk Full Male Names:

| | | | |
|----------------|-----------------|-----------------|-----------------|
| German Tower | Alex Nicolau | Darwin Dilucca | Fox Grippen |
| Hunter Racine | Austin Jaenke | Paris Kerensky | Xander Zechiel |
| Paris Warwick | Rory Hammacher | Camden Holtz | Yves Wescott |
| Jaeger Armiger | Errol Kingston | Austin Buchanan | Jet Byrn |
| Leif Madigan | Newton Konicek | Jacinto Croyle | Wilhelm Jammer |
| West Grippen | Issac Kampf | Ezra Foxwell | Jareth Lavanchy |
| Trenton Gammon | Edison Esperon | Finlay Weyer | Wayne Arleth |
| Yves Ocano | Yves Kennet | Lars Kerensky | Fox McLaren |
| Dirk Madigan | Nicol Llewellyn | Holbrook Gammon | Wagner Kennet |
| Drake Engstrom | Scotty Forgrave | Dalton Kehoe | Yves Alessandro |

SciFi Ideas / Cyberpunk Full Male Names

| | | | |
|-------------------|-------------------|--------------------|--------------------|
| Buddy Greyaite | Avi Beckeratus | Ajax Login | Zed Monadi |
| Blade Logic | Chip Joule | Leon Teslasmith | Sike Dongleson |
| Deming Copperface | Mac Buffer | Masala Stoll | Loot Screwsmith |
| Bingwen Hacker | Vaxen Rocker | Kang Powell | Paradox Tomm |
| Arp Faraday | Nate Onishi | Rack Steel | Kyle Yamamoto |
| Changchang Daban | Bryant Fibermason | Cloud Pates | Chip Key |
| Turbo Codd | Farwang Nik | Superhans Schottky | Synch Hertz |
| Radian Bolten | Akihiko Marchair | Rom Daiquiri | Daemon Bbrough |
| Cyko Salome | Leo Boltfetcher | Arin Loss | Sike Marover |
| Kang Hifadden | Rexx Angstrom | Johnjohn Yamamoto | Avalon Clusterface |

Donjon / Cyberpunk Full Female Names:

| | | | |
|------------------|------------------|------------------|-----------------|
| Brittney O'Heron | Porsche Zavaleta | Katherine Yueh | Bryanna Steward |
| Rosette Sanghvi | Amber Byrn | Amelie Helsing | Odessa Rosek |
| Kalyn Winslett | Kerilyn Sabine | Romana Linkovich | Tamsin Wyke |
| Isis Askvig | Karina Alder | Fleur Burcham | Joie Woldt |
| Regine Jammer | Varina Slayton | Peregrine Hyland | Yvone Calder |
| Portia Jadin | Isolde Nyseth | Haley Desai | Jocasta Melchor |
| Bryana Catlow | Gwen Sanghvi | Amelie Holtz | Rayna Burcham |
| Chiara Engstrom | Octavia Kniffin | Kirsten Alegre | Urd Hyden |
| Wyn Galven | Jinny Helsing | Cayla Nakada | Tessa Erikson |
| Kona Breton | Trinity Voight | Joie Tronstad | Morgana Zemke |

SciFi Ideas / Cyberpunk Full Female Names

| | | | |
|-------------------|--------------------|---------------------|-------------------|
| Libby Shima | Ning Gitson | Willamette Statwatt | Lara Phillips |
| Andromeda Shima | Genji Laser | Kai Spark | Ruby Port |
| Ava Bayes | Aki Silverman | Sata Sine | Angela Scanave |
| Maybelline Zipper | Mariette Morton | Fangtastic Jideman | Mim Loop |
| Cyberna Cler | Rina Warchair | Atsu Jouleton | Astria Teyoun |
| Cordy Gitdatter | Fangtastic Quostov | Genji Zener | Kay Stallister |
| Orion Metalski | Lux Wiresen | Larp Robotson | Graze Spoketos |
| Lin Nett | Farrah Nik | Huilang Curie | Nyx Munter |
| Laura Cabledatter | Kale Dellis | Perl Walksock | Hong Dondongle |
| Plink Band | Rosetta Iron | Ah Cy Statvolt | Elsa Wire Warrior |

Note the name Fangtastic Quostov. I love it! I used a variant in Doby's Path 9 for a minor villainess, who ended up killing off one of my main characters!

Fantasy Name - Generators Hacker Names

Nemo (N3M0)

Monkey (M0NK3Y)

Curse (CUR53)

Nest (N357)

Saber (54B3R)

Limbo (L1MB0)

Veil (V31L)

Vagabond (V464B0ND)

Chaos (CH405)

Savant (54V4N7)

Vagabond (V464B0ND)

Note: I didn't add more hacker names because I don't like the idea of transposing numbers for letters. It feels too tedious to keep jumping back and forth every time over a character name.

The 13 Illuminati Families

(Readers, you can skip over this section if you'd like. I created these details for my novel Dobrynia's Path 9, so they are world-specific. On the other hand, if you would like to insert your characters and stories into this setting, be my guest.)

The mega-city in my novel is called Angel City. It is based loosely on Los Angeles, but set into a post-apocalypse alternate timeline or near-Earth of the future. The city has the shape of a pie or a wheel, with a total population of 15 million people. An Illuminati family governs each of the 12 triangular spokes or slices, while the primary family controls the hub and for the most part allows the spokes to be run any way its governors please, as long as they collect taxes and keep revenues up. Here is a real-life quote to help set the mood:

"How does one make the nations of the world more nearly equal? The Insiders determined that a two-prong approach was needed; use American money and know-how to build up your competitors, while at the same time use every devious strategy you can devise to weaken and impoverish this country. The goal is not to bankrupt the United States. Rather, it is to reduce our productive might, and therefore our standard of living, to the meager subsistence level of the socialized nations of the world. The plan is not to bring the standard of living in less developed countries up to our level, but to bring ours down to meet theirs coming up... It is your standard of living which must be sacrificed on the altar of the New World Order." - Gary Allen in his book The Rockefeller File

These are the 13 families, starting with the northern slice and continuing clockwise. Each slice is populated by over a million people. The richer districts are near the hub, while the poorer neighborhoods where my characters hang out are near the outer edges.

Hub - Rothschild District

North - Bundy District

Northeast - Collins District, Rockefeller District

East - Kennedy District

Southeast - Astor District, Li District

South - Dupont District

Southwest - Freeman District, Onassis District

West - Russell District

Northwest - Van Duyn District, Merovingian District

Cities And Locations

Scifiideas.com – Cyberpunk City Name Generator

| | | | |
|-------------------|-------------------|----------------|--------------------|
| Whiteabnes City | Downorfield City | Nontopia | Boathard |
| Clawgon | Luckpolis | Bauridan | Highoon |
| Bidehard Heights | Japmend | Matoha | Dogburger |
| Vulchania | Shotanal City | Lowlanta | Atayanta |
| Pacific Dam Town | Underhama | Talcaster | Baggingbourne City |
| Bangston | Neo Tepview | North Xuria | Cornwei City |
| Sadleermoor Hills | Blackbourne Point | Fullerwood | San Luckytorlean |
| Neo Kitonfam | Las Lonbach | Sunaytown City | Downayzhong Hills |
| Doveingtucky Town | Monmend | Canalmoor | High Swangen |
| Sudablan City | Bilvile | Baggintorley | Bilca Point |
| Georgeayvis City | | | |

Orteil Dashnet (website) - City Creator By Servant

1. Clover is a first-generation “floating city”, built by libertarian political activists. The ship generally resides in international waters to avoid unwarranted government regulations and only docks at the “old cities” for resupply.

The city is controlled by a Chairman who is selected by a democratically elected "Council". The current Chairman, Boleslava, accepts bribes from United Solidarity and is focused on funding research programs to develop new technologies that will deal with social problems. Boleslava is a Jaded Outcast.

Law enforcement in Clover is handled by a traditional and obsolete police department. Their agents focuses on community outreach efforts, making them very popular with civilians. The police is openly protecting a major mob boss, Catrin. The mob boss is allowed to extort protection money from civilians in return for promises to annihilate the other mob bosses. Catrin is an Administrative Genius. According to police records, Catrin is being funded by Matsundai.

The education system in Clover teaches employees to always follow orders given to them by their managers and "betters", even if said orders are ridiculously stupid.

The crime rate in Clover is very low, but most corporations resent the frequent police intrusions and the lack of privacy in the city.

2. Victory is a lunar mining colony that generates its income by exporting raw resources to the “old cities”. The colony nominally swears loyalty to China.

The city is controlled by a democratically elected Mayor. The current Mayor, Falk, accepts bribes from Panafrican Solutions and is focused on staying in power, no matter what. Falk is a Powerhungry Boss.

Law enforcement in Victory is currently being provided by the militarized police. Their superior firepower and tactics can intimidate any would-be opponents, but the military displays a complete lack of empathy towards civilians. The police is waging a merciless war on crime, forcing the surviving mob bosses to merge together into one organization: the Unity. The leader of this group is Pasha, a Jovial Amateur. According to police records, Pasha is being funded by Lumodigital.

The education system in Victory teaches employees how to be jacks of all trades, but masters of none.

Victory encourages corporate investments through tax breaks and generous subsidies! Victory is also in deep debt, and may have to choose between austerity or default.

3. Enhance is a first-generation “floating city”, built by libertarian political activists. The ship generally resides in international waters to avoid unwarranted government regulations and only docks at the “old cities” for resupply.

The city is controlled by a democratically elected Mayor. The current Mayor, Sheldon, accepts bribes from Progressive Services and is focused on staying in power, no matter what. Sheldon is a Detestable Visionary.

Law enforcement in Enhance is currently being provided by the militarized police. Their superior firepower and tactics can intimidate any would-be opponents, but the military displays a complete lack of empathy towards civilians. The police is openly protecting a major mob boss, Jirou. The mob boss is allowed to extort protection money from civilians in return for regular “kick-backs”. Jirou is an Iron-Fisted Brute. According to police records, Jirou is being funded by Bionautics.

The education system in Enhance teaches employees critical thinking skills that can be used to either help the corporations out or to subvert them utterly.

Enhance is proud of its reputation as a source of cheap labor. The labor, on the other hand, agitates to be a bit more expensive.

4. Develop is a lunar mining colony that generates its income by exporting raw resources to the “old cities”. The colony nominally swears loyalty to United States.

The city is controlled by a Chairman who is selected by a democratically elected "Council". The current Chairman, Boleslava, accepts bribes from Integral Technologies and is focused on providing social welfare. The poor and needy are taken care of and are slowly rehabilitated into productive employees and pliable consumers. Boleslava is a Shameless Brown-noser.

Law enforcement in Develop is handled by a traditional and obsolete police department. Their agents focuses on community outreach efforts, making them very popular with civilians. The police is waging a merciless war on crime, forcing the surviving mob bosses to merge together into one organization: the Coalition. The leader of this group is Enu, an Ambitious Boss. According to police records, Enu is being funded by Bionautics.

The education system in Develop focuses on economic dogma; employees can parrot meaningless slogans and recite corporate creeds by heart.

Develop has a booming service sector, but must import consumer goods and food products.

5. Success is an arcology that was built recently to deal with overcrowding within the “old cities”. The arcology presents a patently false illusion of idyllic country life to appease their jaded residents.

The city is controlled by a Chairman who is selected by a democratically elected "Council". The current Chairman, Zhenya, accepts bribes from Synergy Dynamics and is focused on reducing crime. Law enforcement is given increased funding and special rights to crack down on law-breakers. Zhenya is an Insignificant Layman.

Law enforcement in Success is handled by a traditional and obsolete police department. Their agents focuses on community outreach efforts, making them very popular with civilians. The police is trying to eliminate CopyLeft, an illegal terrorist group seeking to violate copyright law by producing counterfeit goods and services. The leader of this group is Taonga, a Great Compromiser. According to police records, Taonga is being funded by Radio Control.

The education system in Success specializes in STEM; the employees are extremely competent at their jobs, but lacks even basic ethical decision-making skills.

Success has a booming industrial sector, but its environmental record is horrible.

RanGen – City Generator

City 1

Type of settlement: Metropolis
Size of settlement: Moderate
City growth and development: Rapid
Financial status: Comfortable
Public services: Very expensive

Government: Respected
Crime rate: Very low
City reputation: Good
Cost of living: Cheap
Employment prospects: Bad

Appearance

Overall appearance: Spacious
General construction level: Adequate

General level of upkeep: Decreasing
General street condition: Often filthy

People

Population: Large but decreasing
Level of contentment: Apathetic
Racial diversity: Slightly mixed

Attitudes towards visitors: Welcoming
Regional accent: Famous

City 2

Type of settlement: Town
Size of settlement: Massive
City growth and development: Stagnant
Financial status: Low
Public services: Good

Government: Respected
Crime rate: Decreasing
City reputation: None
Cost of living: Expensive
Employment prospects: Average

Appearance

Overall appearance: Cramped
General construction level: Adequate

General level of upkeep: Excellent
General street condition: Quite clean

People

Population: Small but increasing
Level of contentment: Generally very content
Racial diversity: Slightly mixed

Attitudes towards visitors: Friendly
Regional accent: Unintelligible

City 3

Type of settlement: Town
Size of settlement: Massive
City growth and development: Stagnant
Financial status: Low
Public services: Good

Government: Respected
Crime rate: Decreasing
City reputation: None
Cost of living: Expensive
Employment prospects: Average

Appearance

Overall appearance: Cramped
General construction level: Adequate

General level of upkeep: Excellent
General street condition: Quite clean

People

Population: Small but increasing
Level of contentment: Generally very content
Racial diversity: Slightly mixed

Attitudes towards visitors: Friendly
Regional accent: Unintelligible

Endwalker.com - District Name Generator

Central Village
Little Warboro
Damley
Outer District
Harriswell District
Fort Garridge

Central District
Sealey
Palert City
Mossmill
Winterton
South Balvale

Donjon – Cyberpunk Locations:

Brueva Industrial Complex, Shenzhen
Yun-Erikson Research Facility, Baikonur
Catlow-Sai Tower, Amsterdam
Perth Industrial Area
EFH Industrial Complex, Manchester

Protodev Industrial Complex, Tehran
BSA Tower, Dubai
Baikonur Industrial Area
Dubai Arcology
Makova Industrial Complex, Sun-Earth L5

Perth Industrial Area
OOH Research Facility, Moscow
Maille Research Facility, low-earth orbit
Vladivostok Arcology Ruins
ILB Arcology, Beijing

Osaka Industrial Area
Shanghai Arcology
Chiba Industrial Area
Protodev Datavault, Yokohama
Taki-Markell Warehouse, Manchester

Iron Arachne - Chop Shop Generator

1. The shop's dark exterior walls are offset by neon lights bordering the doorway, giving it the appearance of a portal into another world. Entry to the shop sets off a soft chime to alert the staff. The shop's wares are displayed on large screens placed throughout the front room. One or two people wait in the back for their turn under the knife. In the back, the sole cyberdoc of the shop stands over an operating table. Tools of various types and sizes sit on shelves nearby.

2. A vagrant slumps against the wall next to the door of the shop. He clutches a brown paper bag in his good hand, the other hand a wreckage of cybernetics that no longer appear functional. You open the door to the shop, and a soft chime announces your entry. A couple attendants in bright uniforms greet customers and answer questions about the shop's offerings. A few customers silently shuffle through the displays or wait in the small lobby for patients. The operating room is bright and clean. Two technicians in immaculate uniforms assist the cyberdoc.

3. Outside, a large neon sign proclaims the name of the shop, the brightness of the writing diffused by thick smog. As you go inside, you notice a handful of locals watch you with hard eyes, then turn away. Each of the shop's offerings is shown on a screen that takes up an entire wall. Several people are standing in front of the display screens, flipping curiously through the options. The chairs and benches in the patient lobby are all full. The operating room is bright and clean. Two technicians in immaculate uniforms assist the cyberdoc.

Mithril And Mages - Hotel And Motel Business Name Generator

Omni Hotels
Karen Ramey
South Western Pa. Legal Connect
Hotel Indigo-Atlanta
Eagle House Motel

Holiday Inn Peoria-City Centre
Croixwood On The St Croix River
Four Seasons-Boston
Bluefish Bed & Breakfast
Isomedia Inc

White Rose Motel
Schenck Mansion Llc
Lamb & Lion
Red River Ski Area
Syzygy Partners

Chatham Tides Waterfront Motel
MT Gretna Inn
John H. Lovell
Sleep Inn-Lafayette
Canary Beach Resort

Endwalker.com - Subway Station Name Generator

Oasis Strip
Ivory River
New Greek Horizons
Upper Kyoto

October St.
Roosevelt Street
Lower Jefferson
Deluxe Walk

Shanghai Street
River St.
American Loop
Patriot Street

Corporation Names, Issues And Slogans

Some ideas for what the corporations are worried about, and a bunch of company slogans that I got on a whim. I am using a couple of slogans in my novels already, for next-gen sex bots (The Whore Next Door and a whole lot more!) and futuristic sex toys (The Astor Mechanical Penis, because it never needs charging!). Did I mention that my novels have a lot of controversial R-rated material in them?

Donjon – SciFi Name Generator – Cyberpunk Corporations

| | |
|-----------------------------------|---------------------------------------|
| thetaCom Consolidated | Amano-Khovtsova Services Consolidated |
| FOR Unlimited | TBS Technology Multinational |
| milTek Genomics | Hua-To Industrial |
| WSG Industrial Global | Laux Security |
| teraLink Industrial Multinational | Yip-Kinova Evolved Engineering |
| Rine Unlimited | Lo-Hibe Multinational |
| Markell Services Amalgamated | Tindal Aerospace |
| CBT Amalgamated | Gerova Technology Unlimited |
| Mori GmbH | Locke-Lovsky Multinational |
| Croyle World Media | NWA Amalgamated |

Endwalker.com - Corporation Name Generator

| | |
|-----------------------------------|-----------------------------|
| Nemesis Logistics Consolidated | Pioneer Intuitive Insurance |
| Schmidt, Schmidt & Wolf Solutions | Biocorp Consolidated |
| Gemini Corp | Maxsoft Corp |
| Optilink Capital | Azuma & Jeong Consortium |
| Ares Terraforming Enterprises | Diverse Secure Robotics |
| Photocel Enhancements | Techtox Ventures |

Myraah - AI Brand Business / Start Up Name Generator

(This real-world company uses artificial intelligence and keywords to create a unique business name. Results were not that great, in my opinion.)

keywords: military weapons gear

| | | | | |
|--------|--------|---------|--------|--------|
| Powdom | Inglia | Purmech | Powper | Liaper |
|--------|--------|---------|--------|--------|

keywords: cybernetics enhancements upgrades bio-ware

| | | | | |
|---------|--------|--------|--------|--------|
| Wareber | Berics | Bionet | Biomit | Bernet |
|---------|--------|--------|--------|--------|

keywords: cyberpunk future modern technology

Ingshar Nolpunk Ingable Techbil Ingence

keywords: matrix blade runner ghost in the shell akira

Tersub Tercel Conner Akicel Trabil

keywords: race car speed high octance performance

Huring Caling Calfor Forloc Forgon

keywords: donut coffee shop social trendy

Bertain Shopber Nutwork Nutver Cofnut

Donjon - SciFi Random Renerator - Corporate World Problems

1. The corporation has merged with another, and now your favorite soycaff isn't available from the cafe.
2. A well-armed street gang broke into your office overnight, but the graffiti they left on your wall doesn't look like it'd be worth much on the art market.
3. The annual executive retreat has been announced, and it's going to be in Earth orbit. Again.
4. The corporation has issued a new style guide, but all of the approved bullet-proof suits are last month's fashion.
5. The corporation has a new CSO, and now you have to have a new sense of paranoia installed.
6. You've been stuck downsizing a subsidiary all morning, and now the cafe is out of tuna sashimi for lunch.
7. One of the corporation's AIs has gone rogue, and now it speaks only Walpiri.
8. You've been extracted by a rival corporation, and your favorite synthcoffee isn't available from the cafe.
9. Someone has hacked your robot geisha, and now it keeps going into sleep mode.
10. Mercenary deckers sabotaged your research laboratory overnight, and now you keep hearing a beeping sound from one of the reactors.

Slogan Generator

(I entered the generic name of Corp for these slogans.)

Corp, The Life is Fun!
Corp is an investment in good health.
Corp Makes Everything Better.
That is Corp!
Corp, Live healthier. Live happier.
If you've got the time, We've got the Corp.
Corp better than best.
We're serious about Corp.
Corp - Think Small.
Corp, The power to do more.
New life starts with Corp.
Corp, it's a different world.
Corp is easy.
Corp - Empowering People.
Corp is the new Habit.
Great Corp. Great times.
The Age of Corp.
A million holidays. One Corp.
Corp and reconnect with nature.
Corp! Good for Life!

(I entered the generic name of Food for these slogans.)

Food, Lets create a better world.
The Better way to Food.
Food is the best!
Food, The Life is Fun!
Everything feels different with Food!
Food, for your future self.
Food, preparing for tomorrow.
Why don't you try Food?
I think, therefore I Food.
Food because simple is better!
Food because Life has a purpose.
Food, The best a man can get.
Made in German from Food.
What's the problem, Food is here!
Food made simple.
Where's the Food?

Food, Life is fun!
A million holidays. One Food.
Food, feel every moment.
Let the Food work for you.

Shopify Slogan Generator

(I entered the generic name of Food for these slogans.)

Food, Lets create a better world.
The Better way to Food.
Food is the best!
Food, The Life is Fun!
Everything feels different with Food!
Food, for your future self.
Food, preparing for tomorrow.
Why don't you try Food ?
I think, therefore I Food.
Food because simple is better!
Food because Life has a purpose.
Food, The best a man can get.
Made in German from Food.
What's the problem, Food is here!
Food made simple.
Where's the Food?
Food, Life is fun!
A million holidays. One Food.
Food, feel every moment.
Let the Food work for you.

Ennead Games - Corporate Babble Generator

We insist that you should merrily communicate innovative process improvements.

Together, we should powerfully evolve one-to-one markets.

We should merrily foster customized advice.

We must selfishly innovate tinted catalysts for change.

Our goal is to promptly re-purpose leveraged schedules.

Cars, Fashion And More

RanGen - Vehicle Name Generator

| | | |
|---------------------------|-----------------------------|----------------------------|
| The Kodiak Streak | The Mirada Plummet | The Aerio Averager - FF LL |
| The Charade Banshee - MRF | The Handa Dakota | The Explorer Grand Prix |
| The Axiom Isaam XI | The Riviera Gold Malibu K19 | |
| The Testarossa Swordfish | The Aerostar Monkey K19 | |

Chaotic Shiny - Car Generator

Without Adventuring Gear

1. This turquoise hatchback rattles at high speeds. It is moderately cheap. The styling features acute angles. It has racing tires and a hybrid engine.
2. This magenta minivan runs fine aside from an odd smell. The styling features smooth lines. It handles incredibly well.
3. This violet coupe runs great aside from a rattling sound. It handles very poorly. It is 12 years old. The styling features boxy structures. It has spinning rims and a hybrid engine. It can go from 0-60 in 13.93 seconds and has a top speed of 242 mph.
4. This scarlet compact car drives like it's about to fall apart. It can go from 0-60 in 1.62 seconds and has a top speed of 180 mph. It has a torn-up interior and a moonroof. It is relatively inexpensive. The styling features angled surfaces.
5. This sparkling dark grey sedan could use an oil change. It handles extremely well. The styling features unremarkable design. It can go from 0-60 in 1.75 seconds and has a top speed of 206 mph. It has a broken radio, racing tires and a hybrid engine.
6. This spotless violet sedan could use some major repairs. It has a dash computer, a radar detector and a diesel engine. The styling features bland design. It handles well.
7. This dented maroon minivan runs fine at most speeds. It handles astonishingly poorly.
8. This metallic red hatchback is very noisy. It is extremely cheap. It handles decently. It has a torn-up interior, leather seats and many cupholders.
9. This white crossover is in great mechanical shape. It can go from 0-60 in 20.57 seconds and has a top speed of 181 mph. It has racing tires and a diesel engine. The styling features angled surfaces.

10. This spotless violet sports car is in great mechanical shape. It has a broken radio and a diesel engine. It handles well. It can go from 0-60 in 3.48 seconds and has a top speed of 226 mph. It is 14 years old.

With Adventuring Gear

1. This forest green crossover is on the verge of an expensive breakdown. It has luxury features and a diesel engine. It handles superbly.

2. This white hatchback runs fine aside from an odd smell. It has hover jets, a heavy weapons mount, a tactical heads up display, a car A.I. and puncture-proof tires. It handles poorly. The styling features many curves. It is 14 years old.

3. This pale blue minivan is in poor shape mechanically. It can go from 0-60 in 2.78 seconds and has a top speed of 151 mph. It has a flamethrower on the front hood, a turret, a door-mounted gun, color-changing paint and a remote control. The styling features acute angles. It is decently priced.

4. This dented dark green minivan has an upgraded engine. The styling features smooth lines. It handles poorly. It has tank treads, hidden gun compartments and reinforced bumpers.

5. This pale green hatchback runs fine at most speeds. It has airfoils, hidden gun compartments, retractable glider wings and a smoke screen deployer. The styling features ovoid windows.

6. This silver coupe is in decent shape. It handles fantastically. It has a secondary backup engine, stealth capabilities, blades attached to the outside and a smoke screen deployer. It can go from 0-60 in 7.51 seconds and has a top speed of 230 mph.

7. This copper sedan has seen better days. It handles superbly. The styling features sharp edges. It has stealth capabilities, color-changing paint, puncture-proof tires and tank treads.

8. This dented forest green SUV is very noisy. It handles moderately well. It has caltrops, a police-band radio and hover jets. It is brand new. The styling features rounded edges.

9. This gray crossover is very noisy. It handles very well. It can go from 0-60 in 6.99 seconds and has a top speed of 131 mph. The styling features sharp edges. It has a lowered body, some panels painted different colors, a torn-up interior and a moonroof.

10. This gold pickup rattles at high speeds. It handles very well.

Chaotic Shiny – Fashion Generator

1. This fashion favors heavy, tailored yellow-green garments. Tops are typically sleeveless with varying necklines. Bracelets and brooches are popular accessories. Laces and collars are staples of the style. Gold, pale blue, and dark red are also common colors.

2. This fashion favors minimalistic, modest dark red-violet and grey garments. Tops are typically long sleeved with low necklines. Boots and skirts are also customary. Hats are popular accessories. Dark bronze, blue-green, and beige are also common colors. Different professions wear very different clothing.

3. This fashion features stylized, tailored dark red and gold garments. Tops are typically sleeveless with low necklines. Shorts and pants are also customary. Gorgets and diadems are popular accessories. Stripes and plaid patterns are staples of the style. Silver, pale gold, and pale orange are also common colors. The wealthy and the poor wear very different clothing.

4. This style features minimalistic, modest pale violet and golden-brown garments. Tops are typically cropped with conservative necklines. Breeches and kilts are also customary. Chokers and cinctures are popular accessories. Buckles and lace are staples of the style. Red-orange, dark blue, and dark grey are also common colors. Different castes wear very different clothing.

5. This fashion favors flamboyant, fitted bright green and deep green garments. Tops are typically sleeveless with low necklines. Vests and pants are also customary. Pouches and spots are staples of the style. Pale brown, green-brown, and dark aqua are also common colors.

6. This style favors light, snug grey-green and dark bronze garments. Tops are typically cropped with conservative necklines. Doublets and smocks are also customary. Headbands and scarves are popular accessories. Shoulder pads and collars are staples of the style. Dark gold, white, and blue-black are also common colors.

7. This fashion features heavy, layered tan and pale orange garments. Tops are typically short sleeved with very low necklines. Trousers and smocks are also customary. Cuffs and solid colors are staples of the style. Grey-blue, pale violet, and dark yellow are also common colors. City dwellers and those from rural areas wear very different clothing.

8. This style features opulent, loose blue-green and grey-blue garments. Tops are typically sleeveless with plunging necklines. Leggings and skirts are also customary. Satin and embroidery are staples of the style. Dark brown, burnt orange, and bronze are also common colors. The wealthy and the poor wear very different clothing.

9. This fashion features soft, flowing green-brown and light grey garments. Tops are typically sleeveless with very low necklines. Leather and collars are staples of the style. Yellow-green, grey-green, and pale violet are also common colors.

10. This style emphasizes heavy, form-fitting black garments. Tops are typically long with varying necklines. Stockings and pants are also customary. Floral patterns and buttons are staples of the style. Dark blue, light grey, and dark yellow are also common colors.

Fantasy Name Generators - Fancy Clothing Description

Suit Descriptions

1. He's wearing a simple shirt and buttoned it up fully to support the graceful bow tie he's wearing. On top of the shirt he's wearing a trendy vest with 5 buttons, it has a narrow v-line, which allows for the top to remain visible even when the suit's jacket is buttoned up.

The jacket fits him like a glove, a tailored glove. It has an intricate, but subtle plaid pattern, giving the suit a stylish casual look. The 3 buttons of his single breasted jacket are all buttoned up with the exception of one, a playful touch to a classy look. The jacket is slightly longer at the back, it has vents at either side, there's a pocket on either side and there's a breast pocket which contains a pocket watch.

He's wearing pants which have the same color as the jacket, but a slightly different pattern and they're a perfect match for his shoes. He's wearing a stylish pair of wholecut oxfords.

To top it all off he's wearing a sleek belt, which can be accompanied by a watch and a scarf.

2. He's wearing a simple shirt and buttoned it up fully to support the elegant tie he's wearing. On top of the shirt he's wearing a trendy vest with 6 buttons, it has a fairly deep v-line, it's just narrow enough for the top to remain visible, adding another layer to the overall look of the suit.

The jacket was clearly made for him, it's a perfect fit. It has an intricate rope strike pattern which makes it look stylish and graceful. The 6 buttons of his double breasted jacket are all buttoned up, it's the only right way to wear it. The jacket is the same length all around, it has vents at either side, there are two pockets on one side and one pocket on the other and there's a breast pocket which holds his sunglasses.

He's wearing pants which have a different style than the jacket, but they complement each other perfectly and they perfectly complement his shoes. He's wearing a modest pair of cap toe monkstraps. To top it all off he's wearing an elegant belt, which can be accompanied by gloves and a hat.

Dress descriptions

1. The dress leaves her shoulders mostly uncovered and flows down into a stylish plunging neckline. It's a tight fit which adds to the grace and elegance of the dress. Her arms have been covered to just below her elbows. The sleeves are simply, yet elegant. A perfect combination of grace and style.

The dress' waist is broad, but it's a loose fit. A small, stylish belt is all that is needed as a perfect adornment. Below the waist the dress widens and has several asymmetric layers from top to bottom. The dress reaches to just above her knees and is the same length all around.

She's wearing Mary Janes, a strange, yet seemingly perfect choice. To top it all off she's wearing a lavish necklace and several jeweled bracelets.

2. The dress leaves the top of her shoulders uncovered, but does cover the sides and flows down into a beautiful draped neckline. It's a relaxed fit which gives the dress a relaxed, yet graceful look. Her arms have been covered only halfway down. The sleeves are a loose fit and, in a way, help put focus on her soft skin.

The dress' waist is broad, but it's a tight fit. A bow has been wrapped around her and rests gentle on her lower back. Below the waist the dress fits snug around her and has a sundress style. The dress reaches to just above her ankles and is slightly longer at the sides.

She's wearing wedges, which goes hand in hand with this dress. To top it all off she's wearing a small, elegant hat and large jeweled earrings.

Chaotic Shiny - Martial Art Generator

1. Maipatsow - A practical style based on inner harmony and known for grappling.
2. Ti Tyu Wei - A ceremonial style specializing in clarity of perception and emphasizing high kicks and throws.
3. Wu-Fo Blaze - A defensive style grounded in inner harmony and known for grappling and blocks.
4. Fai-Nu Fist - A ceremonial style specializing in spiritual well-being and emphasizing punches and high kicks.
5. Creeping Tiger - A balanced style grounded in speed and agility and featuring holds.
6. Ju-Xim Crane - A flashy style centered around the flow of personal energy and known for grappling.
7. Stone Phoenix - A defensive style based on speed and agility and emphasizing blocks.
8. Tsei-Kaw Angel - A defensive style based on controlled movements and emphasizing blocks.

9. Hei Taod Zait - A ceremonial style focused on predicting an opponent and featuring low kicks.

10. Bronze Tornado - A balanced style based on the flow of personal energy and known for punches and holds.

Fantasy Name Generators Martial Art Descriptions

1. Jothe is a defensive and offensive martial art that focuses on demolishing your opponent through keeping an impenetrable defense and thus forcing your opponent to open one in theirs when they attack. The primary focus lies on both agility and knee strikes and it often relies on the strength and agility of yourself.

The biggest strength of Jothe is the way you're able to deal out strikes without taking too many yourself. By manipulating the sidesteps of yourself your opponent can be driven into a position you want them to be, which is a huge advantage in and of itself.

On the other hand the biggest weakness of Jothe is that it often requires the opponent to make the first move. If you're facing an opponent that doesn't your own strengths may prove to be lacking.

2. Ngairmeni is a strictly offensive martial art that focuses on thrashing your opponent by using every stronger point of your body as a possible weapon. The primary focus lies on both sidesteps and elbow jabs and it often relies on the speed and quick thinking of both the attacker and defender.

The biggest strength of Ngairmeni is an incredibly strong sense of balance, making you almost immovable. By taking advantage of the sense of balance of both fighters your opponent will have to adapt and thus leave openings, allowing you to capitalize on your biggest strengths.

On the other hand the biggest weakness of Ngairmeni is a lack of some very crucial real life applicable skills. So if you're in a real fight your strengths quickly become far less viable.

3. Mindihlu is a defensive martial art that focuses on paralyzing your opponent by disrupting your opponents movements. The primary focus lies on both sidesteps and knee strikes and it often relies on the quick thinking and stamina, or lack thereof, of your opponent.

The biggest strength of Mindihlu is the element of surprise via quick and sudden movements. By exploiting the quick movements of both fighters your opponent tends to become frustrated as none of their strikes hit, helping you stay in control of the fight.

On the other hand the biggest weakness of Mindihlu is that multiple opponents can become overwhelming very quickly. If you ever face 3 or more opponents you're no longer the one in control of the fight.

Fantasy Name Generators - Computer Virus Name

| | | | | |
|-------------|-----------|--------------|---------------|-------------|
| Nemo | Aftermath | Just Kidding | EconoMimics | Daydream |
| Addict | FreeGift | Weather | Single | Brother |
| Complex | InSecure | Junior | Status Update | Excuses |
| Second Hand | Guarantee | Requiem | BitSized | Recommended |

Iron Arachne Drug Generator

1. Green Stutter is a very weak euphoriant. It's a pearlescent orange powder that is added to liquids and drank. It gives you a rush of energy and a feeling of excitement. One dose lasts for a few minutes. Side effects can include a burning sensation over your entire body. You can find it just about everywhere.

2. Venom is a potent hallucinogen. It's a dark red powder that is added to liquids and drank. It seems to separate your mind from your body. One dose lasts for an entire day. Side effects can include extreme fatigue. It's uncommon.

3. Ice is a very weak stimulant. It's a pearlescent orange powder that is inhaled. It gets you jazzed up. One dose lasts for an hour or two. Side effects can include diarrhea. It's uncommon.

Reedsy Book Title Generator - Science Fiction

Atlantis Fading Distant Angel Andromeda's End 2105: Zenith Alpha Forging

Characters And Motivations

I can choose a random name from the Names section and start fleshing them out with the descriptions and life paths shown here. The last entry in this section is a list of NPCs.

Eric Dorsey (website) - Cyberpunk 2020 Character Generator

Handle: Your choice

Role: Media

Style

Clothes: Normal clothes

Hair: Long, straight

Affectations: Spiked gloves

Ethnicity: Japanese / Korean

Language: Korean

Family Background

Family Ranking: Corporate Executive

Status of Parents: Both parents are living

Family Status: Family status is OK, even if parents are missing or dead

Childhood Environment: In a Nomad Pack moving from town to town

Siblings: 1 younger, female; sibling hero-worships you

Motivations

Personality Traits: Arrogant, proud, aloof

Valued Person: Yourself

Value Most: Vengeance

Feel About People: Neutral

Valued Possession: A toy

Life Events

Age: 23

17. You Get Lucky. Make Friend on Police Force. You may use them for information at a level of +2 Streetwise on any police related situation.

18. Disaster Strikes. Hunted by a Corporation. Small local firm is hunting you

19. You Get Lucky. Big Score. Amount: 200 eb

20. Make an Enemy. Male. Government Official. Turned down the other's offer of job or romantic involvement. You hate them. Rip into them verbally. Them and a few friends.

21. Make an Enemy. Female. Childhood enemy. Caused a major humiliation. The feeling's mutual. Rip into them verbally. Just themselves.

22. Make an Enemy. Female. Ex lover. Turned down the other's offer of job or romantic involvement. The feeling's mutual. Ignore them. Them and a few friends.

23. Nothing Happened This Year.

Handle: Your choice
 Role: Corp
 Style
 Clothes: Biker leathers
 Hair: Striped
 Affectations: Mirrorshades
 Ethnicity: Anglo-American
 Language: English
 Family Background
 Family Ranking: Urban homeless
 Status of Parents: Both parents are living
 Family Status: Family status is OK, even if parents are missing or dead
 Childhood Environment: On a corporate controlled farm or research facility
 Siblings: 4
 older, male; sibling neutral towards you
 older, male; sibling likes you
 older, male; sibling hero-worships you
 younger, male; sibling neutral towards you
 Motivations
 Personality Traits: Silly and fluff-headed
 Valued Person: A pet
 Value Most: Honesty
 Feel About People: People are wonderful
 Valued Possession: A piece of clothing
 Life Events
 Age: 27
 17. Nothing Happened This Year.
 18. You Get Lucky. Make Friend on Police Force. You may use them for information at a level of +2 Streetwise on any police related situation.
 19. Nothing Happened This Year.
 20. Make an Enemy. Female. Relative. Caused a physical disability. The feeling's mutual. Rip into them verbally. An entire gang.
 21. Make a Friend. Like a big brother / sister to you. Gender of friend: male
 22. Nothing Happened This Year.
 23. Make a Friend. Like a big brother / sister to you. Gender of friend: male
 24. Nothing Happened This Year.
 25. You Get Lucky. Local Boostergang likes you. You can call on them for one favor a month, equivalent to Family special ability of +2. Don't push it!
 26. Romance. Happy Love Affair.
 27. Nothing Happened This Year.

Chartopia - Cyberpunk Red - Lifepath

Background - Your family vanished. You are the only remaining member.

Personality - Silly and fluff-headed

Motivation - Money

Goals - Get what's rightfully yours.

Romance - Your lover went insane.

Background - Your family was scattered to the winds due to misfortune.

Personality - Picky, fussy, and nervous

Motivation - Power

Goals - Save, if possible, anyone else involved in your background.

Romance - Your lover is imprisoned or exiled.

Friends - A teacher or mentor, like a parent to you

Enemies - Government official, Ex-lover, Person working for you, Partner or coworker

Background - Your family lost everything through betrayal.

Personality - Sneaky and deceptive

Motivation - Honesty

Goals - Get rid of a bad reputation.

Romance - Your lover mysteriously vanished.

Enemies - Government official, Booster gang member, Corporate Exec

Donjon SciFi Random Generator - NPCs (Non-player Characters) Generator

1. Winford Caldera: Male Media. Winford has jagged blue hair and sharp silver eyes, and a chrome tattoo on his arm. He wears military fatigues and carries a tablet computer.

2. Carylton Veillon: Female Corporate. Carylton is short and willowy, with a blue mohawk and brown eyes. She wears a black suit and has a neural interface. Carylton is ambitious and honest.

3. Sarai Jadin: Female Mercenary. Sarai has cyan hair and red eyes, and a distinctive scar on her arm. She has military cybernetic legs and carries a machine pistol. Sarai is haunted by her military past.

4. Anton "Dagon" Esperon: Male Hacker. Anton has messy brown hair and dark white eyes. He wears current fashion and spiked gloves, and has cybernetic legs. Anton seeks to take down Severt-Corwin Global.

5. Taki Matsu: Male Technician. Matsu has jagged auburn hair and cyan eyes, and a distinctive scar on his arm. He wears a red biker suit and an armored jacket, and carries tungsten shuriken. Matsu is curious and greedy.

6. Cherlyn Zahra: Female Mechanic. Cherlyn is tall, with golden dreadlocks and light opalescent eyes. She wears a tight jumpsuit and a black leather trenchcoat, and carries a switchblade knife. Cherlyn is lewd and hateful.
7. Doma Kova: Female Data Broker. Doma has thick blue hair and large silver eyes. She wears a black jumpsuit and an armored jacket, and has an advanced cybernetic arm and a neural interface. Doma seeks only fame and glory.
8. Elsy Irani: Female Media. Elsy has red dreadlocks and blue eyes. She wears black cargo pants and a Copland OS t-shirt, and has an advanced cybernetic arm and optical implants. Elsy suffers a traumatic fear of radioactivity.
9. Madalene Diseth: Female Media. Madalene has a blue mohawk and gray eyes, and numerous body piercings. She wears current fashion and mirrorshades, and carries twin automatic pistols. Madalene wants to know who's behind LLM Amalgamated.
10. Saturnina Tronstad: Female Paramedic. Saturnina is thin, with pink hair and silver eyes. She wears a gunmetal suit and mirrorshades, and carries tungsten shuriken.
11. Tama Momi: Female Mercenary. Momi has blue hair and narrow gray eyes. She has a military cybernetic arm and carries a light machine gun.
12. Kona Girbach: Female Mechanic. Kona has white dreadlocks and sharp green eyes. She wears a black jumpsuit and spiked gloves, and carries a laser cutter/welder. Kona seeks to survive at any cost.
13. Kao "Alias" En: Male Mercenary. En has auburn dreadlocks and large red eyes. He wears articulated body armor and carries twin machine pistols. En refers to himself in the third person.
14. Erik Sabine: Male Data Broker. Erik is tall, with jagged gray hair and amber eyes. He wears a khaki jumpsuit and has a cybernetic arm and a neural interface. Erik is fascinated by media personalities.
15. Higa Riko: Female Technician. Riko has a silver mohawk and hazel eyes. She wears a khaki jumpsuit and night vision goggles, and carries a disposable pistol. Riko is protective and curious.
16. Chao Lai: Male Media. Lai is thin, with a pink mohawk and silver eyes. He wears current fashion and a black leather trenchcoat, and has optical implants. Lai is addicted to the street drug WTZV.
17. Taran "Brick" Lavanchy: Male Driver. Taran has thick black hair and dark green eyes. He wears military fatigues and has a neural interface. Taran is fascinated by secret societies and conspiracies.

18. Nikos Buchanan: Male Hacker. Nikos is overweight, with violet hair and gray eyes. He wears black cargo pants and a Cyberia Club t-shirt, and has advanced cybernetic legs.

19. Lai Xiu-Hay: Male Paramedic. Xiu-Hay is short, with a cyan mohawk and large opalescent eyes. He wears a grey suit and carries a tablet computer.

20. Roy Rosek: Male Paramedic. Roy is tall and overweight, with spiked auburn hair and brown eyes. He wears torn jeans and a Weyland-Yutani t-shirt, and carries twin automatic pistols. Roy is superstitious and decisive.

Adventures And Scenarios

Chartopia - Cyberpunk Random Scenario Generator

What's Going Down? - Megalomaniac out to destroy the world

Who's Up for It? - Media / Medias

Where's it at? - Diner / Restaurant

What's the Real Story? - Bent cop / cops

What's Going Down? - New drug hits the streets

Who's Up for It? - Biotech Corp

Where's it at? - Mob HQ

What's the Real Story? Nothing. It really is what it appears (This'll REALLY make 'em paranoid!)

What's Going Down? - The Mob throws its muscle around

Who's Up for It? - Rogue Cops

Where's it at? - Diner / Restaurant

What's the Real Story? - Medias "creating" news (i.e. hoax)

Hobby Lark - 11 Cyberpunk Adventure Seeds

1. Whoops - The characters are offered a shot at collecting a bounty for a big corporation who wants to snare this guy (or gal) for some shady corporate reason. Only problem is, the person the bounty is being offered for is one of the PC's themselves! Luckily the bounty just went out, so they still have a little time to figure out what to do... right? If you really want to amp up the pressure, make the bounty really high—think millions. Why this character is targeted is totally up to you.

2. The Job - Some kids tagged a corporate exec's nice new car. No big deal, right? Happens all the time in (insert big city name here). Except this particular exec is a young, up and coming hotshot with a chip on his shoulder the size of the Shimizu Mega-City Pyramid, and he's willing to hire some cheap thugs to track down the gang that tagged his rig and put an end to them altogether. Make him a real charm to deal with - foaming at the mouth angry when in private, but sweet as pie movie-star grins in public.

3. Chop Shop - A local streetdoc has his eye on a flashy new piece of techware, (Could be anything from a covert weapons system to some kind of hot-rod neural upgrade that boosts brain function 250%, etc. Get creative.) and he's willing to pay top dollar to get it. The catch? It's attached to a corporate exec, and he plans to keep it! (Maybe the corporate exec from the last seed? That could be fun.)

4. Wait... What? - The Characters are given an easy job—a data-stick with a handful of banned books on it has to be delivered to a man at a club downtown. But when they make the transaction, the cops show up and start shooting. The contact knows a way out, and keeps them running—until they find out it's not really them the cops are after, it's the contact, and he's being chased for a totally unrelated reason!

5. A Different Deal - The characters are given a briefcase of "parts" (organs, smuggled tech, something like that) and told to sell it to the representative of a local gang (Triads, Yakuza, Russian Mafia, etc.) for at least a certain sum. Whatever they make off the top of that is theirs to keep. But when they sit down at the negotiation table and get to dealing, the gang rep decides he's much more interested in a different set of "parts"—those attached to the players. Too bad he's got an entire gang to back him up, and his offer sure is... killer.

6. Beaten to the Punch - The characters are hired on to hijack something owned by their contact's rival corporation (or gang, etc.) A shipment, a truck, cybertech, etc. Something like that. Let them come up with an elaborate plan, but when things get hot, the plan gets blown out the window. Seems someone else has already hijacked the gear / rig, and not only is that someone better armed than the player characters, but he / she is totally insane as well.

7. Prime Footage - An up and coming filmmaker is filming his latest masterpiece, something so violent and realistic that it's going to change the face of film forever—or at least that's the pitch. He wants the characters as stars for the film, and he's very persistent (lots of money offered), but how the characters decide to react to discovering that the movie's "bad guys" are real street junkies with real weapons that make death equally real is up to them.

8. The Rogue - A bounty has been put out for a man that a biotech corp wants bad. Further information is consistently blocked—it just doesn't exist where it can be reached. All the characters have is a picture and a list of hangouts, but that should be enough, right? So what's the catch? The man is a military-grade construct, either a machine or a bioengineered product, and this is his corporation's big test...

9. Lucky Winner - The Characters are driving somewhere (best if they're in a hurry to get somewhere) when a hover-truck goes screaming by (literally) and the guy doing the screaming jumps off the back of the rig and hooks himself onto the PC's ride. He has one arm that's totally techware, fitted with some kind of streetdoc custom winch attachment that keeps him from being shaken off. Make the guy really irritating—he's dressed in nothing but bright neon yellow leather pants with a pink mohawk and a giant laughing skull tattooed (subdermal LED's) across his chest. He should have some kind of small gun that's really noisy and really good at blowing holes through things without a lot of extra damage (like a high-power hand-held railgun) but he's a lousy shot. So why's he hopping onto the PC's ride? Well, that's up to you. He picked the ride at random during his escape from anything from the cops (who might be interested in the PC'S too) to some vicious and well-armed gang. And if he's shooting, you can bet they're shooting back, putting the PC's in the crossfire...

10. Mistaken Identity - The characters go to talk to or question somebody. Maybe it's someone they've come to get a job from, or maybe it's someone they've come to question / kidnap, etc. Whatever the reason, the instant they knock or kick down the door, they find someone else there—cops, landlord, current boyfriend / girlfriend, corporate goon squad, etc. They all want something, and they're all suspicious (the boyfriend / girlfriend one could be fun—jealousy could cause violence), and there's no sign of the person they came for. Not that the PC's are going to get out of this all that easy...

11. The Creeping Crud - After a particularly nasty encounter involving a lot of blood and / or grime, one of the characters starts developing (after a few days, maybe a week) some nasty symptoms. (Rashes, oozing sores, high fever, weakness, vertigo, etc. make the disease really "fun") This should raise a lot of great questions—is the disease contagious? Where did it come from? No doctor in any hospital can identify it, but clues and hints lead them to a free clinic in the middle of the most rundown and dangerous area of the city, where a doctor knows exactly what they're dealing with—he's been seeing cases of it all week! We're talking ground zero for the next great plague here. Does he have a vaccine? Probably not, but don't worry, it doesn't kill you right away...

Sci Fi Ideas:

1. 2,300,780 People Like Jack Turner - The memories of celebrities are available for public download. Jack Turner is an internet sensation. His first marriage was a best-seller and over 2 million people subscribe to his daily live feed. But when a false memory is implanted into his feed, showing him committing a murder, Jack finds himself on the run. With the police watching his every move, a two-minute delay in transmission is his only advantage – that and his millions of loyal fans.

2. The Missing Dead - The after-life is made real in the form of a virtual reality heaven. People pay to have their minds stored on computer and are allowed to continue living in a virtual world of their choosing. But when their money runs out, users are downgraded to the basic free package, which takes the form of a virtual slum. When several of heaven's residents are reported missing, a detective enters the virtual world to investigate. There he discovers the shocking truth; non-paying users are being deleted to free up server space. Think 'Caprica' meets 'Tron' meets 'Ubik'.

3. World 1.0 - Two teenagers build an entire holographic world from the ground up. When the program is stolen by an entertainment company, they attempt to sabotage it from within. They use their knowledge of the virtual world to gain control of its characters, preventing the company from making a profit.

4. Linked-In-mates - The inmates of a high-tech prison have their brains linked to a computer network to provide extra processing power. The prisoners use this to plan their escape.

5. New Lease on Life - A severely disabled man is given a new lease on life in the form of a holographic avatar. The hologram allows him to interact with others more freely, and to lead a fuller life after having been bedridden for years. However, he struggles to reconcile the differences between his physical and non-physical forms.

6. The New You - In the distant future, scientists have found a way to transfer thought and memory into the minds of robots. Humanity has been all but wiped out by a century of plague. There are less than 1,000 living humans left, but thousands more continue in near-immortal robot bodies. The robot-humans know that the biological population is too small to repopulate the Earth, so they search for a way to create new robot minds, using their own thought patterns and the thought patterns of the last surviving biological humans as a template. They create hybrid personalities, combining different character traits to increase diversity. The minds of the living / biological humans are more capable of growth and development than the robot minds, and so the last remaining humans are vital to the future diversity of robo-mankind. The robots subject them to a battery of tests, challenges and new experiences (some traumatic and some pleasant) to encourage their personalities to change. After each new experience, their minds are scanned, copied and uploaded into a new robot. Living as lab rats, the biologicals are desperate to escape their torturous existence. Maybe their robotic counterparts can help, but will they?

7. Johnny-5, Dead - A strange, futuristic cult begins using replicants / clones / androids as suicide bombers. They are created specifically for the purpose, can be made to look like any person, and they have no fear of death. The source of their manufacture must be located and destroyed.

8. Artificial Emma - A lonely farmer buys a [replicant](#) to work as a farm hand. She is not a robot but an 'artificial person', manufactured from living tissue. While at first he treats her like a slave, the farmer slowly falls in love with her. Many people are fearful of the replicants, and they blame them for rising unemployment levels. When a replicant is accused of murder, anti-replicant groups across the country turn violent. A mob of neighboring farmers come to 'dispose of' Artificial Emma.

9. Trash - A group of troublesome children are abandoned on a huge trash heap. They have all committed crimes – some serious, some not-so serious – and this is their punishment. The trash heap stretches out for miles in each direction and the children are alone. They arrive by teleporter, and each week they receive a food parcel by teleportation, but they must otherwise fend for themselves. They pull together as a group, with the eldest children as their leaders. They share their different stories, their troubled pasts, and become close friends. Two of the children begin building their own teleportation device using scrap parts so that they can all escape. But when the device is finished they all decide to stay. They've found what they always wanted – freedom, responsibility, people who care about them, and they don't want to leave that behind. Unfortunately, this is all a simulation – a virtual reality. The experience was designed to punish the children and build character. They awake from VR and are sent back to their homes.

10. The Ultra-Horse - The world of horse racing has been corrupted by the introduction of cybernetic enhancements. Horses are enhanced by artificial limbs and computer intelligence. Sponsorship allows for increasingly advanced technologies to be used, and mega-corporations begin to dominate the sport. Drink Vitalade is a champion. The horse has not lost a race in over 40 years. Each time the horse is injured or retired, its memories are transferred into a new model with the latest technology. The mega-corporations begin to fight over this valuable champion. Should Drink Vitalade be disqualified from the sport?

Donjon SciFi Random Generator - Jobs (Missions):

1. A media agent named Nata "Sydney" Kuryo needs a team to infiltrate a cyberterrorist group and steal a blackmail database. Further, they are required to use branded weapons supplied by Koga-Ko Defense.

2. An anonymous foreign ambassador needs a crew to infiltrate a facility deep beneath the Japan Sea and steal a database of communications surveillance. However, the job is a trap.

3. A demanding corporate agent named Ms. D needs a team to infiltrate a Pai-Woldt Industrial Unlimited industrial site and attach a device to the local network. Further, any collateral damage is unacceptable.

4. A demanding government official named Ms. Who needs a crew to deliver a katana to Kura Suke, a financial executive of Teragen Amalgamated. However, they find the hand-off location under military lockdown.

5. An anonymous foreign government agent needs a team to break into a Bancroft Genetics arcology and eliminate its entire staff. Further, security is already on alert after a failed previous attempt.

6. An anonymous corporate agent needs a crew to infiltrate API Services Consolidated and steal financial data prior to a takeover. However, the target turns out to be very different than described.
7. An anonymous government official needs a team to break into the OMT Specialized Defense network and destroy a blackmail database. However, the client tries to eliminate them after the job.
8. An anonymous data broker needs a crew to break into the UAW Integrated Nanotech network and encrypt a research database. However, they find remote-triggered demolitions charges already placed by another mercenary team.
9. An anonymous hacker needs a team to smuggle an antique handgun into a facility somewhere in the Tehran warrens. Further, the parcel will destroy itself in thirty minutes.
10. An anonymous hacker known as Alloy Cipher needs a team to break into an ORH Unlimited corporate datavault and place demolitions charges. Further, security is already on alert after a failed previous attempt.
11. An anonymous hacker known as Tom Maddox needs a crew to deliver a glass cube to Nina Yukiyan, an engineer of To-Kova Industrial Global. In addition, a begrudged smuggler seems determined to sabotage them.
12. An anonymous data broker needs a team to smuggle a keycard into a facility deep beneath the Japan Sea. Further, any collateral damage is unacceptable.
13. A hawkish foreign ambassador named Mr. Who needs a team to deliver biometric data to OmegaCorp Global. And then, they run into unexpected security.
14. An anonymous minor executive needs a team to infiltrate a Kalina-Phao Consolidated facility and place network surveillance devices. In addition, someone else wants the special equipment they're given for the job.
15. An anonymous media producer needs a crew to infiltrate a secret government facility and search for evidence of an alien conspiracy. However, the job is a trap.
16. An anonymous cyberterrorist known as Golden Nikita needs a team to break into the Wyke-Kina Defense network and encrypt a military database. However, the target turns out to be very different than described.
17. An anonymous corporate agent needs a team to hunt down and destroy a combat drone stolen by an infamous hacker collective. However, the job is a trap.

18. An anonymous hacker known as Comrade Vagabond needs a team to break into a private zoo and extract a cyber-weaponized tiger. And then, they run into a violent street gang.

19. A guarded cyberterrorist named Mr. Who needs a team to deliver an advanced oracle algorithm to a cyberterrorist group. However, they find the hand-off location under military lockdown.

20. A media producer named Mr. One needs a team to infiltrate a luxury hotel and extract a celebrity sportsball player named Chao Jue. Further, their work will be recorded via drone for a new holoivid series.

Mutant Backstory

You know, one of my initial ideas was for Chemtrails spraying crap on the population and big riots breaking out as a direct result. The Mutant Backstory concepts might just fit into this scenario.

Orteil Dashnet - Mutant Backstory By Servant

1. Law enforcement tried to secretly augment their elite agents by buying augmentations from Bionautics. These augmentations proved faulty and drove the elite agents insane.
2. Panafrican Solutions genetically modified several of their best soldiers to boost their combat abilities. These soldiers however went rogue to protest their low pay and now operate independently.
3. Integral Technologies provided covert backing to techno-cultists who were modifying their bodies to "transcend" humanity and become "superior". Their experimental nature made them insane. The techno-cultists soon refused help from "inferior" humans and started acting independently.
4. The Unguided provided covert backing to techno-cultists who were modifying their bodies to "transcend" humanity and become "superior". Their experimental nature made them insane. The techno-cultists soon refused help from "inferior" humans and started acting independently. (Same as above.)
5. Goldmund-Teller used to use genetically engineered slave labor in their factories. These slaves would later rebel against their masters and successfully escape.
6. Psychobank secretly gave their elite agents biochemical drugs to make them more effective at killing. However there were numerous side-effects of these drugs, including permanent psychosis.
7. Synergy Dynamics genetically modified several of their best soldiers to boost their combat abilities. These soldiers however went rogue to protest their low pay and now operate independently.
8. Law enforcement tried to secretly augment their elite agents by buying augmentations from Inclusive Industries. These augmentations proved faulty and drove the elite agents insane.
9. Technomatics genetically modified several of their best soldiers to boost their combat abilities. These soldiers however went rogue to protest their low pay and now operate independently.

10. Solar of Brussels captured alien parasites for further study. However, those alien parasites soon escaped from their containment fields and tried to replicate themselves by infecting humans.

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Conclusion

I like a lot of these ideas. I don't know if they're going to fit into what I've already established in my novels, but I am going to try to get a bunch of them in. I hope some of these end up inspiring you to write!

Update: I did end up using several ideas from this list, modifying them to my novel's specific needs. That's what you should do. Take these ideas and twist them around to make them fit your characters and their motivations. I rolled dice in a few cases to ensure dynamic, random plot twists.

I mentioned a name in the Characters And Motivations section, which I modified slightly into Fangtastic Kustov. Once I had the name, I rolled for motivations and scenarios, coming up with a situation where Fang took out one of my main characters about halfway through my novel and changed the direction of the rest of it. That hurt! That character had been around for 3 novels already! Sometimes, no matter how much you love your characters, you have to go the way GRR Martin does in Ice And Fire / Game Of Thrones, where the worst thing will happen and your surviving people have to react and adapt to it.

Well, that should be plenty of ideas to get you started! Write your story, even Fan Fiction if you'd like, because the Cyberpunk Challenge is going to be Creative Commons and Non-Commercial, and all stories submitted will remain the property of their creators. You create your world around the ideas, with fluffy themes or gritty ones, low magic, high magic, content ratings between PG and R, whatever you want. My stories usually have a medium to high level of controversy in them, because that's how I write, so you'll know what kind of company your stories will be in. Submit them to my e-mail and watch for new announcements on my writer's site and blog. Links at the end.

Now, if I can only get this one guy to commit to writing a story for me...I'm looking at you, Frankie Four-Fingers!

About the author: Raymond Towers is an author of fantasy, horror and science fiction that strays away from the mainstream, plus a little in the way of true paranormal and other genres. He has written and independently published a good number of titles, most of them full-length novels and collections, with several more on the way. The author has been a lifelong resident of warm and sunny southern California, a location that pops up frequently in his writing. At the moment, the author is looking for ways to reach new readers all over the world, in addition to pursuing his great love of writing and taking it to the next level.

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