DARK
METROPOLIS

◉ BY JUSTIN SCHMID ◉

◉ An Alternate Reality Sourcebook For ◉

Cyberpunk

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DARK
METROPOLIS

◎ BY JUSTIN SCHMID ◎

Credits

Written by:
Justin Schmid

Editor:
Marc A. Vézina

Copy Editing:
Jean Carrières

Editor for R. Talsorian Games, Inc:
Derek Quintanar

Art Direction:
Pierre Ouellette

Layout:
Pierre Ouellette
Jeff Fortier
Dominique Durocher

Cover Art:
Pierre Ouellette
Jeff Fortier

Interior Art:
Ghislain Barbe

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Foreword

Hello City...
Another night at the Palace,
'cause there is nothing else to do.
The same people, the same drink and the same music,
the same quicksand.
I think this harbour town is waist deep and sinking fast.
                        -Hello City, Barenaked Ladies

*I*t's the 21st century, 65% of the world's population live in urban centers: cities, metroplexes and arcologies. **Dark Metropolis** focuses on the darker aspects of urban life and takes a close look at what it is like in the 21st century.
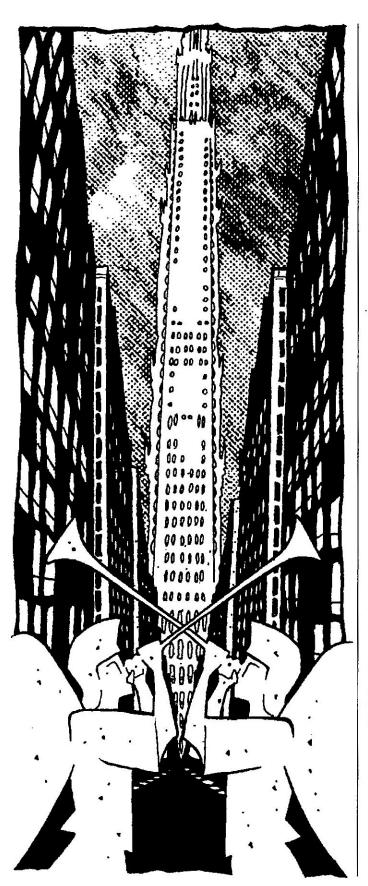
City life is not a new experience for humanity, cities have existed since early Sumerian times. As early tribes abandoned their nomadic ways for a sedentary life, settlements were formed, and from them, towns, and then cities, and now, metroplexes. Cities developed out of the evolution of human society, and continue to evolve today, into bigger, more complex conglomerations of people.

While modern cities share the essential characteristics of cities from the past, they are unlike anything that appeared before. Their sheer size dwarfs anything previously thought to be the "biggest cities". The technology that pervades the life of the modern citizen is unrivaled in the past, as is the degree of artificial environment that surrounds the 21st century urban dweller.

Like the cities of past, there are huge concentrations of people in small areas, though the crowding has reached epic proportions when one considers the numbers involved. Millions of people are crammed into cubical apartments with thousands on the streets fighting for a spot on the sidewalk to sleep. The crowded suburbs, once the bastion of civilization on the outskirts of cities, now overrun by corporate workers. Only the executives and elite manage to live in comfortable, spacious homes; however the price being commitments and obligations that rule their lives.

The continuing trend of labour specialization begun when agriculture was first adopted as a primary food source, runs rampant in the modern city. New technologies are constantly rendering occupations obsolete, and people useless. The amount of knowledge available and competition in corporate positions require citizens to specialize, becoming experts in their own field, and ignorant of any other venues.

For most in the city, life without a life contract with a company means near poverty. For those lucky enough to have useful skills, short-term work contacts can usually be found, but for those without any useful skills, poverty and a life on the street is the only possible outcome.

Most cities have tried unsuccessfully to expel the homeless masses; there are just too many of them. The best solution in most cities has been to restrict them to the Combat Zones, where many are killed by gangs or random street violence. The 20th century social aid programs have died away with the collapse of the economy, and corporations have had no interest in reinstating them for non-employees.

One of the biggest differences between urban and rural life is the artificiality of city life. There are the occasional parks in metroplexes, but by and large, they are concrete and glass worlds, which couldn't be further separated from the natural world. There are attempts at bringing nature into the city, but only through perverse imitations, such as the pseudopets. It could be argued that little is real in the cities; music is electronically produced, drugs are engineered and social interaction is often plastic, revolving around making contacts and placating superiors.

Technology is largely to blame for this, as it pervades life in the 21st century. The most obvious examples of this are cybernetics, which physically invade the human body, but less obvious are the inconspicuous electronics used on a daily basis: the automatic coffee-maker, the ever-present TV screens, cameras watching everywhere, and the computers used for almost any knowledge-related task. The urbanites of 2020 are so infused with technology that they would be hard-pressed to survive without it.

The question asked is, Is this bad? Some argue that this is part of the natural (?) evolution of human culture, while others state that human society has become corrupt and depraved — cities are the prime example of this. In either case, the fact of the matter is that city life is here to stay, for at least a few more decades, if not centuries. It is instead better to understand what makes a city tick, so that one can deal with it better, which is what this text is designed to do. It is a comprehensive examination of the darker side of city life in the 2020's. The omission of the general and public side of cities is due to the fact that this information is readily available through a variety of sources, while the underground and background aspects of the city are normally neglected, or examined in isolation; as if they existed as solitary aspects of the city, instead of dynamic characteristics of a complex society.

SUMMARY

The first chapter, *Technicalities*, investigates the important, yet often neglected aspects of life in 2020. This includes people's past, their personality and how stress affects them, and the frequent repairs and maintenance required of complex electronics (especially with cybernetics), and the common malfunctions related to their misuse.

Lastly, the tools of the 21st century Big Brother, surveillance cameras, are examined closely. Everyone in 2020 is under constant surveillance by dozens of organizations, some government, some corporate, some private, but all for their own dark purposes.

Things To Do, the second chapter, is a practical look at the typical activities of a more active Edgerunner, such as the running of pirate radio station, participating in a celebration of some sort. In addition, the various calamities that can befall cities, such as heat waves, riots, black outs and other disasters are examined.

People To Meet, the third chapter, includes a close examination of Reapers (repossessors of people and things) and Spooks (electronic sleuths); all occupations that have developed almost exclusively due to the social network of the city. *Places To Go*, the fourth chapter, looks at Asylums, places where you can go to hide when nowhere else will do; drug salons, where you can get high with other edgerunners; and the Enclaves of the city, where various cults and gangs rule.

The fifth chapter, *Dark Pleasures*, is a very special chapter that requires some explanation. The Cyberpunk generation did not invent vice, but has certainly incorporated it to a greater degree into its own culture than any past society. The norm of 2020 is comparable to the abnormal of the 20th century. Drug use is the norm, with the number of types of drugs being in the millions. Music has taken a turn for the worse as we look at the convoluted use of research into the psychological effects of sound. Death is now toyed with, as drugs were in the 1960's a fad of experimentation with near-death experiences has begun. Sexuality, while freer, is also a great deal more depraved, with morality all but absent in the 21st century cities.

One of the lesser acknowledged "vices" of the 2020's is the possession of PseudoPets. Genetically-engineered mockeries of their natural counterparts, these animals are the pride and joy of many Edgerunners, who claim this is their tie, twisted and distorted as that connection might be, to Nature.

The last chapter is a scenario, a tale of a very twisted and deranged individual, calling himself the *Imp of the Perverse*. He haunts his enemies, stalking them, and torturing them

psychologically. Not a story for the faint-hearted, but certainly the sort of bizarre tale told in the city.

LIFE ON THE NIGHT'S EDGE

Dark Metropolis examines the day-to-day life in the Alternate Reality Universe. In a world where vampires and serial killers live side by side with "normal" humans, the environment that they share becomes an important factor in deciding where normality ends and abnormality begins. It becomes very clear that this is a very fine line, which most inhabitants of 2020 criss-cross on a regular basis.

While Night's Edge discussed the supernatural beasts of the Cyberpunk world, and Grimm's Cybertales examined the other horrors in it, Dark Metropolis presents the world and background in which these elements exist. It looks at the dark side of the "normal world", in contrast to the dark side of the abnormal world. These three books can be used in conjunction or separately, to construct a consistent gaming universe.

As with all Alternate Reality Universe sourcebooks, any of the rules or ideas presented herein can be dropped or added as desired. Keep only those aspects which will enhance your campaign.

PURELY TECHNICAL

Several boxed texts deal with specific game rules for the Cyberpunk/Alternate Reality Universe. They are clearly indicated when they appear. References are often made to the Night's Edge and Grimm's Cybertales sourcebooks; it is recommended, but not required, that you have a copy of these books.

TERMINOLOGY

There are several new terms presented in Dark Metropolis. They are part of the Cyberpunk slang, and may be added to one's campaign world.

- **ASYLUM:**
  A business that provides places of sanctuary and/or hiding.

- **BATS:**
  The state or federal communications committee, specifically those agents that track and shut down phantom bands, or pirate stations.

- **PHARM:**
  Drug factory.

- **REAPER:**
  Repossessors of merchandise and people.

- **SHADOW BANDS:**
  Pirate radio and TV stations.

- **SPOOK:**
  A surveillance and security expert.

Technicalities

Everybody knows that the dice are loaded.
Everybody rolls with their fingers crossed.
Everybody knows the war is over.
Everybody knows the good guys lost.
Everybody knows the fight was fixed:
the poor stays poor, the rich get rich.
That's how it goes. Everybody knows.

-Everybody knows, Leonard Cohen

Often neglected when examining the world of city life, are the individuals that make it up. Not only is that overlooked, but their pasts as well. What kind of family life does the average urban dweller have in a metropolis? What kind of person are they, and what experiences have they had. Often, there are a good number of similarities between most people in the city, which they hold to strongly.

In addition to this, urban life in 2020 is dominated by two major facts: you will deal with high technology on a regular basis; and you will constantly be under video surveillance as soon as you leave your home (if not while inside your home). To the citizen of the 21st century, these are simple facts, taken for granted. However, they shape their lives and interaction to great degree, which is why they are examined here. All denizens of cities will have to deal with them, dead or alive.

THE INDIVIDUAL

One important aspect to understanding the city is to understand the individuals that make it up. Crucial aspects in the development of these individuals are their family life, past experiences, etc. The Cyberpunk generation is no different from past generations; it is largely guided by experience.

There are five aspects of the individual that we will examine: social origins, to understand the long-term heritage and diversity; family backgrounds, to understand their early experiences; life experiences, to understand the events that shaped their lives; personalities, to understand them; and appearance, to understand the physical manifestation of their personalities.

FAMILY LIFE

The family life of the individual is important, and while it was common throughout the late 20th century to blame one's failures on a troubled family life, this plea has since lost favor in the courts, perhaps because so few people have normal family lives anymore. Nevertheless, the facts are clear, nuclear families are all but extinct in 2020.

A character's family life is composed of their Social Class, Childhood, Trauma, Family Description and Family Status.

SOCIAL CLASS

A character's Social Class should reflect their Role. The Role-Class table below describes the most probable social classes that a character in a given role would have come from. The player can either choose or roll when a choice is given. Note however, these are only guidelines and may be ignored in the interests of better role-playing at the GM's discretion.

ROLE-CLASS TABLE		
ROLE	**CLASS**	
Solo	Lower	
Cop	(1-2) Lower	(3-6) Middle
Rocker	(1-4) Middle	(5-6) Upper
Corporate	Upper	
Netrunner	(1-3) Middle	(4-6) Upper
Techie	(1-3) Middle	(4-6) Upper
Media	(1-4) Middle	(5-6) Upper
Medtechie	(1) Middle	(2-6) Upper
Fixer	(1-3) Lower	(4-5) Middle	(6) Upper
Nomad	Lower	
Booster	Lower	
Spook	(1-4) Middle	(5-6) Upper
Reaper	Lower	

Once the social class of the character has been selected, roll 1d10 or choose from the specific family background table.

SPECIFIC FAMILY BACKGROUND TABLE

ROLL	LOWER CLASS
1-2	Street Homeless
3-4	Street Gang
5-6	Combat Zone Poor
7-8	Factory Workers
9	Nomad Pack/Pirates
10	Arcology Family Official

ROLL	MIDDLE CLASS
1-3	Arcology Family
4-5	Career Military
6-7	Professionals
8	Corporate Employees
9	Managers
10	Government

ROLL	UPPER CLASS
1-3	Professionals
4-6	Corporate Executive
7	Government Leadership
8	Idle Rich
9	Corporate Owner
10	Organized Crime

CHILDHOOD

The next step is to determine what kind of a childhood the character had. Roll 1d10 or choose on the appropriate Social Class table below:

ROLL	LOWER CLASS
1-3	Grew up on the street with no adult supervision.
4-5	Grew up working for parents from very young age.
6-7	Grew up hanging out with the local youth gang.
8-9	Grew up under the supervision of older sibling or relative.
10	Grew up under the close supervision of a loving family.

ROLL	MIDDLE CLASS
1-3	Grew up at home with little adult supervision.
4-6	Grew up hanging out with the local youth gang.
7-8	Grew up hanging out with tight group of close friends.
9	Grew up under the supervision of older sibling or relative.
10	Grew up under the close supervision of a loving family.
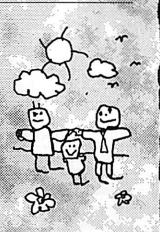
ROLL	UPPER CLASS
1	Grew up hanging out with the local youth gang.
2	Grew up hanging out with tight group of close friends.
3-5	Grew up at home with little adult supervision.
6-7	Grew up in boarding schools.
8	Grew up under the close supervision of a nanny.
9	Grew up under the close supervision of a restrictive family.
10	Grew up under the close supervision of a loving family.

CHILDHOOD TRAUMA

Every kid goes through some trauma, some worse than others. Every character rolls 1d10 and determines what exactly their traumatic experience was. This could be used in psychological attacks on the characters later in the game, or provide hurdles for the character to overcome.

ROLL CHILDHOOD TRAUMA

1	Character was in a terrible accident.
2	Character mistreated/abused by parents.
3	Character's parent(s) lost their job.
4	Character become violently ill with some disease.
5	Character was horribly humiliated in front of peers.
6	Character's home destroyed in fire/riots/war/disaster.
7	Character was tormented by gang/police.
8	Close friend/family member killed, witnessed by character.
9	Character held hostage for short period of time.
10	Character was hunted by stalker.

FAMILY DESCRIPTION

The actual components of the character's family are generated here. First roll 1d10 or choose from the Parents table. Subtract -2 from Lower Class families and -1 for Middle Class families on the Parents roll. Parents describes who were the character's parents or guardians.

Then, determine the number of siblings by rolling 1d6/3 or choosing. Roll 1d10 or choose on the Siblings table for each sibling's age relation to the character. This includes all siblings, even those that the character is unaware of.

ROLL	PARENTS
-0	Orphanage/Organization
1	Adopted, roll again
2	Friend of parents
3	Relative
4-6	Mother
7	Father
8-10	Both Parents

ROLL	SIBLINGS
1-2	Older Sister
3-4	Younger Sister
5-6	Older Brother
7-8	Younger Brother
9	Fraternal Twin (1-3 Same Gender; 4-6 Different Gender)
10	Biological Twin

Characters may then roll or choose from the Cyberpunk Family Background: Something Happened To Your Parents table if one or more parent is missing. Also, if desired, the Sibling Relations table can be used to determine the relationship between the character and the various siblings.

FAMILY STATUS

This is the family's current status, which refers more to how much contact the character has with the family rather than whether disasters have struck it. Roll 1d10 or choose from the Family Status table.

ROLL	FAMILY STATUS
1	5+ years no contact with any family members.
2-3	Only annual contact with one random family member.
4-5	Only annual contact with core family.
6	Regular contact (once a month) with one random family member.
7	Regular contact with core family.
8	Regular contact with core family & close contact with one random family member.
9	Close contact with core family.
10	Close contact with core and extended family.

PSYCHOLOGICAL PROFILE
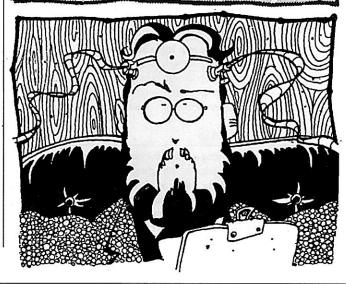
A person's personality or psychological profile tells perhaps the most about them: what they want, how they act, how they think, their beliefs and disorders, and the quirks that make them all different. It is also one of the most interesting aspects of this sociological examination of the minds of people in 2020.

Characters all have Motives, Exmodes, Inmodes and Quirks. Some will have Disorders and Dedications. These are only guidelines feel free to improvise or ignore rolls that do not fit into your character image.

MOTIVE

First roll 1d10 or choose from the Motivation table. This is the prime motive that the character will act from when making decisions over the course of the campaign.

MOTIVATION TABLE

ROLL	MOTIVE	ROLL	MOTIVE
1	Personal Egotism	6	Love
2	Personal Honor	7	Power
3	Love of Duty	8	Wealth
4	Pleasure/Excitement	9	Social Status
5	Knowledge	10	Vengeance

EXMODE
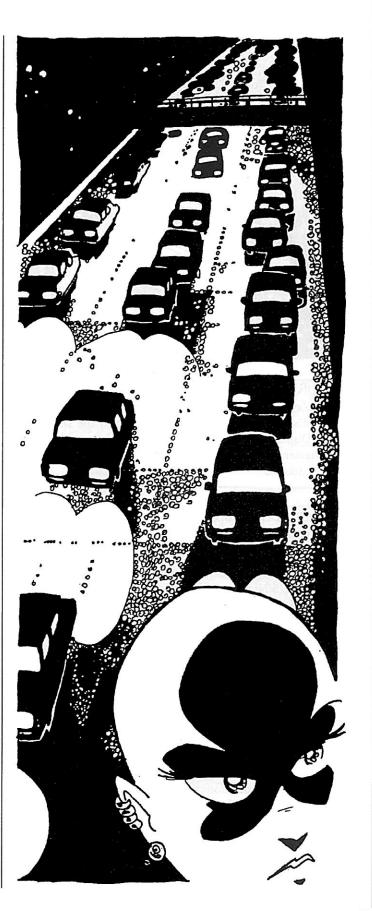
Next, roll 1d100 or choose from the ExMode table. This describes how the character behaves normally, and also whether the character is an introvert or extrovert.

EXMODE TABLE

ROLL	EXMODE
01-03	...Introvert, Antisocial/Solitary
04-06	...Introvert, Aloof/Spacey
07-10	...Introvert, Sober/Secretive
11-14	...Introvert, Shy/Quiet
15-19	...Introvert, Intellectual/Detached
20-25	...Introvert, Intuitive/Spiritual
26-34	...Extrovert, Diplomatic/Courteous
35-40	...Extrovert, Silly/Manic
41-45	...Extrovert, Friendly/Helpful
46-50	...Extrovert, Arrogant/Rude
51-60	...Extrovert, Forceful/Aggressive
61-70	...Extrovert, Suspicious/Nervous
71-75	...Extrovert, Guilty/Depressive
76-82	...Extrovert, Antagonistic/Hostile
83-90	...Extrovert, Cheerful/Fluff-headed
91-95	...Extrovert, Angry/Quick-Tempered
96-00	...Extrovert, Assured/Stylish

INMODE

Next, roll 1d100 or choose from the InMode table. This describes how the character thinks and will act with close friends in private. It is closer to how the character actually is.

INMODE

ROLL	INMODE	ROLL	INMODE
01-03	Optimist	52-54	Driven
04-06	Pessimist	55-57	Cowardly
07-09	Hedonist	58-60	Brave
10-12	Suspicious	61-62	Honest
13-15	Egotist	63-64	Ponderous
16-18	Mischievous	65-67	Scheming
19-21	Curious	68-70	Skeptic
22-24	Moody	71-74	Manipulative
25-27	Trusting	75-77	Greedy
28-30	Opinionated	78-79	Pious
31-33	Treacherous	80-82	Lustful
34-36	Malevolent	83-85	Perverse
37-39	Forgiving	86-89	Nihilistic
40-42	Unforgiving	90-93	Honorable
43-45	Vengeful	94-96	Compassionate
46-48	Jealous	97-00	Disorder
49-51	Lazy		

DISORDERS

If the player rolled a Disorder on the Inmode table, then at the GM's discretion roll 1d100 or choose from the Disorders table. Disorders are serious mental illnesses that could cripple a character. The GM may refuse to allow player characters to have disorders.

DISORDERS TABLE

ROLL	DISORDER	ROLL	DISORDER
01-03	Homicidal	48-55	Hallucinations
04-06	Suicidal	56-64	Megalomania
07-10	Schizophrenic	65-75	Compulsive Liar
11-15	Sociopath	76-86	Pyromaniac
16-22	Delusions	87-94	Martyr
23-29	Technophobe	95-97	Multiple Personalities
30-40	Addict	98-00	Sado-masochist
41-47	Agoraphobic		

DEDICATIONS

If the player wants a dedication, they can choose one from the religions, cults, gangs, corporations and other organizations in the character's campaign world. Also, one can be dedicated to loved ones. Dedications are strong beliefs and associations with organizations. They are more fully explained in **Grimm's Cybertales**. Determine the degree of the dedication, from +1 to +10, 1 being a very loose dedication and 10 being a fanatical obsession.

QUIRKS

Last, players roll 1d100 or choose two to three Quirks from the Quirks Table. These are simply various facets of the character's personality.

QUIRKS TABLE

ROLL	QUIRK	ROLL	QUIRK
01	Pious	59-60	Phobic
02-04	Absent-Minded	61	Careless
05	Religious	62	Sedate
06-07	Eccentric	63-65	Obsessive
08-09	Clever	66	Truthful
09-10	Impatient	67	Pacifist
11-12	Irreverent	68-70	Hypochondriac
13-15	Non-Conformist	71	Precise
16-18	Insomniac	72-73	Loyal
19-21	Artist	74	Musical
22-24	Generous	75	Alcoholic
25-30	Collector	76	Childish
31-34	Liar	77	Conservative
35-37	Intolerant	78	Miserly
38-41	Loquacious	79	Poet
42	Altruist	80-83	Cynical
43-45	Seducer	84-88	Paranoid
46-47	Gambler	89-92	Radical
48-50	Passionate	93-94	Compulsive
51-52	Brutal	95-96	Honorable
53	Spendthrift	97-98	Stubborn
54-56	Rebellious	99-00	Disorder
57-58	Cunning		

STRESS

In the harsh world of 2020, stress is a major problem, and many people crack under the strain of everyday life. However, there is also a desensitization which acts as a counterbalance to lessen the impact of these increasingly stressful events. As the media floods us with images of horror and destruction, we become more accustomed to these events. And the violent nature of life in 2020 also serves to lessen the impact of some stressful events. Nevertheless, the world of Cyberpunk is still a very stressful place, as one can never get used to being shot at.

This is not to say that people are any more stable than before or without emotion. Indeed, the constant strain of combat or living in an "urban battleground" can shake anyone's sanity. The standard Cyberpunk character deals with circumstances and events beyond the scope of typical contemporary experience, and has a much higher risk of cracking. Therefore only the most stable of characters will last for long in the harsh world of Cyberpunk.

STRESS FACTOR

The Stress Factor is a measure of the amount of stress a character is currently suffering. Stressful events will increase the character's Stress Factor, sometimes gradually, other times very quickly. This measures how well a character will react to those circumstances Cyberpunk characters find themselves in.

As the amount of pressure the character is under increases, the Stress Factor rises, and when it gets too high, characters crack. The worst case scenario is a person who cracks and goes over the edge. A character's COOL determines the amount of Stress Points the character can take before reaching new Stress Levels, as shown on the Stress Table. When a character exceeds the Stress Points for a level, they reach the next level and are subject to its full effects.

Example: A character with a COOL of 6 and 4 Stress Points (StP), would be Normal, but three more StP would make him Anxious, and he would now get a -1 penalty on all further COOL checks.

Note that these are not permanent modifiers, and change as the character's current Stress Level changes. Characters with a low COOL will not deal with stress well. Round down when dividing. These penalties will not take a stat below 2.

STRESS TABLE		
StP	LEVEL	EFFECTS
COOL / 2	Fresh	+1 on all COOL checks
COOL	Normal	None
COOL x 2	Anxious	-1 on all COOL checks; Insomnia
COOL x 3	Tense	-2 on all COOL checks; -1 on all other checks; Insomnia (-2); Addiction checks at -2.
COOL x 4	Stressed	-3 on all COOL checks, -2 on all other checks; Insomnia (-4); Addiction checks at -4.
COOL x 5	Cracked	-5 on all COOL checks; -3 on all other checks; Insomnia (-6); Addiction checks at -6; Roll on Over The Edge Table.

STRESS LEVELS

These are the effects of the different Stress Levels.

- **FRESH:**
  The character is stress-free and perfectly calm. An unnatural state because it is so rare. It gives a +1 bonus to COOL checks due to the extremely calm state of mind.

- **NORMAL:**

  The character has normal stresses and concerns, which is most common for Cyberpunkers to have. As we must all deal with stress in our lives, this is considered the normal mental state.

- **ANXIOUS:**

  The character is a little more stressed out than usual, making COOL checks with -1 penalty due to already being a little more mentally "fried" than usual. The character will tend to be a little overcautious and either be very tired (1-5 on d10) or very hyper, (6-10 on d10). The character develops Insomnia. Note that for most Cyberpunkers, this is actually the normal state of being.

- **TENSE:**

  The character is quite stressed by extreme circumstances, and will suffer a -2 penalty on all COOL checks. The character will be jumpy will and have a poor short-term memory, generally with only enough concentration for one task. A -1 penalty is given to all INT tasks, addiction checks will be at -2 to resist and the character develops Insomnia, with a -2 penalty to Insomnia checks.

- **STRESSED:**

  If the character gets worse, they begin to crack under the pressure. They suffer a -3 penalty to all COOL checks and the character will begin to act in bizarre manners, focusing on one task and performing it at the exclusion of all else, including loved ones. Characters under torture will begin revealing information if promised release. A -2 penalty is given to all INT tasks, addiction checks will be at -4 to resist and the character develops Insomnia, with a -2 penalty to Insomnia checks.

- **CRACKED:**

  The character has been pushed past normal limits, and has gone over the edge. They suffer a -5 penalty to COOL checks. A -3 penalty is given to all INT tasks, addiction checks will be at -6 to resist and the character develops Insomnia, with a -2 penalty to Insomnia checks. The character must also roll 1d10 on the Over The Edge table to determine what their reaction is to this incredible strain. The difficulty levels for curing them through therapy are listed after the descriptions.

  > **ENVIRONMENTAL STRESS FACTORS**
  > Living in a hostile environment can be extremely stressful. However, some people acclimatize to it. Environmental Stress Modifiers are reduced by the character's COOL/4 (round down) after living under those conditions for 6 months. It is further reduced by that amount after 2 years of living under those conditions, and then again by the same amount after 10 years. Consequently, characters who have lived all of their lives in the Zone would not find it so bad.

OVER THE EDGE TABLE

ROLL	RESULT
1	**HOMICIDAL:** The character becomes murderous and will seek to kill the perceived source of the stress (perhaps blaming someone unrelated). They will also be violent toward anyone who stands in their way. After the source of the stress has been eliminated, roll 1d10 again on this table, ignoring rolls of 1 for the character's next reaction. However, if the character ever goes Over The Edge again, they will automatically become Homicidal. Diff: 20
2	**CATATONIA:** Characters with catatonia withdraw completely into themselves. No outside stimuli, including being injured, will awaken the character. The character is still alive, but will not move, speak or react. There is a 1 in 10 chance every week that the character will come out of it. If an extreme attempt is made (i.e. continuous contact with the character), the check may be made every two days, however only as long as those measures are continued. Diff: 30
3	**SUICIDAL TENDENCIES:** Characters with suicidal tendencies will seek to end their lives in any way possible, as soon as possible. Every activity will be centered on suicide. They will be prone to taking extreme risks with their lives. Diff: 20
4-5	**SCHIZOPHRENIA:** The character loses all touch with reality. The character's torturers become trees, or may believe himself to be free, and carry on as he might at home. The character might think he's a bird, or that his room is the throne room of the king of Spain. But, reality is no longer the character's reality. Diff: 25
6-7	**SEVERE AGORAPHOBIA:** The character fears everything. Home is the only safe place. Strangers are all murderers, outside there is only pain and torture. The character will require a COOL check at -4 to even go outside their home, even then not going far. See Waxfire in the Necrology trilogy. Diff: 30
8	**HALLUCINATIONS:** The character begins to see, hear, and feel things that aren't there. However, in every other way, they will appear normal. The particular hallucinations will depend on the stress involved, and note that hallucinations are usually metaphors. For example, a character who was hunted and shot might see snipers on rooftops and when stressed, all of a sudden think they have been shot. This will continue until cured. Diff: 20

9 OVERLOAD AMNESIA:

Characters with Overload Amnesia have forgotten everything about their previous life as a counter-measure against the rising stress. The character's Stress Points return to normal, but 2 out of every 10 skills will be forgotten and the character will not be able to remember anything about the previous life. If someone forces them to remember, they regain all the Stress Points lost going Over The Edge again and rolling 1d10 on this table again. If cured by a therapist, then this does not happen. Diff: 25

10 MULTIPLE PERSONALITIES:

The character separates into multiple personalities. Generate different mental stats and psychological profiles for 1d6, excluding the main one. Some will be murders, others timid and shy. Use your imagination. They switch whenever a new stress is introduced. Diff: 40.

LOSING STRESS POINTS

Stress points disappear 1d10 hours after the source of the stress is removed or after a night's sleep (min. 8 hours). If the source of the stress is on-going, the only way to eliminate it is through therapy.

THERAPY
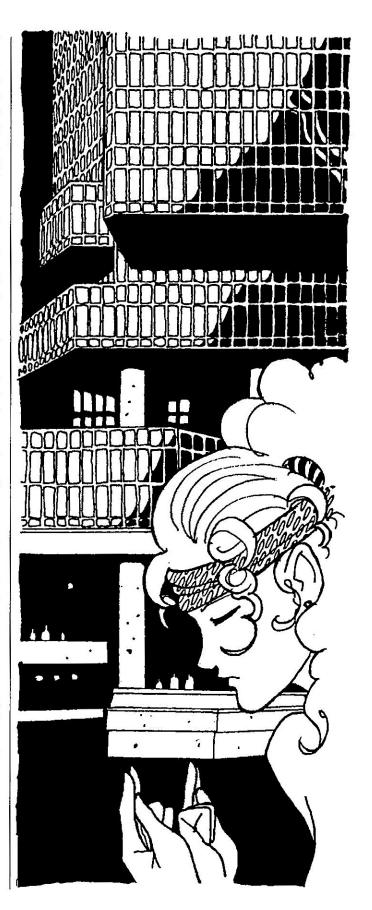
The knowledge of Psychology is used when conducting therapy. The Difficulty is 20 for normal Stress Points. However, if the character has gone Over The Edge, then the difficulty listed after the applicable insanity must be made. And, in this case, the character's Stress Level must return to Fresh before therapy for the insanity can begin.

Every attempt for therapy requires one hour, which is the maximum amount of therapy in a 3 day period, and it cures 1d6/2 points (round up). This can cost up to 1000eb or as low as 100eb from trained professionals, or from a character with Psychology skill. However one cannot treat themselves.

MEDITATION

The New Age movement did one good thing for Cyberpunks, and that was to introduce meditation. Many police officers use meditation to counter the effects of extremely stressful lives. It is one way to stay sane, so many modern combat veterans learn meditation to deal with their stressful lives.

Meditation is one way for a character to help themselves. At a Difficulty of 20, the character can remove 1 on-going Stress Point after one hour of meditation. This can only be done once per 24 hours.

GAINING STRESS POINTS

There are two types of Stress Points, Straight and Fright. Straight Stress Points are taken immediately and automatically. Generally these are due to living conditions, life events, situational stresses, etc. They are randomized to reflect different people's reactions to different situations. Fright Stress Points are due to some temporary, disturbing event. Characters make Fright Checks to determine the amount, if any, StP that are gained.

STRAIGHT STRESS POINTS

There are many forms of Straight Stress Points. They are the daily hassles of life, and events in life which can cause strain on one's sanity. Here are some examples of Straight Stress circumstances and events with their Stress Point amounts. Note that these are merely guidelines, and should be modified as desired to suit the situation. For example, a character who did not care much for their lover might only have half the Stress Points from the Events, whereas an executive whose life was the corporation might suffer double from being hunted by it.

STRAIGHT STRESS POINTS	
ENVIRONMENT	**AMOUNT**
Living in suburb	1
Living on the move	1d6
Living downtown core	1d6/3
Living in hostile env. (space, combat zone)	2d6
EVENTS	**AMOUNT**
Loved one injured/ill	1d6/2
Fighting in Relationship	1d6/2
Relationship breaks up	1d6
Loved one killed/dies	2d6
Spouse dies	3d6
OCCUPATIONAL	**AMOUNT**
Stressful Occupation	1d6/2
Hazardous Occupation	2d6
Very Hazardous	3d6
Hunted by mega-corp/FBI/CIA	3d6
SITUATIONAL	**AMOUNT**
Hunted by gang	1d6/2
Hunted by corporation	1d6
Hunted by the law	2d6
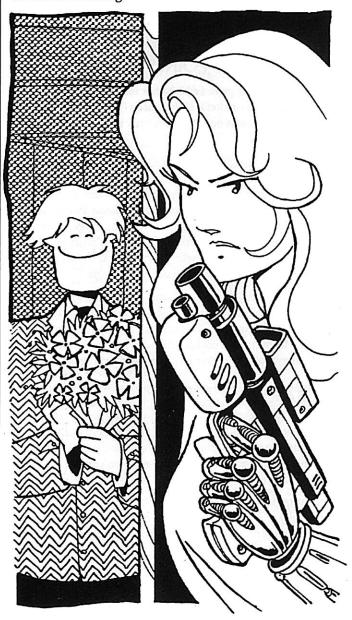
Whenever Straight Stress applies, roll for the exact amount, and add those points to the character's StP. When it is lost, subtract it. The GM should feel free to determine Straight Stress Points for other events using the following guidelines:

Example: An ex-lover who is tracking a character down would be Annoying, unless they were armed and had made previous attempts on the character's life, in which case it would be Unsettling.

SHORT CIRCUIT

In 2020, every citizen in the city deals on a daily basis with technology that would be deemed miraculous only 100 years earlier. Some of it is only a couple decades old, and some of it on the cutting edge of technology, introduced just last month. In any case, the first thing that urban dwellers notice is how often these wonders of technology require maintenance, and how easily they break down if you forget this. Therefore, to fully understand the citizen of 2020, one must understand the conditions under which they live, and their close relationship with technology.

MALFUNCTION RATING

The Malfunction Rating (MR) is the chance on d10 of a malfunction for electronic devices, especially cybernetics. A check is made every time maintenance is performed, or whenever the equipment undergoes "stressful circumstances". Stressful circumstances include such things as the character falling 2 meters or more, getting hit by a microwaver or Electromagnetic Pulse, and so forth. Note that these rules do not apply to most simple electronics, Fashionware, Bioware or Implants.

Base Malfunction Rating: The Base MR is determined by the quality of the electronic device or cybernetic. If the quality is not listed, assume it is of Standard quality.

QUALITY	DESCRIPTION	COST MODIFIER	BASE MR
Very Poor	Second-Hand	-50%	3
Poor	Cheap Imitation	-25%	2
Standard	Store-Bought	Normal	1
Good	High Quality	+100%	1/3*
Excellent	Customized	+200%	1/1*

*If a modified 1 is rolled, roll 1d10 again, using the same modifiers, and if that roll is lower or equal to the number after the slash, the device malfunctions.

Whenever a Malfunction check is made, roll 1d10 against the item's modified MR. An item with an MR of 1 will drop to 1/9, with further modifiers then reducing the number after the slash. Use all applicable modifiers. Yearly Maintenance returns any device's MR to its Base.

MR MODIFIERS	
Circumstance	Modifier
Per hour of basic maintenance (up to a max of base MR)	+1
Per Malfunction since last maintenance	-1
Per 4 points of damage to device	-1
Per week without basic maintenance	-1
Wet Conditions (Exposed to water, swimming/downpour)	-2
Extreme cold (-10° and below)	-2
Near high-voltage power source/Lightning	-2
Major Jostling (Parachuting, falling more than 2m)	-2
Hot & Humid conditions (40°+)	-3

If the roll is equal or below the item's MR, then the item malfunctions. Otherwise, it operates normally. If a malfunction does occur, roll 1d6 and add the amount failed by, finding the result on the appropriate Malfunction table. It lists the amount of time required to repair the item, and the repair Difficulty. Use Cybertech for replacing cybernetics, and Electronics for electronic devices.

These are the types of complexities of the electronics and cybernetics, along with examples:

- **SIMPLE ELECTRONICS:**
  Fashionware, Implants, Cyberweapons, Video Board, VideoCam, Cellular Phone, Commos, Binoglasses, Security Locks, Electronic Instruments.

- **COMPLEX ELECTRONICS:**
  Cyberaudio, Cyberlimbs, Linear Frames, Techscanner, Pocket Computer, Laptop Computer, Smartgoggles, Decryptors, Security Scanner, Movement Sensor, MedScanner.

- **VERY COMPLEX ELECTRONICS:**
  Neuralware, Cyberoptics, Cyber-modem.

MALFUNCTION TABLES

SIMPLE ELECTRONICS

TOTAL RESULT

1-5 GLITCH:
The device malfunctions for 1d6 Turns. The malfunction is at the GM's discretion, but should be minor, merely disrupting the function of the device. No repairs are required at this time.

6-8 MINOR MALFUNCTION:
The device malfunctions when used 50% of the time. The malfunctions renders the device very difficult to use, but is at the GM's discretion. After repairs are made, the device functions normally until a malfunction results again. Repairable: 1 hour; DL 15.

9 MAJOR MALFUNCTION:
The device will not operate 80% of the time. After repairs are made, the device functions normally until a malfunction results again. Repairable: 2 hours; DL 20.

10+ DEAD:
The device will not operate. No repairs can be made, it must be replaced.

COMPLEX ELECTRONICS

TOTAL RESULT

1-4 GLITCH:
The device malfunctions for 1d6 Turns. The malfunction is at the GM's discretion, but should be minor, merely disrupting the function of the device. After repairs are made, the device functions normally until a malfunction results again. Repairable: 1 hour; DL 15.

5-7 MINOR MALFUNCTION:
The device malfunctions when used 50% of the time. The malfunctions renders the device very difficult to use, but is at the GM's discretion. After repairs are made, the device functions normally until a malfunction results again. Repairable: 2 hours; DL 20.

8-9 MAJOR MALFUNCTION:
The device will not operate 80% of the time. After repairs are made, the device functions normally until a malfunction results again. Repairable: 4 hours; DL 25.

10+   DEAD:

The device will not operate. No repairs can be made, it must be replaced.

VERY COMPLEX ELECTRONICS

TOTAL RESULT

1-3   GLITCH:

The device malfunctions for 1d6 Turns. The malfunction is at the GM's discretion, but should be minor, merely disrupting the function of the device. After repairs are made, the device functions normally until a malfunction results again. Repairable: 2 hours; DL 20.

4-6   MINOR MALFUNCTION:

The device malfunctions when used 50% of the time. The malfunctions renders the device very difficult to use, but is at the GM's discretion. After repairs are made, the device functions normally until a malfunction results again. Repairable: 4 hours; DL 25.

7-8   MAJOR MALFUNCTION:

The device will not operate 80% of the time. After repairs are made, the device functions normally until a malfunction results again. Repairable: 8 hours; DL 30.

9+DEAD:

The device will not operate. No repairs can be made, it must be replaced.

MAINTENANCE

Maintenance is necessary for practically every piece of equipment. In general, weekly maintenance takes 10-30 minutes per device, and has a difficulty of 10 — almost anyone can do it. This will keep the device at its base MR.
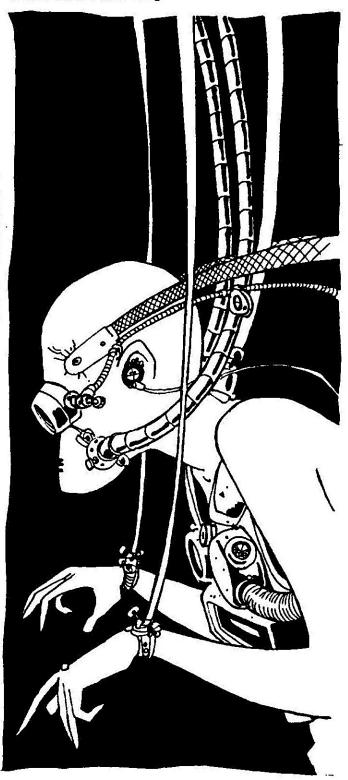
Annual maintenance costs 5% of the device's base cost, or it takes 1 hour per piece with a base difficulty of 15. It recommended that this maintenance be performed on an annual basis. Every time it is performed successfully, it returns the device to its base MR.

MICROWAVERS & EMP RIFLES

Microwavers are low-powered versions of EMP Rifles. Instead of rolling on the Microwaver Side Effects table in the Cyberpunk manual, the character must make a Malfunction Check for all affected electronics. These checks are made at -5 for EMP Rifle hits and -3 for Microwaver or EMP grenade hits. Malfunctions are very common results of these pulses. There is a +2

modifier if the device is specially shielded (add 20% to the cost of the device).

An Electromagnetic Pulse Rifle is a high-powered version of the Microwaver. There is an example of an EMP rifle in **Chromebook II** and EMP grenades in **Chromebook I**.

EYE IN THE SKY

Privacy is a rare thing in the city. In buildings, security cameras are watching over the employees, and in shops cameras are monitoring people's honesty. Even on the street, it's hard to do anything unobserved. Hidden cameras watch the streets and Monitor blimps hover over the city as the all-seeing "eye in the sky".

The amount of surveillance has had a curious effect upon the populace. People are more reserved in public because they know that they are probably being watched by *someone*. The result is often a paranoia of sorts, the unconscious feeling of being watched adding to the stress of citylife.

Some groups, especially the Followers of Spiritual Purity (see **Grimm's Cybertales**, pg. 26), have been petitioning the government to remove the cameras from the downtown core. So far they have had no success because the police swear by their electronic watchdogs. The Monitor blimps are supposedly becoming standard in every city, which makes Arasaka very happy, being the main supplier of them.

All of this surveillance also means that more street crimes are solved. It sometimes helps in high-profile cases as well, as many corporate crimes are caught on camera. However, the frequency of altered recordings has kept this technology in check, as one can never be sure an image is real or manufactured. Current technology allows the identity of a person on film to be altered or even completely removed or added. Now, every court case involving video recordings are reviewed by a panel of experts, and even then, they can often only offer their "best guess" as to its authenticity.

SOMEBODY'S WATCHING YOU

Whenever the characters do anything illegal or suspicious inside a building, the GM should keep track of what they do in view of the cameras, if there are any. While it may not hinder the characters during their raid or other activities, the footage (assuming it survives) may be used against them later in the campaign when they are legally charged for whatever crimes they committed. Remember that even if the characters kill all the residents of a building, the police will get ahold of the footage if it hasn't been destroyed.

This is equally true when the characters are in public. Surveillance cameras are found on many city streets (though not in the Combat Zone where they have all been destroyed), and Monitor surveillance blimps patrol the skies, keeping a watchful eye on the streets. Still, dark alleys are the refuge of the criminal, only rarely being staked out.

Unless otherwise stated, there is a 2 in 10 chance that any street is currently under police video surveillance. If there is a camera, there is a further 50-50 chance that the characters are in view of the camera when they perfrom illegal or suspicious acts. If they are in view, there is a 50-50 chance that the police were watching that camera at the time. If so, they send a patrol car or more immediately to investigate or make an arrest. The police will arrive in 1d6 minutes. Otherwise, it takes 1d6 weeks to identify and locate the characters, at which time they arrest and/or question them.

If a street, or a part of it, is not currently under video surveillance, the police still have one more card to play; the Monitor blimps. There is a 1 in 10 chance that the street the characters are on is currently under Monitor Blimp surveillance. If it is, an Average Awareness check will alert the characters to a blimp's presence. Note that the characters will only see a blimp. There are dozens of them hovering over the city at any one time, mounting ads of all kinds. The Monitor blimps are disguised as ad blimps, therefore, there is nothing inherently suspicious about a blimp overhead. It will pass in 1d10 minutes unless something interests it. Police are automatically monitoring the blimp's cameras closely, so that any suspicious or illegal activity will prompt immediate investigation.

MISPLACED IDENTITY
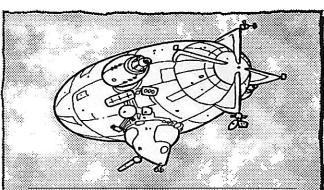
The subject of tampered video footage is a touchy one, one that makes a lot of people very upset. There have been dozens of cases of people being framed through altered video footage. There are also probably dozens more that we'll never know about. The fact of the matter is that it goes on.

These days, tampering is not limited to the pros either. Using available software, anyone with a little skill can do it; whether it stands up to the experts is another matter. This is why there

are now VideoForgers for hire in the underground. They can alter tapes in record time, and some make money back guarantees that the experts won't be able to tell that there is anything wrong with the tape.

Because of this, it has become the nightmare of the urban dweller that they will be framed for some crime by an enemy using forged recordings. While this has prompted many courts to rule all digital recordings inadmissible, those that have permitted recordings to be used as evidence have been rewarded with many cases where justice was served. It is here to stay in most cities.

MONITOR BLIMPS
The Monitor Blimps are huge advertising blimps that circle over the city almost 24 hours a day, except in bad weather. They have a complete sensor suite, including a 1000km radar, a positionable parabolic mike with sound editing and built-in voice stress analyzer and several cameras with image enhancement, low lite, infrared and teleoptics with magnifying ability up to 50x. There is a 20mm cannon mounted as well, though this is used solely for defensive purposes. While they are normally unmanned, there is room for four passengers, and controls, allowing it to be flown manually, as opposed to the normal remote piloting.

The Monitor Blimp's cameras can read the small print on a person's newspaper, and identify people. There are usually a dozen operating at any one time, sweeping over the city in random, but coordinated patrols.

It is not that hard to destroy one. Any hit doing over 30 points of damage in one place ruptures the skin of the blimp, and it falls. Attempting to destroy the sensor carriage is harder. The carriage is armored to SP 30 and it has 60 SDP. Also, they are mixed in with legitimate advertising blimps, so it is impossible to tell whether you're destroying government or corporate property. Do you really want to take the chance?

VIDEOFORGERY
VideoManipulation, a TECH based skill, gives the character knowledge in altering video footage. Note that while video cassettes can be altered, only altering digital video chips is normally known by characters with this skill. This doesn't mean that faked video cassettes don't turn up, just that it is rarer. Increase the difficulty by 5 for video cassettes, unless the character is specifically trained in forging video cassettes (in which case, add 10 to the difficulty of forging digital chips).

Using VideoManipulation skill, the difficulty of forging the tape is determined on the DigiForging table below. These are only guidelines, the GM should use them to determine the exact difficulty.

When forging, one hour per 5 levels of difficulty is required. For every hour less than this that the forger works on the tape, add 5 to the difficulty. The minimum time used to forge is 1 hour. Subtract 5 from the difficulty per extra 2 hours that the forger works on the tape, to a minimum difficulty of 15.

If there is audio on the video recording, which there rarely is, add +5 to the difficulty if there is no talking, and +10 if there is. This is because it is an entirely new dimension that must be dealt with. The forger must make each change individually.

Note that this check is made secretly by the GM. Even if the check fails, the forger will believe success was achieved. Record the amount the check was failed or succeeded by, for future reference.

TYPE	ALTERATION	DIFF
Minor	Switch person's face with another	20
Minor	Change appearance of an item	20
Major	Add presence of a person	25
Major	Switch entire person with another	25
Critical	Erase presence of person entirely	30

DETECTING THE FORGERY

The difficulty in detecting a forgery is 20 for Minor alterations and 30 for Major alterations, and 35 for Critical alterations, plus or minus however much the check was made or failed by, respectively. The same skill is used to detect forgeries as create them. If successful, the forgery is detected, otherwise it seems legitimate.

It takes 4 hours for each check. The same time modifiers as those for making forgeries apply.

The panel of experts in trials are six characters with VideoManipulation skills of +6. Luckily, they make their checks individually, and twice each.

GUN CAMERAS

One of the hottest new gadgets to hit the scene is the guncam. They're essentially little cameras that film whenever the gun's trigger feels any pressure. They have saved many people's lives, demonstrating that what seemed like cold-blooded murder was actually self-defense.

They are supposedly tamper-proof. There have been cases of people being convicted on their evidence. The digital chip automatically self-destructs if any attempt is made to remove or alter it. So, many people in the underworld just don't bother with them, and past 10m, they're useless. Still, the police highly recommend them.

If a character has a guncamera, which costs 100eb, the camera records every time they aim their gun and place their finger on the trigger. Up to 100 hours of recording time is available, so the characters have to think hard as to whether they really want one on their guns or not.

We watched the tragedy unfold
We did as we were told
We bought and we sold
It was the greatest show on earth

-Amused to Death, Roger Waters

Just what does an Edgerunner do for entertainment or have to deal with in the urban setting? This chapter examines this question, ignoring mainstream entertainment and glorified views of city life. Instead, the underground diversions and darker aspects of city life are examined.

This includes everything from pirate radio stations, to the less talked-about celebrations of 2020, to disasters that can hit the city, to heat waves (which hit almost every city every summer), riots (which are ever-present in most cities) and games to relax with. The citizen of the 21st century leads a complex life, riddled with danger and intrigue. And this is why:

WAVES

There are literally thousands of shadow bands (pirate transmitters) in 2020. The last official estimate showed that there are five pirate stations for every legitimate one. The cause is obvious: It is expensive, difficult and sometimes impossible for some stations to legally register. The restrictions that the government places on broadcasts are not extremely limiting, but the shadow bands generally tend to cross the legal lines, in many cases intentionally.

A shadow band is essentially a station that is not legally registered. They can be as small as a lone Techie running it out of his van, to an entire network. The only thing that they share in common, is that they are broadcasting illegally.

Signal pirates usually do not last for too long, unlike legal stations, due to a variety of reasons. The Bats (FCC, SCC, etc.) do sweeps to shut down all shadow bands every month or year, which catch many of them. Corporations directly affected may seek to shut one down personally, as might the government if one is getting out of control. However, the biggest cause of attrition is personal reasons. Because the pirate stations tend to be small, if one or more of the people involved gets bored of it, or moves on, the entire station could die.

Yet, while hundreds of shadow bands disappear every month, hundreds more appear to replace them. It is cheap and easy to set one up, so the only constraint is the legal aspect, which few of the denizens of the darker side of the city care about.

The audience for shadow bands is particularly strong in 2020, as edgerunners dislike "clean" propagandized broadcasts, preferring the gritty, hard-edged shadow band reports. This is why many network corporations dislike the pirates so much, they steal away much of their own audiences. However, what they forget is that the shadow band's audiences tune in because they want to — no one is forcing them.

Shadow bands usually have a special focus. In some cases, they focus on a particular type of music or specific topics that the regular stations refuse to cover. Others deal with political or religious messages. Due to content or cost, many smaller cults operate shadow bands, hoping to convert their audience. For similar reasons, terrorist groups sometimes operate pirate stations.

TERMS (Waves)
Signal pirates, riding the waves of electronic revolution: privateers of the electronic medium.
Shadow-wave Band: Pirate radio station
Shadow-vid Band: Pirate TV station

ASSEMBLING A SHADOW BAND

It's quite easy to put a shadow band together. The components can generally be picked up cheap at a local electronics shop. A basic pirate station could cost as little as 100eb, while a fully digitized shadow-vid band, operating nationally could cost upwards of 20,000eb. It all depends on what you want.

A shadow band really only needs a transmitter, the extras are just icing on the cake. The transmitter is assumed to come with the actual transmitter, a mike (or camera in the case of TV), frequency modulator and any other basic electronics required.

There are four major factors to consider when designing the transmitter: Range, Strength, Quality and Size.

DESIGNING THE STATION

The designer of the pirate station should choose the desired levels from the Transmitter Characteristic table below. Add together the levels chosen for each.

TRANSMITTER CHARACTERISTIC TABLE

LVL	RANGE	STRENGTH	QUALITY	SIZE	RELIABILITY
1	1km	Very Weak	Very Poor	Huge	Second-Hand
2	5km	Weak	Poor	Large	Cheap
3	25km	Average	Average	Average	Average
4	50km	Strong	Good	Small	High Quality
5	100km	Very Strong	Excellent	Mini.	Custom

RANGE

This describes how far the signal can be picked up at its normal strength. For every Range level beyond the transmitter's Max Range, the signal drops 2 levels in Strength and Quality, until it reaches 0 or less, and can no longer be picked up. The operator of the transmitter can reduce the range below the Max range as desired. Note that a 100km range allows the transmitter to reach satellites if overhead, and assuming access is possible. This would allow the station's range to reach world-wide using the satellite.

STRENGTH

This describes how strong the signal is, affecting how easy it will be to pick up, and how easily it can be traced. However, the stronger the signal, the more chance that it can beat out an existing transmission. This is called signaljacking.

Tracing The Signal

Tracing a signal requires a Transmitter Locator. The difficulty of tracing a signal is found on the Tracing Difficulty table below, using the transmitter's current operating Strength. A number of successful checks equal to the transmitter's Range

must be made to find the actual transmitter. Otherwise, each successful check only brings the characters closer to it.

This table applies only if three locators are being used. If only two Locators are being used, the difficulty is one level higher. If only one Locator is being used, the difficulty is two levels higher. Each check takes 30 minutes of searching, reduced by 5 minutes per extra Locator used, to a minimum of 5 minutes. Note that if a Remote Transmitter is being used, that will be found first.

TRACE DIFFICULTY TABLE

STRENGTH	DIFFICULTY
1	Nearly Impossible (30)
2	Very Difficult (25)
3	Difficult (20)
4	Average (15)
5	Easy (10)

QUALITY

This describes how good the signal received will be. It ranges from Very Poor to Excellent. The quality of the signal will affect the audience's reception of the broadcast. It also determines how many extras the transmitter comes with; the higher the quality the more elaborate the set-up. For example, an Excellent quality TV transmitter might come with video alteration gear, to allow on-air editing, while a Poor quality transmitter would only have the camera, and basic equipment related to it.

QUALITY TABLE

Lvl	QUALITY	RADIO	TV
1	Very Poor	Background hiss, static	Very fuzzy image
2	Poor	Background static	Fuzzy image
3	Good	Little static	Somewhat clear image
4	Very Good	Clear sound	Clear image
5	Excellent	Digital	Digital

COST TO REGISTER

The reason that so many of these stations are illegal is that to register a radio frequency costs around 1000eb a month, and a legal TV station costs over 5000eb. Special interest groups just can't afford that, and even some that could choose not to due to their extreme programming: there is government censorship of registered stations.

SIZE

The size of the transmitter affects how portable. Add up the transmitter's Strength, Range and Quality. This is the base Size in kilograms. Now, multiply this by the Size Level Modifier of the transmitter, as found on the following table:

SIZE LEVEL MODIFIER TABLE

SIZE	LEVEL	SIZE MODIFIER
Huge	1	x 20kg
Large	2	x 10kg
Average	3	x 5kg
Small	4	x 3kg
Miniature	5	x 1kg

RELIABILITY

The reliability of the transmitter determines its MR, which is used whenever it is in adverse conditions. Find the stats for the appropriate Reliability level of the transmitter on the Reliability table below:

RELIABILITY TABLE

REL. LVL	DESCRIPTION	COST MODIFIER	BASE MR
1	Second-Hand	x0.5	3
2	Cheap Imitation	x0.25	2
3	Store-Bought	x1	1
4	High Quality	x2	1/3*
5	Custom	x5	1/1*

Apply the Cost Modifier to the final price determined in the following step.

KILN

Range: 1 (5km)   Strength: 1   Quality: 1   Size: 3
Reliability: 1   Weight: 5kg   Cost: 250eb
Air Time: 2-4hrs/day   Age: 1 month
Broadcaster Average: Credibility +2
Core Audience: 200   Associated Audience: 400
Extras: None

Notes: KILN (550 AM) is where you get your news if you don't want it edited by the corporate and government censors. They get the "truth" out, if you can find their faint signal, and are in range, and assuming it hasn't broken down. It's been run out the basement of some unknown do-gooder, for the past four weeks, and is on air 2-4 hours a night. He has a large and loyal following.

THE COOLEST WAY TO EVOLVE

COST

To determine the cost of the transmitter, simply add the levels of the Range, Strength, Quality and Size, and multiply by 100eb for radio transmitters, and 2000eb for TV transmitters. Apply the Cost Modifier as found on the Reliability table, according to the Reliability of the transmitter.

Optionally, one could build a transmitter. The cost of the materials is equal to 50% of the normal cost. The Difficulty using Electronics skill is equal to 10 + STR + RAN + QUA + SIZ + REL. Thus, it could be very difficult, but one would save a lot of money. It takes 5 hours, +total levels in hours to assemble it, after which the check is made. If failed, 25% of the normal cost in materials must be repurchased before another

EXAMPLE

KILN, a local news shadow wave band, and TEK, a world shadow-vid band dedicated to technical education are being set up. Here follows their creation:

KILN

RANGE: 1   STRENGTH: 1   QUALITY: 1   SIZE: 3   REL: 1

KILN broadcasts only in its neighborhood, where it is even hard to pick up the signal, which is scratchy, static-filled, and hard to hear. However, it only weighs 15kg, which means he can stuff it in a closet, but it is second-hand, so requires frequent maintenance and repairs. Total cost: (1+1+1+3) x 100eb = 500eb x 0.5 = 250eb.

TEK

RANGE: 5   STRENGTH: 5   QUALITY: 5   SIZE: 3   REL: 5

TEK can be picked up world-wide through its satellite feed, with a crystal clear digital picture, showing technical schematics. It is pretty big, taking up a large room or two, with the entire station occupying a floor of an office building. But, it was custom-designed, so it works beautifully. Total cost: (5+5+5+3) x 2000eb = 36000eb x 5 = 180,000eb. This is why TEK is not just some small pirate station.

EXTRAS

A phantom band may want a more elaborate set-up for both aesthetic and practical reasons. The **Cyberpunk 2020 handbook** has all sorts of devices that might be of interest to a shadow band, such as: digital chips, cellular phones, music tapes, video cassettes, audio recorders, computers, video/digital recorders, etc. As a basic guide, a good library of music of a particular type might cost from 100eb to 5,000eb. Similarly, a library of a particular sort of video footage would cost upwards of 5,000eb, up to possible 50,000eb.

The **Chromebooks** offer even more treats for the shadow band, such as: the advanced communications suitcase, the

office communications suite, the Newsviewer (to keep up to date news reports stolen from other corps) and the digital recording studio (to record your own music).

In addition to these devices, here are other electronics, commonly used by pirate stations worldwide:

- **CHEESEBOX:**
  This electronic device attaches to a phone line, allowing one to access it remotely, from up to 1km away, using a cellular phone. Phone traces on that phone will find the line that the cheesebox is attached to. These devices are highly illegal, but are not too difficult to make. (100eb; DL: 20)

- **JAMMER:**
  This device can block out a particular signal within range. They typically have a range of 1km, but double the cost for one with a range of 5km, and triple for a 10km range. The maximum Strength of a Jammer is 5. (100eb x STR lvl; DL 5 +5 per STR lvl)

- **REMOTE TRANSMITTER:**
  This extends the range of the transmission. Buy a transmitter the normal way, but halve the cost. This transmitter can only pick up a broadcast signal, and rebroadcast it, it can not be used to generate transmissions.
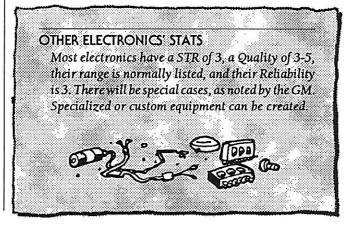
- **TRANSMITTER LOCATOR:**
  This device homes in on a signal. At lesat two of them are required to locate the origin of the signal, with three or more being ideal. (500eb; DL: 25)

- **VOICE MASK:**
  This device alters the user's vocal patterns, making it impossible to identify the person. However, it does make the user sound bizarre. It can alternatively be used to alter the sound of the user's voice, making it deeper or higher-pitched, etc. (1000eb; DL: 30)

OTHER ELECTRONICS' STATS

Most electronics have a STR of 3, a Quality of 3-5, their range is normally listed, and their Reliability is 3. There will be special cases, as noted by the GM. Specialized or custom equipment can be created.

Techie, with Electronics +8. The contest begins: 1st check - KAOS (Elect: 8 + Str 3 + Roll 8 + Bonus 5 = 24), KKID ((Elect: 6 + Str 4 + Roll 6 + Def 2 = 18). KAOS wins by 6, so gets 30 Turns of broadcast over their signal. During this time, KKID can try to retake it, but now KAOS will be on the watch for this, and gets the +2 defender's bonus.

Signaljacking is not the way to run a successful station, but it is one way of capturing an audience, and getting your message across. Superjacking is a similar idea, as seen in the sidebar.

This prompts many pirates to keep on the move. This makes tracing the signal much more difficult. If the transmitter is small enough, they could load it in a van, or even a car, and drive around while transmitting, fouling the Locator team's attempts to get a fix on its location. This is a popular trick that is best used by boats on the coast, who can run for international waters if worst comes to worst.

JAMMING

To block a signal, one must use a jammer, and set it to the particular frequency or channel that the character wishes to jam. If the transmitter is aware of this attempt, a contest of skill is required, using the Jammer's STR + Electronics + 1d10 vs the Transmitter's STR + Electronics + 1d10.

If the Jammer's total is higher, the signal is successfully blocked for 5 Turns x the amount the check was won by. If the transmitter's total is higher or equal, the jammer cannot try for 5 Turns x the amount the check was won by, or 5 Turn at least.

If the transmitter is not aware of the jamming attempt, the Jammer need only have a STR equal or higher to successfully jam the signal, until the transmitter becomes aware of this, at which time, the contest of skills is made.

Superjamming involves jamming all signals in an area. This requires a STR 5 Jammer, and even then, each transmitter can fight to override the jamming.

SIGNALJACKING

Once the transmitter is completed, one must find a signal to broadcast on. Unfortunately, most are occupied by legitimate stations. However, there are ways around this.

One way is to hijack a signal already being used. This is accomplished by broadcasting a stronger signal, but it can be countered by electronics experts. It will also draw the attention of the corporation being signaljacked. They will not be pleased. Some of them, such as NN54 cannot afford to wait for the Bats, and will initiate action themselves. They have Transmitter Locator teams on call, who are sometimes able to locate and shut down a pirate station in an hour or less.

THE ART OF SIGNALJACKING
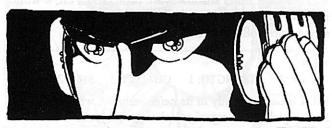
To signaljack, a contest of Strengths is made between the operators (Electronics skill + the transmitter's Strength + 1d10) of each transmitter. The first attempt gets an automatic bonus of +5, as the other station is unaware of the attempt, but the defender in these checks always gets a +2 bonus. The winner of this check gains broadcast control of that signal for 5 Turns x the amount the check won by. If the signaljacker station wins any check by 10 or more, it gains control of that signal until the other station retakes it. Most legal stations have operators with Electronics +6, and Strengths of 4-5.

For example: Radio KAOS (Str 3) wants to take over KKID, a top 40 station (Str 4). The operator of KAOS is an veteran

SUPERJACKING

The signaljacker may want to broadcast on all signals for a brief time, to ensure an audience. This requires beating all stations involved, but because it is all handled at once, only one check against the best of the stations involved is required. That station gets a +5 bonus instead of the normal +2 for being the defender. Also, the Range of the Signaljacker decreases by 2 levels for this action. Superjacking rarely lasts for long, as individual stations begin trying to retake their signal as soon as it occurs.

MOBILE BROADCASTING

When operating on the move, an MR check is required every 10 minutes of transmission or every minute if traveling at a high speed. A check is also required after every special maneuver accomplished, with a -5 penalty to the check if the maneuver was failed.

While transmitting on the move, the Quality of the signal drops by -1. This means that a Quality 1 transmitter will be useless on the move, the signal will be too scratchy.

Locating a mobile transmitter increases the difficulty of finding it by one level, thus a normally Difficult check would become Very Difficult, and so forth.

CREWING A SHADOW BAND

Most smaller shadow bands get away with only one person running everything. However, for smooth running, a crew of a few people would be best. In general, the following positions are needed (often multiples of each): technicians, broadcasters, programmers, secretaries, business managers and specialists (depending on the type of station).

AUDIENCE

Shadow bands exist to indulge, inform and entertain an audience. Whether this audience is a select group, or the general public affects the size of the audience. The more appeal the station has, the larger the audience. However, other factors do play into this as well. The quality of the station, the host of the station, its content, etc.

Once a shadow band has an audience, it has power in society, and can cause these people to rise up, buy a new product or just sit and enjoy the pretty lights. The power of communication is now in the hands of the pirate operators.

GENERATING AN AUDIENCE

If the station is broadcasting on its own signal, use the following steps to generate the size of the audience. If the station is signaljacking, add the audience size of the pirate and parent station together. If the station is superjacking, the base Core audience is (20 x pirate station's Range) with an Associated audience ratio of 1:1, skip to the last step to determine the actual size of the audience.

1. TYPE OF STATION:

Determine the type of show. Find the station type that most appropriately fits. Take the base Core Audience listing, and record this amount. The Associated Audience listing describes the ratio of core audience members (the first number) to associated audience following (the second number).

Eg.: KILN is a news station, so it has a Core audience of 2, and a 1:2 ratio of associated audience. TEK is a Special Interest station, so has a Core audience of 1 and a 10:1 associated audience ratio.

Type of STATION	Core audience	Associated audience
Large Organization	7	2 : 1
Special Entertainment	7	10 : 1
Variety	5	5 : 1
Interaction	3	1 : 4
Entertainment	2	1 : 5
Theme-Oriented	2	1 : 3
Small Organization	2	4 : 1
News	1	1 : 2
Special Interest	1	10 : 1

EXPLANATIONS

- **LARGE ORGANIZATION:**

  Programming that consists of 50% or more of political, religious or some similar kind of programming related to an organization that is at least national in scale. The broadcasts are primarily propaganda for that organization. There will be a strong core audience of supporters, usually also members of the organization, with a good associated audience, people who agree with the message.

- **SPECIAL ENTERTAINMENT:**

  Programming that consists of 50% or more of entertainment that would normally be considered indecent. This includes material of a pornographic nature, showing extreme violence, bizarre rituals, alternative music, etc. Entertainment that appeals to a select crowd, as shown in its strong core following.

- **VARIETY:**

  Programming that is not more than 50% of any of the other types listed. This is a popular kind of station, with a balanced core and associated audience.

- **INTERACTION:**

  Programming that consists of more than 50% or more of interactive shows. Shows in which the audience can call in and make comments. These are extremely popular in 2020, with strong core and associated audiences. They can also be the most powerful in inciting people to action.

- **THEME-ORIENTED:**

  Programming that consists of 50% or more of shows or music dealing with a particular theme, such as home shopping, educational programs, etc. These typically have a very poor associated audience, appealing mainly to a small core following.

- **ENTERTAINMENT:**
  Programming that consists of 50% or more of purely entertainment. This can be cartoons, movies, music, radio dramas or whatever, but is mainly entertaining people. This is the favorite kind of station in 2020, with the biggest associated audience, but a small core audience. A lot of people will tune in, but not regularly.

- **SMALL ORGANIZATION:**
  Programming that consists of 50% or more of political, religious or some similar kind of programming related to an organization that is smaller than national in scale. The broadcasts are primarily propaganda for that organization. There will be a small core audience of supporters, almost always members of the organization, with a small associated audience, people who are curious about the organization.
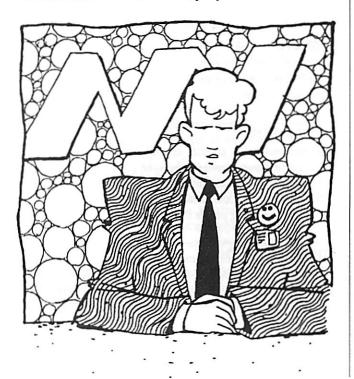
- **NEWS:**
  Programming that consists of 50% or more of news reports. Whether they are factual or not will vary. The news stations don't do well, without much of a core audience, they rely on the fickle associated audience.

- **SPECIAL INTEREST:**
  Programming that consists of 50% or more of shows dealing with a special interest of some kind, such as a foundation for some disease or something similar. These stations typically have a small core audience, and little, if any associated audience.

2. TRANSMITTER CHARACTERISTICS:
Add to the base Core Audience the station's Strength and Quality levels.

Eg.: KILN base audience: 2 +2 = 4;
TEK base audience: 1 + 10 = 11.

SATELLITE CONNECTION
Transmitters with a Range of 5 can reach any satellite overhead. Due to the number of satellites in orbit, this means that at virtually any time a satellite (or a few dozen) can be reached. Accessing the satellite requires access codes, which may require some netrunning. If one has access to a satellite, a signal can be beamed around the world. Theoretically, one could Superjack a channel around the world, but this would be quite a feat, as each transmitter would be able to contest it, making it a nightmare for the pirate.

3. BROADCASTER:
Determine the average skill level of all broadcasters involved. Applicable skills are Charismatic Leadership, Credibility, Oratory, Leadership, Propaganda or Expert in a particular field. Use the highest skill, and average out. Add this to the base Core Audience. If the station is automated, with no announcer or host, do not apply any modifier here.

Eg.: KILN has one broadcaster, who has a Credibility of +2, while TEK has a series of experts. Their respective skills (experts in electronics and technical data) average to +4.

KILN base audience: 4 + 2 =6;
TEK base audience: 11 + 4 = 15.

5. AIR TIME:
Determine the average amount of time that the station is on the air, and apply the modifier from the table following to the base Core audience. Next, double the total if the station is a shadow-vid band. Record this amount.

Eg.: KILN is on the air 2-4 hours a day, while TEK is a 24 hour station.

KILN base audience: 6 - 2 = 4;
TEK base audience: 15 + 6 = 21.

AIR TIME DAILY	MODIFIER
Less than 2 hours	-4
2-4 hours	-2
4-8 hours	0
9-14 hours	+2
14-20 hours	+4
20-24 hours	+6

RANGE	MULTIPLIER
1	x 25
2	x 50
3	x 100
4	x 500
5	x 1,000
World-wide	x 5,000

6. STATION AGE:

Determine the age of station on table below, using the listing that fits the station's age the best. Apply the modifier to the station's base Core audience.

Eg.: KILN has been on the air for just under a month now, while TEK is 6 years old.

KILN base audience: 4 - 0 = 4;
TEK base audience: 21 + 4 = 25.

AGE OF STATION	MULTIPLIER
Just Arrived	-4
Less than 1 month	-2
1 month to 12 months	0
1 year to 5 years	+2
5 years or more	+4

7. AUDIENCE SIZE:

Determine the actual size of the station's core audience. Multiply the total Base core audience rating by the Range multiplier found on the table below. Double this amount if TV. Use the associated audience ratio to determine the size of the associated audience. Double the total audience size if the station is legal.

Every week, roll 1d10 x 10% x Audience Size for the actual audience size that week. It will go up and down randomly.

Eg.: KILN has a Range of 1, so (4 + 1) x 25, means a Core audience of 125 people, and an associated audience (ratio 1:2) of 250 people. TEK on the other hand, has satellite access, so broadcasts worldwide, with a core audience of (25 x 5,000 = 12,500 x 2 = 25,000), with an associated audience (ratio 1 : 0.1) of 2,500 people. So, the two stations are definitely in different classes.

MASS CONTROL

When a station has an audience, it has the ability to affect that audience, particularly the core audience. Find the size of the Core Audience on the Audience Impact table below to determine the effect the station could have.

AUDIENCE IMPACT TABLE

Audience	EFFECT
200 or less	*Little Effect: A small, loyal audience. No real impact upon the city.*
201-100	*Minor Impact: A moderate-sized following, able to assemble and have a small impact upon the city.*
1001-5000	*Moderate Impact: The station's following is large enough to be a voice in the city's politics, if only a minor one.*
5001-25,000	*Significant Impact: The station's views are a loud voice in the city's politics.*
25,001-100,000	*Major Impact: The city is largely influenced by the station's views.*
100,001+	*Critical Impact: The entire city is paralyzed by the following, as the station's views sway the city's attitude.*

TEK
Range: 5 (100km) Strength: 5   Quality: 5
Size: 3   Reliability: 5   Weight: 45kg
Cost: 180,000eb   Air Time: 24hrs/day Age: 6 years
Broadcaster Average: Expert +4
Core Audience: 25,000   Associated Audience: 2,500
Extras: Satellite Link

Notes: TEK is a special pirate TV service (channel 454) that offers the schematics of various electronic devices so that enterprising techies can reproduce them at no extra cost. It's a rather large shadow band, that often has the police after them, especially after they have just shown EBM's latest chip design. Cost is 250eb/month to subscribe. It's been around for a 6 months now, and is on the air for 24hrs a day. Because it only has a few subscribers, it only makes about 1500eb/month in profits.

THE BATS

The FCC (Federal Communications Commission) or SCC (State Communications Commission), or Bats as they are known, have the legal right to search for illegal communications equipment, and seize it if connected to the operation of a pirate station. This power allows them to seize ALL electronics found at the scene, and they rarely forget to enforce this power.

They often work alongside the local police and corporate forces, usually having armed escorts to help in their raids. However, this is not to say that they are not well-armed themselves, they typically carry Sternmeyer Stakeout 10 shotguns and Sternmeyer 35 handguns. They are allowed to shoot to kill if fired upon. It is the experience of most Bats that shadow band operators are not prone to surrendering peacefully.

The punishment for running a pirate station is 5-12 years in a federal prison. Operators are often tried for related crimes as well, such as inciting riots, slander, breaking government broadcast restrictions, etc.

SHADOW BANDS IN YOUR CAMPAIGN

Shadow bands can have many uses in campaigns, such as being the sources of information, entertainment between adventures or focuses. A shadow band could live off of information gathered by the characters, or transmit live feeds from their missions. This could be used to garner the support of citizens for their activities, and possibly to boost ratings. The characters might even want to set one up of their own. Alternately, a pirate station might be the character's worst foe, broadcasting slander against them, using the medium to publicly degrade them. In this case, the character's main goal would be in shutting it down.

In the Alternate Reality universe, the shadow bands have darker reasons for operating. Unscrupulous owners might use them to control the masses through subliminal messages or emotive rock (see *Dark Pleasures*). There might also be some stations used by secret societies, like the Shepherds, to communicate with one another, sending secret messages to those with the proper decoders.

CELEBRATING THE NIGHT

Holidays and celebrations have always been a part of human culture. They serve as rallying times for the entire populace, a time of solace or excitement. The Cyberpunk generation is no different, except that they have taken the holidays of the past and altered them to form celebrations barely recognizable from their origins. Most of which are now entire week-long festivities (since not everyone can get the same time off), and taken to the extreme. These include the Casting, St. Valentine's Feast, Marx Week, Teem's Day, Hallowe'en and the Walk.

CASTING
JANUARY - 1ST WEEK

The old tradition of New Year's being a time for resolutions has been warped into a return to traditional new year's activities. This has become a time for getting your fortune read for the coming year. All kinds of tools for predicting the future are used, from the simple (tea leaves) to the complex (astrological charts). Most people get at least a half dozen predictions from different sources, concerning romance, health, business, family and such matters. It is believed to be particularly bad luck to miss getting predictions made during this week. Some say that you will die if you forget, and they often cite examples to back up these tales.

ST. VALENTINE'S FEAST
FEBRUARY - 2ND WEEK

This is a week-long celebration of passion, usually that of sheer lust. It manifests in TV movie-marathons of pornography and romance, mingling in an disjointed fashion, yet working within the Cyberpunk frame of mind. In some circles, orgies occur, though these are less common. Usually, it is just the time of year that your mate expects you to be romantic and sexy.

The Church of SIN, for whom this festival was made, puts on a special parade, similar to the ExhibiSIN, which is sort of like Mardi Gras in New Orleans, but with a strong sexual overtone. Everyone wears masks, but little else, and indulge fully in their passions on floats that would make Freud turn in his grave. Needless to say, this parade is banned in most cities, though deprived cities can still witness it thanks to its broadcast on multiple stations.

Romantic rock has been replaced in 2020 with Lustful rock, as they call it. Without the time or patience for a long-lasting relationship, the "hot and fast" one-night stand has become the norm. Valentine's Day, once the bastion of romanticism, has been replaced by what some call the "Carnal Carnival".

FOOLTIME
APRIL - 1ST WEEK
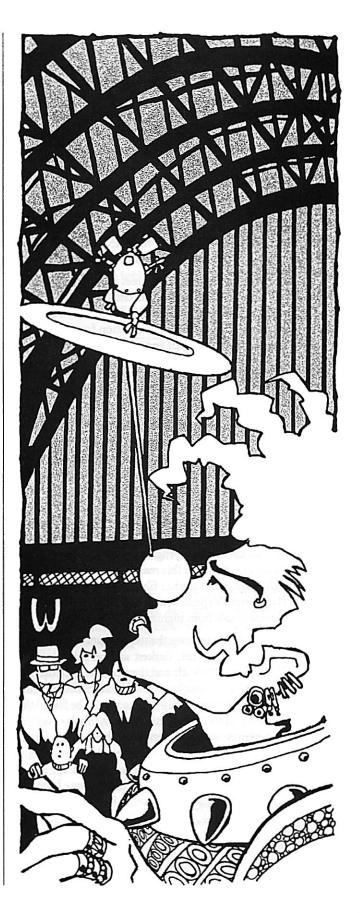
Fooltime has replaced April Fool's Day with a whole week long of pranks, jokes and comedy specials. It is the time of year that most cities have comedy festivals, show-casing the best up-and-coming comedians of the year, and featuring street entertainment by the poorer comedians, unable to get corporate bookings.

No one is safe from pranks and practical jokes during this time. It is the most acceptable time to pull such a stunt with superiors, who are almost obligated to take it all in fun. Because of this, business done during this week is hampered by suspicion and extreme caution. However, the real fun is on the Net. The netrunners have taken over this celebration as if they invented it, performing the wildest, most outrageous pranks on one another and on the worst of datafortresses. The pranks range from the silly to the outright fatal. The worst of the latter variety was a Liche in one of EBM's mainframes that was reprogrammed to attack the CEO when he tried to access secured files. The punchline came when, just prior to the attack, the Liche smiled ear-to-ear and said, "Surprise!". The CEO was surprised, and then he was dead.

There is now Jokers Unlimited™, who cater to the busy executive who haven't the imagination or time to put together an interesting prank. They obtain a full psychological profile of the targeted victim, and with a special AI design a prank that will evoke the most original, embarrassing, and hopefully humorous, situation. The company's worst scandal came when they arranged a real police arrest and had a man interrogated for 12 hours. The man sued, but the case was dismissed when they explained that it was the client, not the victim, who must find it humorous, and in this case, the man's wife found it all hilarious.

HAPPY HOLIDAYS

It is always fun to have different scenarios occur during a celebration, just to keep things on edge. For example, characters assigned to follow someone are going to have a much harder time during Holiday Week, when everyone is out shopping and the streets are packed. Or character's romantic concerns could intrude as a loved one expects the character home for a romantic meal just as the team becomes the target of a corporate hit team. Of course, they could also just take some time off and enjoy the celebrations. Who knows what kind of trouble they'll get into while they're relaxing!

TEEMS DAY
JULY 10TH

Teems Day is memorial day of sorts, dedicated to the memory of Jessica Teems and the innocent victims of riots. Jessica was a 10 year old girl that was killed during the summer of '13 riots. She was seen world-wide from a helicopter camera as a mob stampeded into her street. Her voice could be heard calling for them to stop and go away just before she disappears into the mob and gets trampled to death. At the time, there was no great outrage at this sight, which had become common with the riot-torn 21st century, but as news stations continued to rebroadcast that one scene as the symbol of the innocent, she became an instant martyr. Five years later, Teems Day was made a national holiday in her honor.

On this day, wreaths are placed in street gutters, sometimes dedicated to Jessica, other times to friends or relatives who died in riots. It is a solemn day, better known that Veteran's Day, and certainly with more commiseration for these innocent victims than for soldiers of ancient wars.

HALLOWEEN
OCTOBER 31ST

Halloween is no longer a children's celebration — it could be said to no longer be an adult's celebration either. There are still little costume parties here and there, and some arcologies still have trick-or-treating, but mostly it is the time when the darker elements of society revel in their debauchery: gangs don their warpaint and monster masks, and hunt victims in the streets; assassins strike all over at the stroke of midnight as is the new tradition; and, anyone on the Net is fair game for attacks. Some datafortresses set their black programs to seek out and kill anyone even coming near. For this reason, most people stay in. Inside though, horror and slasher films fill the airwaves, and every year Halloween TV specials reach new heights of terror and mayhem. No one is safe from nightmares on this eve.

This does not even begin to cover the technomancers and other "magicians" who practice their darkest arts on this powerful night. Spells dealing with death and the dead are supposed to work best when cast on this night, so ceremonies of necromancy are abundant, though covert. Only their mark can be found the following day: bodies litter the streets, arcane symbols cover the walls and sometimes, a blood-crazed zombie can be found wandering the streets. Sometimes these zombies are from a vodoun temple, other times they are the servant of some rogue AI, and occasionally, no one knows where they came from.

THE WALK
NOVEMBER - 1ST SATURDAY

The Walk is traditionally a vodoun celebration, though many cities have adopted it as their own festival. It is essentially a march, beginning at dawn, through the city to some natural landmark (or man-made in the case of neo-vodoun groups). Once they arrive, small altars to the various loa are set up, and vodoun priests and priestesses conduct ceremonies, mostly dedicated to the loa associated with death. All the while, the festivities are loud and rambunctious, with a good amount of drink and food. Because of this, the Church of SIN has become a regular participant. Everyone stays the whole night, camping out in the open, and around dawn the next day, people wander back home. It is a very peaceful time, which is in stark contrast to Halloween, which it coincides with occasionally.

PLAY A PRANK ON A CORP TODAY!
Some prized pranks to pull on corporations:

- Change all the names in the personnel roster to John Doe or Jane Doe

- Arrange to have the fumigators come and spray the building for roaches

- Build a wall around the corporation's main entrance (difficult, but satisfying)

- Create 1 million new stocks in the corporation's name, owned by a cat (or dog), and then make all sorts of wild demands, such as catnip scented air conditioning, etc.

- Kidnap an exec for fun!

- Make bomb threats all day, and then really plant one!

- Create video tapes of execs engaged in scandalous activities, sell to major networks

- Jam a TV station's signal and replace it for the full day with Monty Python skits

- Move an exec's office into the park. Even including the carpet.

- Rewire the elevator controls so that everyone gets off on the wrong floor, or so that it goes *real* fast.

DISASTER!

There is no single event that is more devastating than a disaster. In the 21st century, no city has been left untouched by a disaster of some kind. In fact, some cities face regular disasters, whether natural or man-made. Things are harsh, especially considering how there are more people, living in more cramped conditions. Every new disaster kills more people, and causes more damage, in a seemingly endless, and unpredictable, pattern.

Disasters, though, can be a focus for bringing people together. During times of great pain and suffering, citizens work together, and help one another. It never lasts, but for that brief time it's a nice feeling. Also, all of the people of that city have something they can commiserate about — their experiences during the disaster.

DISASTER RELIEF CENTERS

In almost every city, there is a Emergency Relief Shelter (ERS), which supposedly provides relief to everyone within a certain radius. These shelters are huge fortified buildings, with huge stores of rations, water and equipment that is necessary if a disaster should strike. At least, this is the theory. When, disasters do strike, the cities often find that the Shelters are understaffed, understocked and overloaded.

The few personnel staffing the ERS are supposedly experts in disaster situations. While this is sometimes the case, with disaster-veterans, it is more likely to be some schmucks who wanted the easy work of sitting around 95% of the time doing nothing. Usually, it is the volunteers who have more expertise and can truly help.

Radio and TV stations try to work in concert with the ERSs, to help coordinate efforts, but since corporate obligations always come first, many news networks try to get the best stories before helping the community they are filming.

NATURAL DISASTERS

The artificial sanctuaries created by cities have tried to shield humanity from Mother Nature. They have failed. Nature has shown that it still maintains a strangle hold on humanity, no matter what technology is developed. There is no device that can stop an earthquake or plague, though they can be predicted and the damage decreased. Still, the death toll due to natural disasters remains high.

Natural disasters should be used sparingly, but will have an interesting effect on characters, of showing them that there is a world going on around them that can sometimes make their lives miserable for no reason whatsoever. They can be used to

shake-up the lives of edgerunners who are getting bored, or to throw yet another wrench in some scenario that has been too easy.

Droughts have become a regular occurrence during the summer in most places. Water rationing is enforced in most regions, and air conditioners have become more important than any other household appliance. Droughts usually affect large populations, especially when they occur near major cities. Particularly lengthy ones require water to be trucked in from outlying regions, which might be impossible during a particularly far-reaching or lengthy drought. This may result in mass-dehydration, and ultimately, deaths.

Droughts may force characters to use their water ration cards. In extreme circumstances, they may dehydrate. See *Heat Waves* for more on the possible effects Dehydration.

Earthquakes are among the most common disasters affecting the modern world. Hard to predict, they can wreak untold havoc. Earthquakes stretch over extremely large areas, and while a tremor in the country might be faint, it could be devastating to a metropolis miles away. A horrific example of the destructive capabilities of an earthquake was the Great Shake of May 15th, 1998 in Los Angeles, where over 2,000 people were killed and a twenty thousand injured; or the Godzilla quake of 2015 in Japan, that wounded or killed nearly a quarter of a million people.

When an earthquake hits, characters inside buildings have a 10% chance of being hit by falling debris. If hit, they suffer 2d10 in damage to two randomly determined body location. All characters must make a REF check minus the scale (rounded off) of the earthquake (e.g. a 5.4 scale earthquake would yield a -5 penalty). If failed, the character falls down. Characters outside have a 1% chance of the ground opening up beneath them, and falling 1d10m (take 1d6 damage, +1d6 per meter fallen).

Firestorms are more common in the dry southern regions which get little rain. Often preceded by a lengthy heat wave or drought, a fire storm can be a terrible thing to be caught in. Firestorms result from either accidental or intentional fires igniting dry grass, resulting in a wave of fire traveling at incredible speeds, burning everything in its path.

Firestorms travel at speeds around 30-50kph. They are impossible to outrun. A character caught by one will suffer 2d10 fire damage the first round, and then continue to burn, taking 1d6 points of damage every turn until the fire is put out. Wearing fire retardant materials or hiding in a structure may reduce the damage, but 1d6 worth of smoke and heat damage will always be present.

Floods can be as deadly and destructive as the great earthquakes. Regions dry with drought, are sometimes struck by a great deal of rainfall and, ultimately, flooding. The river beds, unable to contain such large amounts of water overflow. This can be over the course of days or hours, flooding nearby regions. In low-lying areas, this can be particularly devastating, rendering thousands homeless.

Aside from the destruction of property from a flood, a flash flood can sweep up unsuspecting characters. Those without Swimming skill will probably drown, while even those with Swimming skill will suffer 1d6 damage every 5 minutes from debris in the water and being slammed against objects in the fast running water. A REF check -4 is required to grab a stationary object on the side of the water flow, to stop being swept along in the water. Once the character is no longer being swept along, outside help will be needed to get out, or the character must await the end of the flow, which could be hours or days.

Hurricanes (Cyclones/Typhoons) are found along the coastlines, affecting very large areas. Torrential rains and fierce winds sweep regions surrounding the eye of the storm. They have caused more deaths in North America in the past five years than any other type of natural disaster due to their increasing frequency and severity. Hurricane Manson, which hit Florida in 2005, killed or injured over fifty thousand people, while in the following year, Hurricane Pandora killed another thirty.

Any character who is outside during a hurricane must make a BOD check (-1 per 10kph winds above 100kph) or be swept away. Those inside have a 1 in 10 chance of the building they are in being swept away. Those swept away take 5d10 points of damage spread over their body as they impact with debris structures and the land. Even those who manage to avoid being swept away take 3d10 points of damage spread over the body from debris. Those who stay in shelters will be safe.

Plagues are the worst of all natural disasters, as they appear subtly, and sweep through a populace like a viral firestorm. They stay around for a long period of time, spread across large populations at incredible rates and induce more pain and suffering than any other disaster. The bubonic plague is one of the most contagious; luckily though most of the old plagues are kept in check. However, new plagues are appearing, often mutations of the old, which are more virulent and fatal than their parents. Emergency centers are provided with antidotes, but there is rarely enough for everyone.

When a plague hits a city, characters have a base 5% chance daily of contracting it. Modifiers include: +5% per infected person they are in close contact with, -5% if they have been immunized against it. A character who is infected suffers the full effects of the disease. Thus entire character teams could easily become infected.

Tsunami only strike coastal regions, but can destroy entire towns with one fell swoop. A tidal wave is a wall of water, over 25m high, moving at over 200kph—a wave of death for those on the beach. A tsunami, or tidal wave, can cover hundreds

of kilometers inland, instantly drowning hundreds, sweeping hundreds more out to sea. A tsunami was responsible for devastating Honolulu in 2008, killing over a thousand, half of whom were never found again.

Those directly in the path of the tidal wave must make a successful Death save at -6. Even if they make the Save, they suffer 4d10 damage, must make a Stun save at -8 and find themselves out 1d6km at sea. If inland, or out of the direct path of the tidal wave, the character just takes 1d10 damage and is swept into 2d10m deep water.

Tornadoes are generally smaller than hurricanes, and often they can be avoided early on. Their worst aspect is the amount of property damage they cause. Nevertheless, they are an awesome sight, with photojournalists still flocking to them for pictures. They mainly occur in the prairies.
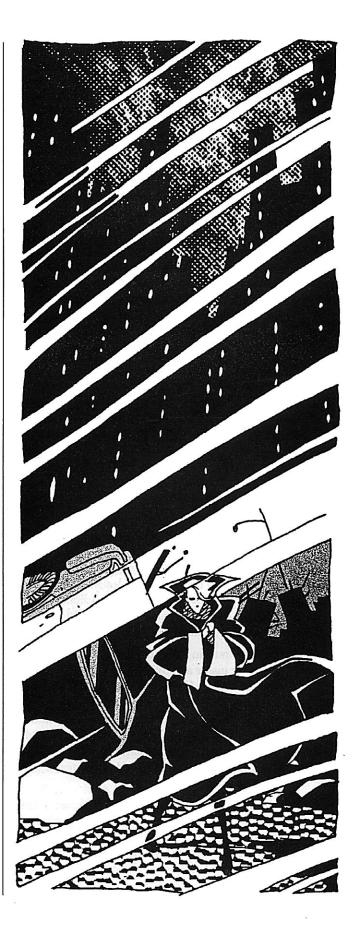
A character unfortunate enough to get caught in the path of a tornado faces two dangers: blowing debris (concentrated in such a small area) causes 5d10 worth damage to the character. Next the character may be picked up and tossed away, taking 6d10 damage (BOD check vs 15 to resist). Staying inside a building is not a good idea either. The tornado does 6d10 damage to buildings, and if it penetrates, it destroys the building, causing 6d10 damage to the characters inside, and burying them under debris.

DISASTERS AND YOU

While a disaster can cause great problems in a campaign, they can prove a challenge to the characters. Even for average characters, it can form the basis of an adventure or two, as they seek to survive the misfortune.

Disasters can affect character's lives directly (for example getting caught inside a building while an earthquake hits), or indirectly (the city's node on the Net goes down because of a hurricane that destroys vital equipment). Either way, disasters show the characters that there are powerful forces at work besides the corporations. This may even be reassuring if you have corporations damaged as well. Characters might feel better knowing that corporations are just as vulnerable.

As an added twist — ever-present in Cyberpunk — a corporation may have incited the disaster to disable an opponent or make a profit off the sale of relief equipment. Though it is difficult to induce a disaster, technology may allow one to increase the intensity of disasters, making a bad earthquake devastating.

MAN-MADE DISASTERS

Humanity is sometimes its own worst enemy. While natural disasters tend to be more destructive to human life and property, man-made disasters have the disconcerting effect of showing how flawed, dangerous and vulnerable the modern world is.

Man-made disasters can be used in the same manner as natural disasters, though they may be slightly more frequent, and in some cases useful, such as in black-outs during black ops. However, some man-made disasters will be quite a handful for characters caught in them, such as riots. However, they may wish that a tidal wave had happened along instead.

Black-Outs are not recognized as true disasters, and by themselves they are one of the least terrible of disasters. During a black-out however, many people who depend on electricity to survive, die, the Net in that region goes down, and the chance of major riots breaking out increases substantially. Crime rates rise dramatically during black-outs, especially breaking and entering.

A black-out that occurs during a crucial 'run could be disastrous, or a blessing if the 'runner was in grave danger. However, an alternative could be an intense power-surge destroying all decks plugged in and not protected by surge protectors. A planned black-out during a raid on a building would be useful, though difficult to pull off, while an unexpected black-out during the defense of a building would be a nightmare. The possibilities are endless.

A **Gas Leak** is a nightmare to many homeowners. Many people use natural gas to heat their homes, and at any point along the thousands of miles of piping, a rupture could occur. There are now extensive safety measures, but every once in a while, some dorphed-up boosters create leaks, then conveniently leave behind a detonator. Entire neighborhoods can be destroyed by a leak. This is also one of the more old-fashioned methods of murder — clumsy, but effective.

Gas leaks are very rare in the 21st century, but they do happen. A character inside a building in which there is a gas leak must make an Average (15) Awareness check to detect it. Any spark (gunfire will do), open flame, etc. will ignite the gas and cause 4d10 points of damage to anyone inside a building due to the blast and flying debris. Those outside only take 2d6 points of damage. Note that the gas company will respond to gas leaks or ruptured gas lines within 2d10 minutes, as they have had too many accidents in the past.

Mass Transit Accidents have increased in frequency and severity. With more people using it, more people die when an accident occurs. Trains run off their tracks, buses go out of control and pile-ups sometimes blow up. At worst, hundreds die or are injured, at best, they slow one down on their way to work.

A mass transit accident can occur any time the characters are taking a train, flying, riding, etc. The crash could cause anywhere from 1d6 to 4d10 points of damage, depending on the circumstances. Car pile-ups on the freeways may involve the characters, or could slow down a team attempting a quick escape.

Nuclear Power Plants are hotbeds of possible danger. **Radiation Leaks** and **Melt-Downs** all can severely affect neighboring communities. Chernobyl was followed by Dixie in 1997, Cordiva in 2003 and Seaport in 2012. These are just the major ones — anyone living near a nuclear power plant lives in constant fear of what could happen, especially with rapidly aging power plants. Rumors abound of substandard safety precautions and badly trained personnel. Of course, terrorist sabotage is always a factor, as it was in Seaport.

The **Deep Space** radiation rules cover the effects of exposure to radiation. Characters in towns or cities near a radiation leak will take 4d10+30 rads worth of radiation. If the characters are inside the plant when it suffers a melt down or leak, they will take double the amount of radiation. Don't plan on retiring from advancing age! Note that the repercussions of a Nuclear Power Plant accident will last well into the future.

Man-Made Plagues are a new danger to the citizens of a metropolis. Corporate biolabs create all sorts of mutagens and among their purposeful or accidental new creations, , new viruses emerge. Some escape the supposedly secure labs, and infect large populations. The Purple Fever that hit Chicago was later discovered to have been created by MedTech, a local firm. It killed over 500 people. It's not the first incident, and it won't be the last.

Man-made plagues act like natural ones, except that they are much more virulent and often cause death in either a much shorter or longer period, depending on the specifications of the creators. There is a base 10% chance of contracting these types of viruses, +10% per infected person the character comes into close contact with. Often it takes 2d10 months to create an antidote or antibodies.

Poison Gas Leaks are the nightmare of every small town. Many gases used by corporations are deadly to humans, yet they are transported near populated areas. Sometimes, these shipments leak or burst outright, spreading deadly gas over a large area. It often dissipates after a few days, but in the meantime, anyone in range can die or become incapacitated for life.

Poison gases will have varying effects, but use the BioToxin I or II for the effects of most. Some will act as Nerve Gas, or other drug types. Terrorists might purposefully rupture a poison gas tanker, which could occur while the characters are in the region, or in a region they have to explore.

Riots have become much more common, as increasing numbers of people are stuck in the core of cities. High poverty rates
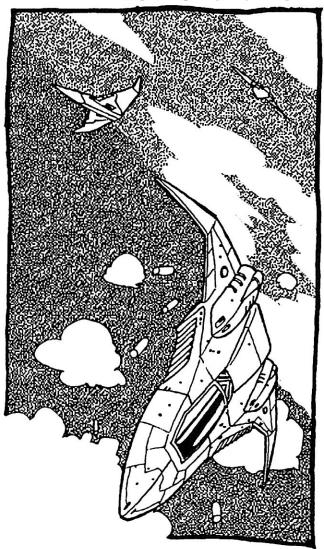
also contribute to the increase in riots. Riots have also become more destructive in recent times.

See *The Roar of the Beast Within* below for more on riots.

Wars continue to be a fact of life in 2020. There have been over five hundred wars since WWII, and the trend is not going to end soon. They are the worst of all man-made disasters, effecting utter misery upon human existence. Wars of the modern times are most often minor skirmishes and guerrilla battles in small countries. There are very few large-scale wars, though they occasionally happen. In general, they are found in the Third World countries.

Characters in a city or nation in which war strikes may witness guerrilla raids, bombings, snipings, etc. A major war could mean that all methods of escape, other than walking out, are closed (airports are often the first target of combatants). This can turn any vacation into a nightmare. There should be some sort of political strife leading to the war, however, giving indications that something could go very, very wrong.

IN THE NEWS TONIGHT...

For GMs who want to add something different to their campaigns, or simply introduce more realistic events in their background news, here is a random Disaster Generation Table. Every day or week (depending on how fast-paced the campaign is), roll percentile dice on this table. If the campaign takes place in Night City or Neo-Montreal, roll again for the particular disaster. If the result is lower or equal to the percentage chance listed under the appropriate city, then the disaster strikes that city. Otherwise, the disaster takes place in some random location in the world. The Random World Location table can be used to determine where in the world the disaster strikes, using logic to override impossible results. Precise locations can then be determined by the GM as desired. He should also determine the duration of the disaster as listed on the table. Severe disasters result in the worst possible situation.

This list can always be altered to suit the GM's wishes or the survivability of the campaign. One can also generate the Home Disaster Chances for a campaign that takes place in another location.

RANDOM DISASTER TABLE

ROLL	DISASTER	NIGHT CITY	MONTREAL	DURATION
01-04	Drought	05%	05%	3d6 days
05-06	Firestorm	02%	NA	1d6/2 days
07-10	Flood	05%	08%	1d6 days
11-12	Hurricane	02%	01%	1-2d6 days
13	Nat. plague	02%	02%	1d10 months
14-16	Tornado	01%	01%	1 day
17-18	Tsunami/tidal wave	03%	NA	1 day
19-26	Earthquake	10%	05%	1 day
27-40	No major disaster	-	-	-
41-55	Black-out	10%	20%	1d6 days
56-70	Riot	15%	10%	1d6 days
71-75	Mass transit accident	05%	05%	1 day
76-77	Gas leak	02%	02%	1 day
78	Nuclear accident	05%	05%	special
79-80	Oil spill	05%	01%	3d6 days
81	Man-made plague	02%	02%	1d100 months
82	Poison gas leak	02%	05%	1d6 days
83-85	War	01%	01%	1d100 months
86-90	Reroll, severe disaster	-	-	-
91-00	Reroll twice, both severe!	-	-	-

RANDOM WORLD LOCATION TABLE

ROLL	LOCATION	ROLL	LOCATION
01-10	North America	51-55	Middle East
11-15	Central America	56-70	Asia
16-20	South America	71-80	Southeast Asia
21-30	Europe	81-90	Pacific Islands
31-40	Central Europe	91-96	Australia
41-45	Southern Africa	97-99	Arctic
46-50	Northern Africa	00	Antarctica

HEAT WAVES

The concrete and glass homes of the citizens of 2020 have had the deleterious effect of becoming natural greenhouses. During the summer, the heat is concentrated in the city and absorbed. The huge skyscrapers block the wind from cooling things off, so the heat stays and the city simmers. This usually marks the beginning of a heat wave, an event that has almost become a regular occurrence in metropoles.

Heat waves deserve special mention because they have such diverse effects. A city in the throes of a heat wave can be very unpleasant, and either burn with anger and violence or seethe with discomfort and discontent. Regardless of the pain and misery that they cause though, they come every summer, and there is nothing that anyone can do about it, but leave the city.

A heat wave is typified by an extended period of high temperatures. However, equally important is the humidity level. In extremely humid areas (such as coastal cities), a lower level of heat can fatigue people much more than higher heat in a drier setting. This means that Night City and Montreal are prime candidates for potentially dangerous heat waves during summer.

It takes only a few days of 30-45C temperatures before it is declared a heat wave, but it need not be in the high range to induce riots and violence. Ten days of 35C weather will still induce extreme tensions. Indeed, very high temperatures, such as 40-45C will result in fewer problems, because heat exhaustion claims those who might have caused trouble. However, during an extreme heat wave, streets will buckle, car windows shatter and death rates rise among the elderly. Everyone is affected by a heat wave, young and old alike. Heat exhaustion, water shortages and excitability all affect a character in the city during a heat wave.

Heat waves can strike at any time, but a severe one will generally hit in mid-July, when temperatures have already reached all-time highs and people are tired and exhausted. Heat waves can last a few days or a few weeks. Los Angeles has the record for being the "Hottest City in the US". They had 121 consecutive days of over 39C temperatures in 2003. Yuma, Arizona previously held the record with 103 consecutive days of over 37C temperatures in 1937.

> *"Well boys and girls, it looks like we're headed for a another heat wave. It's 35C in the shade, and boy are we cooking! Water rationing has started and experts are suggesting you spend the next few days somewhere cool. You heard it here first, KBRN, 92.2 on the dial."*

TOSSING & TURNING

One of the problems less commonly associated with heat waves is insomnia. Due to extremely warm temperatures at night, many people lie awake all night, tossing and turning, unable to sleep.

Insomnia checks (see **Grimm's Cybertales** for more on Insomnia checks) must be made by all characters during a heat wave, with the following modifiers:

TEMPERATURE	MODIFIER	CONDITIONS	MODIFIER
28-32C	-1	Extremely dry	+2
33-36C	-2	Humid	-1
37-42C	-3	Extremely humid	-3
43-44C	-4		
45C+	-5		

PASSIONS FLARING

When it gets hot, passions flare up. This has always been a typical trait of humans. Emotions are associated with heat; we rage with lust, burn with passion, etc. We seethe, boil and glow. This is not by accident. Studies have shown that people become much more agitated when subjected to uncomfortably hot conditions. Riots are much more likely during summertime, not only because people are outside, but because of the tensions induced by the heat.

During a heat wave, the GM should be aware that all characters will be in a heightened state of tension. These are optional rules covering this experience, but they should be used as role-playing guidelines rather than as strict rules.

When a confrontation occurs during a heat wave, a restraint check should be made. This is a standard COOL check, with modifiers due to circumstances. A failed check means the character will become hostile toward the offending person, until some third party intervenes or the situation is resolved. A successful check means the character holds back, but gets a -1 penalty on the next Restraint check as the anger builds up inside. A failed check gives a +1 bonus on the next check, as the character has already gotten some of the anger "out of his system".

Characters also take 1d6 Stress Points per day of a heat wave. These points are only "healed" by spending time in a cold room (1d6 back per 6 hours). Stress points gained due to the heat are then lost at a rate of 1d6 a day, beginning the day after the heat wave ends.

RESTRAINT CHECK MODIFIERS

Circumstance	Modifier
Character is in a group of 26 or more people	-4
Character is in a group of 6-25 people	-2
Character has violent personality (Solo, Booster, Nomad, etc.)	-2
Per 2 days of heat above 30C, below 40C endured*	-1
Per day of heat above 40C endured	-1
Per prior successful Restraint check	-1
Per Stress Level the character is at (starting after normal)	-1
Per night of sleep missed	-1
Per prior failed Restraint check	+1
Offending person obviously powerful or elite	+1 to +3
Offending person is an authority figure (Cop, Corp, etc.)	+2
Pacifist personality (MedTech, Corporate, etc.)	+2
*Round down.	

E.g..: A Corporate Executive cuts ahead of a character in a line. A Restraint check must be made. The character is a Solo and has endured 5 days of 35C weather. The character has not made any Restraint checks prior to this one. The modifiers are -2, as the character has a violent personality, there have been 5 days of weather between 30C and 40C, so that's a -2 penalty. But, the offending person is obviously more powerful than the character, so a +2 bonus is given. The total modifier is -2. The character's COOL is 8, so a roll of 6 or lower is required. The player rolls a 3 and is saved from attacking the corporate. However, the next check will be at an additional -1.

KRAY

Range: 3 (25km)   Strength: 3   Quality: 3 Size: 3
Reliability: 3   Weight: 45kg Cost: 1200eb
Air Time: 6hrs/day Age: 1 year
Broadcaster Average: Oratory +4   Core
Audience: 2,600 Associated Audience: 260

Extras: Remote Transmitter

Notes: A popular 'runner pirate TV station that offers deals on the latest in software (selling illegal copies of course) and has informative programs on the best way to hack into that corporation that's been bothering you. It's shut down every once in a while, but they manage to keep tabs on the FCC's activities by hacking into their mainframes. While it has been criticized for being a little too campy at times, there is a good deal of useful information.

RIOTS

Riots are also common during heat waves. When tensions rise, people who cannot escape the sweltering heat explode into violence. Economic inequities are also contribute to the problem. See *The Roar of the Beast Within* for more information on riots in the city and *Disaster!* for information on their chances of occurring.

HEAT EXHAUSTION

The most common threat during a heat wave is heat exhaustion. It is caused by dehydration due to extreme sweating. There is a very simple treatment, however: drinking large amounts of liquids. However, when liquids are not available, problems do arise, and if the victim does not receive help, death could result.

The Water Requirements table describes the number of liters of liquid that the average character needs to consume daily, depending upon the amount of activity they engage in over the course of the day. If you wish to be more accurate, increase the amounts required for larger BOD characters and reduce for smaller ones.

These rules should only come into play when water is at critically low levels, and danger of heat exhaustion becomes a real danger. At this stage, every liter becomes vital, and battles over water trucks begin.

- **INACTIVE:**
  The character does nothing strenuous over the course of the day.

- **LIGHT ACTIVITY:**
  No combat, minimal travel and no strenuous activities.

- **MODERATE ACTIVITY:**
  The normal activities of life.

- **HEAVY ACTIVITY:**
  Excessive travel, combat, strenuous activities, etc.

Water Requirements Table

Day's Activity	Normal	Weak	Exhaustion
Inactive 4+	2-3	1-	
Light 5+	3-4	2-	
Moderate	6+	3-5	2-
Heavy 8+	3-4	2-	

Normal: The character is at the Fresh Fatigue level and acts without penalties.

Weak: The character acts as if Fatigued and suffers a -2 penalty to all checks. The character will try to get more liquids whatever the costs, whatever it takes.

Exhaustion: The character is near Collapse, with a -8 penalty on all checks and a required Sleep check at -8; if failed, the character passes out for 1d6 hours.

Characters can only survive a few days at the Exhaustion level (character's BOD divided by 2, round up). The character can return to their original level at any point by drinking double the amount listed as Normal.

HEAT STROKE

Heat stroke can be directly fatal and, therefore, should be of concern to those edgerunners who want to stay active during a heat wave. Death can be caused by an over-burdened heart and circulatory system. The symptoms are flushed, yet dry skin. Strangely, heat stroke victims sweat very little. Nausea and stomach cramps follow as the skin turns a white or purplish color. Lastly, convulsions result followed by coma and death.

While the elderly most often fall prey to heat stroke, anyone can suffer from it. Drugs definitely contribute to the problem, because they affect the body's ability to adapt to rising temperatures.

Characters whose environmental temperature is in excess of 35C for more than 4 hours at a time are susceptible to suffer from heat stroke. This means that those not in air conditioned buildings or rooms, out on the street, or wearing heavy clothing (or armor?) are likely victims.

If such circumstances arise, the character must make a BODY check every hour or get heat stroke. Apply the heat stroke modifiers to this check. Any armor worn has its EV act as a penalty on this check. Note that the Heat Exhaustion penalties apply here too if the character is dehydrated.

Heat Stroke Modifiers	
CIRCUMSTANCE	MODIFIER
Wearing coolant suit	+6
Drinking double normal requirement	+4
Wearing light clothing	0
Per 4 hours exposed to temp. 30-35C	-1
Head exposed (i.e.: no hat)	-1
Wearing heavy clothing	-2
Per 4 hours exposed to temp. 36-40C	-2
Per 4 hours exposed to temp. 41-45C	-3

Character struck by heat stroke will experience three stages, as listed below. At any stage, reducing the character's environmental temperature below 20C will restore the character to good health after 8 hours.

• STAGE 1.

This stage will begin as soon as the character gets the heat stroke. The character must make a BOD check at -2 whenever any activity is attempted. If failed, the character blacks out for 2d10 minutes. The character's skin will be pinkish but dry. While blacked out, the character cannot see, but can still act. If no treatment is administered, the character passes to stage 2 after (the character's BOD/2) hours.

• STAGE 2.

The character begins feeling nauseous and will start experiencing cramps. The skin will start turning a whitish-purple. MA is at half normal and all skills suffer a -2 penalty as the character feels terrible. This stage lasts (the character's BOD/3) hours, after which the character reaches stage 3 if no treatment has been administered.

• STAGE 3.

The character will fall into a coma. After (the character's BOD/3) hours, death will result. This is the last stage during which rescue is possible. Every hour the character is at this stage, 1 point of INT, TECH and COOL is permanently lost due to brain damage.

DEHYDRATION

Even without a heat wave, water rationing is a way of life in almost every city due to excessive demand upon water supplies throughout North America. There are simply too many people to provide adequate water to. Night City has been particularly hard hit, even though the Water Rationing Legislation was passed years ago, thus introducing various laws to control the distribution and usage of water, and Water Cards.

There are water meters in every home, measuring how much water you have used, and charging you according to how much you use, and limiting overuse (automatic shut-offs). This cost is minimal in most cities, but in those afflicted by water shortages, it can run quite high. Often, you have to pay in advance for a month's use, and then, if you run out, you either pay more or suffer. Most people stock bottled water in case of emergencies.

During droughts, the cost does not double (governments aren't that mercenary — yet), but "maximum allotments" are registered, and you cannot buy more than that amount listed. It is often just enough for you to survive, more if you're rich (preference is given to certain neighborhoods).

While most water from the tap is properly filtered, the best assurance of quality is to buy a filter for your tap. They only cost about 50eb for the cheap ones, but can run as high as 500eb for the really good ones. The chances of catching some disease through normal tap water is low. Unless of course you're in the poorer areas, where the pipes aren't that good.

Poor water, if untreated, could result in an intestinal disease if consumed. It causes severe diarrhea and cramps for 2d10 days, with a 10% chance of killing the character if no medical treatment is applied.

> **Watery Myth**
> It is a myth that drinking a lot after being dehydrated is bad, in truth it speeds recovery, but the water should be warm or slightly cool and taken slowly.

KEEPING COOL

The biggest concern during a heat wave is keeping cool. No one likes boiling in extreme heat, and there are ways to beat it. There are technological solutions, such as air conditioners and coolant suits, but the cheapest cures include chilled drinks, staying in the shade, or drinking hot tea (surprisingly enough, it works, and many edgerunners can be seen sipping tea on a hot day). Staying in during the day is a good idea, which only intensifies the nightlife of the city during the summer. Temperatures tend to drop at least 5° at night, and while that might still be too hot to sleep, it will provide some relief from the oppressive heat of the daytime sun.

A Froster air conditioner, or a similar device will cool between 1 and 4 rooms, and cost $200-600 depending on the quality and effectiveness. Central air conditioning is found in any expensive hotel, corporate building and in most suburban homes, but is unheard of in the Combat Zones or in low cost housing.

Coolant suits are available for groups such as the police, who must keep their heavy suits of armor on despite the heat. The coolant suits, which are extremely thin and comfortable, do not impede a person's mobility much (-1 to REF checks), and regulate the character's body at about room temperature. However, such suits cost about $500 and $10 an hour to operate due to the chemicals and maintenance required. This is one of the biggest drains on the Night City police department's budget, but is one that they feel is justified.

> "Good morning Night City. The tenth day of the heat wave, and we're looking at a high of about 40C. No end to the heat is in sight. Water rationing has been tightened to 5 liters per person a day. Remember, using fresh water for anything besides consumption is a federal offense. Corporate executive Bryant Fields was fined $5000 yesterday for watering his lawn. Let's put those water pistols away kids."

THE ROAR OF THE BEAST WITHIN

Riots have become a way of life for the modern city. The actual riot is usually unpredictable and random, but one can be assured that it will happen sooner or later. However, as it has been noted, while they have increased in frequency as of late, they have been quite common throughout urban history. They are almost a natural result of crowding people together in a city.

There are many causes of riots, including: Social reason — while racial clashes are much less common, religious conflicts are very common; Economic reasons — the extreme contrast between the wealthy and poor are often cause for riots, as are food or water shortages; Political reasons — efforts to overthrow government or corporate power bases are often done under the cover of riots; and the absence of Authority — this is primarily the reason for riots in the Combat Zone.

Whatever the reason, one will see at least a couple riots while living in any urban center in 2020. Riots can be extremely hazardous to one's health and property and cause billions of eurobucks in damages annually. They are not an event to be ignored or understated.

THE CAUSE OF A RIOT

There are many causes for riots, which affect the type of riot, how it will develop and who will be present. Planned and Spontaneous riots are caused due to one of three reasons: economic (protesting the inequality), political (demonstrations against government policy) or social injustice (racism, sexism, etc.). Spectator crowds, on the other hand, have fewer reasons for rioting. Often it is due to a reaction to some injustice in the game or event they are watching. Other times, it's merely the intense competitiveness with the opposing team.

Of course, in all of these cases, the cause is always present. What leads the crowd to riot is a building anger and resentment. When there is no outlet for these emotions, the people become restless and eventually vent their frustration through being as destructive as possible to show their displeasure. Can one predict when this will happen? Rarely, as there are so many factors involved: the conditions of the day, the political climate, the time of year, etc.

Nevertheless, the cause should always be taken into account when examining a riot. In recent times, the most common cause of riots have been economic and social inequalities in the Combat Zones. Therefore, the targets of the riots have tended to be neighboring suburbs where the wealthy corporates dwell.

TYPES OF CROWDS

Before examining the types of riots, the types of crowds is important to consider. There are three major types of crowds: Planned, Spontaneous and Conventional.

• **Planned events** have been organized and are generally with a specific focus. They are often demonstrations and have leaders.

• **Spontaneous gatherings** on the other hand have developed without advance warning, and often lack leaders. The cause for the crowd to form is usually some event, such as a political or social outrage, disaster, fight, accident or fire. They have the most potential to cause problems as they are so unpredictable.

• **Spectator crowds** are conventional crowds that rarely become riotous. They include spectators at sports and rock events, or crowds that form around parades. They are usually not that difficult to control, as there are no leaders and rarely any hostile feelings between the spectators, except in extreme situations (soccer games in Europe for example).

THE DEVELOPMENT OF A RIOT

How do crowds develop from peaceful gatherings into full-blown riots? There are seven major steps that lead to this. In some cases, the crowd may rush through all seven steps in a few hours, while at other times, it might take days.

The stages of riot development are: Quiet, Calm, Uneasy, Restless, Excitable, Enraged and Frenzied. However, some crowds (particularly spontaneous crowds) form at a later stage, such as the Restless stage. Factors which increase likelihood of a riot developing are the presence of intoxicants, extreme heat, and a lack of authority figures. At any stage, the crowd can turn violent, which results in trouble, and a true riot. However, it is more likely that the crowd will turn violent at the later stages.

Most crowds start out **Quiet** or **Calm**. At this stage, the crowd is well-behaved and no real problems exist. However, if something disturbs them, such as losing a major game, being unnecessarily harassed by the police or some injustice occurring, the crowd may become **Uneasy**, and then **Restless**.

Any more provocation may make the crowd **Excitable**. At this stage, there is a 50% chance that violence will break out at the slightest provocation. Generally, the crowd grows in size, and refuses to disperse. People mill about, and talk a great deal about whatever has annoyed them. There may be some vandalism at this stage as well.

As the crowd becomes increasingly bothered, they become **Enraged**. At this time, the size of the crowd feeds upon a feeling of anonymity, so there is less restraint. Threats are issued from the crowd; rocks, bottles and bricks are thrown

and other vandalism and violence is very likely to break out. This only encourages the crowd, which roars in approval.

The last stage is the worst case scenario for a crowd, a riot is inevitable, violence runs rampant, as the crowd is now **Frenzied**. The crowd will surge forward and seek out targets such as police, hated groups, stores or whatever they are angered at. It is likely that bystanders will join in and the crowd's size will swell as it moves through the streets. Looting, arson and vandalism will follow as well. The police may have to call in the military to quell the angry mob.

RIOTERS

There are there types of important people during riots: the agitators, leaders and infiltrators. Otherwise, the rioters are all average people, with no special abilities or powers within the crowd.

Agitators are subleaders of a sort. They are often the loudest, out-spoken and extreme members of the crowd. They usually are the first to become violent, or incite it. In some cases, they are also Infiltrators.

Leaders are the mouth-pieces of the crowd and lead the rioters. There are Spontaneous Leaders, who happen to emerge from the crowd and are instantly accepted as a leader; and the Recognized Leader, who leads a particular group or is a spiritual/political leader of a sort. When a Recognized Leader is present it usually indicates a Planned Riot.

Infiltrators are usually police or FBI undercover agents, pretending to be members of the crowd. They are usually looking for the agitators and leaders to identify them for later prosecution, however they are also often Agitators, in cases where the government wants to discredit a particular group.

Because of Infiltrators, crowds are sometimes wary of newcomers and will be wary of anyone with any connections to the police or government. They are rarely kind to Infiltrators.

RIOT ACTIVITIES

Riots are characterized by the following behavior on the part of the rioters:

• **ABUSE:**
Rioters will taunt, ridicule and verbally abuse police officers and anyone they deem to be in a position of authority or is a member of the group they hate.

• **ARSON:**
Rioters will often set fire to vehicles and buildings they encounter. The infamous Molotov cocktail is also still commonly used. Professional arsonists often take advantage of the chaos caused

by a riot to burn down buildings all over the city. The fire department will be working overtime.

• FORTRESSES:

A recent tactic of rioters in the 21st century has been to set up fortresses, usually a block or street blocked off by hijacked buses or other vehicles. From here, the riot leaders coordinate subleaders and keep people fired up, while keeping the police at bay.

Penetrating a fortress is easy if the characters stick with the crowds, who may eventually end up inside. Otherwise, they will have to talk their way in. Generally people are quite paranoid within the fortress proper, fearing police infiltrators.

• LOOTING:

When a riot breaks out, hundreds of people turn up to loot stores near or in the region of the riot. Usually liquor stores, gun shops, jewelry boutiques and electronics stores are the hardest hit, but looters will go after whatever they can.

Characters may see a riot as the ideal time to grab some new equipment, but as of late, security systems in shops are quite lethal, and many shop owners stick around to protect their livelihoods, armed to the teeth, and shooting to kill.

> "Day eight, and in case you haven't noticed, we still have a heat wave. The Mayor has warned that spontaneous combustions are on the rise, so keep yourself cool and don't explode unless you absolutely have to. If you want to keep cool check out the Cool Zone. The Stadium has been fitted with ten dozen mega-coolant systems, and is open to anyone who wants to cool off. This move was made due to the rising toll of heat stroke deaths. So far the total is at 213."

LEADING ROLES

Note that when leaders are present, the police will generally go after them first. So characters that incite riots may become the focus of some unwanted attention. A recent practice by police is to have snipers kill the leader(s) of a riot if arrest(s) is deemed impossible or "too risky". This, however, usually only aggravates the mob.

UNLAWFUL ENTRY

In general, rioters stay away from private homes, but in some cases, apartment buildings are torched, and in some of the more recent riots, suburbs have been attacked, with the private homes of corporates being the focus of violence. The Burning Beaver riots were exceptionally horrific in this respect, and fear of a recurrence is widespread.

If characters have homes in the path of a riot, there is normally only a 10% chance that rioters will even touch it, and usually only to burn it to the ground (only!). However, if the rioters are specifically on a Beaver Burn rampage and the characters homes are in the path, they may be fighting with a violent mob until the police can arrive.

• NOISE:

Riots are extremely noisy, in fact, noise is one of the major non-violent activities of rioters who are reveling in their activities.

Characters will be unable to communicate except through cyberaudio while in the heart of the riot. Otherwise, riots can usually be heard up to twenty blocks away.

• THROWN OBJECTS:

Anything that isn't bolted down and some things that are will be thrown at the police, through windows, etc. In some cases, the rioters break up the pavement to get at chunks of concrete to throw.

Characters near police or on the periphery of a riot have a 1 in 10 chance every turn of being hit by flying objects. Otherwise the chance is only 1 in 100 every hour.

• WEAPONRY:

In recent times, riots have increasingly had armed rioters, shooting into the air, and often at police. However, this means that the police are either given free reign to fire back or simply call in the military, who can outgun any riot. This results in very high body counts, which is why most crowds avoid this option. However, snipers often appear at riots, sniping at police and firefighters.

IN THE PATH OF THE MOB

Those caught in the midst of a riot are in constant danger of being attacked, as frenzied mobs have trouble differentiating between friend and foe more than their closest friends. Therefore, one must be careful of oneself when caught in a riot.
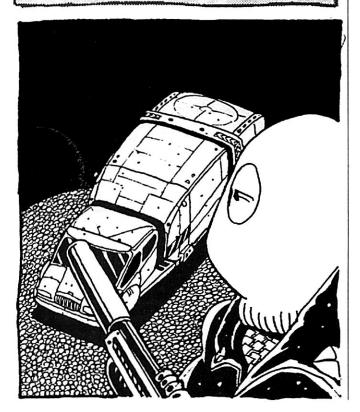
Those in the path of a riot are in a much more dangerous position. Innocent bystanders can be seriously injured or even killed (see *Teem's Day*). Those in vehicles will almost certainly have it vandalized or destroyed. The rioters may pull the passengers out and then attack them. Those on foot are more likely to get swept into the crowd, unless they are obviously a member of or connected to the group that the crowd is hostile towards.

Characters caught in the path of a riot stand a 10% chance (80% if a member of a group the crowd is hostile toward) of being assaulted by 1d10 people the first turn and a 90% chance of being simply swept along with the human wave, after which they must make normal checks as found in *Making a Riot*. Characters in vehicles have an 80% chance of having the vehicle destroyed and a 50% chance of being attacked after escaping the vehicle.

Vehicles left unprotected will automatically be destroyed, and private residences in the path of the riot have a 20% chance of being burned to the ground, with all possessions inside destroyed.

> *"Heading into the third week of the heat wave, we're recording a cool 33C today. Bad news for residents of Charter Hill. A band of terrorists hijacked the water convoy that was bringing their week's portion of water. If you live in Charter Hill, I suggest you move."*

CROWD DISPERSAL TECHNIQUES

The police are well-versed in dealing with riots, but the unfortunate reality is that hostile police often only aggravate the rioters, which in turn causes the scope of the riot to expand. Nevertheless, the police do have prescribed steps for dispersing crowds, as found below. Note that if a police officer is killed, the police may automatically skip to Lethal Dispersion.

There are no modifiers from the police attempts to disperse a crowd. The GM should use his or her own discretion when a riot is encountered.

1) PERSUASION:
The police officers ask firmly for the crowd to disperse. Leaders are asked to help in these efforts. The police try to be cooperative. Note that recently this stage has been ignored, as it is rarely effective.

2) ELIMINATE CAUSE:
The police try to end or remove whatever event or person is captivating the crowd as quickly as possible, such as leaders and agitators. This is dangerous, as leaders are often found deep inside a crowd and the crowd will often resist such attempts. A large force of police officers is used to capture the leader while the bulk of the force is kept concealed nearby to avoid antagonizing the crowd.

3) SHOW OF FORCE:
If the above two stages have failed, or are deemed to be impossible, the police will have a show of force. All of the available riot police appear, en mass, but they will stay a fair distance away. This is just to show the rioters that the authority figures are on hand in case things get nasty.

4) CONTAINMENT:
The next stage is to contain the crowd to prevent them from spreading over too large an area. The riot police surround the crowd if possible, and as surreptiously as possible.

5) DISPERSAL - PHYSICAL:
This is an optional stage, which is often skipped. The riot police attempt to disperse the crowd by advancing and arrest anyone who lingers. This tactic has not worked well as of late due to the number of people who fight back.

6) DISPERSAL - NON-LETHAL:
Once the crowd is contained, or if containment is not possible, non-lethal dispersal is attempted. Tear gas canisters, water hoses, and in some instances, rubber bullets are used on the

crowd. The police allow the crowd to escape in a dispersed manner and hopefully it ends there.

7) DISPERSAL - LETHAL:
If non-lethal dispersal has failed, or the self-control of the police breaks down, they may begin firing into the crowd with shotguns and pistols, seeking to eliminate leaders and agitators. Again, they hope to allow the crowd to escape in a dispersed manner.

8) MILITARY:
Once the police have failed to restore order, the military is called in. They are permitted to shoot anyone they deem necessary and will restore order block by block. No riot survives the military.

Once a riot has been broken up, the police seek out the leaders and agitators, and arrest them individually, and hopefully not initiate on another riot. However, this often does start even more riots, which is why the police sometimes just let the agitators and leaders go with warnings.

KRSH
Range: 2 (5km) Strength: 2 Quality: 2 Size: 2
Reliability: 3 Weight: 60kg Cost: 800eb
Air Time: 12hrs/day   Age: 5 months
Broadcaster Average: Propaganda +6
Core Audience: 1,300 Associated Audience: 130
Extras: Voice Scrambler

Notes: The local conspiracy station on the radio. Broadcasting the latest in government conspiracies, they manage to keep a large segment of the population thoroughly paranoid. While most write them off as whackos, there are rumors that their information is documented, and the extreme efforts by the FCC to get them off the air only lends credence to this claim. For the size of their audience, they are not otherwise worthy of the FCC's attention.

MILITARY DISPERSAL
When the military disperses a riot, they move block by block, arresting anyone they deem "suspicious" in the least, and shoot anyone that threatens them in any way. They have a way of clearing riots out very quickly. They also use Bell AH-99 Gunships (see Maximum Metal) to patrol and break up fortresses. They are also used on the rioters in extreme situations.

Arasaka Riot 8's (see Maximum Metal) are used on the ground as well, though these are equipped with water cannons, so tend to leave less fatalities in their wake. The police are equipped with these riot vehicles, and will use them in the early stages of a riot.

MAKING A RIOT

There are four main aspects to consider when designing your own riot: it's Disposition, Size, Density and Armament. These factors will help to describe just what a particular riot is like, and define its relationship to the characters should they encounter it.

1) ORIGIN OF THE CROWD
The origin of the crowd must be determined, whether it started from an event, spontaneous event or due to an issue, also how important that issue or event was. The GM can also roll for the Origin using d10. Then, roll for the Size, Disposition, Density and Armament of the crowd.

Starting Levels
Roll	Origin	Size	Disp.	Dens.	Arm.
1-2	Minor Spectator	2d6	1d6	1d6-2	1d6-4
3-4	Major Spectator	3d6	2d6	1d6	1d6-2
5	Fundamental Spect.	5d6	2d6+2	2d6	1d6
6	Spontaneous Crowd	2d6	2d6	3d6	1d6
7-8	Minor Planned	2d6	1d6	1d6	1d6
9	Major Planned	3d6	2d6	2d6	1d6
10	Vital Planned	5d6	2d6+2	3d6	1d6+2

• SPECTATOR EVENT:
This refers to sporting events, rallies, parades, etc. The importance of the event is rated as Minor, Major or Fundamental. A Minor Spectator Event would be an average football game, small parade, with no more than 1000 spectators and participants. A Major Spectator Event would be a highly competitive game, a large parade and so forth, with between 1000 and 10,000 spectators and participants. A Fundamental Spectator Event is one that the entire country is interested in, such as the final game of the season, a gigantic parade or party, with over 10,000 spectators and participants.

• SPONTANEOUS CROWD:

A spontaneous crowd occurs when something unplanned brings a lot of people together. Usually the crowd is not that large, though it is dense, and could get ugly if provocation occurs.

• PLANNED EVENT:

This refers to crowds gathered in regard to an issue of importance. The importance of the issue is rated as Minor, Major or Vital. Minor Planned crowds include those that have interest in only small groups, with no more than 1000 protesters, while Major Planned crowds might affect a significant portion of the population, with between 1000 and 10,000 protesters. Vital Planned crowds affect the entire nation, such as an unfair government, or protesting the cruel treatment of the homeless in 2020, etc., with over 10,000 protesters in attendance.

2) SIZE

This simply describes how large the crowd is, based on how many blocks it encompasses. Find the starting point and determine which blocks surrounding it are encompassed in the crowd. Characters in those blocks are overrun by the crowd very quickly. Crowds often are on the move, usually toward a particular target.

3) DISPOSITION

This describes the overall mood of the crowd, ranging from Quiet to Frenzied. The Violence Rating gives the chance on 1d10 that the crowd becomes violent. This is rolled against every hour, or whenever the crowd is incited. If the roll is equal or lower than the current Disposition's listed number, the crowd turns Violent. A Violent crowd may attack anyone in its path, especially those who are members of groups that they dislike. The crowd's Disposition automatically rises to the next higher stage, with the minimum required Level. The crowd stays this way until it reaches Disposition level 3 or lower.

DISPOSITION TABLE

LVL	DESCRIPTION	VIOLENCE?
-0	Quiet	N/A
1-3	Calm	1
4-6	Uneasy	2
7-8	Restless	3
9-10	Excitable	5
11-12	Enraged	8
13+	Frenzied	10

"Reports of spontaneous combustion were not real. Repeat not real! Since that broadcast there have been over a hundred calls to the city hospitals for advice on how to avoid combusting. Let's leave the doctors to deal with real problems people."

4) DENSITY

This describes how dense an average block is during a riot, giving the approximate number of people crowded into it. It ranges from a hundred to ten thousand on the Per Block column of the Density table.

If the crowd is Violent, roll 1d10 against the Hit Chance every Turn or Minute (depending upon the situation, at the GM's discretion). If the Hit Chance or less is rolled, the characters are hit and injured. If the characters are allied to the crowd, assume they have been hit by the police, or those opposed to the rioters.

Subtract the Hit Chance also from any character's MA while in the riot. If MA is reduced below 2, the character can only move at 1, regardless of their normal MA.

Characters trying to escape from a riot, make checks against the Escape Difficulty Level, using their Hide/Escape skills (or just INT). In many cases, multiple checks are required, as listed by multiples. If a player wants to make the check against a lower difficulty, double the number of successful checks required for every -5 to the difficulty. One check may be made per turn.

DENSITY TABLE

LVL	PER BLOCK	HIT CHANCE	ESCAPE DL
-0	100	N/A	10
1-3	250	1	10 x 2
4-6	500	2	15 x 2
7-8	1000	4	15 x 3
9-10	2,500	6	20 x 3
11-12	5,000	8	25 x 3
13+	10,000	9	30 x 3

5) ARMAMENT

This describes how well the crowd is armed. It ranges from Unarmed, in which fists would be used; to Extremely Heavily Armed, which would include automatic rifles, grenade launchers and other military gear. However, note that this does not describe all of the crowd, only the best armed percentage of them. For more on this, see the note: Weapons Used on the Armament table below. Damage describes the damage taken by those when hit in a crowd, as mentioned under Density. Heavily armed crowds often kill those who unfortunately find themselves in their midst. For this reason, the GM should use his own discretion when player characters are involved. The encounter should be role-played rather than rolled.

ARMAMENT TABLE

LVL	DESCRIPTION	WEAPONS USED	DAMAGE
-0	Unarmed	100% fists	1
1-3	Unarmed	50% sticks & stones; 50% fists	1d6/3
4-6	Lightly Armed	50% clubs, knives, Molotov cocktails; 50% Unarmed	1d6/2
7-8	Moderately Armed	25% pistols, shotguns; 75% - Lightly Armed	1d6
9-10	Well-Armed	25% rifles, submachineguns; 75% - Moderately Armed	2d6
11-12	Heavily Armed	25% automatic rifles; 75% - Well-Armed	3d6
13+	Extremely Heavily Armed	25% military weapons 75% - Heavily Armed	4d6

6) CROWD STATUS TABLE

a) Roll 2d10 for how long the crowd will last if undisturbed. If a 10 is rolled, add up the total and then roll that die again. Theoretically, a crowd could last for a week or more. Note that if any changes reduce any one attribute to 0 or lower at the end of the hour, the crowd automatically disperses and the event is over.

b) Roll 1d6 for the number of hours before the police move in. They only move in to break things up if Violence erupts. The military will be called in if a riot lasts for more than 24 hours, and will arrive 2d6 hours after that. The police will try to disperse the crowd.

Every hour that the police are present, subtract 1d6 from each of the attributes, except if a 6 is rolled, in which case roll again and ADD to that attribute (the police have accidentally incited the crowd). The military subtracts 2d6, and will only accidentally incite on a roll of 12.

c) Leaders and agitators may try to incite or soothe the crowd. Only one attempt to incite or soothe may be made per hour. It requires a skill check vs Charismatic Leadership/Oratory/ Leadership/Family, depending upon the circumstances. The Difficulty depends on how much the character is trying to incite or soothe the crowd. Failure results in no effect. Critical failure results in the opposite intended effect.

"This is Doctor Chill, the Master of Cool. Two weeks of blistering heat must tell you something. It's telling you to run out to your local Doctor Chill outlet and pick up a Froster air conditioner. Only 299 euro, they're guaranteed to beat the heat. Don't let the summer incinerate you."

DIFFICULTY	DESIRED MODIFICATION
Average (15)	+/- 1
Difficult (20)	+/- 1d6
Very Difficult (25)	+/- 2d6
Nearly Impossible (30)	+/- 3d6

d) If the crowd is agitated by some outside influence, add or subtract 1d6 to the applicable attributes depending upon the circumstances surrounding the event. Otherwise, add 1d6 and subtract 1d6 every hour to each of the attributes for random changes. This is added or subtracted at the end of the hour.

7) BRANCHING-OUT CROWDS

The crowd branches off when the Size reaches 20, into two groups, with the main one being a Size equal to 3d6, the other being the remainder. This creates a nightmare for the police, as there are now two or more individual threats. In this case, begin determining the attributes for the different crowds separately. The GM has a free hand in determining when crowds branch out, unless the player characters or agitators/leaders attempt to do such a thing consciously.

8) FORTRESSES

Fortresses may be set up by crowds if they are organized enough. The requirements are as follows: The crowd must maintain a Size, Density and Armament Level of 10 or higher for six hours continuously. While Branch-outs can build separate Fortresses, only one can be built by an individual crowd.

If such requirements are met, there is a 3 in 10 chance of a successful fortress being set up. Every subsequent attempt by the same crowd has an additional 1 in 10 chance of having it set up. For example, after a 48 hour riot that has had the requirements met for 24 hours has had 4 chances to set up a Fortress, with a 7 in 10 chance of being successful on the last check.

Once a Fortress is erected, the block it is located in must be chosen. That block is now entirely blocked off. Inside the Fortress, the Density and Armament stays at level 10 or higher from that period forward. Only the military can try to reduce the levels, and in this case, their effectiveness is reduced by one-half due to the nature of the siege.

Some Fortresses last for weeks, until the city gets tired of it and decides to bomb it from military jets (not unheard of). This is a "last-straw" situation. Usually the threat alone empties the Fortress. Characters inside a Fortress when this happens have a very small chance each of getting out alive, however it should be role-played, as one can never underestimate the ingenuity of players.

9) THE AFTERMATH

If desired, determine the injuries and deaths caused by the crowd every two hours (round up when determining time). Add up the last recorded Size, Disposition, Density and Armament of the crowd, finding the total on the Status table below. This may be added up at the end of the crowd to determine the scale of destruction of the crowd. Approximately 25% of casualties and fatalities will be of police and military personnel (round down).

AFTERMATH TABLE

TOTAL	WOUNDED	KILLED	PROP. DAM.
0-10	0	0	1d6 x 1000eb
11-15	1d6	0	1d6 x 5000eb
16-20	2d6	1d6/3	1d6 x 10,000eb
21-25	3d6	1d6/2	1d6 x 20,000eb
26-30	4d6	1d6	1d6 x 50,000eb
31-35	4d6+6	2d6	1d6 x 100,000eb
36-40	4d6+12	3d6	1d6 x 250,000eb
41-45	4d6+24	4d6	1d6 x 500,000eb
46+	4d6+48	4d6+6	1d6 x 1,000,000eb

"The heat wave is finally letting up on this, the twenty-third day. We're looking forward to a little relief, with the low today of 28°. Yes, we made it through another one, and hopefully we'll be seeing the refilling of the Lake soon, and green grass in the parks. There's a Frosty Fun party scheduled for 7 tonight at the Night City Stadium, ice cream is free, we'll see you there."

EXAMPLE CROWD TURNED RIOT:

An ExhibiSIN is the site of a potential riot. There are perhaps a hundred participants in the parade, but with a thousand or more cult members accompanying the procession. There are a few thousand spectators, many of which are protesting it. These protesters are generally from fundamentalist religious groups.

The Crowd is a Major Planned Event, and rolling randomly for its attributes, we find its Size is 9, Disposition is 4, Density is 4 and Armament is 2. So, at the outset, the crowd can be described as Uneasy, spread over 9 blocks, with a density of about 500 people a block and for the most part unarmed.

Then, a Leader of the protesters decides he has seen enough and calls for his people to stop the procession. The additional modifiers add a roll of 8 to the Disposition of the crowd, raising it to 12, automatically inciting them to Rage. The GM rolls against the chance of violence breaking out (an 8 in 10 chance) and finds that indeed the two groups come to blows. A riot has begun.

The riot lasts 11 hours according to the die rolls, but the police are quick and move in after 2. They try to disperse the crowd, and manage to reduce the levels after this time having been modified in the last two hours to the following levels: SZ 9, DS 11, DN 7, AR 5. By the time the police arrive, things have cooled a bit, more people have piled in making things doubly dense and more handguns and light weaponry has poured in.

The police in the third hour manage to reduce it to: SZ 5, DS 8, DN 9, AR 4. The crowd is piled into a smaller area, making things very dense, which is an accident, though they have managed to defuse things a bit. Random changes modify it to: SZ 5, DS 12, DN 5, AR 8, making the crowd much angrier, but spread out a bit more, and much better armed.

The fourth hour brings with it harsh police dispersal techniques, reducing the crowd to: SZ 0, DS 7, DN 5, AR 2. The crowd should disperse, but the random changes must take place before the hour ends. The random changes add +0 to SZ, +3 to DS, +3 to DN and +4 to AR. Since Size stays at 0, the crowd does disperse, but still very angry, a lot of people and some quite well armed. The riot could reoccur shortly.

The results of the four hour riot are found as follows: the riot only lasted 4 hours, so two checks on the Aftermath table. At the end of the second hour, the total was: 24. Only 10 people were wounded, but 3 people were killed, and property damage totaled 20,000eb. At the end of the fourth hour, the total was: 24 again, but this time 14 people were injured 3 more were killed and 100,000eb worth of property damage was incurred. A total of 24 injuries, 6 deaths and 120,000eb. A quarter of that was sustained by the police, so 6 injured and one dead — a costly event.

RIOTS IN THE CAMPAIGN

Riots should not be used a great deal, as they tend to be quite destructive. They can be used on occasion as a random event to shake the characters up, or as a plot device, but the dangerous nature of them may be too destructive for most campaigns.

KILL TV

Range: 5 (100km)   Strength: 5   Quality: 5   Size: 1
Reliability: 3   Weight: 300kg Cost: 1600eb
Air Time: 24hrs/day   Age: 14 months
Broadcaster Average: None
Core Audience: 50,000   Associated Audience: 5000
Extras: None
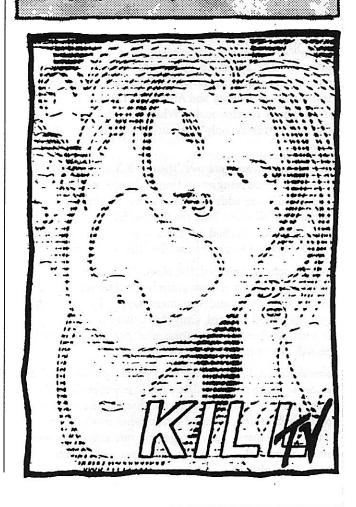
Notes: A television station which is a pirate band for the simple reason that they violate all broadcasting standards. They show 24 hours straight of violence and death. The producers of KILL TV have assembled the most violent scenes from thousands of movies, and play them continuously. There are also rumors that there are subliminal messages encouraging people to commit violence. It is having a major effect in Night City.
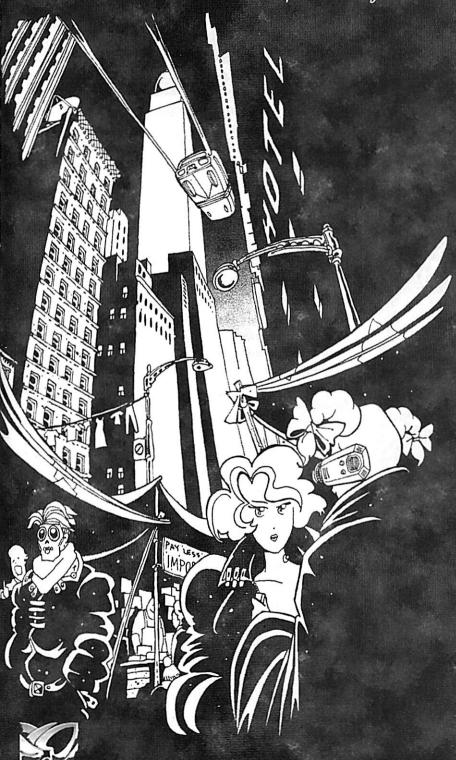
People to Meet

One of the biggest problems with metropolitan cities is over crowding, but the individuals who make up those crowds are often overlooked, especially those who are considered "marginal" or not mainstream. This is a serious mistake, as it is often those people who keep the city running, and without whom the City might collapse.

Unlike in rural regions, where most people know one another, and early 20th century, when family was your main social network, the 20's are a time when one relies more on contacts and friends than any relations, who are often only vaguely known anyway. There is also a much faster pace, resulting in rapid friendships and loose associations with large numbers of people. This allows the city dweller to feel part of something, while maintaining their privacy (very few close friends) and solitude.

SPOOKS

The amount of surveillance in the 21st century has brought the world of the spy into everyone's home, workplace and lives. This has made the art of espionage a necessary skill in the modern world, and spies for hire very popular. Hence, the Spook, the professional spy-for-hire. Many Spooks are in fact retired or fired secret agents for whatever country. Without any other skills, they went to work spying for corporations, security systems and counter-espionage work. They occasionally work with the police, but sometimes against them. There is a certain amount of mutual tolerance, but most Spooks recall their spy days and think of the police as incompetents, best ignored.

A Spook is essentially a security and surveillance expert. They are especially skilled at gaining information through surveillance and at breaking into places. They are often hired to test the security of places, and sometimes to break into places illegally (though they will never admit to doing such a thing).

There are also Spooks, in increasing numbers, who use "magic" or psychic powers to complement their existing abilities. These are the true Spooks who are known in the trade as Specters.

Spooks usually operate in small companies that specialize in surveillance or other security-related jobs. A Spook team will have one or more Spooks, a Netrunner, some Solos, Cops and/or Nomads, Techies and possibly a Fixer or Corporate running the operation. Many corporations have their own Spook teams.

SPOOKS IN YOUR CAMPAIGN

Spooks are extremely useful in Cyberpunk campaigns, as they are information gatherers and the 2020's are still heavily in the grips of the information age. The characters could set up a Spook firm, or they could be watched by one, hired by any one of the groups they have angered in the past.

Specters can be a most disturbing addition to your campaign universe, especially ones that can read minds or teleport about. They would be a menace to any corporation and undoubtedly cause a great deal of problems, which could be fun if the Specter is a player character.

SPOOK CHARACTERS

Spook characters will have very specific and specialized skills. They generally focus on these skills almost to the exclusion of others. A Spook's most important stat is INT and then TECH. Most Spooks also have a high COOL as theirs is a highly stressful occupation. Specters naturally have a high PSY.

Career Skills		
Spy Craft	Awareness	Streetwise
Electronic Security	Electronics	Basic Tech
Pick Lock	Stealth	Photo & Film
Shadow/Track		

- **SPY CRAFT (TECH):**

This Special Ability represents the Spook's skill at trashing (gaining information on a person by going through their garbage), bugging (planting bugs, tracers, phone taps, cameras, etc. discretely), surveillance work (observing a person without their knowledge) and technical knowledge of spy gear, including micro-cameras, bugs and such equipment.

Other skills that Spooks often have are: Handgun, Hide/Evade, Resist Torture/Drugs, Persuasion, Disguise, Video Manipulation, Forgery and Education. Some moonlight as Netrunners having some Interface skill.

*Specters will have various psychic powers, such as: Mental, Mnemonic, Sensory, Astral or Teleportation. See **Night's Edge** for more on these powers. They may instead have "magic" spells based off these powers. See **Grimm's Cybertales** for more on this.*

SPOOK'S OUTFIT

Spooks often operate out of their homes, which are literally filled with electronic and security gear. Their equipment will generally include most tools, personal electronics, communications, surveillance gear and security devices. They will favor the Cyberaudio and Cyberoptic cybernetics to improve their senses.

REAPERS

Reapers are repossessors. When a person cannot or will not pay for something, they retrieve it. While many are freelancers, most work for Reaper Agencies who in turn work for stores or other companies. The larger corporations often have their own Reapers.

However, unlike their 20th century counterparts, Reapers of the 2020's do not limit their scope to repossessing cars and merchandise, they also repossess body parts and cybernetics, sometimes whole people (these are generally called Bounty Hunters or Body Snatchers.) Because of this, they are often well-armed and combat trained.

Licensed Reapers have the legal right to break into homes, vehicles, etc. to retrieve the "merchandise" they are after. They are also allowed to use deadly force if necessary.

It's a pretty harsh job, which is why the pay is so good. However, few people are Reapers for life, as it is so stressful, only the pros can keep at it for years.

Reapers are almost universally hated and feared, even by their patrons. While they perform a necessary function in the city, their occupation is not highly regarded by anyone, especially due to the fact that they often employ the lowest of tactics.
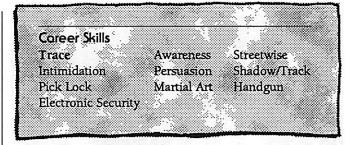
REAPER CHARACTERS

Reaper characters are skilled at finding their "merchandise" and then getting it into their possession, which means they are often very skilled at breaking into places and subduing people.

Their most important stats are BOD and REF, with TECH, INT and COOL also being very important. Some of the bounty hunters have to have a very high MA as well, as they get into foot-chases often.

REAPERS IN YOUR CAMPAIGN
Reapers will most likely act as NPCs in Cyberpunk campaigns, since they usually work alone and are quite loathed by the general populace. They could come after the characters after bills go unpaid, or get in the way as the Reaper seeks to retrieve a body before the characters can interrogate someone vital to their mission.

Career Skills
Trace	Awareness	Streetwise
Intimidation	Persuasion	Shadow/Track
Pick Lock	Martial Art	Handgun
Electronic Security		

• TRACE (REAPER):
This Special Ability represents the Reaper's ability to find people or the merchandise they are after. Unlike Streetdeal or Streetwise, it deals with finding a specific person or item as quietly and quickly, using both human and computer information.

Generally, the difficulty of finding "merchandise" is of only Average difficulty, but when dealing with particularly crafty opponents, the difficulty can reach Nearly Impossible. The checks are made daily.

Other skills that Reapers often have are: Handgun, Rifle, Human Perception, Disguise, Cybertech, Athletics and Brawling.

REAPER'S OUTFIT

Reapers tend to pack at least a pistol even if they repossess toasters, as a certain amount of danger is faced by any Reaper. Body snatchers and bounty hunters will pack heavier weapons, and wear heavy armor. However, they will favor non-lethal weaponry, as they usually are supposed to bring back the person alive.

They will rarely have too much gear, as they are usually on the move. Their main possession will typically be a car or van, which acts as their mode of transportation, and home. They may also carry various security decryptors as they often must defeat security systems to reach the "merchandise".

Reapers, in general, favor cybernetics which enhance their fearsome appearance, such as Muscle and Bone Laces. While some use cyberoptics and cyberaudio to help them find their targets, the average Reaper actually has few cybernetic implants, preferring to rely on personal abilities.

OCCUPATION PAY TABLE
Special Ability Level

ROLE	1-5	6	7	8	9
10					

Spook	Analyst	Operative		Detective
Investigator		Infiltrator		Ghost
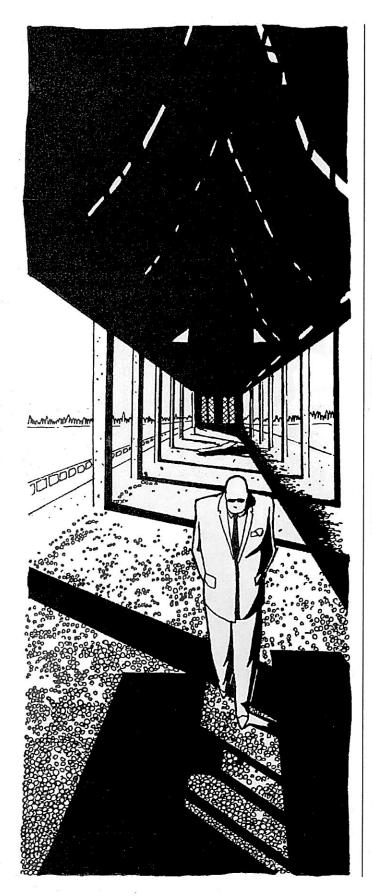
Miraculous you call it babe
You ain't seen nothing yet
They've got Pepsi in the Andes
McDonalds in Tibet

-It's A Miracle, Roger Waters

Cities are set upon huge expanses of land, erupting with vertical pillars of commerce. There is a place for each of the millions of inhabitants. They each have a home, a workplace and a leisure place. Whether these are all found on the street or spread across the city, they all have places to go. We know most of these places, countless articles on the workplace and bars have been written. What about the places which officially do not exist? Like the asylums and drug bars, illegal trades which keep the city going. There are the enclaves, entire neighborhoods seperated from the rest of the city, catering to a particular philosophy or ideology. This section looks at where people go to hide, to forget and to live in the city.

ASYLUMS

In an era of decreasing government support, people have to fend for themselves in many situations. The police just don't have the manpower to protect individuals properly, so those unable to hire bodyguards are forced to seek refuge. As do those whose bodyguards could not protect.

They have found Asylums, sanctuaries for hire run by entepreneurs. They are designed and equipped to hide people from those who would injure them. However, just as everyone has their own reasons for hiding out, and are hiding from different types of people, different kinds of Asylums are needed. There are seven basic types of Asylums, ranging in the amount of protection they can offer and in the cost involved in obtaining their services. Never misunderstand the Asylum: unlike the ancient sanctuary of the church, these are businesses, not humanitarian ventures.

ASYLUMS & THE CAMPAIGN

Asylums can be very useful in a campaign when characters get into deep trouble with a corporation or similarly powerful organization. They are a social reaction to decreasing protection from the police. Characters can hide out in one indefinitely and then resume the campaign when they get out. Hopefully, the reason they went in will no longer exist when they leave.

Here are some of the more common forms of Asylums:

• HOSTELS

are lower-end Asylums, designed for the average citizen hiding from abusive mates, stalkers or other low-scale threats. They can offer only minimal security, but they are cheap and very much in demand in the dangerous world of 2020. While these establishments used to be government-funded, they are now private enterprises. Some do work on a non-profit basis, running on anonymous donations, but most cannot afford to do so. There are usually a dozen or so Hostels in a major city. Numbers are listed on DataTerms and in phone books, but these are only contacts who will arrange to pick up the customer and transport them secretly to the Asylum.

• SAFE HOUSES

are run by the government, and used by state or federal agencies to protect their own agents or witnesses. These Asylums are generally quite sophisticated, shrouded in extreme secrecy and

surrounded by tight security. Generally, there are no long-term residents. Those need such long term services are instead handed over to the Witness Protection Program, and their identity is altered permanently. They are then released into normal society, with a new job and new home. The Safe Houses on the other hand just provide a safe hiding place for a short period of time. While their locations are tightly-held secrets, the location of state-run Safe Houses tend to become known to major corporations and crime organizations, and therefore are not absolutely safe.

- ## IVORY TOWERS

is a corporate-run Asylum. They are virtually impregnable, using state-of-the-art security technology and often guarded by a few dozen elite corporate soldiers. They are set up to defend against raids by other corporations, therefore lower level threats have no chance of slipping by their security. Of course, only people that are vital to the corporation would warrant such safety; they are generally not open to the public.

Among the cheapest Asylums, are the Dungeons, which offer minimal security, but are generally very secure because their location is a well-kept secret. They are often found underground, or inside old warehouses. The living conditions are quite poor, but for the price they charge, no one complains much. They are used mainly by criminals escaping the law or angry gangs. They offer refuge from such groups, but corporations can easily locate them, and they rarely have any qualms about blowing the whole place up.

- ## VAULTS

are mid-range Asylums, with highly secret locations. There are often a couple in a major city, but one must first know the right people to talk to. It may take a month or more to get into one, as they are paranoid about infiltrators. They prefer private individuals, who are hiding from minor organizations. They are most often used by average citizens who get into some sort of trouble, and call one of the "Need Help?" numbers on the DataTerms. In serious cases, things can be rushed and one can get in right away, but having the money to pay for the service and proof of identity is important.

- ## TOMBS

are the last resort of people who are in serious trouble. No one quite knows how many there are in the world, as they enforce one of the highest levels of secrecy, rivaling that of corporate Towers. When you enter a Tomb, it's as if you've been buried, because you may never leave it alive. They are used by those who face death if they go anywhere else. They have numbers on the DataTerms under ads reading, "Will you die if you go anywhere else?". Tombs require massive background checks before they accept anyone, but once you are in, they guarantee your safety

or your money back (of course if they fail, you're usually dead and cannot collect the money, but that's beside the point.)

The last form of Asylum is the Village. These are special Asylums that are similar to Tombs, because one almost never gets out of them alive, but they are used more often by those who want to permanently disappear, but live a semblance of a normal life, instead of in hiding like in the Tombs. Villages are entire towns located in isolated places around the world. The residents are all there for various reasons, but maintain normal lives otherwise. There are government and corporate-run ones for retired spies of theirs, as well as a few for the elite who desire to retire in obscurity.

RUNNING AN ASYLUM

One option for a campaign would be one in which the characters run an Asylum. They must seek out clients, protect them from their hunters, and develop the business. While it would keep the characters in one place, the constant stream of new NPCs and new stories would serve to keep the campaign rich and alive for months.

THE BUSINESS OF ASYLUMS

Asylums are often like pleasant prisons. People are confined to them for something they have done, but instead of protecting the outside world from them, they are being protected from the outside world. Their stays can also range from a few days to life sentences. And, like jails, they are not cheap, but unlike jails, generally the prisoner must pay for their stay.

Therefore, Asylums are great money-makers, as there are always people who want to hide out. They operate very efficiently, having ironed out the bugs over the past twenty years. There are very few infiltrations of higher-class Asylums, who seem to have the uncanny ability of spotting government or corporate infiltrators a mile away.

The biggest problems that Asylums face, at least those not run by the government or corporations, are legal and hatred problems. Legally, Asylums are described as "aiding and abetting known criminals", which is what they do in many cases. For this reason, they are often shut down by the police if discovered. The hatred problem is related to corporations, who hate the idea of citizens having the ability to disappear. Therefore, most of the major corporations either infiltrate or destroy an Asylum that they discover.

While this does destroy many Asylums, it does keep them competitive and strong, meaning only the best survive. Therefore, by 2020, most Asylums run little risk of being infiltrated, shut down or destroyed.

DESIGNING AN ASYLUM

There are five basic aspects that define an Asylum: the degree of security, secrecy, comfort, and its size and quality. These characteristics will determine the base cost per month. However, remember that these are merely guidelines, and can be altered to suit your own campaign world.

• 1. SECURITY LEVEL:

This determines the difficulty level of overcoming the facility's locks, and the Threat Codes of the guards as taken from the Night City Sourcebook as well as the number of Visitors allowed.

THE CRYPT

Security: 4   Secrecy: 2   Comfort: 6
Quality: 4   Size: 4

The Crypt is a privately run Vault that specializes in criminals. They assure the top criminals a home to run away to, at a price. It costs about 2000eb a month. This is entirely a money-making venture.

Security Level (SRL)

• 1 MINIMAL SECURITY

Electronic Locks (20), Alarms (20), Recording Cameras, 2 "C" Guards per Resident. Six Visitors are allowed.

• 2 LIGHT SECURITY

Electronic Locks (25), Alarms (25), Monitored Cameras, 2 "B" Guards per Resident. Four Visitors are allowed.

• 3 AVERAGE SECURITY

Advanced Locks (30), Incapacitating Traps & Alarms (30), Monitored Cameras, 2 "A" Guards per Resident. Two Visitors are allowed.

• 4 ADVANCED SECURITY

Advanced Locks (35), Fatal Traps (30), Monitored IR Cameras, 2 "AA" Guards per Resident. One Guest is allowed.

• 5 HEAVY SECURITY

Advanced Locks (40), Fatal Traps (35), Monitored IR/UV Cameras, 4 "AA" Guards per Resident. No Visitors are allowed.

• 6 MAXIMUM SECURITY

Special Locks (45), Fatal Traps (40), Monitored IR/UV Cameras, Motion Detectors, Continuous Resident Location Monitor, 4 "AA" Guards per Resident, 2 "A" Guards as personal bodyguards for each Resident. No Visitors are allowed.

• 2. SECRECY LEVEL:

This is the degree of secrecy surrounding the existence and location of the Asylum. Note that the higher the Secrecy Level, the less chance the character will ever find out about it in the first place. The base difficulty vs Streetwise or Streetdeal of knowing it is listed respectively after each description. Resources can be used instead, with a -5 penalty, except when it comes to the character's own corporation's Asylum (if any). Infocomp personnel have a +2 bonus for knowing about any Asylum.

Secrecy Level (SCL)

• 1 NO SECRECY

The location is not a well kept secret (15), and almost everyone knows about it (10).

• 2 MINIMAL SECRECY

Location not well known (20), but existence well known. (15)

• 3 LIGHT SECRECY

The location is a well-kept secret (25), but there are many who know about its existence (20)

• 4 MODERATE SECRECY

The location is a well-kept secret (30), and few know about its existence at all. (25)

• 5 EXTREME SECRECY

The location is known to only a select few (35), but a few more know that it exists (30)

• 6 MAXIMUM SECRECY

The location is a complete secret, known only those directly involved (Residents do not know its location) (45), and only by word of mouth a select few is its existence known (35).

• 3. QUALITY:

This describes how sturdy the Asylum itself is. This is important when you consider that many corporations will not hesitate to use an air-to-ground missile to take out an entire building containing someone they dislike. The SP of exterior walls is listed after each description.

Quality Level (QTL)

• 1 INFERIOR QUALITY

The Asylum is a standard building without reinforcements of any kind. (20)

• 2 AVERAGE QUALITY

The Asylum is a reinforced standard building. (25)

• 3 GOOD QUALITY

In addition to concrete reinforcements, there is also steel reinforcements. (30)

• 4 VERY GOOD QUALITY

In addition to concrete and steel reinforcements of the walls, the entire location can be sealed airtight for 24 hours. (30)

• 5 EXCELLENT QUALITY

The Asylum is located within a heavily reinforced bunker. The entire place can be sealed off for up to 4 months, and is completely airtight, able to withstand 0.5 kiloton nuclear blasts. (45)

• 6 EXCEPTIONAL QUALITY

As with Excellent Quality, except it can be sealed for 1 year, and can withstand a 2 kiloton direct blast. They are typically found deep within mountains.

• 4. COMFORT:

This describes how nice the Asylum is, what sort of facilities are present, etc. (After all, who wants to hide out for the rest of their life in a rat-hole?)

Comfort Level (CML)

• 1 INFERIOR COMFORT

Comforts of a boarding house. Rooms are shared by three other people, and bathrooms are communal. Meals are quite poor, and also communal.

• 2 AVERAGE COMFORT

Comforts of a sleazy hotel. Every Resident shares a bedroom with another person. There is one bathroom to every 10 Residents. Meals are average quality, though communal.

• 3 GOOD COMFORT

Comforts of a standard hotel. Every Resident gets their own bedroom and a private bathroom. There is a dining room for descent quality meals,.

• 4 VERY GOOD COMFORT

Every Resident gets a bedroom, living room, and private bathroom. There is a dining room for meals, which are of good

quality. Recreational centers are also present, such as a pool, work-out room, etc.

• 5 EXCELLENT COMFORT
Every Resident gets a bedroom, living room, bathroom and kitchenette. The character may choose from a menu of culinary delights. There are facilities for almost any interest, provided it is indoors.

• 6 EXCEPTIONAL COMFORT
Every Resident gets a luxury apartment. Including a bedroom, a study, a bathroom, a full kitchen and dining room. There is a servant assigned to each Resident and gourmet chefs are available to prepare meals. Exceptional facilities are available for almost any interest.

• 5. SIZE:
This determines the maximum number of Residents there can be in the Asylum at one time. The lower the number of residents, the more expensive and the less likely there will be an opening, the less chance of infiltrators, and the greater the privacy. There are six basic sizes to Asylums. The percentage chance of the Asylum having a free space at any one time is listed after each description.

Size Level (SZL)

• 1 HUGE
100 Residents Maximum. 95%

• 2 VERY LARGE
75 Residents Maximum. 70%

• 3 LARGE
50 Residents Maximum. 45%

• 4 AVERAGE
25 Residents Maximum. 20%

• 5 SMALL
10 Residents Maximum. 5%

• 6 VERY SMALL
5 Residents Maximum. 1%

Add together all of the 5 components and then multiply by the time period the character will be staying, as found on the Asylum Cost table below.

ASYLUM COST TABLE

AMOUNT OF TIME	MULTIPLIER
1 Week	25
1 Month	100
6 Months	500
1 Year	900

Here are sample costs per month for the various types of Asylums:

TYPE	SRL	SCL	CML	QTL	SZL	MONTHLY
Hostels	1	1	1	1	1	500eb
Dungeons	2	4	1	2	6	1500eb
Safe Houses	2	6	2	2	4	1600eb*
Vaults	3	5	3	3	4	1800eb
Ivory Towers	6	2	4	4	4	2000eb*
Tombs	4	6	4	5	5	2400eb
Villages	6	6	6	6	6	3600eb*

*The organization running these Asylums usually do not charge those admitted, but are provided to show comparable rates for these services. Access to these is by invitation or necessity only.

PHARMS

As mentioned in the *Altered States* section, there are many Pharms in the world, producing all kinds of new designer drugs. They range from the small street-level designer all the way up to the mass-producing corporate factories that pump out the Dorph, Synthcoke and Black Lace that you may be using today.

You may want to visit such a place to get the latest batch of Blue Glass, or check out the latest designs, such as Fireball. In this case, you should know what sort of places you'll be going, and what to expect when you get there.

First of all, finding out where they are will vary in difficulty. While drugs are legal, this is only as long as they have no "proven harmful side effects, in the long term or otherwise." Therefore, most of the more interesting drugs are technically illegal. But, then why can you get Dorph and Black Lace on the street and in drug bars? Well, that's where the shady, darker side of the law comes in.

Corporate-designers often get a lot more leeway, especially when they can afford million dollar lobbies to ensure that their drugs get green-lighted by the government. For example, in 2016, independent investigation, done by Max Stingray, one of the top freelance reporters, revealed that Dorph was highly addictive, caused nerve and severe brain degeneration, as well as marked depression. All of these are considered harmful side effects according to legislation, but on the approval records, the side effects were listed as "Side effects include slight depression after use. Long term use causes possible addiction." It seems like the government review boards turned a blind eye to the nerve and brain damage caused by the drug. At the same time, Sweetness is officially listed as an illegal narcotic due to its "tendency to disrupt sleeping patterns, and distort perception of time."

This should give a good indication of how the determination of what is legal and what is not is made. This also shows the dual nature of the law concerning drug bars and the like. They operate openly, and legally, as long as they only sell the legal drugs. Those designers who make their own, and sell them on the street without having been approved by the government (which requires about 5000eb and 2 years, unless you're a corporation, in which case it is 50,000eb and 2 months), are breaking the law.

Here are some places in the city that you might find the drugs you're after, ranging from the legal and widely known to the illegal and hard to find.
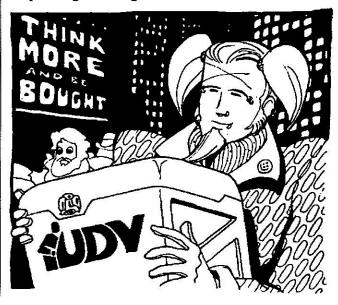
UNDERGROUND DEALERS VENDING INC.

On most streets, you can find either shops or vending carts sporting the dark logo "Only through the Underground Dealers™ can you find what you need", with the man opening his jacket. While pretending to be illegal dealers on the street, they are in fact a subsidiary of Biotechnica, and fully-sanctioned by the government. There are other drug vendors on the street, such as The Fix, owned by Petrochem, but none are as prevalent as Underground Vendors.

The drugs they deal in are all legal, including: 'Dorph Again, Blacker Shade of Lace and LSD. There are also assorted versions of speed, soporifics, depressants and other more common drugs. The prices are not inflated, as this division deals in high volume, and high profit. Their main customers include corporates and the average person on the street, who deals a great deal more in drug use than in the past.

Characters will have no trouble finding an Underground Dealers™ vending outfit. All legal drugs will be available. Occasionally, there are illegal drugs also available, such as Synthcoke and UltraBlue Glass, though only to trusted customers. The prices of these drugs are doubled due to the inherent danger in dealing in them. Often Synthcoke is used by high-powered executives to keep their edge.

The vending carts have an SDP of 25 and SP of 10. They are driven by the operator at speeds up to 30mph, using Motorcycle skill at -2. The operators deposit money in a special box designed against theft, only carrying 25eb on themselves. However, carts often contain 50 doses each of Dorph, Black Lace and LSD, as well as the other drugs. For this reason, most operators are either armed (usually with Minami 10's) or have guards watching over them. It has become tradition on the street not to take out the Underground Dealer vendors, as they stop visiting those neighborhoods after such an attack.

MARY'S PARLOR

Located in the Falcone Building (Night City: A1 #28), is Mary's Parlor, a drug bar. It is also one of the most popular drug bars in the city, though by no means the only one. In fact, almost every bar/night club/restaurant has a drug menu, containing a limited, and over-priced selection of legal drugs. What makes Mary's different? Two things; the wide range of drugs available (including illegal ones), and the fact that the mob runs it. Most people have heard about the former, but few people realize the latter.

Mary is the proprietor, but she pays a hefty tribute to the mob, and gets some of her best drugs from the drug lab in the basement. They have a sweet deal going on, the mob has a steady market and Mary has a steady supply. She also has access to some of the best drug design and manufacturing equipment in the city, aside from that owned by the corporate interests. Therefore, she has some of the more interesting new designs at low prices.

In addition to the exchange of drugs and money, Mary also gets protection from the police, therefore most illegal drugs are available at the Parlor. The only exception is LSD. It seems that the new Don has something against that drug, and has made it a crime to deal in that drug within his area of control. Rumors have it that his son died after a bad trip using LSD.

Mary's Parlor is also a great place to hook up with other edgerunners. However, most of them are addicts of one sort or another. Be forewarned. Other than that, Mary is good for selling new designs to, or identifying existing drug types that might be encountered.

SCHULTZ'S PLACE

Not so well-know is Schultz's Place. Located at the end of a dark alley in the Combat Zone, is the dark laboratory, filled with alchemical vessels and chemistry instruments. The place is always a mess, it's almost as hard to find one's way around inside as it is to find the place at all. But, if you come here, you won't find Blue Glass or Dorph, or even Black Lace. No, Schultz hates designs that have already been done, he's looking for something new, even just a new twist, like his Sweetness sodas.

If you want a new drug, something that'll heighten your senses and speed your reflexes, but won't fry you like Fireball, talk to him, he'll slap something together. It won't be perfect, and might cause you to puke out your guts, but he can at least make it. He charges a lot too, but then most designers are hacks who couldn't make LSD if their life depended on it.

Characters who want to find Schultz's Place will need to make a successful Very Difficult Streetwise check, and then two more Difficult Streetwise checks to actually navigate their way

there. Then, they'll either have to offer him a great deal of money or ask for a particularly novel creation. Otherwise, he won't be interested. For more on Schultz, see Grimm's **Cybertales**, page 115.

ENCLAVES

Though cities have done their best to divide humanity and disintegrate any essential togetherness that might have existed, people have found ways to regroup and live with like-minded neighbors. In 2020, these are called enclaves (also known as ghettos, zones, turf), and are found in every major city. They are regions inhabited almost exclusively by individuals and families who follow a similar ideology or live together communally. There are three major types of enclaves are: communes, havens and hoods. They are all most often found in the poorer regions of the city.

• COMMUNES

are districts in which the people share kitchens, gardens, work, etc. They aren't that common in 2020, as the corporations tend to frown on them, nervous that the rest of the city might abandon their consumeristic ways. Nevertheless, they can be found in the poorer regions of most major cities, struggling to survive, but together.

• HAVENS

on the other hand are quite common in megacities. There are often a dozen or more in any given city, each separate from one another, and in their own way, separate from the city. Havens are neighborhoods populated by members of some religion, cult or philosophy. Sometimes they just want to live peacefully on their own. They're characterized by their inaccessibility to the general public and reclusionary nature.

• HOODS

are gang-related, neighborhoods governed by a particular gang. This is different from the turfs in the inner city, and even the territories found in the Combat Zone. Instead, they are the nucleus of gang activity, where the gang's law rules. There are not only gang hoods though, some nomad packs have their own hoods, as do the higher ranking Fixers.

FINDING THEM
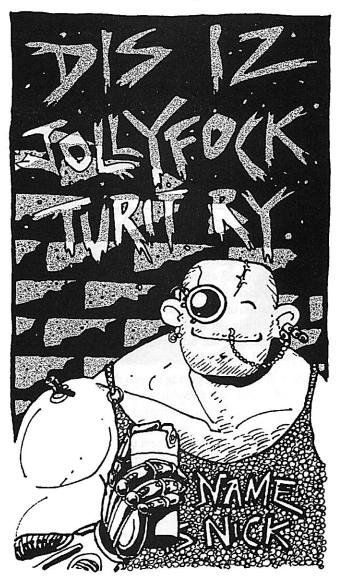
Enclaves are not always that easy to find. By their very nature, they are secretive and not very welcoming to outsiders. They also dislike visitors, therefore will not advertise their location. Often it is easiest to learn of their location (if you first know they exist) though street contacts.

There are other ways to find them though. Screamsheets are surprisingly useful at finding an enclave in a particular city. Every once in a while a screamsheet article might highlight one, or mention one's existence and possibly it's location. Of course, these articles are not easy to find, and will require a great deal of research to locate. Similarly, if the group being sought shares some characteristic, the public records may reveal a neighborhood where they are all found.

The difficulty in finding a particular enclave varies depending on the particular group. Using Streetwise, an Average check will find the more public enclaves, while a Difficult or Very Difficult check is required to find the secretive ones. Those enclaves that are truly hidden, those that make an effort to remain unknown will require a Nearly Impossible Streetwise check or some insider contacts.

Library Search can also be used, requiring four to six hours per check. The difficulties are the same as per using Streetwise, though one level higher. Therefore highly secretive enclaves will be impossible to find through research, they've circumvented such a possibility. This applies to using screamsheet articles or public records, depending on which will most likely contain the information sought.

WHERE AND WHAT IS IT?

Most enclaves are found in the Combat Zone or poorer areas of the city, and are off the beaten track. They are far from the major roads, and definitely not the sort of places that you could just wander into by accident. They are often closed off by walls of some kind. In the case of hoods, they might be blocked off by burnt out cars or barbed wire barricades. Usually though, they are simply closed off blocks, without much security, and possibly one or more open entrances. The entrances are rarely on major streets, often off of alleys or back roads. Sometimes they look like dead ends, and only the residents know otherwise.

Inside the enclave, four to twelve blocks of apartments, stores and parks can be found. They're entire self-contained communities, with some residents who never leave. Most people know one another, having grown up together. Strangers will be quickly noticed, which could be a bad thing, especially in the hoods, where you're sometimes shot if they don't know you.

Often, the neighborhoods around the enclave don't know what goes on inside, if they are aware of them at all. The Combat Zones are such that you usually don't bother someone else's turf, therefore most enclaves are left in relative peace. They generally have their own security forces as the police rarely are called in. And, because of this local security, they are often very safe places to live, because if you mess with one member of the community, you're messing with the whole group of them.

GETTING IN

Once you know where it's found, how are you going to get in? Wandering in uninvited is a quick way to die, or at least be severely beaten and then kicked out. Very few enclaves welcome intruders, and that's how they'll see you if you don't have an invitation or an enclave resident with you. Not that it's hard to physically get in, as there is rarely any guards or defensive measures, but once you're in, they are bound to notice you and do something about it.

If you're really intent on getting in, you should get to know a resident who works outside of the enclave, or at least ventures out (for supplies and news gatherings). Then, if you go, you're at least with a local and probably won't get into so much trouble. Failing that, approach them unarmed and state your intentions. If the residents deem them worthy, they'll let you in without a hassle. Otherwise, you're on your own.

WHO LIVES THERE?

Enclaves are inhabited by all kinds of people. Communes tend to house peaceful types who just go about their business without much concern of the outside world. There are rarely any edgerunners among their ilk, except the occasional veteran who has given up the trade to settle down. However, this does not mean that they're push-overs. Having grown up in the Combat Zone, they definitely know how to defend themselves.

Havens are most commonly inhabited by normal people who subscribe to a particular religion or for mutual protection. There will often be a number of edgerunners in the enclave, who will be the main outside representatives of the haven. These will most likely be the ones that you can get in touch with.

Hoods are almost exclusively populated by gang members and gang supporters. Therefore, most of the neighborhood residents can defend themselves. They are also often of the lower classes, and only rarely will edgerunners be found among them.

THE ENCLAVES OF NIGHT CITY

There are a dozen or more enclaves in Night City, but they are hard to find and most are known to only the residents and a handful others. Therefore, only three of the better known ones are profiled here.

RYE DISTRICT

Not too far from the city core, in South Night City, there lies the Rye District Commune. Most people have heard of it. Few know where it is, as there are no streets that lead into it. Cars aren't allowed in. There is only a couple of doors in, off of alley ways and through abandoned warehouses. The residents have everything they need in the four blocks that surround a central park. They share most necessary tasks, including care of children, teaching, raising funds and protecting the neighborhood.

By and large, there are few threats to this almost idyllic community. Only the occasional gang that figures them for an easy hit, or the rare murder within their peaceful enclave. They have little that outsiders could want and less to offer. Really, their most cherished prize is their isolation and tranquillity.

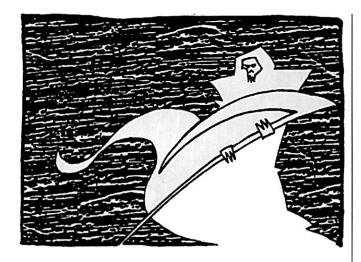So, what makes it interesting? All of the residents are members of Scissors, the terrorist group that seeks to destroy the Net. They also practice some occult magic in an attempt to magically disable the Net. For more on this group, see Grimm's Cybertales, page 28, and page 123 for the stats of Martin Smith, a resident of the Rye District commune.

GUINÉE

Farther to the south, still in South Night City, there lies

Guinée, the city's vodoun community. Located near the San Morro Bay Cargo & Container Port, over twenty blocks are inhabited almost exclusively by voodoo believers. The region is not particularly accessible, found through a tangle of side streets and misdirecting street signs. But, once you're there, you know you're there, as voodoo symbols and Haitian clothing and slang is found everywhere.

It's a little easier to get around this enclave without being detected, as it's large enough that not everyone knows one another, but if you don't know where you're going, you will run into problems. They have their own police force, who are polite to visitors, but firm. That's assuming you happen upon the region during the day. At night, it's a different story, as the streets are practically empty, and the secret society watches over the neighborhood. If they catch you, you'd better hope for a quick death, as rumors of what they do to intruders are legendary. Stories of edgerunners who strayed into Guinée coming back cursed, or missing limbs. You'd just rather not think about it.

The main houn'gan of this district is Jojo, though there are other houn'gans and mambos, as well as a Bokor. For more information on vodoun and voodoo magic, see the Nouveau Voodoo chapter in **Grimm's CybertaleS**.

Red Reaper Hood

An infamous gang of the Combat Zone is the Red Reapers. Wearing their trademark blood-stained, ragged, white clothing and sporting sickles and blades of all kinds they inhabit the northern edge of South Night City. Their hood is located between 27th and 30th avenues, just beneath Blood Razor territory. There are frequent skirmishes between the two gangs, as they are mortal enemies, but thankfully the Razors keep the Reapers from the downtown core. Instead, the Reapers like to claim most of South Night City as their hunting ground. And, they do hunt. Traveling in packs of no less than 30 members, up to 100, they terrorize entire blocks at a time.

The Red Reapers (Red Reaper Hood)

TAG: *The Grim Reaper, done in red, preferably in blood.*

COLORS: *Red splotches on white. Often blood-stained white.*

STATS FOR AVERAGE MEMBER

INT: 5	REF: 8	TECH: 3	COOL: 7
ATT: 3	LUCK: 4	MA: 8	BODY: 6
EMP: 4			

SKILLS:

Melee Weapon ....+5	Stealth ....+2
Streetwise ....+2	Dodge ....+4
Resist Torture ....+5	

CYBERWARE: The leaders have cyberarms w/ sickles attached (3d6), while other members tend to have Rippers, Wolvers or the like.

Their own hood consists of ten blocks, largely open to outsider traffic, though populated by gang members or gang supporters. Thus, even the young mothers sport the gang colors, as do the blue collar workers and the kids on the streets. While it's mainly the adolescents and young adults who participate in gang activities, the entire neighborhood is centered around this perverse gang.

The gang itself is funded by the "Red Riders" who deal in drugs, particularly Dorph, Black Lace and Synthcoke (although they also have a few others available). There are Pharms set up all over their hood, fiercely defended from any would-be attacker or rival. However, they do not deal out of their hood; instead the Red Riders go out into the rest of the Combat Zone to sell their goods. In the hood, only Reapers can buy. Therefore, outsiders have no business in Reaper territory, and will be cut to shreds (quite literally) should they trespass.

In addition to the capital raised by the drug traffic, the Reapers also deal a lot with the various ripperdocs of the Zone. They are considered to be a Ghoul gang (see **Grimm's Cybertales** for more on Ghouls and their foul habits) in that they salvage the cybernetics gained from their prey. They don't sell the actual body parts though, as a favored Reaper tactic is to remove the cyberware and leave the helpless victim alive.

The Reapers are useful for GMs who like hordes. The Reapers like to travel in packs and use swarm tactics to overwhelm their opponents. Often the gang's members are so drugged up that they walk through automatic fire without flinching, only stopping to collapse and die.

Characters caught in the Combat Zone could find themselves hunted by a pack of Reapers who delight in chasing non-zoners and teaching them a lesson or two. They're also useful to deal with characters who have too many cybernetics: they may wake up after a Reaper attack only to find that their cyberarms and legs are gone, as well as those brand-new, top-of-the-line cyberoptics. Definitely not a pleasant event, albeit common in the Cyberpunk world...

Dark Pleasures

Can't you see
It all makes perfect sense
Expressed in dollars and cents
Pounds shillings and pence
Can't you see
It all makes perfect sense.

—Perfect Sense, Part II, Roger Waters

There is nothing so stereotypical of the urban environment as its obsession with decadence and pleasure industries. The city as a whole seems to feed off of the basic drives of humanity. This is the realm of the Dark Pleasures.

First, the age-old past-time of drug use. Human cultures have been using drugs to reach altered states since earliest times, but none have mastered the art of drug design to the degree of the Cyberpunks. Now, every effect can be lab-generated to specifications. However, the dangers of these new drugs are all new, and therefore the risks are great. But, in the nihilistic world of 2020, this kind of risk for a bit of pleasure is taken for granted.

Pleasures of new and old are then examined: the new DeathSpas, where people pay to be killed, the emotive rock that manipulates emotions like they were paper, and the pleasures of the flesh, especially the sex slave trade and electronic pleasures. Many of these are unknown to the average citizen of 2020, but they exist nevertheless, and continue with strong clienteles, deep in the underground of the city.

Perhaps the worst perversion is examined last of all, that of using Mother Nature's creatures and warping them as desired. While pets were once the city dweller's last tie to nature, they are now the symbol of the power humanity has over Nature. Bioengineering technology permits the citizen of 2020 to order a pet to specifications, with just the right color, texture, intelligence and training. These are no longer animals; they are playthings for the rich.

ALTERED STATES

The dark world of Cyberpunk is not one that many people like to think about, especially those who live in the heart of it. They try to forget about it in any way possible, and one popular way is through escapism, particularly using drugs. With technology permitting the design of drugs to order, there are thousands of designs available, with each their own highs and lows. With new ones constantly entering the market, the government has a hard time stopping them, let alone being able to warn the public of their side effects; even the designers of some of the newer drugs do not know what the side effects of their creations are. Though the majority of citizens use the less powerful drugs, with known side effects, those who once used those drugs have moved onto newer, more dangerous ones. In fact, drugs have become trendy, doing the latest drug is akin to being "stylish".

Because of all of this, the drug scene of the Chromed 20's is quite different. Cocaine and the "standard" drugs are rarities, no longer does one find a dope dealer on the street corner or crack houses in the neighborhood. Instead, drugs have gone "designer" — chemically engineered narcotics. While the governments attempted blanket laws to cover these new drugs, the police were simply unable to cope with the massive influx of domestically-produced drugs. Draconian measures were taken, with violent crack-downs occuring around the world in an attempt to stem the tide of drug-use that was sweeping the world.

When this failed, they resorted to legalizing the non-addictive drugs, and those without "harmful" side effects. This was subject to further restrictions on when and where they can be used. While at work or operating a vehicle, any use is unlawful, but in drug bars, and in the privacy of your own home, it's entirely legal. Though the law stated that addictive and harmful drugs could not be legalized, the precedents set by legalized alcohol and tobacco for centuries allowed many drugs that would have been otherwise banned through.

Hard drugs are still illegal, but they are still readily available through street dealers, and often from the legal "drug bars" who sell them on the side. Therefore, drug use is quite prevalent in 2020, with all of the side effects of a drug culture. It is a culture composed of "drug bars", "drug stands" and rampant drug use as the norm.

Curiously enough, alcohol and tobacco use has dropped, in preference for the novel new drugs being designed. The other benefit is that a new drug is legal until harmful permanent side effects are detected, which could take

months to locate. Therefore, even harsh drugs can be found at drug bars, though more cautious users avoid them. It is now up to the individual to decide whether they will use drugs or not, but in the depressing world of Cyberpunk, more people than not choose to take them, if only for a few hours to escape from their cramped and miserable existence.

DRUG ENFORCEMENT

The Drug Enforcement Administration (DEA) has been incorporated into the LEDiv arm of the CIA in the early 21st century. Legal drugs are handled by the Food & Drug Administration (Department of Health). The LEDiv is focusing on small illegal "Local Pharms" (neighborhood drug factories). These are ones that are not paying taxes, avoiding government restrictions, or dealing in dangerous narcotics that have been banned. They government is trying to shut down as many of these operations as possible. The LEDiv's arsenal rivals that of the military and their legal powers are godlike. They have the right to search any building or vehicle they suspect and investigate anyone they are suspicious of.

However, the LEDiv has a strict unwritten policy of not investigating corporate-run "Pharms", which just happen to be the largest operations, and which also often are in violation of the same laws as the smaller Pharms. The corporate operations just produce doctored documents showing that they are operating within legal limits, and the government ignores them, even after receiving absolute proof of their deception.

The Local Pharms in the slums or the Combat Zone are the LEDiv's most common targets. Their stance is that "this is where the biggest threats to society are". Of course, the fact that much of the drug trade in the slums is run by corporate Pharms doesn't deter them from this belief, and nor do they go after corporate Pharms in those regions.

A typical "action against" a Pharm, involves surrounding the suspected building with a few dozen agents, and assaulting it in full force. There are often casualties on both sides, as many

drug designers guard their homes ferociously, but often it is the designers who suffer the most casualties, as the LEDiv has free license to open fire if agents are in jeopardy.

PHARMACOLOGY

Characters skilled with Pharmaceuticals can design their own drugs. A skill check is required against the Base Difficulty of the drug (as determined below). The physical equipment required is a Drug Design Module (DDM). These cost 5000eb, and can only create one dose every three hours, at a cost equal to the Prototype cost.

If a character wishes to avoid this procedure every time a dose is desired, a Drug Synthesizer may be bought. Depending on their size and production rates, they cost from 1000-20,000eb. Once a particular design is entered into the device's memory, it can be reproduced for the Mass-Produced Cost per dose. The Drug Synthesizer table lists the four standard models, the number of doses produced per 24 hours, the cost and size of the device.

DRUG SYNTH.	PROD. RATE	SIZE	COST
Personal	12	50kg	1000eb
Small Pharm	50	200kg	5000eb
Large Pharm	100	500kg	10,000eb
Industrial	200	1000kg	20,000eb

DRUG EFFECTS

Drugs all have primary effects and secondary effects as described below. When describing a drug's effects, their strength can be from 1 to 6, and its value is determined by the strength chosen and type of effect.

PRIMARY EFFECTS

Primary effects are the main purpose of a drug. They are chosen and combined in varying strengths. They last for the duration of the drug.

- **ACCELERATOR:**
  The character's reaction time is increased as the perception of time is slowed. Add strength to Initiative checks,

- **ANALGESIC:**
  The character's perception of pain is dulled. Add strength to STUN Saves,

- **ANTIDOTE:**
  Counteracts the effects of a specific drug, poison or biological agent. Add strength to RESIST Saves.

- **APHRODISIAC:**
  The character's emotions are amplified especially those related to friendly and amorous feelings. Add strength to EMP checks.

- **CONCENTRATOR:**
  The character's concentration and ability to focus on the task at hand is increased. Add strength to INT checks.

- **CONTRACEPTIVE:**
  The character's reproductive system is quelled. There is only a 1% inducing or becoming pregnant while the drug is effective.

- **EUPHORIC:**
  The character feels good and happy. Add strength to COOL

- **HYPNOTIC:**
  The character feels like going along with whatever is asked of them, their inhibitions are lowered. An INT check (minus strength) is required to resist complying with a reasonable (or even unreasonable, at +5 bonus) request.

- **PSY BOOSTER:**
  The character feels more spiritually focused. Add strength to PSY checks.

- **PSYCHEDELIC:**
  The character hallucinates. The hallucinations tend to be pleasant and rarely result in "bad trips". Strength vs. 1d10 or hallucinate.

- **SEDATIVE:**
  The character feels relaxed and content. Subtract strength from Stress Points.

- **SOPORIFIC:**
  The character feels very tired and will sleep easily. BOD check (minus strength) required. If failed, the character falls asleep. This is checked every 10 minutes while exposed to the drug.

- **SPEED:**
  The character's reflexes are increased. Add 1/2 strength to REF checks.

- **SPEEDHEAL:**
  The character's healing rate is increased. Add strength divided by two to healing rate.

- **STIMULANT:**
  The character feels more awake, and it raises attention levels. Add strength to Awareness checks.

GOVERNMENT & DRUGS

Though never directly proven, there have been strong allegations since the 90s that the CIA was involved in drug-running in addition to their well-known gun smuggling. This provides a great deal of money for the infamous "black budget" which the CIA uses for other nefarious activities better left not mentioned. The characters might encounter a major drug running network and, upon investigating, discover there is more to it than meets the eye — and that some people don't like snoops. They kill snoops. And since they're the government, they don't get in trouble for it.

SECONDARY EFFECTS

Secondary Effects are undesired effects that occur either during the drug's duration (Side Effects), after the drug has worn off (After Effects) or over the course of long-term use of the drug (Cumulative Effects).

Side Effects

Side Effects last the duration of the drug. Note that Side Effects that counter the Primary Effect of the drug should not be taken.

• AGGRESSIVE:

The character becomes very aggressive and combative. The strength is subtracted from all Restraint checks (See Heat Waves). The character must make a COOL check (minus strength) to avoid attacking anyone who provokes them.

• ALIENATION*:

The drug alienates the character from society. Add strength to the character's Alienation points for the duration. They disappear after the drug's duration ends.

• ANALGESIA:

The character does not feel pain. This cannot occur in drugs with a primary effect of Analgesic. The strength is added to STUN SAVE checks. However, this means that the character feels little or no pain; for the duration, the GM does not inform the player of the damage the character has taken.

• ANXIOUSNESS:

The character is very edgy and nervous. Strength is subtracted from COOL checks and added to Stress Points. The character must make an INT check (minus strength) to rest or sleep.

• BLACK OUT:

The character must make an INT check (minus strength) to remember anything that happened during the drug's duration. GMs should be sure to enforce this as heavily as possible.

• BLANK:

The character sometimes goes catatonic. Every 5 minutes or whenever anything stressful happens, make a COOL check (minus strength) or go catatonic for 5 minutes (then make a new check).

• CLOUDED THINKING:

The character cannot think straight. Strength is subtracted from all INT and TECH checks.

• CONVULSIONS:

The character suffers convulsions and will shake badly. The character's REF is reduced by the Strength for the duration, and any TECH skill requiring physical dexterity is likewise penalized. At strength 6, the character must make REF checks every Turn to hold any object.

• DEATH:

The character must make a DEATH Save (minus strength +2) or die. The drug is VERY dangerous, and will most likely be illegal.

• DELUSIONS:

The character will begin to imagine falsehoods are true. For example, they might believe that they are immortal, that the lamppost is following them, that their gun talks to them, etc. An INT (minus strength x 2) check is required to overcome these delusions.

• DISORIENTATION:

The character must make an INT check (minus strength) not to get lost after any movement. At strength 4, the character must make REF checks (-2 penalty at Str 6) every turn they are standing or fall down.

• DROWSINESS:

The character feels tired. The Strength is subtracted from Awareness checks, strength / 2 is subtracted from INT checks and Strength / 3 is subtracted from REF checks.

• EGOTISM:*

The drug makes the character feel superior. Add strength to the character's Egotism points for the duration. They disappear after the drug's duration ends.

• HALLUCINATIONS:

The character will hallucinate in increasing degrees. Whether the character is hallucinating at any one time is determined by rolling 1d10 against the strength. If equal or below, the character is hallucinating, otherwise, the character is fine. The hallucinations will not tend to be pleasant, as in a "bad trip".

• OBSESSION*:

The drug is psychologically addictive. Add strength to the character's Obsession points for the duration. They disappear after the drug's duration ends.

- **PARANOIA*:**

  The drug causes paranoia. Add strength to the character's Paranoia points for the duration. They disappear after the drug's duration ends.

- **TIME DISTORTION:**

  The character's perception of time is slowed or accelerated, randomly determine which. The amount of time distortion is equal to the strength + 1d6. Thus a Strength 6 Time Distortion effect could at worst make a character think that every hour was 12 times as long (12 hours) or 12 times as short (5 minutes). This does not help in combat, but may hinder the character badly.

* If you are not playing with the humanity loss system from Grimm's Cybertales, simply add the strength of these effects to the character's humanity loss for the duration of the drug.

After Effects

After Effects take effect once the drug's duration is ended and last for 2d6 Hours after, unless it is a Permanent effect, as described below.

- **ANXIOUSNESS:**

  The character is very edgy and nervous. The Strength is subtracted from COOL checks and added to Stress points. The character must make an INT check (subtract strength) to rest or sleep, and even then for only 1d6/2 hours.

- **CONVULSIONS:**

  The character suffers convulsions and will shake badly. The character's REF is reduced by the strength for the duration, and any TECH skill requiring physical dexterity is likewise penalized. At Critical, the character must make REF checks every Turn to hold any object.

- **DEATH:**

  The character must make a DEATH Save (minus Strength +2) or die. The drug is VERY dangerous, and will most likely be illegal.

- **DEPRESSION:**

  The character will feel extremely depressed. All checks are made with the strength as a penalty, as the character does not want to do anything. At strength 6, the character must make an INT check (normal) or commit suicide).

- **DROWSINESS:**

  The character feels tired. The strength is subtracted from Awareness checks, the Strength / 2 is subtracted from INT checks and Strength / 3 is subtracted from REF checks.

- **HUNGER:**

  The character experiences extreme hunger. The character must make an INT check (minus Strength) or immediately seek a great deal of food. Otherwise, the character acts as Drowsy (see above) at the same Strength.

- **INSTANT ADDICTION:**

  The character must make an Addiction check every time the drug is taken. This is a permanent effect of the drug. Make a COOL check with the strength of the effect as a penalty to the check. If failed, the character needs 1 dose every 12 hours, or gains 1d6 Stress Points per 12 hour time period missed. After 7 days without the drug (168 hours), the addiction ends.

• SLEEPINESS:
The character must make an INT check (minus strength) or fall asleep for 2d6+4 hours. Otherwise, the character acts as if Drowsy (see above) at the same strength.

Cumulative Effects
Cumulative effects are the most dangerous of secondary effects, as they are rarely detected until they have become serious. They build up slowly, so that the occasional user will rarely experience these effects, but the long-term user will definitely develop problems.

Certain cumulative effects only apply when one dose or more is taken per day over the course of a week. Once the drug use ceases for 5 days or more, those effects disappear. They are marked with an asterisk below. All other cumulative effects are permanent.

The descriptions below mention amounts determined above. The Strength Multiplier Total is the determined by multiplying the Strength Modifier by the amount of doses taken.

STRENGTH MODIFIER TABLE	
STRENGTH	MULTIPLIER
1	0.1
2	0.2
3	0.5
4	1.0
5	1.5
6	2.0

• ALIENATION*:
The drug alienates the character from society. Alienation Humanity points are gained, equal to the Strength Multiplier per dose taken.

• AMNESIA:
The character begins to forget things rapidly. Any time the character wants to remember something, make an INT check against the DL as determined by the Strength Multiplier Total. If failed, the character cannot remember that information or incident.

• BRAIN DEGENERATION:
The drug causes brain damage. The character's INT is reduced by the Strength Multiplier per dose taken.

• CARCINOGEN:
The drug is a carcinogen. The character takes Rad points equal to the Strength Multiplier x5 per dose taken. Excessive carcino-

gens can have nasty effects, see Long Term Effects of Radiation in the **Deep Space** sourcebook.

• EGOTISM*:
The drug makes the character feel superior. Egotism Humanity points are gained, equal to the Strength Multiplier per dose taken.

• FLASHBACKS:
The character will experience vivid memories of the time spent under the influence of the drug. These flashbacks will strike whenever the character is in a stressful situation, make a COOL check against the DL as determined by the Strength Multiplier Total. If failed, the character has a flashback for 1d10 Turns, during which no action is possible, and for 1d6 hours after, the character's COOL is reduced by -2.

• INSOMNIA:
The drug makes the character restless and unable to sleep. The character develops Insomnia (minus strength to checks). Even if the check is made, the character only gets 1d6 hours of sleep.

• NERVE DEGENERATION:
The drug causes nerve damage. The character's REF is reduced by the Strength Multiplier per dose taken.

• OBSESSION*:
The drug is psychologically addictive. Obsession Humanity points are gained, equal to the Strength Multiplier per dose taken.

• PARANOIA*:
The drug causes paranoia. Paranoia Humanity points are gained, equal to the Strength Multiplier per dose taken.

• PHYSICAL ADDICTION:
The drug is physically addictive. Every use requires a BOD check against the DL as determined by the Strength Multiplier Total. If failed, the character becomes physically addicted. A dose is needed every 8 hours or the character must make a Death Save (minus strength +2) every 24 hours for 1d6 days. If any check is failed, the character dies. If the character survives those few days, the addiction is lost, but is automatically regained if a new dose of the drug is ever taken.

• SUICIDAL:
The character begins to feel suicidal. Every use, make a COOL check against the DL as determined by the Strength Multiplier Total. If failed, the character attempts suicide. The GM may

either roll 1d10 against the character's INT (if successful, the character is able to successfully kill themselves), or determine according to the circumstances.

* If you are not playing with the humanity loss system from Grimm's Cybertales, simply add the strength of these effects to the character's humanity loss for the duration of the drug.

Synthcoke II

Strength: 3   Cost: 5eb   Difficulty: Difficult

Onset Time: 2 seconds   Duration: 15 mins
Method Taken: Injected

Primary Effects: Stimulant +3

Side Effects: Paranoia -4   After Effects: Convulsions -2

Cumulative Effects: Obsession -6, physical addiction -1

Features: None

Description: Coming in small vials of 5 doses each, this bright yellow liquid is injected into the character's veins. A few seconds later comes a surge of energy, coupled with an intense fear of everything. Up to half an hour later, the surge dies and the character is left with a desire for more. This drug becomes addictive very quickly. The vials are sold for about 25eb each.

SPECIAL FEATURES

Special features describe how easily the drug's presence is noticed during its use and how easily it can be discovered in a person's system after use. If none are selected in the drug's design, they are considered normal, with Noticeable Detection and Normal Residue.

DETECTION	RESIDUE
Distinctive (Easy)	Ample Residue (Easy)
Noticeable (Average)	Normal Residue (Average)
Faint (Difficult)	Little Residue (Difficult)
Very Faint (Very Diff)	Only Trace Residue (Very Diff)
Invisible (Near Imp.)	No Trace Residue (Near Imp.)

- **DETECTION:**
  This describes how easily one could detect the presence of a drug, by taste or smell or whatever. The difficulty is for Awareness checks. Bonuses are awarded to characters with enhanced scent or taste senses.

- **RESIDUE:**
  This describes how easily one could detect the presence of a drug in a person's system, such as during an autopsy or with a chemical analyzer. Autopsies detect drugs at one difficulty level lower (easier) than normal. The check is made using INT or Diagnose Illness.

DRUG USE AND HUMANITY LOSS

The new Humanity Loss system detailed in **Grimm's Cybertales** includes the fact that drug use can result in humanity loss, as the character loses touch with reality. The Cumulative secondary effects detail the amount of loss caused by drugs. However, with drugs there are two forms of Humanity Loss: Temporary and Permanent.

- **TEMPORARY HUMANITY LOSS:**
  This type tends to be severe, caused by Side Effects, but lasts only for the duration of the drug. Add the strength to the character's level in that type, and then apply the effects. If it does not change the character's level in that type of Humanity Loss, then no major effects occur. But, it could push a character over the edge if they are on the verge of reaching the next level.

- **PERMANENT HUMANITY LOSS:**
  This type is gradually dangerous, caused by Cumulative Effects, and lasts permanently. Add the Strength Multiplier to the appropriate Type of Humanity Loss. These points can only be

regained through therapy. Note that EMP <u>is</u> affected by this type of Humanity Loss, unless the GM rules against this. It is not true Humanity Loss as caused by cybernetics, but the end effect is extremely similar.

> ### THE PHARMAPSYCHO
> *Characters whose drug habit drive them over the edge are not much better than cyberpsychos. Luckily, they tend to be less powerful, but they can be that much more dangerous because they appear normal. The drugs, though, can give them incredible strength; pain means nothing to them.*

MIXING DRUGS

When characters take two or more drugs, problems may arise. Not only might one drug not work with another, but the character might become ill, fall comatose or even die. Thus, mixing drugs is not recommended. However, record the reaction between two drugs, as the reaction will repeat with subsequent similar combinations.

When a character takes two or more drugs, roll the percentile on the Drug Mixing table below. When more than two drugs are involved, make checks for the relationships between each pair. Thus, with three drugs, three checks must be made. Add the Strength of the drugs taken to the roll.

DRUG MIXING TABLE

ROLL   RESULT

01-05   FULLY COMPATIBLE:
The two drugs work together without problem, the character derives the full effects of both.

06-15   PARTIALLY COMPATIBLE:
The two drugs work together, but both at 1/2 normal strengths, for both primary and secondary effects.

16-35   SINGLE DOMINANCE:
One of the drugs will work normally, the other has no effect. Randomly determine which.

36-60   CANCEL OUT:
Both drugs cancel out each other. The effects of neither are experienced.

61-70   BAD CANCEL OUT:
Both drug's primary effects are canceled out, but the

secondary effects of both are fully experienced by the character.

71-80   MILDLY POISONOUS:
The combination of drugs causes 1d6 damage to the character. Neither of the effects are experienced.

81-90   POISONOUS:
The combination of drugs causes 2d6 damage to the character. Neither of the effects are experienced.

91-95   EXTREMELY POISONOUS:
The combination of drugs causes 3d6 damage to the character. Neither of the effects are experienced.

96-98   COMA:
The character falls into a coma for 2d6 days. Neither effects are experienced.

99+   DEATH:
The character must make a Death Save at -4. If succeeded, the character falls into a coma for 2d6 days, otherwise the character dies. Neither effects are experienced.

MULTIPLE DOSES

When the character takes more than one dose during the duration of the drug, untoward effects may occur. Thirty divided by the strength of the drug in doses can be taken before an overdose occurs. Therefore a character could take 30 doses of a STR 1, while only 6 of a STR 5 drug before overdosing.

Multiple doses double all Effects of the drug. However, no further effects result from taking multiple doses until the character overdoses.

OVERDOSE

When a character takes too many doses of a particular drug, it is called an overdose or ODing on the drug. An overdose occurs when a number of doses is equal to 30/Strength of the drug are taken. When an overdose does occur, roll the percentile dice (add the strength of the drug) on the Overdose table below for the result. The same result will occur for subsequent overdoses using that drug.

DRUG OVERDOSE TABLE

ROLL **RESULT**

01-15 UNCONSCIOUSNESS:
The character falls unconscious for 2d6 hours.

16-40 NAUSEOUS:
The character suffers 1d6 damage, and extreme nausea.

41-60 ILL:
The character suffers 2d6 damage and becomes severely ill for 1d6 days.

61-85 SERIOUSLY ILL:
The character suffers 3d6 damage and becomes extremely ill for 2d6 days.

86-95 COMA:
The character falls into a coma for 2d6 days.

96-105 DEATH:
The character must make a Death Save at -4. If succeeded, the character falls into a coma for 2d6 days, otherwise the character dies.

UltraBlue Glass
Strength: 7   Cost: 1eb   Difficulty: Difficult

Onset Time: 1 minute   Duration: 12 hours
Method Taken: Inhaled

Primary Effects: Hypnotic +4.

Side Effects: Blank -3; hallucinations -4; time distortion -3

After Effects: Anxiousness -1

Cumulative Effects: Amnesia -2   Features: None

Description: This dangerous drug induces intense and frightening hallucinations, time distortion that renders the victim susceptible to suggestions. However, victims do blank out occasionally while under the influence. After repeated exposure, the victim's memory begins to break down. It was used during the Central American conflict as a chemical warfare weapon and is now available on the street in small one-dose canisters for traps.

DRUG DESIGN

Here are the basic rules concerning drug design. In seven steps, a totally new drug can be created.

• 1. PRIMARY EFFECTS

a) Choose the Primary Effects of the drug.

b) Choose the Strength of each Effect, between 1 and 6.

c) Multiply the Effect's Point cost by the desired Strength to get its point value. Record this.

d) Determine the Strength of the drug by adding the Strengths of all Primary effects. Record this.

PRIMARY EFFECT POINT COST TABLE

TYPE	PTS	TYPE	PTS
Accelerator	+5	Analgesic	+4
Antidote	+6	Aphrodisiac	+2
Concentrator	+5	Contraceptive	+1
Euphoric	+2	Hypnotic	+5
PSY Booster	+8	Psychedelic	+2
Sedative	+3	Soporific	+3
Speed	+5	SpeedHeal	+6
Stimulant	+3		

• 2. SECONDARY EFFECTS

a) Select or roll d100 for the side effect(s) of the drug. These last the Duration of the drug.

b) Determine the strength(s) of the side effect(s), from 1 to 6.

c) Multiply the effect's point cost by the desired strength to get its point value. Record this.

SIDE EFFECTS COST TABLE

ROLL	TYPE	PTS	ROLL	TYPE	PTS
01-05	Aggressive	-2	42-45	Delusions	-2
06-10	Alienation	-2	46-55	Disorientation	-1
11-15	Analgesia	-1	56-65	Drowsiness	-1
16-20	Anxiousness	-1	66-70	Egotism	-2
21-25	Black Out	-4	71-80	Hallucinations	-3
26-30	Blank	-3	81-87	Obsession	-2
31-35	Clouded Thinking	-2	88-95	Paranoia	-2
36-40	Convulsions	-2	96-00	Time Distortion	-3
41	Death	-5			

d) Select or roll d100 for the after effect(s) of the drug. These last 2d6 Hours after the drug's Duration has ended.

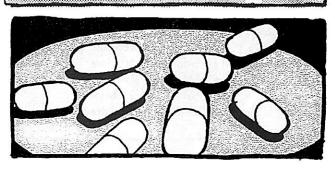*e) Determine the strength(s) of the after effect(s), from 1 to 6.*

f) Multiply the effect's point cost by the desired strength to get its point value. Record this.

AFTER EFFECT COST TABLE

ROLL	TYPE	PTS
01-10	Anxiousness	-2
11-20	Convulsions	-3
21-25	Death	-5
26-40	Depression	-1
41-60	Drowsiness	-1
61-70	Hunger	-1
71-90	Instant Addiction	-5
91-00	Sleepiness	-2

g) Select or roll d100 for the cumulative effect(s) of the drug. These are permanent damaging effects of the drug. Usually though, their effects are only felt after long term use.

h) Determine the strength(s) of the cumulative effect(s), from 1 to 6.

i) Multiply the effect's point cost by the desired strength to get its point value. Record this.

CUMULATIVE EFFECT COST TABLE

ROLL	TYPE	PTS
01-10	Alienation	-2
11-15	Amnesia	-4
16-20	Brain Degeneration	-5
21-30	Carcinogen	-4
31-40	Egotism	-2
41-50	Flashbacks	-3
51-60	Insomnia*	-2
61-65	Nerve Degeneration	-4
66-80	Obsession	-2
81-90	Paranoia	-2
91-95	Physical Addiction	-4
96-00	Suicidal	-5

*Once the drug's use ceases for more than 1 week, this effect disappears in 5 days.

• 3. DRUG'S TIMING

a) Buy the drug's onset time, recording the point value. This is how long it will take from the time the character injects/inhales/ingests the drug untill the drug actually takes effect.

b) Buy the drug's duration, recording the point value. This is how long the primary and side effects of the drug will last.

TIMING COST TABLE

PTS	ONSET TIME	DURATION
-12	12 Hours	15 Seconds
-8	6 Hours	30 Seconds
-6	3 Hours	1 Minute
-4	1 Hour	5 Minutes
-2	30 Minutes	10 Minutes
-1	10 Minutes	15 Minutes
0	1 Minute	30 Minutes
+1	30 Seconds	1 Hour
+2	15 Seconds	3 Hours
+4	8 Seconds	6 Hours
+8	4 Seconds	12 Hours
+12	2 Seconds	18 Hours
+14	1 Second	1 Day
+18	Instantaneous	2 Days

• 4. SPECIAL FEATURES

a) Select any special features of the drug, from the Special Features table. Record the point value. If none are selected, they are normal, noticeable and with normal residue.

DETECTION	PTS
Distinctive (Easy)	-4
Noticeable (Average)	0
Faint (Difficult)	+2
Very Faint (Very Diff)	+4
Invisible (Near Imp.)	+8

RESIDUE	PTS
Ample Residue (Easy)	-4
Normal Residue (Average)	0
Little Residue (Difficult)	+2
Only Trace Residue (Very Diff)	+4
No Trace Residue (Near Imp.)	+8

b) Determine how the drug is administered. One of the following must be chosen or randomly determined with 1d10. Add or subtract them from the total point cost. If none are selected, the drug is injected.

ROLL	METHOD TAKEN	PTS
1-3	Ingested	-2
4-7	Injected	0
8-9	Inhaled	+2
10	Contact	+4

c) More secondary effects may be selected at this time to reduce the overall cost of the drug.

• 5. TOTALS

a) Determine the total value points of the drug design. Add together all values, taking into account whether they are positive or negative. Record this as the value total.

b) Determine the Difficulty total by adding together all value points, ignoring whether they are positive or negative. Record this as the difficulty total.

'Dorph Again

Strength: 4   Cost: 5eb   Difficulty: Average

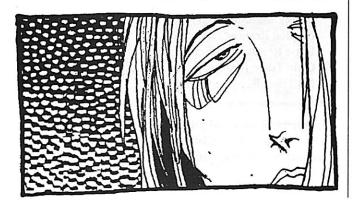Onset Time: 10 minutes   Duration: 3 hours
Method Taken: Ingested

Primary Effects: Euphoric +4.

Side Effects: None   After Effects: Depression -1.

Cumulative Effects: Obsession -1; nerve degen. -1; brain degen -2.

Features: None

Description: Bought in a can for 10eb, various distributors make a killing on this cheap to manufacture drink. It provides an incredible kick, with no side effects, and is seen as a harmless drug. However, long term use turns one into a Dorph Zombie, with a fried brain, a wrecked nervous system and a heavy addiction.

• 6. DIFFICULTY OF DESIGN

The difficulty of designing the drug using pharmaceuticals skills is determined on the Drug Design table below. Find the drug's Difficulty total and then the Difficulty of designing the drug.

DRUG DESIGN DIFFICULTY TABLE	
DIFFICULTY TOTAL	DESIGN DIFFICULTY
30 or lower	Easy (10)
31-50	Average (15)
51-70	Difficult (20)
71-90	Very Difficult (25)
91-110	Near Impossible (30)
111 or higher	Impossible (35)

If the check is failed, that design cannot be created by that designer, but may be attempted by other designers. Almost anything is possible, but some designs are more possible than others.

• 7. COST OF THE DRUG

There are two types of costs: Prototype and Mass-Produced.

PROTOTYPE COST:

This assumes that the character is making it in the basement, with substandard equipment, and only a few doses at a time. It factors in the cost of the materials required to make one dose.

MASS-PRODUCED COST:

This assumes a drug that is mass-produced by industrial labs. Therefore, in general, street cost is much lower, but only standard designs are available in this fashion.
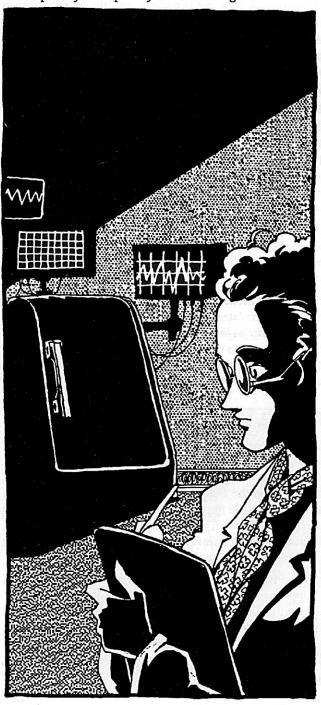
To determine the cost, find the drug's Value total on the following table, and the appropriate type of cost.

DRUG COST TABLE		
VALUE TOTAL	PROTOTYPE	MASS-PRODUCED
-11 or lower	2eb/dose	0.5eb/dose
-10 to -6	5eb/dose	1eb/dose
-5 to 0	10eb/dose	5eb/dose
+1 to +5	25eb/dose	10eb/dose
+6 to +10	50eb/dose	25eb/dose
+11 or higher	100eb/dose	50eb/dose

- **8. FULL DESCRIPTION OF THE PRESCRIPTION**

a) Record the drug's strength as the highest primary effect's strength.

b) Record all primary and secondary effects of the drug, as well as strengths.

c) Record any special features, the method taken, and other stats, such as difficulty, cost, duration and time to take effect.

d) Determine a name for the drug, as well as a physical description of it and possibly its social setting.

DEATHSPAS

Recently, there was a major scandal involving a company named Flatline 2020™. They promised people the ability to die and be brought back for a fee. Flatlining became a popular activity for the wealthy, but when it was discovered that it was all a scam — that they were really experiencing simulations with subliminal message — the company went under and nothing more was heard of it.

Only recently has this fad returned, in the form of Deathspas™. They are essentially the same as Flatline 2020, but this time the experience they offer is real. Their success rate is lower than Flatline 2020's, but since they actually kill the clients and then revive them, this is understandable. The risk is also an inducement for thrill-seekers.

DeathSpas are very bizarre businesses, but are doing very well in most cities, despite the previous company's scandal and the fact that it is illegal in most cities. This has simply forced most DeathSpa outlets to operate underground, for a select clientele: generally the wealthy and perverse.

The success rate is about 90%, lower in less trained branches. While the company requires that clients sign a waiver of responsibility, there have been enough lawsuits won despite them that they are now virtually worthless. For this reason, the cost of flatlining has skyrocketed, to cover reimbursements to families of the deceased.

Those outlets operating legally are typically surrounded by pickets. In addition, the company usually has a dozen law suits pending against it around the world, but they are still doing very well. Visiting a DeathSpa is one of the most daring and wild things to do for the wealthy corporates. The spas are rarely empty, and are often booked solid for months.

DEATHSPA HOOKS
The DeathSpas could provide any number of adventure hooks. Characters could want to visit to explore death on their own. Optionally, a close friend could visit and die, making the characters want to nail the company to the wall. They could be doing an investigative report on it, or an undercover police investigation could seek to shut it down. It could all be a scam like Flatline 2020, and it might not be necessary to shut it down, just to expose it.

OPINIONS

The general public is split on how it views the whole idea. Some see flatlining as interesting and akin to riding a rollercoaster, skydiving, etc., while others see it as extremely dangerous and morally repugnant. They typically believe the DeathSpas to be exploring a realm that should be left unknown. The corporate world is both fascinated and repulsed by the idea, and as such most of the Deathspa's clientele is made up of executives.

The major religions have united in their reproach of the entire concept, opposing it as they opposed Flatline 2020. They are fervent in their belief that this is yet another scam of some sort and even if it isn't, that the spas are trespassing into God's territory. At the forefront of this religious crusade against the Spas are the Inquisitors, who see this technological intrusion into the spiritual world as a serious transgression.

However, the most extreme public reaction was from the Church of the Undead, who have remained the strongest opponents to the Spas, threatening to shut them down by force if necessary. They describe the spas as "tampering with forces beyond any mortal's reckoning". However, this denouncement has done little, given the lack of public support for this enigmatic cult.

The SINners are the one cult that are staunch supporters of the DeathSpas. Most SINner chapters work closely with DeathSpa outlets in their hometowns, and support them in return for the occasional free flatline. This has diminished respect for the SINners (whatever respect there was in the first place.)

A Blocker Shade of Lace

Strength: 9   **Cost:** 5eb   **Difficulty:** Very Difficult

Onset Time: 1 minute   **Duration:** 6 hours
Method Taken: Injected

Primary Effects: Analgesic +5; euphoria +2; accelerator +2.

Side Effects: Aggressive -4   **After Effects:** None

Cumulative Effects: Egotism -2; paranoia -2; obsession -2; alienation -2; flashbacks -2; suicidal -2.

Features: None

Description: Coming in single hypos, or six-packs of hypos, this is one of the heaviest drugs found on the street. Few people inject this dark red liquid, because it's well known for pushing people over the edge and them never coming back.

DEATHSPA OUTLETS

DeathSpa outlets usually have between 2 and 6 Deathpods™. There are about 4 employees on duty at all times and 4-12 security guards (depending on how much harassment there has been). The Deathpod is where one dies and is revived in. The employees are there to ensure the comfort of the client, while the guards are there to ensure the security of the outlet, keeping it safe from terrorists and possibly the police.

There are usually only two to six outlets in a major city, depending on how big the city is and the legality of their profession. In smaller cities, there are fewer, as most small towns cannot afford to keep the outlet profitable.

Finding an outlet when they are outlawed is not easy. It requires some good contacts or knowledge of DataTerms, where specially coded addresses can be found. Making things even more difficult is the fact that they move around a lot; they may be somewhere else tomorrow.

The cost of a visit to the DeathSpa is between 5000 and 10000eb, depending upon how long you want to flatline, how legal flatlining is, and how rich the city is. These guys are in it for the money, no doubt about it.

The spas are generally open from 6pm till 12am, though some go straight through the night, ignoring curfews. In places where they are legal, they tend to observe curfew restrictions more closely.

Characters need a successful Diff Streetwise or Library Search check to find the address of an illegal DeathSpa. This information often circulates among corporate environs, and may be found in there as well. But, every few days, they move, so if characters want to return to one, there is a 1-2 on d6 chance that they have moved to an undisclosed location, and renewing the hunt for them.

TYPICAL VISIT

The typical visit to a DeathSpa would proceed like this: After finding the obscure and remote address, you open the doors to find a clean and modern looking room, filled with tempfoam furniture and the well-groomed guards. There are at least a half dozen people in suits sitting in the room, waiting their turn. While you wait, you see people coming and going from the doors all along a nearby corridor, from which you can hear an ominous humming that fills the air.

An attendant greets you and inquires as to whether you have an appointment. If not, then one is set, but if you have one, you are instructed to wait until they can serve you, at which time they lead you into a small booth that (maybe) has a fresh coat of paint (a pale shade of green perhaps). The room has a dark black pod sitting against a wall, with biomonitors on the sides of it glowing in the darkness.
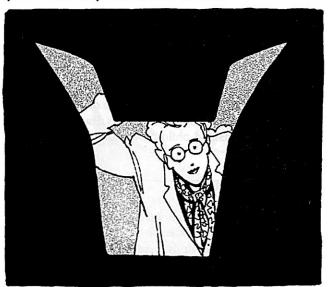
Appointments will be 2d6 weeks from the date made. This is reduced by -1 week per 2 levels of Resources, Streetdeal, Credibility, Charismatic Leadership or Authority (assuming it is legal). It is further reduced by -1 per 500eb bribe. A Persuasion/Fast Talk check can be used to reduce the wait period. Reducing it by half is a Difficult check, while reducing the wait by 3/4 is a Very Difficult Check. One failed check ends the negotiations, the date is then set. If the character misses it, they must set up a new one, again 2d6 weeks from the date it is made.

The friendly attendant asks how long you wish to flatline, settles the fee, which is then deducted from your account. She then has you sign the waiver and note the name and address of the person who should be notified should the Pod not revive you properly. Of course, this is a rare event and there is little danger of it happening to you.

The fee is usually 5000eb for 2 minutes and +2000eb per additional minute up to 5. However, this may go up during peak times, or drop if the character is willing to plug the business (in the case of a Media or Rockerboy).

With the formalities out of the way, the attendant helps you into the pod. It only takes a few minutes to connect all of the electrodes, and the attendant wishes you a "good death". Next, the pod hatch slides down and darkness engulfs you. A screen flashes on with a little documentary on the history of research into death and various theories on life after death are discussed for a few minutes while you feel increasingly relaxed, and then, before you know what's happening, you die.

When the pod lid closes, a contact drug coating the pod affects characters, calming them (Sedative +4) down and weakening their system (Death +3). Only a few seconds later, the character presumably dies, as the drug continues to enter the system. Eventually the character will die.

DD-2
Strength: 4   Cost: 10eb/dose Difficulty: Difficult

Onset Time: 1 minute   Duration: 5 minutes
Method Taken: Inhaled

Primary Effects: Sedative +3, hypnotic +1.

Side Effects: Death -4   After Effects: None

Cumulative Effects: Flashbacks -2

Features: Very faint detection; no trace residue.

Description: A clear, tasteless gas that soon induces death in those who take it. It causes little or no damage to the body, so if the person is revived, there will be no ill lasting effects other than the flashbacks. The gas comes in small canisters, with 10 doses each, costing 100eb a canister. This drug is not widely available on the street, since it is an ideal murder weapon. It is untraceable and usually only available through DeathSpas Inc.

At this time, the GM should determine if they survive or not. Roll 1d10 versus double the amount of time that the character wishes to flatline for. If the roll is more than or equal to this amount, the character is revived as normal, see Near Death Experience. If the roll is less, the character dies permanently. Also, the character cannot be revived, as they have passed the maximum Death State allowed.

While dead, the body is cooled and almost held in stasis. Therefore, decay in the brain is slowed dramatically. The pod takes care of revival, using automated systems. Once the client awakens, fresh air is pumped into the pod, and the screen comes alive again essentially talking about how — if you enjoyed it — to come back and die again some time.

The attendant returns, thanks the client for visiting, then leads them out to the lobby. The client is given a complimentary "DeathSpa: I Died And Came Back, And All I Got Was This Lousy T-Shirt" t-shirt (or a similar souvenir) and that is the end of the visit, unless the client wishes to make another appointment.

If the client dies, the body is removed through a back door and stored with the rest of those who died that night. Whomever the client wished notified of the death is notified and the body can be claimed at a location (morgue, body bank, storehouse, etc.) elsewhere. If the spa is operating illegally, the next-of-kin clause is often ignored, and they dump the body somewhere in the streets. The drug which induces the death is untraceable, so they are rarely caught in this way.

NEAR DEATH EXPERIENCE

Near Death Experiences vary widely depending on the circumstances of death, the individual personality and background. Those with more religious backgrounds tend to see their relatives and close friends who have passed on, or a god-like figure. Often they talk a bit, and it is decided that the individual should live again. This is often confirmation of their beliefs.

Those with a more negative experience in dying, such as a violent death or a pessimistic personality, tend to see a darkness, where there is nothing. This limbo-like feeling usually makes the individual fear death and its finality.

There are some, usually those who cling to the past, who see their past flash before them, or at least the highlights. This is often a sort of self-judgement wherein they decide there is something they have to do before they die, so they return to life to perform that deed.

And last, there are those who see the light at the end of the tunnel. These are often the more spiritual or optimistic people, and the overall sense of completion accompanies it. The return to life is often explained as it just not being that individual's time.

However, these experiences could occur to anyone who has a Near Death Experience. There are no hard and fast rules as to who experiences what. There is on-going research in this field of study (that of Necrology). Perhaps the DeathSpas will shed some light on just what the after-life is, if in fact there is one.

The Game Master is free to use whatever near death experience listed above when a character dies and is brought back to life. They can also be used to help characters in an adventure. Flashbacks could alert a character to memory alterations, as the flashbacks are of the real events. The dead relatives could give a vital clue, or it could be a spiritually significant encounter, leading to the development of a psychic power. Death should always be mysterious and dangerous, and unpredictable.

The DeathSpa experience, however, is pretty standard fare due to the standardized circumstances of death. While there is variation in death experiences, this is the normal chain of events that a flatlining DeathSpa patron will experience.

30 sec: Everything is black, there is no sensation, nothing.

60 sec: Suddenly, light begins to filter in, and you find yourself looking at your body, lying lifeless, you're just floating about it.

90 sec: Slowly, you move away, and you see a distant light that you feel drawn to, and as you float toward it, everything is faded into darkness.

120 sec: You feel yourself being pulled to this light. As you draw closer it grows in size and you sense that you are speeding up as you near it, though it is still very far away.

150 sec: Your speed is increasing at an impossible rate, but you still notice strange, warped shapes of light in the darkness around you. Though they are shapeless, you sense that they are something.

180 sec: Now the point of light is huge, and you feel its warmth beckoning you to it. At this time, you slow down and can see the shapes of light around you. You can just make out their features, they're faces!

210 sec: The light is in front of you, still pulling you toward it, but now your attention is on the faces, you recognize loved ones who have died, but also other people, whom you do not know, they smile happily.

240 sec: Even though the light covers all you can see, you still cannot touch it. You feel as if a very strong force has clamped its claws on your spirit and now has taken hold. The faces have bodies now, and they are all around you, helping you along toward the light.

270 sec: You cannot believe how beautiful the light is, and now you start to love it, wanting to be in its hold forever. After seeing this you cannot believe anyone wanting to go back to the world of the living, and everyone around you is happy to have you here.

300 sec: The light engulfs you, and you merge into it, forgetting who you once were.

When the person is revived, they feel like they are pulled back by some force, experience a black-out and then awaken wherever they have been revived. There are no real ill effects from the Deathpods, except that the drug they use has some disconcerting effects due to later flashbacks.

Due to the nature of this experience, there is often little remembered very clearly. Roll 1d6 for each stage of the near-death experience. On a 1-3, that stage is forgotten. Of course every stage up to the one where the character is revived is experienced. Optionally, the later flashbacks due to the drug DD-2 may bring back previously forgotten memories.

Those who are not brought back successfully, or who flatline for longer than 5 minutes are dead. None of their experience is related to the player, as the character is dead, permanently. Let the theologians and philosophers determine what happens next.

FLATLINING

Flatlining means that one's brain activity halts, and so do all bodily functions. This is when one is clinically dead. It could be brought about by wounds, heart attacks or other assorted causes; there is no shortage of ways to die.

Specifically, a character flatlines when they fail a Death Save. The character is now dead, and has his Death State (see **Cyberpunk 2.0.2.0.** pg. 106) increase by two levels every minute. The character is clinically dead, but can be revived if they receive proper medical attention before reaching Death State 10, at which time they are permanently dead. While in Death States though, the character is flatlining, and supposedly experiencing a near-death experience.

Once a character has flatlined, a BOD check must be made every 2 minutes to avoid brain damage. The check is only made once every 5 minutes if the body is cooled immediately. If the check is failed, the character loses either 1d6/2 points of INT or REF permanently, determined randomly. This is due to brain damage. Characters revived with an INT of 0 are brain dead when revived.

While generally brain damage never heals or regenerates, some limited brain recovery is possible. Through therapy, a patient can heal one INT or REF point per year's worth, but only to a maximum of half the lost INT or REF points can ever be recovered.

EMOTIVE ROCK

Music isn't what it used to be. In the modern world, music has become an instrument of control. The more ethical musicians have ignored the discoveries of Emotive Rock, preferring natural music which evokes emotional responses based on its melodic quality, not subtle engineering.
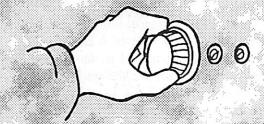
It all started with Theresa Hamutsashi, a graduate student in behavioral psychology. Innocent research into the effect of music on people soon became research into crowd control using music, and was later adopted as a military project. Hamutsashi, not desiring the government to hold this power over the people, released her findings in public essays on the Net. Now, anyone can create these hypnotic tunes, and with the proper equipment, slip them into almost any song to obtain frightening results.

Department stores had been using similar piped in music in the past, only now its effectiveness was quadrupled, and the range of emotions affected increased dramatically. Many consider it brain-washing, but the corporations fought for their right to use it, and won. Now, most corporate radio stations play exclusively emotive rock. The only restriction is the obligatory labelling of emotive rock as having "possible emotion altering effects."

For example, you're waiting for the bus and some music is playing nearby, and while you're in terrible shape, late for work and someone is annoying you nearby, you still feel happy and calm. Sure, it's great to feel good, but it's not you. That's the point — they're taking away people's freedom to feel what they want, and can make you feel what they want.

PSYCHEDELIC ROCK
This song, a favorite of corporate PsychOps, is a very disjointed melody that has the tendency to disrupt people's thoughts and put them on edge. It is an Anxiety Level 6 song that is sure to make characters edgy. It is most often played around the buildings of enemy corporations or, in some instances, over rioters.

EVOCATIONS OF EMOTION

There are eight emotions that can be evoked in different degrees through emotive rock (though it is not solely rock, any type of music can be used): Anxiety, Rage, Confusion, Happiness, Susceptibility, Calm, Fear and Depression. They can be evoked in strength from setting one to six.

When a song is composed to evoke specific emotional responses, Expert: Compose Emotive Rock (INT) skill is used. This skill is not normally taught in universities or publicly; it is usually only taught to corporate or government sponsored composers and technicians who guard their secrets closely. For this reason, it will not be easy for characters to compose such music. However, Composition -6 can be used in its place, as musicians come to know intuitively the type of music that affects people in certain ways.

When such a song is composed or existing music is modified, it requires a check against the difficulty of the emotions to be evoked and the strength of them. This is found on the Emotive Rock Difficulty table below. If a piece is to evoke more than one emotion, the check must be made against the total difficulty, which is why it is rarely done. Note that conflicting emotions cannot be combined (i.e.: Happiness & Depression.)

EMOTIVE ROCK DIFFICULTY TABLE

EMOTION	LEVEL					
	1	2	3	4	5	6
Anxiety	10	15	20	25	30	35
Calm	10	15	20	25	30	35
Depression	10	15	20	25	30	35
Excitement	10	15	20	25	30	35
Confusion	15	20	25	30	35	-
Fear	15	20	25	30	35	-
Happiness	15	20	25	30	35	-
Rage	20	25	30	35	-	-
Susceptibility	25	30	35	-	-	-

FRIGHT NIGHT

This song, recorded by the Dark Minions, is a particularly frightening affair. Co-produced by the Militech Psychological Warfare division, it causes a chill in any listener. It is a Strength 5 Fear song. It is often used to demoralize the enemy in conflicts around the world. This particular song has been banned in many places due to its strong effect.

EMOTIVE EFFECTS

The various emotions evoked will not necessarily manifest in the same manner in different people. However, this brief summary presents the most common reactions to the various forms of Emotive Music.

- **ANXIETY:**
  Characters become very edgy and nervous. The strength is added to Stress Points while within range of that music. This type of music tends to have a very fast beat and is very disjointed.

- **CALM:**
  Characters feel relaxed and content. Subtract strength from Stress Points. This music tends to be very melodious and with a repetitive, soothing pattern or voice.

- **DEPRESSION:**
  Characters feel extremely depressed. All checks are made with the strength as a penalty, as the characters do not want to do anything. At strength 6, the character must make an INT check or attempt suicide. This music also tends to be repetitive, with an almost droning quality.

- **EXCITEMENT:**
  Characters feel very excited and want to act. They will have difficulty sitting still, wanting to be out on the street doing something. Characters must make an INT check every 10 minutes they are inactive or do something. What they do is up to them, but they will do it as quickly as possible, with a great deal of enthusiasm. Subtract the strength from all checks, as characters may skip steps or forget to do certain things.

- **CONFUSION:**
  Characters cannot think straight. The Strength is subtracted from all INT and TECH checks or any checks that require concentration. This music tends to be soft with an subtle undercurrent that keeps the mind on edge.

- **FEAR:**
  Characters feel very frightened. The Strength is subtracted from all COOL checks. The character must make an INT check minus the Strength to trust anyone during this time. Bonuses given to close friends and lovers. This music tends to be surprisingly soothing on the surface, with undercurrents that keep the character on edge.

- **RAGE:**
  Characters become very aggressive and combative. The Strength is subtracted from all EMP and COOL checks. The Strength acts

as a penalty in Restraint checks. This music tends to be a step worse than confusion music.

• HAPPINESS:
Characters feel good and happy about themselves. -Strength from Stress Level and +Strength to COOL checks. This music tends to be upbeat, with a positive message and an easy beat.

• SUSCEPTIBILITY:
Characters feel like going along with whatever is asked of them, their inhibitions are lowered. An INT check is required to resist complying with a reasonable (or even unreasonable) request, -Strength. This music can be of any type, and is based more on subtle rhythms in the melody.

HEAR THE MUSIC?

All characters who listen to the music are subjected to its effects as long as they remain within hearing range. The only ways to avoid the effect entirely while in range are to use a Cyberaudio's Sound Editing, Wearman (to block it out) or another option that kills the character's normal hearing. This means that the character might not hear other people or someone sneaking up behind him.

Otherwise, characters can try to overcome the effects of the music consciously. However, this requires that they realize the effect of the music. In this case, an INT check, minus the strength of the particular type of music every Turn is required. Even with successful checks, the music acts as if it were of Level 1 Strength at least. After five successful checks, no more are required, but the effects remain at Level 1 Strength as long as the character is in range.

One option is to destroy all transmitters broadcasting the wretched sounds, but this is not always possible. A really nasty trick that some places pull, is to pipe it in an entire building. Most corporate buildings have Calming muzac in the background. Some radio stations broadcast emotive rock exclusively.

DISCRIMINATING PLUGS
These special earplugs can be focused to eliminate the music in the background, but only if the entire song is recorded into the plug's chip. Otherwise, its efficiency is much lower. They are usually worn by Corporates and troops so that they are immune to the effects of the music. They are not normally available on the street and might be worth up to 50eb to the right buyer (after all, they are only ear plugs).

Fireball
Strength: 12   Cost: 25eb   Difficulty: Near Impossible

Onset Time: 10 minutes   Duration: 12 hours
Method Taken: Contact

Primary Effects: Accelerator +5; stimulant +4; analgesic +3.

Side Effects: Black out -1   After Effects: Depression -3; sleepiness -2

Cumulative Effects: Suicidal -4

Features: Invisible, no trace residue

Description: A new experimental drug, designed to boost a character's abilities to the max for a short period of time and then have him kill himself. A nasty drug that is not normally available, but the characters can always run into it if they are truly unlucky.

INDULGENCES OF THE FLESH

A look at the dark side of city life would not be complete without examining sex. Nothing has changed in the amount of desire, though standards have lowered, in that now one's sexuality is not concealed. This has made for a very open world in which intimate matters can be discussed in almost any company, and very little is taboo. This is not all good though, for darker aspects of sexuality have also become more pronounced. The entire Church of SIN is one example, founded upon the concept of pleasure-oriented depravity.

Heterosexuality, homosexuality and bisexuality are no longer issues of any great importance. Though some bastions of discrimination do exist in some corporate sectors, the average citizen is too accustomed to such things to be shocked or even interested in it. People do their own thing; butting into other people's affairs is not healthy in the violent 20's.

Therefore, the main topics at hand are those darker aspects, the ones that are not so commonly discussed, and which many would prefer not to talk about at all. These topics are the Midnight Lovers, the Minions of Depravity, and the Virtual Pleasures.

MIDNIGHT LOVERS

There are many terms for the mistresses and lovers of 2020: Midnight Lovers, Sin Mates, Shadow Buddies, etc. While monogamy is no longer a common thing, it is even less common for faithfulness to be a component in a relationship. In the fast-paced, live-or-die 21st century, you cannot afford to pass up any opportunity for intimacy. In many cases, it could be the last time.

Most Edgerunners, male or female, have their steady mate in some stable place, with whom they have the long-term relationship, and then lovers in their teams or in the places they generally work for long periods of time. In a similar manner, corporates usually have lovers apart from their Beaverville spouses whom they take on trips, visits to foreign cities, etc.

This is not to justify their behavior, just to say that it does go on more often than one might expect. However, to the urban dweller of the 21st century, while not openly admitted as the norm, this is known to be a common occurrence and even accepted as a convention of sorts by some. There are often cases where the spouse or steady lover have their own lovers on the side as well.

> *"Do what you want, do it until you find love."*

BLACKMAIL — SUCH AN UGLY WORD

In a campaign, the GM and players should determine the character's status in any relationships, assuming any exist. If the characters are often on the move, lovers may pop up, bringing a new element of character development into the game. The actual heart of the relationship need not be role-played to any great degree, but it could provide an interesting new contact for the character, an NPC to encounter again in the future, and quite possibly, a means for enemies to black-mail the character.

On the other hand, many of the NPCs in the game will have their own lovers on the side, and the characters could use this as blackmail material against them. It could also provide a way into a tight-security corporation, by posing as a lover, or coercing an existing one. This brings a whole new element into the game, a very human element that is often not considered. To this end, GMs should determine the relationship status of the major NPCs in the game. If desired, the GM can roll 1d10 on the random relationship table below for an NPC, and then on the Relationship status table.

RANDOM RELATIONSHIP TABLE

ROLL	CURRENT RELATIONSHIP(S)
1	No current relationship
2	Relationship just ended with lover
3	Occasional lover
4	Marriage just ended, no current relationship
5	Multiple relationships: 1d6 lovers
6	Stable lover
7	Stable lover, Co-habitating
8	Married
9	Married & Secret Lover
10	Married & Known Lover

RELATIONSHIP STATUS

ROLL	RESULT (ROLL SEPARATELY FOR EACH RELATIONSHIP)

- **1 FRAGILE:**
  The relationship could end at any time, and/or there is little love between them. Both people are very unhappy with the relationship.

- **2 VERY WEAK:**
  There is little love in the relationship, and/or something major could separate them very easily. Both people are unhappy with it.

- **3-4 WEAK:**
  The relationship is rocky, and will not last. One of the couple is unhappy.

- **5-6 AVERAGE:**
  The relationship is good at the moment, both members are content with it, though this could change with time.

- **7-8 STRONG:**
  The relationship is going along smoothly, both members are happy with one another; only something serious could separate them.

- **9 VERY STRONG:**
  The bond between the couple is very strong, they are both very happy with one another.

- **10 LIFEMATES:**
  There is an extremely strong bond between the couple, they are extremely happy together, almost inseparable.

MINIONS OF DEPRAVITY

The cities of 2020 hold people of all types, from the sane to the insane, from the chaste to the perverse. It is these latter people who are examined here. It is not a simple topic, as sexual perversions are still not readily accepted, but they are nevertheless present in modern cities and need to be discussed.

There are literally dozens of sexual perversions known to humanity, involving everything from people to animals to underwear. There are the so-called normal ones, the truly depraved ones, and the simply bizarre. And, because they are often private and secretive activities, they can be used as blackmail material. Hoover himself was fanatically opposed to homosexuality (which at the time was considered a perversion), not because of moral reasons, but because he recognized how it could be used against one (he had extensive blackmail files involving similar material). His point is still strong today, when the media can make or break people's lives. An executive rising the corporate ladder could lose everything if it were revealed that he liked to smell used underwear.

However, the usefulness of such information is limited and the circumstances in which it is useful are limited as well. Only high profile individuals or upper class members of society will normally be tarnished by publicly revealing such things. Street-level individuals such as the local drug dealer or street samurai will only be ridiculed by those who know them, and will not lose much, unless of course their perversion hurts

people, in which case the police or even vigilantes (such as the Shepherds) might go after them.

Nevertheless, it is always good to know one's opponents inside and out, just in case. This is one aspect which could prove most useful blackmail material. Of course, the characters may have their own perversions, though this is not normally recommended, as this could be used against the character at some point.

Perversions are defined as activities which break the sexual taboos of a society. They can be harmless or quite dangerous, mundane or exotic. There is a 1 in 10 chance that an NPC has some sort of perversion, or the GM can just decide that an NPC has one if it fits the personality. The exact perversion can be generated by the GM, but the general characteristics can be rolled or chosen on the Perversion table below.

PERVERSION TABLE
ROLL TYPE OF PERVERSION (examples)

1-4	Harmless, mundane perversion (cross-dressing)
5-7	Harmless, exotic perversion (necrophilia)
8-9	Harmful, mundane perversion (bondage, sado-masochism)
10	Harmful, exotic perversion (bestiality)

Sweetness
Strength: 7   Cost: 10eb   Difficulty: Average

Onset Time: 1 minute   Duration: 3 hours
Method Taken: Inhaled

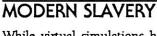Primary Effects: Aphrodisiac +3; euphoric +2; stimulant +1; contraceptive +1.

Side Effects: Time distortion -2   After Effects: None

Cumulative Effects: Insomnia -1; flashbacks -2

Features: None

Description: A newly created cigarette with a certain sweetness to it. All the young lovers save up to get this drug and, on many campuses, the chemistry labs run late into the night creating it. Truly a delight in every sense, except that you can't get to sleep. Of course, no one minds the flashbacks...

MODERN SLAVERY

While virtual simulations have largely taken away clients from the street prostitution, it's still very much alive in 2020. It is continuing due to the heavy drug use inflicted upon the prostitutes, to keep them from escaping to a better life. Escape, though, is not possible for most of them anyway, being stuck in the Combat Zone all of their lives.

There are many who are prostitutes willingly, in order to make a living, but there are also entire underground sex slave networks, wherein they kidnap teenagers, drug them into oblivion and then trade them across the country. The poor victim is barely conscious half the time, and often become addicted to the drugs forced on them.

The police try to shut down such prostitution rings, but they are often international, and with very strong backers. In some cases, these backers are corporate (though one would never be able to prove it). This may be why vigilante groups like the Shepherds, who get most of their funding from corporations, are not going after slave traders. Generally it is only private individuals, seeking friends and family who have been kidnapped, who go after the slavers, and usually they make the rescue and leave the rest of the network alone.

Generally, the sex slavers are after women and men between the ages 16 and 22, who are easy prey. They will go for loners above a group. This could be one of the character's siblings, friends or even a lover. This would prompt the characters to seek out the captors, and possibly expose the entire slaver operation. This could be the focus of a campaign, in the case of shutting down the operation, to a simple adventure, in the case of a rescue.

Someone who is kidnapped by a prostitution ring will normally be given Vulcan Pinch for the first few hours, and then constant doses of Dorph Again for days if possible. The character will probably be hidden in some building owned by the slavers, and then moved out of the city to another one in 1d6 days, along with 2d6 other victims. They will most probably be moved to a city at least 50 miles away, possibly across the country.

Finding the kidnapped victim will not be easy, with Streetwise being the operative skill needed to find who might know where they have gone. At that point, the characters will have to intimidate, bribe, persuade or con their way to finding out exactly where the victim was taken. Next, finding them in the new city will not be easy, nor will getting through the guards at the brothels where the victim is housed. The characters will have a good fight ahead of them, especially if it is a corporate-sponsored slaver ring. In such a case though, the temptation of breaking the story of "Arasaka's Secret Flesh Market" is just too great. This would be one way of seriously damaging the reputation of a corporation.

As an option, one or two of the characters could be kidnapped by the slavers, and then they have to escape by their own wits, overcoming the drugs, and then their captors. This is only to find themselves lost in a new city (one way of changing the focus of the campaign to a new city). This would be a novel adventure, in which the characters would have to rely on their business rather than their brawn.

EROGENOUS EXOTICS

One of the biggest fads of the 2020's is exotic prostitutes. "Playbeings" are in great demand, engineered to be most pleasurable companions. See **Chromebook 2** for more on these memorable lovers. Not that Playbeings are the only exotics desired, there are other exotic cyberware that are desired in prostitutes for those with varying tastes. Sex changes are sometimes done, though this is less commonly done against the will of the person.

A captured victim might be altered using exotic cyberware. If the characters are seeking a particular victim, and it is known to the slavers, they may change the appearance of the victim, possibly even the gender to confuse the characters. This would make their search that much harder, though not impossible. New methods of identifying the victim would be needed, such as DNA samplers.

VIRTUAL PLEASURES

It has been over two decades since virtual reality hit the scene. It pervades modern life, both in the Net and out of it. Video games were abandoned years ago for the more realistic and intense virtual reality simulators. Pornographic movies gave way to virtual reality sex scenarios — now extremely popular — advertised as the safest form of sex around.

The dominant form of virtual pleasures existing today is in the form of Matsumo Rising's sexual playgrounds, entire mainframes dedicated to pleasuring customers to the maximum. They have had their difficulties though, nerve damage over time, corporate conflicts with competitors, etc. The cost is also a little on the excessive side. So, many of the street-level people opt for the cheaper SinSim's: mass-produced sex scenarios that can be interfaced with using 'trodes or interface plugs.

SINSIM CHIPS

A SinSim chip is essentially some sexual encounter lasting between 30 minutes and two hours that is experienced as if the user was physically involved. They interface with the brain directly, and make the user sweat, feel ecstatic and/or even attain orgasm. Users think they are making love to a virtual lover, but have limited freedom in what they can do with the simulation, just as it is limited in what it can do back.

It is for this reason that there are so many of these chips, varying in the mate(s) involved, the experience recorded, etc. However, these chips can be played over and over again, with different results due to a randomness inherent in the chips' programming.

The chips themselves are interfaced using either the SimReader (100eb) and 'trodes (20eb) or interface plugs (total cost: 1200eb). Most people use 'trodes, though it is claimed that plugs give a more "realistic" experience. Cost is the real factor, since the majority of people who use SinSims are those who cannot afford the Playgrounds, and live in the slums of the Combat Zone. It is a cheap form of entertainment, trading around their chips with one another for novel experiences. The chips themselves vary in cost from 10eb to 200eb, depending on the duration and type of experience. However, on the black market, copied chips can generally be found for a tenth of the cost, and original MaxSinSim chips can be found, with all kinds of perverse and twisted experiences recorded onto them. In some cases, MaxSinSim chips are physical impossibilities, though incredible experiences.

The chips generally have brief titles, describing what they are, such as: "Female Blonde Cheerleader — Football Field"; or the exotic: "Sheep — Middle of Downtown". They vary widely, and while the government tries to regulate them, there are black market recording studios all over the world. The best advice the government can give on them, is not to try an unregistered chip, nor one without a label. Serious brain damage can occur.

SinSim chips interface directly with the brain. They are rated according to the Strength of the chip, from 1 to 6. Black Market chips can go all the way up to 10. Chips generally cost 10 x the Strength in eurobucks, though those with exotic experiences double or triple this. Copied chips only cost 1/10th of the original, but may have "glitches." Glitches mean that the GM should roll on the Side Effects table in the Altered States section for a side effect of the chip's use, at the same Strength as the Chip.

SAMPLE CHIPS
Redhead Female - Corporate Office - Registered
STR: 2 Stress Reduction: -2pts Fatigue: +2pts
Secondary Effect(s): Sleepiness -1 (AE)

Saburo Arasaka & Sheep - Corporate Office Black Market
STR: 8 Stress Reduction: -8pts Fatigue: +8pts
Secondary Effect(s): Brain degeneration -1 (CE); flashbacks -1 (CE)

ALL CHIPS HAVE THE FOLLOWING EFFECTS:

- **EUPHORIA:**
  The character feels good and happy for 1d6 hours after using the chip. Add strength to COOL during that time.

- **FATIGUE:**
  The character is fatigued by the chip, take one Fatigue Point per level of strength.

In addition, each chip has its own drawbacks. Balance the Strength of the chip against Secondary Effects, as listed in Altered States. List whether it is a Side Effect (SE), an After Effect (AE) or a cumulative Effect (CE). This means that the weaker chips are better for you, but just not as intense in feeling. Note that the Carcinogen cumulative effect may not be selected due to the nature of the chips.

Registered Chips cannot have Secondary Effects with base Point costs of -4 or lower, and what ill effects there are will be listed on the chip. For example, the side effects Black Out and Death would not be found on registered chips.

PSEUDOPETS

Isolated in the artificial environs of the city, people want something natural to interact with. Many people have plants, but these die in the choking atmosphere of the metropolis. Others had pets, but these soon died when droughts hit, or during periods of starvation when they were sacrificed. Soon, it was a luxury to have a pet at all, but those with the money were not interested in such mundane pets.

It took the perverse world of the metropolis to create PseudoPets; genetically engineered animals. They became all the rage, easy to feed (all engineered to subsist on high-protein mush that could easily be mass-produced), and personalized designs for whoever could afford them. Now, most people have a PseudoPet, though most people only have standard mass-produced models. Only the rich can afford the truly unique ones, ones which are sometimes as smart as children, and as dangerous as soldiers.

HISTORY

Back in the late 20th century, there were dozens of research firms working on creating feasible robots. One of the major difficulties was in getting all the necessary information into a small body, so they could only be used in gigantic forms in factories.

While these primitive robots were possible in the manufacturing world, the goal of creating companion robots for people could not be attained, at least not without seriously crippling the intellect of the bot. However, this goal did not die easily.

By 1998, there had been significant advances in chipware, allowing huge amounts of data to be stored in a small space. Then, in 1998, droughts and famines which gripped the US were killing the thousands, and in many cases animals, especially pets, were sacrificed for survival purposes.

There were many cases, though, of families starving away while their pets stayed well-fed. Even among the wealthy, some eccentrics would buy up zoos and keep the animals alive, when governments could no longer afford them.

In 2002, a robotics research firm was founded in Canada (in Vancouver), called PseudoWorks Inc. While the world was going through hell, they were burning the midnight oil. By 2004, to comfort the starving world, the K-9 was developed, a very crude robotic dog. It was mass-produced and sold very cheaply. It served as an ideal distraction for the starving populace, a pet that they could play with for hours: it only needed recharging every 6 hours.

By 2007, refinements had been made and Pavlov's Pets were introduced. They were electronic pets with fake coverings.

They could perform simple tricks, but required frequent recharging.

They were improved over the next seven years, and by the end of their development were quite efficient and could obey a dozen commands, but they were still obviously mechanical. This called for a completely new tactic, which is why PseudoWorks took a new division in bio-research.

This new division was particularly interested in cloning and bioengineering. Cloning was nothing new, the first human clones had been created in 2006. By 2016, PseudoWorks officially dropped the Pavlov's Pets line in favor of the new, organic PseudoPets. The first ones were pretty crude, all being carbon copies of one another, but as time went on, they learned how to refine the process and create animals of all sorts to order.

In 2017, German labs created the first self-aware clones. This technology took a while to fully develop, but was copied as soon as it was feasible by PseudoWorks, who began producing pseudopets of limited intelligence, but intelligence nevertheless. This was not entirely successful, prompting the development of a robotic brain with a near-AI processor. This has been much more successful, though costly.

The Vulcan Pinch

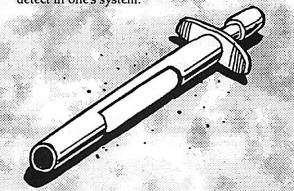|	
Strength: 4 Cost: 5eb	Difficulty: Easy
Onset Time: 15 seconds	Duration: 30 minutes
Method Taken: Injected	

Primary Effects: Soporific +4

Side Effects: Drowsiness -2   After Effects: Sleepiness -4

Cumulative Effects: None

Features: Faint detection, ample residue

Description: One-shot hypos of this purple fluid knock out victims for a while. What makes it particularly nasty is that even when the drug wears off, the victim remains sleepy. It's also very easy to make and cheap to buy. However, it is also easy to detect in one's system.

TIGGER
CAT, STANDARD
3550eb

Physical Description: Tigger is an orange and black tiger-striped domestic cat.

INT: 3   REF: 8   COOL: 9   MA: 10   BOD: 1

Personality: Jealous, loyal, killer

Alterations: Heightened INT +1, fur color change

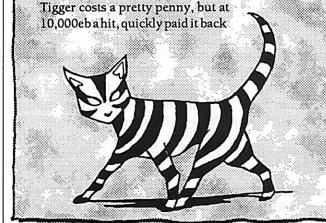Cybernetics: Poisoned monoclaws (neurotoxin) x 2

Skills: Awareness +4, Athletics +4, Hide/Evade +6, Obedience +6, Stealth +10, Melee +6.

Attacks: 2 x claw 1d6/2 + poison; bite 1d6/5

Special: Lowlight vision

Notes: Tigger is the pet of an assassin, who uses her cat to commit the assassinations. The cat looks very cute, but is a trained killer that gets into range then claws the victim and escapes.
Tigger costs a pretty penny, but at 10,000eb a hit, quickly paid it back

PSEUDOPET BIOLOGY

PseudoPets are bio-engineered organisms designed to mimic living animals. They are first copied from existing DNA of a specific animal type and then modified to suit the buyer. Its coloring, size, intelligence and attributes can be manipulated to specifications. When the desired design has been attained, the Pet's growth is accelerated to adult size and sold to the customer. At this time, cybernetics can be implanted in the Pet, it can be put through intensive training and/or the brain can be replaced by a cybernetic one. Cost is the only limitation.

PseudoPets live as long as their normal counter-parts, except the black-market ones which are usually of a shoddy design. These only last half as long, though in the case of some species, this will not matter much in the short term.

PSEUDOPET CARE

The wonder of PseudoPets is in how little mainte-nance they require. They are all engineered to eat the same standard kibble-like food that is cheap and easy to find. Their waste products are also odorless and easy to clean. Most are trained even to use the toilet, at least the smarter ones. They are also usually bred in such a way that they require little grooming, unless the owner desires otherwise. They are the perfect pets for the fast-moving Edgerunner of 2020.

PSEUDOPET EXOTIC MODELS

SPECIES	INT	REF	COOL	MA	BOD	COST	DIFF
Felines	2	6-14	1d6+2	8-14	1/10-12	1000+	20+
Canines	1	4-10	1d6+2	6-12	1-6	500+	15+
Rodents	1	6-14	1d6+2	4-10	0-1	250+	15+
Amphibi.	1	6-10	1d6+6	6-10	0-3	500+	10+
Reptiles	0	4-8	1d6+6	4-8	0-8	350+	10+
Avians	0-2	8-14	1d6+2	8-20	0-4	500+	15+
Fish	0-1	3-9	1d6	2-12	0-4	250+	10+

PSEUDOPET GENERATION

Characters can either buy standard models, or order designer ones. Designer pets can be modified in several manners, while only Implants and Training can be affected in Standard models. Here are the steps to designing a PseudoPet:

• 1) MODEL:

The first step is decide upon the model. There are six standard models listed below, but if you desire something a little different — known as an Exotic — determine its stats with the GM from the Sample Exotics table below. The cost for Exotics is up to the GM, based upon the species and how rare it is (minimum costs for different species types are listed). Even if the character wants a Pet that is only slightly different from a standard model, it counts as an Exotic. Prices for Exotics are always higher. On standard models, however, you can specify eye and fur/feather/ etc. color, as long as it is normal. For anything really special you have to use Alterations.

The minimum Difficulty to make a Pet on one's own is listed for most species, though this is again at the GM's discretion. Creating a PseudoPet requires Bioengineering skill.

Record the stats, base cost and special abilities of the Pet.

• 2) ALTERATIONS:

Specify alterations to be made to the animal's appearance and nature prior to its development. Only those marked with an asterisk can be used on Standard Models. These are the normal types of alterations, use them as guidelines for other modifications:

ALTERATION	EXTRA COST
Eye Color Change*	+25eb per 2 eyes
Skin, Fur, Feather, etc. Color Change*	50eb per 1 BOD
Extra Limbs	+500eb per 2 limbs
Heightened INT	+1000eb per +1**
Muscle Increase (applies toward strength only)	+500eb per +1 BOD
Size Decrease (applies toward strength & size)	+250eb per -1 BOD
Size Increase (applies toward strength & size)	+500eb per +1 BOD

** Note that there is a maximum limit of 3 for INT of biological brains.

PSEUDOPET STANDARD MODELS

MODEL	INT	REF	COOL	MA	BOD	COST	SPECIAL ABILITIES.
Cat	2	8	1d6+2	10	1	500eb	Lowlight Vision, Stealth +6
Dog	1	6	1d6+2	8	1-2	300eb	Enhanced Hearing, Awareness +4, Obedience +2
Mouse	1	8	1d6+2	4	0	100eb	Hide/Evade +6
Ferret	2	8	1d6+2	1d6+4	1	600eb	Athletics +6
Snake	1	4	1d10+2	2	1	250eb	Thermograph, Poison Bite (Death Save required)
Falcon	2	12	1d10+2	12	1	750eb	Telescopic Vision
Exotic	1-2	2-14	1d10+2	1-14	1-16	250-2500eb	Varies

• 3) CYBERNETICS:

The Pet is grown to full size, which takes 1-6 weeks, depending upon the species, after which cybernetics can be added. A Pet has 1 Space per level of BODY TYPE.

Senses can be enhanced with only one option per sense and destroys any previous "natural" special sense of that type. It costs double the price listed in the Cyberpunk manual for these options. Only the following options can be used: Dartgun, Image Enhancement, Infrared, Thermograph, Lowlite, Teleoptics, Ultraviolet; for Cyberaudio: Amplified Hearing, Bug Detector, Voice Stress Analyzer, Enhanced Hearing Range, Homing Tracer and Level Damper; and Olfactory Boost.

Most of the cybernetics listed below are the same as listed in the Cyberpunk manual.

PSEUDOPET CYBERNETICS

CYBERNETIC	NOTES	SPACES	COST
Adrenal Booster	Activ. on command	1	500eb
Camera	Mounted camera	1	250eb

BRUTUS
DOG, STANDARD   1350eb

Physical Description: Brutus is a bulldog, rather plain looking.

INT: 1   REF: 6   COOL: 7   MA: 8   BOD: 1

Personality: Hates intruders

Alterations: None

Cybernetics: StrongJaw, subdermal armor 5SP

Skills: Awareness +8, Obedience +4, Melee +8.

Attacks: Bite 1d6

Special: Enhanced hearing.

Notes: Brutus is a standard guard dog, not very expensive, but effective when encountered.

ALGERNON
MOUSE, STANDARD   2350eb

Physical Description: Algernon is a cute little white mouse.

INT: 2   REF: 8   COOL: 8   MA: 4   BOD: 0

Personality: Curious, friendly

Alterations: Heightened intelligence

Cybernetics: Camera

Skills: Hide/Evade +8, Stealth +6, Awareness +4, Obedience +4, Athletics +4.

Attacks: Bite 1d6/6

Special: None

Notes: Algernon is part of a Spook outfit that uses him to infiltrate high security complexes and record the inside layout. He's small enough not to be noticed, and smart enough not to get into too much trouble.

STORMRIDER
FALCON, STANDARD   2550eb

Physical Description: Stormrider appears as a black falcon with red eyes, sharp, gleaming talons and a bulky look that shows he's armored to the hilt.

INT: 2   REF: 12   COOL: 8   MA: 12   BOD: 1

Personality: Protective, loyal

Alterations: Feather color change, eye color change

Cybernetics: MonoTalons x 2, subdermal armor SP 10

Skills: Awareness +6, Melee +8, Obedience +6.

Attacks: 2 x talons 1d6, peck 1d6/4

Special: Telescopic vision

Notes: Stormrider is a mean-looking falcon that Morisumata Tashi, a high-ranking Arasaka executive, carries around with him. He forgoes bodyguards as he trusts that Stormrider will easily dispatch anything that comes at him, and he's right!

SMAUG
LIZARD, EXOTIC   **1200eb**

Physical Description: Smaug is a huge lizard that lives in the Lézard Bar, a rather seedy Neo-Montreal dive. He looks like he could be a dragon, over 15' long and with a breath bad enough to melt plastic.

INT: 0   REF: 4   COOL: 4   MA: 6   BOD: 4

Personality: None

Alterations: Size increase, +4 BOD.

Cybernetics: None

Skills: None

Attacks: Bite 2d6

Special: None

Notes: Smaug is chained in a bar, mainly for show. He is occasionally taken out for walks and succeeds in clearing the sidewalk (he is big). They have had problems with him trying to eat people, but they can't train him, because he's too dumb. He was bought on the black market, so cost surprisingly little, but has a bad temper.

LSD
Strength: 9   Cost: 5eb   Difficulty: Average

Onset Time: 30 minutes   Duration: 3 hours
Method Taken: Ingested

Primary Effects: Hypnotic +3, psychedelic +4

Side Effects: Disorientation -3, time distortion -2, hallucinations -1

After Effects: None

Cumulative Effects: Flashbacks -3   Features: None

Description: LSD is an old drug, one of the earliest man-made ones, and with some very interesting properties. It remains one of the favorites on campuses in 2020. It is still cheap and easy to take, though the occasional bad trip does turn some people off it.
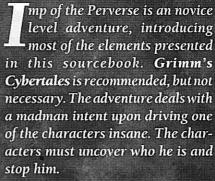
Imp of the Perverse

Every breath you take,

Every move you make,

Every bond you break,

Every step you take,

I'll be watching you.

Every single day,

Every word you say,

Every game you play,

Every night you stay,

I'll be watching you.

—Every Breath You Take, The Police

*I*mp of the Perverse is an novice level adventure, introducing most of the elements presented in this sourcebook. **Grimm's Cybertales** is recommended, but not necessary. The adventure deals with a madman intent upon driving one of the characters insane. The characters must uncover who he is and stop him.

This adventure is designed to be thought-through carefully, with little gun-play. Though this may be a welcome change, it is not for combat-oriented groups. There are no roles necessary for successful completion of the adventure, almost any type of group should have equal chances of succeeding.

GAME MASTER NOTES

This is an adventure for novice characters; it is not very dangerous if the players are on their toes. It will teach the players to always be on the guard and use their contacts to the fullest, and that their past may come back to haunt them at any time.

The Imp is a great nemesis for player characters, as he is powerful, brilliant, resourceful — and best of all — nonlethal. He would prefer to torture them rather than kill them. If the GM desires, he could escape at the end of the adventure to return as a recurring villain. He could also come to be a friend of the group if they earn his respect (playing tricks back on him would be a good start).

The Game Master should select the victim of the Imp from the players in the campaign. One can either select the most obnoxious member of the group (for a taste of their own medicine) or randomly determine which character is the target of the Imp. It is best if the character selected has a male Enemy in their past that has not yet been developed.

PLOT SUMMARY

The adventure is composed of five distinct episodes, wherein one of the character's arch enemies, The Imp, is engineering events to drive him insane. He will do everything up to, but not including, killing the character. This he will refrain from, as he thinks it is far more enjoyable to torture the character than kill him. Throughout the adventure, the Imp will be feeding nightmares to the victim, and through his pirate radio station, KIMP, he will use emotive rock to manipulate the victim's emotions. The broadcasts also seem to predict future events; another tool to confuse and disturb the characters.

The first episode, *Prophecy*, begins the adventure. The characters are accosted on the street by a crazie who prophesizes doom for the Imp's victim. That night, the victim has a nightmare about the next day, and the characters' radios can only recieve KIMP transmissions, a pirate radio station. The Imp has broken into the character's home and placed cameras and all sorts of surveillance devices within.

The next day, the characters are hired to raid a suspected DeathSpa, which turns out to be a brothel for the sick and twisted. Subsequently, a police raid traps the characters inside. This can be a very embarrassing event due to the location in which they are caught, and the Imp plays up on this, ensuring that all the tabloids carry the story.

The third scenario has the character's meeting with the man who hired them for the prior day's job. They meet in the middle of the ExhibiSIN, a carnival of debauchery. This event soon turns into a riot, and the characters are unable to make contact with their patron for more than a few minutes. They must then escape it alive. The riot has been carefully orchestrated by the Imp, as he arranged for members of a fundamentalist group to block the parade.

The fourth scenario involves the victim being arrested for murder. The police have video tape evidence of the character murdering their contact in the middle of the riot. The footage is faked of course, by none other than the Imp himself,. The character is eventually released, but not until after a lot of sweating and worrying.

The last scenario is more open ended, in which the characters must try to figure out just who is trying to destroy their lives. There are multiple leads, but all the while, the Imp is keeping close surveillance on the characters, keeping up the nightmares, the KIMP broadcasts, and now adding nonlethal tricks and treats. The characters must fight to save his sanity and possibly make the Imp pay for the trouble he caused.

MAIN CHARACTERS

The central character's main nemesis throughout the adventure is the Imp, an ex-cop, spook, dream stalker and the mastermind behind this adventure. His right-hand man, the Gremlin, is also very important, as he is the DJ of KIMP and carries out most of the Imp's plans. There is Oliver, the Fixer who hired the characters for the raid on the DeathSpa, and Cynthia who is after him for defaulting on payments on his PseudoPet ferret.

Other NPCs in the adventure include security at the "Death Spa", cult members of the Church of SIN, fundamentalists, the police, various contacts and random encounters. The GM should assume they have average stats and normal skills related to their occupation.

> ### CHURCH OF SIN
> This is a cult described in full in Grimm's Cybertales. It is known to members as the Church of the Seven Indulgences of Nature. The members, known as SINfolk, try to be as sinful as possible in protest to the absence of a Judgment Day in the year 2000. They are trying to be as "bad" as possible to show their displeasure at not being rewarded for having been "good" prior to that time.

SCENARIOS

There are five main scenarios detailed below. The adventure is linear for the first few scenarios, as the characters are the targets of the Imp's pranks. In the second part of the adventure, they are free to react to the Imp, hunt him down, or whatever they desire.

1) PROPHECY

The first scenario is a very short one. The characters have a run-in with a crazie, their radios begin to go haywire and they have weird dreams. This is simply the prelude to the nightmare to come.

THE WARNING

While the characters are out on the street (out shopping, bar hopping, looking for a job, etc.), the characters have a "random" encounter. The GM should roll for it, and then give the following description:

"Walking down the street, you see a disheveled man walking toward you. He looks like a standard street bum, and hasn't washed this century. He looks at (name the victim character) and with a look of fear states 'You're in grave, grave trouble. You must go to the land of the dead. But, stay there, for your doom is imminent,'. He then shuffles off, coughing."

The character that is told this must make a Fright Stress check vs 10*. This is not an incredibly frightening situation, but it is a little disturbing.

The crazie will ramble on about death and the grave if the characters pursue him for more information. If they manage a successful Average Intimidation or Difficult Persuasion (lower by one level of difficulty for every 100eb they offer in addition), he will say that the devil paid him to tell them that. He remembers that the "devil" had horns and glowing red eyes.

HAYWIRE

At some point after the encounter with the crazie, the character's will radios will only pick up a certain radio station, known as KIMP. Anywhere they go, radios, loudspeakers, whatever, plays this radio station. Other people will be a little annoyed, and begin to shoo the characters away as they seem to be the ones broadcasting it; when they leave, the music stops. However, other than turning off whatever receivers are nearby, there does not seem to be any way of getting away from the transmission.

The GM should make this as subtle as possible, referring possibly to the store sudden playing a loud, fast song, and then interludes of station identification (KIMP), which is not a station known the characters. Keep it part of the background for as long as possible.

If the characters want to find the cause, a Difficult Electronics check will reveal that they have MicroAmps sewn into their clothing, inside of their electronics, etc. These little dot-sized devices take a weak signal and rebroadcast it very powerfully in a short radius. The characters and their equipment are thoroughly contaminated with them. Roll 1d10 for each character, this is the number removed. There are 10 on each of them. Only one check can be made per day.

THE DREAM

That night, the victim has a nightmare. The Imp, using his Hypnological power has manipulated the character's dreams in this way. This will cause the character to gain 1d6 Stress Points (or if you do not have Grimm's, lose 1 COOL for the next day).

Take each player aside separately. To all but the player of the victim character, tell them that they had an okay rest, perhaps with a weird dream or two just to confuse them. The player of the victim though, should be told that he had a real rough night, in which the dream was of him being carried down the river Styx to Hades, where he was welcomed by the devil, a horned beast with glowing red eyes.

BEHIND THE SCENES

Prior to the adventure beginning, the Imp and Gremlin broke into the characters' home(s) and planted bugs, taps, cameras, etc. They also placed the MicroAmps all over the characters' clothes, electronics, etc. Lastly, they took pictures of each other smiling as they used the characters' toothbrushes and other hygienic devices to clean the toilet, etc.

The Imp has paid a crazie six doses of Dorph Again to tell one of the characters (a specific one) that he will be going to the land of the dead. The Imp watches the entire encounter from a nearby building.

Soon after, he signaled Gremlin over their radio splice to begin KIMP broadcasts. Again, he was watching the characters to see their reaction. He instructed Gremlin to play out an interview relating to the character's future engagement with the DeathSpas.

Last, he used his psychic powers to join the victim in his sleep and twist his dreams, making him even more anxious about the coming assignment the victim doesn't even know about yet. He also checked out the other character's dreams, just to get an idea of who they are.

KIMP

Range: 4 (5km)　　Strength: 1(5)　　Quality: 3

Size: 2　　Reliability: 5

Weight: 120kg　　Cost: 2400eb

Air Time: 24hrs/day　　　　Age: New

Broadcaster Average: Oratory +4

Core Audience: ???　　　Associated Audience: ???

Extras: Voice Mask, Cheese Box, 4 remote transmitters.

Notes: KIMP is run by the Imp of the Perverse with the express purpose of harassing the characters. It is broadcast on a very low frequency, but at a long range, so while the signal travels far, it is difficult to trace and pick up normally.

The Imp uses MicroAmps, tiny dots which pick up this low frequency and retransmit on ALL frequencies as if it was a very powerful signal, so powerful that it overrides all other stations. Thus, wherever these dots go, all radios will only pick up this radio station.

The programming of the station is largely an odd collection of songs, usually selected by the Imp to be the most "fitting" for the character's current situation. The music is interrupted occasionally by interviews with different people about "important issues", often relating to events in the character's near future. The prevalent DJ is Gremlin.

The most interesting factor about the station is its use of Emotive Rock to a large degree. At certain times, the music will all be of a particular type of emotive music, to hopefully affect the characters in some adverse way. This music was created by the Gremlin, who has been doing this for a long, long time.

The music will mainly be fast-paced songs relating to death and murder. There will at some point be an interview between Doctor Dark and Professor Grave about near-death experiences, talking especially about how some people just never come back, how tenuous life is, and speaking a bit about the DeathSpas in town and on how dangerous they are.

The music is heavily seeded with Emotive undertones (Anxiety, level 3). All COOL checks by the characters are at -3 while the music is playing around them (most of the time) and all characters take 3 Stress points (or -1 COOL without stress rules). The music is characterized by a disjointed undertone, without much of a pattern.

2) JOURNEY TO THE LAND OF THE DEAD

This scenario will involve the characters being hired to investigate the DeathSpas. They will then encounter some problems in their investigation, as the staff at the Spas is a little more aggressive than they were led to believe.

HOT IN THE CITY
Optionally, at this point, a heat wave can begin in the city. The temperature will reach a high of 38° this day, and vary up or down 1d6° daily for 1d10 days. This would act as an additional stress on the characters' lives, but may overcomplicate things. It is up to the individual GM to decide if he or she wants it.

EMPLOYMENT OPPORTUNITY

The next day, the characters are contacted at some point by a man calling himself Oliver. He claims to have a job for them, if they are interested. The nature of this job will depend upon two factors: the victim's profession and the type of team the victim is a part of. Find the profession below and then, in some way, combine it with the type of team, also found below. It should in some way interest the group, so the GM is given some freedom in this matter.

Regardless of the method of hiring, or the particular job hired for, the characters will be told of a business called Final Ecstasy. It is apparently a DeathSpa, covertly operating out of the back of a building. The characters are told that there are generally six staff members present, and two security guards. It is by appointment only. They are given the address and their business card:

FINAL ════
ECSTASY ════

Taking You To the Ultimate Extreme

By Appointment Only
DataTerm Address: Ecstasy-000

The players are told that the business operates 24 hours a day. No matter what the job, Oliver wants pictures of the inside, so he insists that at least one of them takes a camera, if not all. He wants the job done tonight, and they are expected to bring everything (pictures, documents, etc.) to him the next day at 6pm. He will meet them at a lamppost on a street downtown (the GM should feel free to determine this location using the campaign's city map). Other than that, there are no special orders or requests.

Note that regardless of Oliver's appearance (wearing a suit to fit the corporate image or street clothes to be a street dealer, etc.), he will always have his pet ferret with him. Remember to tell the players this; it may be their only clue to finding him later in the adventure.

Victim's Profession

Find the best description of the victim character's career below. Note that the character is not hired for this particular job, the group is hired to do it together, but, of course, it will most likely be that character who does it. The key is not to single out that one player's character.

- **COP:**
  The group is hired to investigate the DeathSpa to get proof of its operation, so that it can then be shut down by the police.

- **FIXER/JACK:**
  The group is hired to find out just who is behind this DeathSpa, to find out which crime gang is running it, possibly how it is run to set one up themselves.

- **MEDIA/ROCKERBOY:**
  The group is hired to get all the information possible about the DeathSpa, and to report it live as they break in, so that this horrible business can be exposed and shut down.

- **NETRUNNER/MEDTECH/TECHIE:**
  The group is hired to raid the DeathSpa and get as much information on how it is being done (the chemicals used, etc.) as possible.

- **NOMAD/SOLO:**
  The group is hired to raid the spa and effectively shut it down.

- **REAPER:**
  The group is hired to raid the spa, and capture whatever assets it has in the process to pay off debts.

- **SPOOK:**
  The group is hired to break into the DeathSpa and gather information on how it works.

Team Type

Find the best description of the team the victim character belongs to from the list below. Merge this reason for hiring the characters with that from the victim's profession. Note that in each case, it is Oliver doing the hiring, though often under false pretenses.

- **CORPORATE TEAM:**
  The characters are informed that they are to work on special covert mission for the company. Oliver claims to be the secretary of one of the senior executives (he has the names right, as the Imp has done his research). However, if the characters do check out this story, no one has heard of it. But, then, it is a covert mission... The characters' mission is to check out a DeathSpa, for the reason determined according to the victim's profession. Payment is the standard rate or, if there is none, 1000eb each if successful and 250eb if not.

- **BAND:**
  There is no good reason a Band would be hired to investigate the DeathSpas, unless they normally accept odd jobs. In this case, Oliver claims to be a streetdealer — no one special — who has heard of the characters and thinks they would be ideal for this job. The actual task is described under the victim's profession. Payment is 500eb each if successful, 100eb if not.

- **TRAUMA TEAM:**
  The characters are hired by a representative of the Concerned Medical Practitioner's Association, namely Oliver (complete with business cards and a nonexistent address). They are to investigate the premises of the DeathSpa, with an eye toward whether it is a proper practice or not. Payment is 1000eb each if successful, 500eb if not.

- **MERCENARIES/GANG/NOMAD PACK:**
  The characters are hired by some streetdealer named Oliver who has heard of the characters. They are to raid the Spa. Payment is 1000eb each if successful, 500eb if not.

- **COPS:**
  The characters are told to meet Captain Wilson, who insists the characters call him Oliver. He explains that he is from San Francisco, and is in the midst of a major investigation of the DeathSpas. His men are in LA on a bust on some spas there. He hoped that the characters would lend him a hand, and investigate this suspected DeathSpa, since this is technically their

territory. *There is a real Oliver Wilson at the SFPD, but he is 50, near retirement, at a desk job. However, this would take some checking... The characters would simply have to take a few hours out to do this simple job, they would get triple-pay for it.*

• MEDIA TEAM:

The characters are hired by an editor, going by the name Oliver of some prestigious TV station, to do a report on a suspected DeathSpa. Get the information and proof, and they'll buy the story for 5000eb.

INTO THE LAND OF THE EXTREME

Actually, Final Ecstasy is a brothel, catering to particularly twisted and perverse individuals. However, it is relatively new and not very well known. Only a Near Impossible Streetwise check will allow the players to uncover this. Checking business listings will reveal no information on the brothel, since it is an illegal business.

Oliver doesn't know that he is actually setting up the characters. He fully believes that it is accurate information. After all, who would lie about such a thing? Besides, he hasn't heard of the place himself, so he only knows what he was told. He just sees himself as returning the Imp a favor.

The actual building is deep in a rough neighborhood, along a river (if possible in your city), and in general a dark and foreboding area. The building itself is red brick, the front of which is a restaurant, nothing special, a standard grease pit. In the back, there is a long, dark alley, with spray painted skulls and bones all along it. In the middle, stands a dark door, with the words, "Point Of No Return" painted in red on it. When one knocks, one of the guards comes, asks for the name and, if the person has an appointment then, the door opens. If the person is not on the guard's list, the guard tells him to leave, and forcibly helps him leave, if necessary.

Inside the brothel, there are four guards, all big and mean, and sixteen staff members. There will be 1d10+2 clients when the characters arrive. Clients stay for 1d6x30 minutes, there will be someone coming or going on a roll of 1 on d6 every half hour. Generally, they are business types, though there are the grungy sorts too.

Appointments

Making an appointment is not all that difficult: simply mail a request using any DataTerm and a reply returns within 1d6 hours, giving the appointment time. The characters can specify when they want the appointment. The best time to give them is around midnight.

The Pleasure Dome

The Final Ecstasy is an illegal establishment, catering to the most perverse individuals. Their services cost from 500 to 2000eb a visit. The most twisted imagination could not surprise the staff at this establishment. They are used to the weirdest, most bizarre requests, and can usually fulfill them.

There are six security guards on duty at all times and sixteen staff. Four of the staff are administrative while the rest are there to service customers. None of the staff will fight back against the characters. For the most part, they are normal citizens.

Map A shows the layout of the place. There is only one entrance, leading into an alleyway.

1. ENTRANCE:

The only entrance to the establishment is from an alleyway, through a steel door. It is locked with a High Security Cardlock. There are two guards and one administrative staff member in this room. It has a couch and various illegal pornographic magazines littering it. This is where customers wait for their appointment. There are two doors leaving this room, one (to the West) marked "The Path to Final Ecstasy" and the other (to the south) marked "Employees Only." Neither door is locked.

2. EMPLOYEE'S LOUNGE:

This is where staff members hang out while not working. It is has a coffee machine, a table with cards and other games, a fridge with food and a computer. The computer has only games and Virtual Pleasure simulations in it. There are two administrative members and five staff in this room. They are playing cards. The door to the south of the room reads "G. Smith, Proprietor."

3. G. SMITH'S OFFICE:

This is the office of the proprietor, the fourth administrative member. He is looking over the finances of the business. There is a desk, a filing cabinet, a few stacks of pornographic materials and a computer in the room. The files only contain administrative material and the computer information deals solely with business-related information which is of no value to anyone but Smith and possibly the police, who could use it to convict him. He will surrender immediately, though will be very eager to find out why the place is being attacked.

4. PLAY ROOMS:

In the play rooms, the staff service the customers. There are currently seven staff and seven customers in various rooms, as shown on the map.

5. CORRIDOR:

In the corridors, there are two security guards patrolling, ready to help any staff member who cries out for help.

6. STAIRS:

Stairs lead up through this door to the second story, the staff's living quarters. Not much of value can be found in these rooms. If characters try escaping this way, they find a fire escape that leads down into the alley and another set of stairs leading to the ground floor in the front of the block, on the main street.

Reactions to the Raid

When the characters raid the place, the guards will fight back, using lethal force. The staff and clients will not fight back: they will be in shock, hiding or cowering in corners. The characters

pretty much have free run of the place once they have dealt with the guards. However, 2d6 minutes after they enter, the police arrive, as described below.

Raiding the Raid

The police will arrive in four cars and two paddy wagons. The cars will seal off the alleyway. Then, on foot, ten officers will proceed to the brothel, knock down the door (assuming it was locked by the characters), and then enter, shouting, "This is a raid! Everyone get down on the floor and put your hands behind your head." The characters can either attempt to escape, or take the police on. The latter choice will most likely result in the group being arrested or carried away in body bags.

If arrested, the characters will be taken to the local police station and given a warning about visiting illegal brothels. If they resisted arrest or committed any other crime, (hopefully they didn't kill or injure an officer), they will be charged with these crimes. The staff of the brothel may press any charges against the characters for anything they did. At this point, they had better get good lawyers. However, the whole incident was so bizarre that they could get off if they keep to a good story (mistaken identity, wrong house, etc.).

Note that the police will check the characters' identification and ask for permits for any weapon captured. Trusting that all of the characters' papers are in order, they will be fine, but if not, they may be in for a bit of a headache, especially if they are carrying no identification at all.

If everything goes okay, the characters will be released by morning, after a long sleepless night. The characters do not regain any lost Fatigue Points and each take 1d6 Stress Points (or have their COOL at -1 for the following day). Otherwise, they may spend some time in the jail. Hopefully though, some of the characters will be free to meet Oliver the next day. If at all possible, ensure that the victim character gets out. If necessary, the Imp will secretly "arrange" to have the charges against him dropped.

THE DREAM

If any of the characters manage to sleep that night, the Imp, using his Hypnological power, manipulates their dreams once again. The characters affected will take another 1d6 Stress Points (or, if you do not have **Grimm's**, lose 1 COOL for the next day).

Take each player who manages to sleep aside separately. Tell all but the player of the victim character that their characters had an "okay" rest, perhaps with a weird dream or two just to confuse them. The player of the victim character, though, should be told that he had a real rough night, in which he dreamed of floating high above a crowd of monsters gathering to eat people. Then, as if he had no will of his own, he floats down and is forced to join in the grisly feast.

BEHIND THE SCENES

The Imp has been busy indeed. He has gotten Oliver to hire the characters for this phony job. He has also bugged and installed cameras all over the alley and building that the characters are to raid. Then, he placed an anonymous tip about the brothel to the police at just the right time to ensure that the characters would be caught inside.

The reason that the Imp is setting the characters up to raid this business is that he used to be a customer, but the owner angered him at some point, at which time he decided he would wreak vengeance upon the place. Also, the embarrassment of the characters when they raid it will be just hilarious.

KIMP is continuing to broadcast, thanks to the Gremlin, still trying to get under the skin of the characters. Now, though, the radio is playing Anxiety music, to further amplify what the characters are feeling. It is also broadcasting stories designed to embarrass the characters and information on the ExhibiSIN, though without any mention that it will be happening the next day.

Lastly, the Imp used his psychic powers to join the victim in his sleep and twist his dreams, making him even more anxious about the coming. He also checked out the other characters' dreams, just to see how they are reacting to the situation.

3) RIOT IN THE STREETS

The next day, at 6pm, the characters are to meet with Oliver at a lamppost at the intersection of two streets downtown. They will no doubt be quite upset at this point, as they realize they have been set up in some way. However, Oliver will be there as he said he would be. Over the course of their meeting, the ExhibiSIN will head down the street the characters are on, encountering a group of protesters from various religious orders. A riot will soon break out, with the characters in the middle of it. Oliver will disappear and the characters will be left to fend for themselves.

MEETING

Oliver shows up at 6:05. He is carrying his normal gear, plus the payment for the characters. The street is not too busy. He asks for whatever information the characters recovered and what happened. He was honestly unaware of any deception and will be thoroughly surprised to hear that it was in fact a brothel. He will begin to wonder about just what the Imp is doing, but he will keep his mouth shut preferring to claim instead that the intelligence on this operation was obviously faulty, but wanting to hear the real story (he is curious).

GATHERING

While the characters talk with Oliver, they will note a large group of people sporting signs and banners marching toward them from the North. Approaching from the South, almost at the same time, another group, much louder, with bright colors, floats and people dancing all around. People will just stand there, watching in amazement.

Very soon, the characters are blocked from escaping and, soon they are between the religious fanatics, with signs ("It's a Sin!" "Repent Ye Sinners") and the SINFolk, who are all wearing masks and with their bodies painted. A yelling match begins and, within moments, all hell breaks loose.

RIOT

A riot soon erupts between the fanatics and SINners. The characters will be caught in between and will undoubtedly want to escape. Oliver will disappear the second the characters look away; he is an expert at sneaking out of crowds. He is gone. Now, it is the characters against the riot.

The riot's starting stats are as follows (or you can roll for them yourself for your own individualized riot):

Origin: Major Event

Size: 10   **Disposition:** 7   **Density:** 4   **Armament:** 4

When the riot breaks out, the Disposition rises to Excitable (9-10), and the characters have a 2 in 10 chance every turn of being struck for 1d6/2 points of damage. Characters each have to make two successful Hide/Evade checks against DL 15 to escape the riot. The riot develops normally, except that two turns into it, a Leader of the fanatics incites his people to "destroy" the sinners. Meanwhile, the Leader of the SINFolk tells his people to use their anger to the fullest and "show these twits what we're made of". Things get very nasty after this. Add 4d6 to each of the stats due to this influence. The police arrive in 3d10 minutes.

DREAMS OF CAPTURE

Assuming the characters escape, they can have a peaceful night's sleep, all except the victim character, who has a terrible nightmare in which he kills a man in cold blood. He cannot sleep without this nightmare returning. The character will take 2d6 Stress Points (or if you do not have **Grimm's**, lose 2 COOL points for the next day). The Imp is working overtime at driving the character insane. The rest of the characters have a pleasant sleep.

BEHIND THE SCENES

The Imp is keeping himself occupied. Knowing that the ExhibiSIN was to take place that day, he had Gremlin impersonate various religious leaders and arranged to have them protest the parade. He also arranged for them to head off the "carnival of sin" at just the place the characters are to meet Oliver. Oliver is completely ignorant of this. He is currently more concerned with the reaper who is after him for payment of the ferret. Consequently, as soon as the riot begins, he decides that it is a good place to disappear and takes off for the nearest Dungeon (a type of Asylum) to hide out.

The Imp, meanwhile, breaks into the police mainframe (he still knows a few backdoors in) and uses it to control one of the Monitor Surveillance blimps. He remotely alters the digital recording, using his own sophisticated VideoForging equipment. He alters it so that the camera, which he has also brought to focus on the characters and Oliver, picks up the victim character stabbing Oliver, and then programs it so that Oliver drops dead, and the characters leave as normal. If the victim character wasn't there, he will program in the character's presence entirely. This will take some time, but meanwhile the police will merely think the blimp is off-line due to interference (a common event). When they finally download

the recording, they will be quite interested, especially since the computer quickly matches the victim character with the person in the video (thanks to the Imp).

All the while, the Imp and Gremlin watched the characters stuck in the riot, and laughed their heads off. The Imp then sent nasty nightmares to the victim character, anticipating the coming event.

Over at KIMP, the music is continuing, but now the talks are replaced with a dark drama about a man who kills and is killed for it. The music now reeks of Depression and powerlessness.

4) THE ACCUSED

It is the fourth day; the characters may proceed with life as usual. The only exciting aspect this day is a "random" police check-point, where each of the characters' IDs are checked. The victim character's identity registers instantly and the police arrest the character on the spot. The character's friends are only told that he is wanted in connection with a murder.

CHECK POINT 49

The police throw up random check points from time to time. They block off a few blocks and to get in or out for 24 hours, one has to pass through the check point. This involves giving over your SINcard, which they check to confirm your identity and that you have no outstanding warrants, and then passing through an X-ray/metal-detector. This detects most weapons (8 in 10 chance of even detecting concealed ones). The character better have a license for the gun or he is in big trouble. This is one way that the police ensure that everyone walking the street isn't packing an SMG or unregistered firearms.

The check point itself is manned by 12 police officers in standard gear. About half check cars and other vehicles passing through, while the others check pedestrians. The blockade is set up so that getting by the cops without them seeing is a Near Impossible Hide/Evade task. Also, with other police on call in case of such a thing, it is not a good idea.

All in all, it is a fairly typical experience for citizens of large urban centers. It happens from time to time. If you are packing something you shouldn't be, just leave it behind in some safe place, pick it up the next day.

> **KIMP**
> *The radio will continue broadcasting, with a different kind of music. This time, it uses the Depression effect (Level 3) and makes the characters feel forlorn. Every once in a while, the music is interrupted with a drama about a man who walks in his sleep, goes out and kills a man. He is then arrested by the police and rots in jail for the rest of his life.*

> **KIMP**
> *The Emotive music will now take on an Anxiety (Level 3) nature again, but now the theme of the music is death and people going off to die. Note that while the victim character is in the prison cell, the muzac that is normally piped in will be replaced by KIMP due to some MicroAmps that will be snuck in by the Imp. Every once in a while, the music is interrupted with the same old drama about a man who unconsciously kills a man. The scene of his walk to the execution hyped up. As the murderer is about to be executed, laughter fills the air and, in the background, faintly (Difficult Awareness for those actively listening), can be heard "Ah, (victim's first name) deserved it anyway."*

ARREST, INCARCERATION & INTERROGATION

When the characters pass through the check point, there will be no problems (assuming the character's IDs are fine and they are not carrying illegal weapons), except when the victim character's turn comes up. The police will quickly surround him and read him his rights. A police cruiser will arrive in 2d6 turns and whisk the character off to the local police station. The police will only tell the characters that he is wanted for murder.

The victim character will be interrogated. Roleplay this privately with the player if desired. Essentially, the cops want the character to confess to having shot to death this streetdealer named Oliver. They will show the character the tape, showing him shoot Oliver (who has the characteristic ferret around his neck). They will press the character to sign a confession, claiming they might be able to get him only 20 years of Braindance instead of the death penalty if he does not.

Once they are done with him, he will be booked and processed. He is allowed one phone call. The character takes a total of 3d6 Stress Points due to the entire event. If you do not have Grimm's Cybertales, the character's COOL is at -3 while in jail.

THE CHARGES & EVIDENCE

The victim character is formally charged with Murder 1. If he has broken any other law, add it on. The character's preliminary hearing will be in 2d6 days. The evidence is strong, a conviction is probable. The character will not get bail until the preliminary hearing.

THE CALL

The character is only allowed one phone call. This call can be to anyone he wishes (presumably to the rest of the group). During the call, a voice cuts in (that of the Imp), who laughs, "Now you'll get what's coming to you". The character may make a Difficult INT check to recognize the voice of this old enemy. If the character does recognize the voice, give the player the name and associated past with the Imp. Either way, the character loses 1d6 Stress Points from this bizarre occurrence, *or -1 COOL for the day.*

NASTY DREAMS

The victim character's first night in prison will not a calm one. The Imp sends a particularly frightening nightmare to keep the character company. The character sees himself walking to the execution, all in slow motion, and then pulls out to see the scene as if from above, as the executioner raises the .44 magnum to his head, and then the player feels the bullet pound through his skull, waking him up in a cold sweat. This dream returns any time the character tries to go to sleep. The character will take 1d6 Stress Points (or if you do not have Grimm's, lose 2 COOL for the next day).

THE TRUTH

The next day, the character is quite suddenly released. That morning, the police come to the character's cell and explain that there was a mistake, and release the character. There is no further explanation. In truth, the Recording Review Board managed to look it over rather quickly as it was not that great a forgery (doing it remotely never helps). And, rather than face the embarrassment of admitting their own cameras were tampered with, they just swept the case under the rug. This was extremely fortunate, as there is normally a few weeks of backlog before recordings are examined (the Imp sped it along).

Now, the character is free to go, with all belongings (except those which were illegal) returned. All related charges were dropped, hoping that the character will just forget the entire incident. The character loses all Stress Points gained due to the arrest. If this number was not recorded, he regains 5d6 points, *or 5 COOL points.*

BEHIND THE SCENES

The Imp now has a bit of time to relax. He forged the recording the previous night, and it is up to the police to go through their procedure once they have caught the character. If the group avoids check points, he will call in anonymous tips and ensure that somewhere the characters will run into a check point that day. Remember, he can hear everything that they say, and see everything that they do.

KIMP is running along smoothly, keeping the group upset about the upcoming probable execution. The Imp has used his police contacts to sneak into the jail and plant some MicroAmps in the victim's prison clothes and in the actual cell. Now, the victim can listen to the broadcasts without any distractions! The Imp also interrupts the character's only phone call, just to disturb him a bit more.

That night, the Imp does the usual visit to the victim's dreams, wherein he gives a little nightmare about the upcoming execution, just to keep the character on edge. Meanwhile, he and the Gremlin are keeping a close watch on the rest of the group.

When the victim is released, the Imp is not pleased; he was hoping to keep his prey scared for at least a week. But, all is not lost, he just goes to Plan B.

5) FIREBACK

At this time, the fifth day, the victim has possibly already gone over the edge, or is very close to it. The character may have an idea as to who is behind it all, or perhaps just enough clues to attempt to find out. Either way, he and the group will most likely want revenge. Even if they do not, the Imp is not finished with them and will continue until his target is in an asylum or a coffin. There will be no truce until such a time.

This means that, at some point, the group will have to fight back, as they will all become targets, guilty by association (as with the fake DeathSpa investigation).

There are many possible leads which can help in finding their prankster. They could try tracing KIMP back to the source; search for the crazie that warned them only a few days prior; search for Oliver (assuming he is still alive); or search for the age-old enemy (if the character remembers the name). Whatever the characters try, there will be pranks, some harmful, some not, all through their search.

> ### The Underground
> This is a standard Hostel, used mainly by streetdealers, gang members and such people for hiding out for a few weeks. The normal charge is 100eb/week, but this can go as low as 50eb/week for repeat customers and friends of the operators. It has the following stats:
>
> SRL: 2 SCL: 2 CML: 1 QTL: 2 SZL: 3

FINDING KIMP

The group may have detected the ever-present KIMP broadcasts by this time. If they have been listening closely, they will probably have made the connection between events in their lives and its programming. They may want to find the origin of the signal to find the person behind their nightmares. This will not be easy.

While the broadcast signal is very strong, they will find that the source of this signal is in fact coming from themselves and each other. This will prompt a search for the MicroAmps (see *Prophecy - Haywire* for more on this subject). Once they actually find the MicroAmps and figure out what they are (Difficult Electronics check), they face the task of tracing the very weak radio signal. This will be a Very Difficult Electronics task. It will require three transmitter locators and one half hour per check. With only two locators, it is a Nearly Impossible task.

THE TRANSMITTER

When the characters finally succeed, they will find the signal to be originating from an apartment in a very bad quarter in the city center (if you have the **Night City Sourcebook**, A3 #19). There is a gang, the Black Queens (see **Night City Sourcebook**, pg. 42), which controls this building, and they do not take kindly to strangers. If you do not have the **Night City Sourcebook**, or are locating this adventure in another city, use one of the less lethal yet strong and territorial gangs. The characters will have to fight their way into the place. If

they just ask about the transmitter, they will claim (quite honestly too) that they know nothing about it.

After the characters have fought or bribed their way in, they will find a remote transmitter on the roof of the apartment building. It is receiving a signal of a different frequency from somewhere else in the city and rebroadcasting it on the frequency the characters have been tracking. There is a note, "Getting warmer" on it, signed "The Imp of the Perverse". If the characters ask the gang, they will remember some cop using the roof for surveillance work. They normally work okay with cops. He showed ID and is described as being a small guy, mid-twenties, tan face, short, and wearing angled mirrorshades. Said his name was I.P., came by a week ago.

If the characters try to follow the next signal, it is in the back room of a rough bar, and is another remote, with the same note. It, in turn, transmits to another remote in a park near another gang. In each of the cases, a man named I.P. was by a week ago, claiming to be a cop, and the same note is found. It is the fifth transmitter that leads the characters to his apartment, where a note on the door reads "Burning Hot." See *The Imp's Abode*.

simply taken off to avoid the Reaper. If characters try to find out where he might have gone, a Very Difficult Streetwise check will reveal that he might be at the Underground, a cheap local asylum where Oliver has been known to hide out when faced with difficulties.

> **KIMP**
>
> KIMP will continue to broadcast, though now with Fear (Level 2) music playing, and occasionally little dialogues between the Imp and Gremlin (as themselves) discussing just how scared and wimpy the characters are and about how incompetent they must be, being unable to find someone as famous as himself. This sort of transmission continues even after the characters enter the apartment (much of it is prerecorded) so it can continue playing even after the Imp and Gremlin abandon the apartment.

TRACKING DOWN THE CRAZIE

If the characters try to find the crazie who told them things would go bad, it will take two successful Difficult Streetwise checks and one hour each check to find him. He is drunk in some alley, and remembers little. If they manage a successful Average Intimidation or Difficult Persuasion (lower by one level of difficulty for every 100eb they offer in addition), he will say that the devil paid him (6 doses of Dorph) to tell them that. He remembers that the "devil" had horns and glowing red eyes, but was kind of small, but that is all, he hasn't seen the devil around since.

SEARCH FOR OLIVER

The characters may wish to find the "deceased" Oliver. This will not be too difficult. An Easy Streetwise check will reveal that he was once a common streetdealer who would arrange jobs for people. He was a go-between of sorts, a decent guy. Everyone also remembers he had a ferret. However, he disappeared a few days back, in the middle of the riot during the ExhibiSIN. Some say he was killed in the riot, but no one is sure just what happened. There is a 3 in 10 chance that the characters also get the information that a Reaper is after Oliver for the ferret. Seems Oliver doesn't deal in money too much, usually just favors, so he didn't have enough to pay for the ferret and is now way behind in payments, because the pet was a very expensive design.

Through the DataTerms or contacts, the characters can find Oliver's address. It is an apartment downtown. The door is broken down and it has been ransacked thoroughly. However, if the characters look closely (Difficult Awareness check), they notice that most of his personal effects and clothes are gone. The ferret and all of the gear that would go with it (food and such) are also absent.

If the characters check to see whether Oliver has indeed died or anything similar, they will find no death record with his name, nor any hospital report. Most people believe he has

THE FERRET

If the characters try to find out about the ferret, they find it is legally registered under Oliver's name, and that it has heightened intelligence and has been well-trained — a real prize of an animal. It was bought from a local PseudoPet dealer. If the characters go to this dealer, they will learn that the dealer has sent a Reaper after Oliver because he has been delinquent in payments for two months.

THE UNDERGROUND

The Underground is a Dungeon Asylum operating out of a warehouse in the industrial sector of the city. The Keeper is a streetdealer who works out of a local burger joint in the downtown area. A Difficult Streetwise check will lead the characters to him. He offers safety and secrecy at the Underground for only 100eb/week. If the characters want in, he will call and a van will pick them up within a few minutes. They can go and get what they need first, but he warns that they cannot bring weapons, transmitters or anything similar for security reasons. He also asks for the money up-front.

Before the van departs, the characters are checked over electronically for any weapons, bugs, tracers, etc. Quite a few are removed. Then, they are loaded into the back of a nondescript van, which then weaves through the city for an hour, while the characters are stuck in the back of it, without any windows and only the Keeper for company. He explains that this is just to make sure they don't find out where it really is, since this would compromise the place's secrecy.

Once there, the characters must pass through more sensors and searches, in which all bugs, tracers, etc. are found. The characters are allowed no weapons. They are given the ground rules (no fighting, no talking about this place afterward, etc.) and then shown to their rooms, where up to four can live together. The bathroom and meals are all communal. See *Asylums* for more information on this.

The characters do find Oliver there. He is extremely surprised to meet them and apologizes for having abandoned them to the rioters, but he wanted to save his own skin. He doesn't know much and will mainly keep his mouth shut. Unfortunately, just as the characters reach him, so will Cynthia, the Reaper, who has also infiltrated the asylum to get at him. See *The Reaper*.

THE REAPER

Cynthia will try to kill him using her Hook hand a few minutes after the characters find him. He will fight back, calling out to the characters to help him. He will offer to tell them everything if they just protect him. If the characters get too badly hurt by Cynthia, or if she is too badly hurt by them, guards will intervene, seize everyone and throw them out of the asylum, forbidding them ever to return. At this point, Oliver will plead with the characters for their protection (or off to pay off the Reaper) in return for information. See *What He Knows*.

WHAT HE KNOWS

Oliver was not aware that he was setting the characters up for a fall and did not know that a riot would start when it did, but he does know this. He hired them as a favor to a man whom he knows as the Imp. This guy used to work as a cop under the surveillance division and did Oliver some favors in his time. However, now he is a freelance spook and very crazy. He has small horns and glowing red eyes to complement his name. A real small guy. Oliver even remembers the Imp's real name, Andrew Herodotus. He also remembers this other guy, all in green, always with him, but that guy didn't talk much, just fidgeted around a lot. That is all he knows.

ALWAYS TEST YOUR FOOD

The characters' food and drink could also be tampered with. All existing food could have been injected or coated with various drugs. Every meal or drink, the GM should roll 1d6 to find the effects on the following table (see Altered States for the effects of the drugs):

ROLL	DRUG	ROLL	DRUG
1	Synthcoke II	4	Blacker Shade of Lace
2	UltraBlue Glass	5-6	The Vulcan Pinch
3	'Dorph Again		

LOOKING FOR ANDY

The characters will eventually discover the name of the person they are after. The victim character will remember this to be the name of an old enemy. Now, they just have to find him and deal with him one way or another. There are two ways they can search him out: Library Search or Streetwise. See below what the results are using the different skills:

SEARCHING THE RECORDS

Using Library Search, a Difficult check reveals the following: he was the only son of a diplomat and was hunted by a stalker while just a child. He worked for the police for a few years as a top surveillance expert. However, due to various reasons, he left the force and went into private work. He does freelance Spook work. His most recent address is given as an apartment downtown. See *The Imp's Abode* if the player characters decide to pay him a visit.

SEARCHING THE RECORDS

Using Streetwise, a Difficult check reveals the following: he used to be a cop working with surveillance stuff, but was a decent guy, always making sure no one went to jail because of a doctored recording. He knew his stuff. A spooky guy though, because you never knew what he knew, always one step ahead of you. Just brilliant. He now works freelance, one of the best, just a little off his rocker. The players also find that he is a member of the Church of SIN and is often seen in the company of a man who dresses all in green.

A Very Difficult check gives the characters his address. This will generally be in the form of a business card, for the Imp's spook service, called Eye Know. See The *Imp's Abode* if they decide to pay him a visit.

THE MANY PRANKS

While the characters investigate the Imp and try to find him, he will ensure that they do not get bored. There are still many tricks up his sleeve, he does not intend to be forgotten that easily.

THE PHOTOGRAPHS

The afternoon of the fifth day, the characters will receive a package in the mail. It has no return address and is addressed to the victim character. Inside, there are photographs and a note. The photographs are of the Imp and Gremlin using the characters' toothbrushes and other hygienic items to scrub the toilet and other such gross things, all inside the characters' home. The note reads, "Dear (name), We really enjoyed our stay at your home, we will have to return some time. Here are some of the better pictures of our visit. Sincerely, The Imp of the Perverse." The victim character will recognize the Imp in

the pictures as his old enemy on a successful Average INT check.

THE PAST IS ALWAYS HAUNTING

The evening of the fifth day, there will be a special on the news. An anonymous phone call will tip the characters off to watch it. It is a special on how the city's mercenaries (or whatever type of team they are) spend their off hours, showing the characters entering the Final Ecstasy, and then with a bit of doctoring, their enjoying some of the more exotic and perverse pleasures at the old establishment. It then shows shots of them being taken away by the police (from one of the Imp's candid cameras), and talks about how the sick have to be locked up in this city. The byline on the story is of a freelance reporter, calling himself the Imp. If the characters call in, the only name they can give is the Imp, and an address. If the characters look up that address, see *The Imp's Abode*. Nevertheless, the characters now have very strong reputations on the street as perverts.

NETRUNNING BLACKOUTS

Any character who tries netrunning from the fifth day on will face a blackout in the building they are working from. The Imp and Gremlin have decided that they don't like netrunning twits, so will try to foil any such attempts. However, if the character goes to a place where the power would be difficult to tamper with, the Imp and Gremlin will not interfere. They may use the ECM shocks though... See below.

ECM SHOCKS

Every once in a while, or when the characters are about to use some major piece of electronics (such as while trying to locate the transmitter), the Gremlin and Imp will use an EMP Rifle and fire at it, triggering a Malfunction check at -5. This will be from a nearby van or a remotely set up rifle. They will also fire at cybernetics in such a manner, just to be a nuisance.

SLEEP? WHAT'S SLEEP?

The Imp will three randomly selected characters every night, depriving them of 1d6x10% of the night's sleep. He will not inflict nightmares, just disrupt sleep; he has grown tired of that gambit.

BEHIND THE SCENES

The Imp keeps the characters on their toes, but primarily sits back at home, watching their every move. He awaits their arrival and will be much relieved when they finally discover where he lives. He will then prepare for their arrival along with Gremlin.

KIMP continues the broadcast, assuming the characters haven't tracked it down. If it is running normally, it just broadcasts the

usual emotive music and the occasional discussion on insanity from life being too stressful, and how the insane should be locked up.

THE IMP'S ABODE

The Imp's abode is nothing too special. If you are using the Night City Sourcebook, locate the penthouse apartment on the top floor of the Concord Apartment building (C6 #10). Otherwise, it is a nice apartment building in the downtown area, on the tenth story.

Getting in will not be easy, unless the characters buzz the Imp. He will most graciously let them in, explaining that he has been expecting them. Otherwise, Very Difficult Electronic locks, alarms and experienced security guards will all have to be dealt with.

Once in, getting to penthouse apartment 1027 will not be too difficult. There are no guards outside of the door, just a note that says "Burning Hot" signed "The Imp of the Perverse". Characters who check the doorknob will find it extremely hot, causing 1d6 points of damage to whoever tries to open it. Gloves halve the damage (the Imp heated it up just for them; he even warned them — how nice). The door is otherwise unlocked.

Map B shows the layout of the Imp's penthouse apartment.

Lower Floor

1. LIVING ROOM:

This huge, luxurious living room is also home to the Imp's surveillance suite. The couch faces a dozen large screen TVs, some of which show the characters' apartment, the outside of their home, the interior of their car, them inside of this room and other various views. Standing against the window in the back of the room, is the Imp. See Introductions Are In Order below for more on this. There is also a Sleep Gas bomb taped to the back of the TV screens; it is connected to a radio detonator.

2. KITCHEN:

The kitchen is rather ordinary, except that the food present is of excellent quality. There is obviously enough for two people. Scattered over the table are empty vials and hypo cartridges from various drugs. Taped to the fridge is a note, reading, "You're getting very cold." There is also a Sleep Gas bomb sitting on the fridge; it is connected to a radio detonator.

3. DINING ROOM:

The dining room has barely been used. Instead there are various electronics scattered over it, such as phone taps, bugs, MicroAmps, etc. There is also an electronics tool kit. This was the Imp's workshop. A note lies on the table, reading, "You're getting cold." There is also a Sleep Gas bomb taped to the bottom of the table; it is connected to a radio detonator.

4. STUDY:

This room is filled with books, or so it appears. In fact, they are just the book spines, to make the room look more distinguished. There is a computer on the desk. All files have been erased. There is only one program left on it, which is still running and displays the words, "Much colder", flashing on the screen in blue. Spread out behind the fake books around the room are Sleep Gas bombs, connected to a radio detonator.

5. STAIRS:

Winding stairs lead to the upper floor of the penthouse suite. On the fifth stair, a note reads "Warmer."

Upper Floor

1. CORRIDOR:

This large corridor has pictures of the characters in various situations, including: just when the police raided the Final Ecstasy, when the characters where caught in the riot, when the victim character was arrested for murder, the characters' faces when they saw the photographs sent by the Imp, etc. Each of the doors has some note or sign on it. The door to room #2 has a plaque reading "The War Room" on it. The door next to it, to the washroom, has a sign reading "Conference Room". The door to room #3 has a sign reading "KIMP" on it. The door to room #4 has a sign reading, "Combat Zone", and the door to room #5 has a hand-written sign reading "Boiling Hot! You're almost there!"

2. WAR ROOM:

This room has a large table with a map of the city and is filled with papers describing the victim's routine, common activities, friends and contacts, and so forth. It also has tons of pictures of the victim character from various vantage points and hidden cameras, all around the city and in his own home. Taped to the bottom of the table is a Sleep Gas bomb and a 2kg C-6 bomb, connected to a radio detonator. It will destroy all of the maps and papers in the room.

3. GUEST ROOM:

This room used to be a guest bedroom. It is now filled to the brim with electronics, making up KIMP radio. There are also all sorts of sound-mixing equipment lying around. A picture of the Gremlin stands over the mike, with the inscription KIMP DJ on the bottom. In the large closet to the north of the room, there is a gift-wrapped box with a tag reading "To (victim character's name), best wishes". Inside, there is a 2kg C-6 bomb connected to a radio detonator. It will destroy all of the equipment in the room.

4. GUEST ROOM:

This bedroom was the living quarters of the Gremlin for the past few weeks. It is a complete mess, with empty vials and hypo canisters lying around. All personal affects are gone since the Gremlin has already cleared out. There is a large closet containing a Sleep Gas bomb and a radio detonator. A note lies on top of the C-6, reading, "Handle With Care."

5. MASTER BEDROOM:

This is the Imp's room. There is a large king-size bed, a desk with a computer and other fancy artifacts. There is a huge blow-up of the still-shot of the victim character shooting Oliver, as taken from the altered recording. "Guilty" is written in red across the picture. There is a large washroom and a closet. Sliding doors lead to a balcony. Underneath the bed, there is a Sleep Gas bomb, connected to a radio detonator. The Imp and Gremlin stand here waiting for the characters. Both have harnesses on.

6. BALCONY:

The balcony has two rope attached to it, but is otherwise empty. It overlooks the street below. The ropes are designed for a quick exit.

INTRODUCTIONS ARE IN ORDER

Once the characters make it to the master bedroom, they will see the Imp and Gremlin standing there wearing harnesses. The Gremlin is holding his weapon, guarding the Imp from attacks. He will caution against attacking. The Imp will speak, and while he speaks, he secretly sets off the sleep gas bombs, which silently release the gas (Very Difficult Awareness to detect):
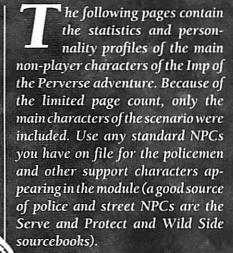
"So kiddies, you finally made it to my humble abode. I'm impressed, it only took a week or so. Not bad for a collection of amateurs. And, (victim character's name), I'm impressed that you made it, I would've thought you'd be a little on the loony side. A pity, you deserve it so. But you've paid for your crime so we're even now. Pleasant dreams, I've gotta drop out now."

With that, he and the Imp will jump out the window and fall half the way, rappelling the rest. By this time, the gas has filled each of the rooms, but the Imp and Gremlin's Nasal Filters protect them. This gives them a +4 against the gas, +2 since they knew about it. All characters must make a BOD check or fall asleep. Successful checks means only drowsiness, -2 to all stats. The characters may react and attack if they stay awake. If they cut the ropes, they discover that the Imp and Gremlin have suction cups to allow them to descend safely. Their headstart will ensure their get-away (their van is parked nearby). Now, the characters can continue pursuit or leave it be. The Imp has had his revenge and is content to let things go.

The following pages contain the statistics and personality profiles of the main non-player characters of the Imp of the Perverse adventure. Because of the limited page count, only the main characters of the scenario were included. Use any standard NPCs you have on file for the policemen and other support characters appearing in the module (a good source of police and street NPCs are the Serve and Protect and Wild Side sourcebooks).

THE IMP OF THE PERVERSE

Handle: Imp of the Perverse
Role: Spook
Real Name: Andrew Herodotus
Specialty: Intrusion/Surveillance

STATS:

INT: 11	REF: 5	TECH: 10	COOL: 6	ATTR: 4	LUCK: 5	MA: 6
BODY: 3	EMP: 3	PSY: 10	SAVE: 3	BTM: -1	DM: -1	

DESCRIPTION:

Sex: M   **Age:** 26   **Ethnic Origin:** Hawaiian/Greek   **Hair Color:** Dark Brown
Hair Style: Wild & All Over   **Height:** 5'6   **Weight:** 120lbs   **Eye Color(s):** Brown
Dress & Style: Eji of Japan   **Distinguishing Features:** Angled mirrorshades, small horns, glowing red eyes, constant smirk.

PSYCHOLOGICAL:

Motivation: Vengeance   **ExMode:** Extrovert, Assured   **InMode:** Perverse
Disorders: Obsessive   **Quirks:** Mischievous, Cruel, Precise   **Dedication:** Church of SIN +3

SKILLS:

Skill	Level	Skill	Level
Spy Craft	+6	Awareness	+5
Electronic Security	+4	Electronics	+6
Basic Tech	+4	Streetwise	+5
Stealth	+2	Pick Lock	+4
Photo & Film	+2	Hide/Evade	+4
Driving	+2	Shadow/Track	+5
Disguise	+2	Video Manipulation	+6
POWER: Hypnological	+3	Library Search	+2

CYBERWEAR:

Shift-Tacts; Motion Detector; Subdermal Pocket; Cyberaudio: Radio Splice; Nasal Filters.

OUTFIT:

Uzi Miniauto 9, Techscanner, Tech Tool Kit, B&E Tools, Electronics Toolkit, Goggles, 10 Paint Spraycans, Cellular Phone, Voc & CodeDecryptor, Security Scanner, Jamming Transmitter, Tracking Device, 10 Tracers, 4 Remote Sensors, 5 Remote Transmitters, Laser Mike, 4 Omega Phone Taps, 10 Bugs, 4 Microcameras, 10 MicroAmps*, Surveillance Van, Penthouse w/Full Surveillance Suite, Radio Broadcasting Station (see KIMP). *These microdots pick up a specific frequency and rebroadcast it at 50x the strength for a 20m radius.

BACKGROUND:

The Imp, born Andrew Herodotus, the only child of a top diplomat, grew up with a close-knit group of friends. His worst childhood trauma was of being hunted by a stalker who was trying to get at his father through him. He regarded that experience as the most terrifying one could live, so has decided to inflict it on his enemy.

Andrew was a born snoop, always wanting to know what other people were up to. He found work as a top surveillance expert for the police. However, he is not a very stable or likable person and at some point got into a bitter fight with a character. At this time, he vowed to get even.

As time went by, Andrew became increasingly erratic, which led to his dismissal from the force. He decided to go private, doing spook work. While he is an acknowledged expert, he only works with one other person, Eli Takei, aka the Gremlin. His more bizarre hobbies include the church of SIN; he enjoys their extravagance, as he is quite wealthy.

Now, he is obsessed with getting back at not only the person who slighted him, but all of that person's friends as well. He has suspended all other assignments in his quest, and will not be dissuaded from it.

INTERACTION:

The characters will probably encounter the Imp after they have been put through hell. They will most likely want to interact with him using their guns. Nevertheless, he will remain calm until it seems that all is truly lost, at which time he will try to disappear. He is more likely to confront opponents from the security of a room a few blocks away. And, in this case, he will be most gleeful in his torment of the character.

THE GREMLIN

Handle: Gremlin
Role: Tech

Real Name: Eli Takei
Specialty: Hustler

STATS:

INT: 8	REF: 7	TECH: 9	COOL: 5	ATTR: 6	LUCK: 6	MA: 10
BODY: 5	EMP: 6	PSY: 5	SAVE: 5 (10) BTM: -2	DM: +0		

DESCRIPTION:

Sex: M   Age: 23   Ethnic Origin: Indonesian/Japanese   Hair Color: Dark Green
Hair Style: Short, Spiked   Height: 5'6   Weight: 140lbs   Eye Color(s): Cat's Eyes
Dress & Style: Green Striped Urban Flash   Distinguishing Features: Mirrorshades, Smiling

PSYCHOLOGICAL:

Motivation: Excitement   ExMode: Extrovert, Happy   InMode: Hedonist
Disorders: Manic, Hallucinates   Quirks: Loquacious, Addict, Nervous, Conceited
Dedication: Church of SIN +5

SKILLS:

Skill	Level	Skill	Level
Jack of All Trades	+6	Awareness	+4
Gambling	+3	Persuasion	+6
Driving	+2	Seduction	+4
Disguise	+4	Handgun	+4
Wardrobe & Style	+2	Emotive Music	+5
Electronic Security	+2	Electronics	+2
Basic Tech	+4	Streetwise	+6
Stealth	+3	Pick Lock	+3
Oratory	+4	Performance	+4
Melee	+4		

CYBERWEAR:

Shift-Tacts; Techhair; AudioVox; Nasal Filters; Voice Synthesizer; Rippers (both hands); Cyberaudio: Amplified Hearing, Wearman, Wide Band Radio Scanner, Radio Splice.

OUTFIT:

Dai Lung Streetmaster, Shoulder Holster, 2 Clips, Kevlar Vest, Binoglasses, Airhypo, 6 hypos of Black Lace*, Vial of 5 doses of Synthcoke II**.

*While he is on this drug, (all the time) use the stats in parentheses. (-2 on all Stress checks, +2 on all Initiative checks, -4 from Provocation checks, has flashbacks and must make COOL check every day or attempt suicide)

** When he thinks he is in danger, he shoots up Synthcoke, gaining +3 on Awareness checks, but with -4 to COOL checks)

BACKGROUND:

The Gremlin's past is not all that well-known. He showed up on the streets a few years ago, bouncing between jobs as a DJ, a drug dealer, and at one point a security consultant (he lied his way into the job). Not the most reliable sort, he doesn't last long at his jobs.

One day, he found the Church of SIN: a place to call home. There he got Black Lace, which is now his drug of choice, and a life of leisure without a care in the world. This is where he met the Imp. They seemed to hit it off right away, so when the Imp offered Gremlin a job DJing a pirate radio station, it was only a matter of when and for how much.

Now, Gremlin does all sorts of odd jobs for the Imp, including running the radio station. He loves the constant excitement, the thrill of the chase, etc. He doesn't care what he is doing to the characters — his only concern is his next dose of Lace and having fun.

INTERACTION:

If the characters ever actually interact with Gremlin, he will talk a mile a minute, vibrating a bit, eyes always darting around the room. He cannot stop smiling, and laughs at pretty much everything. He cannot be relied upon for any real coherent information, which he will be adverse to giving anyway. He likes the Imp and thinks he's a real "cool dude", so will avoid betraying him. However, he is a slave to his addiction, and would sell out anyone to get a desperately-needed fix.

OLIVER

Handle: Oliver
Role: Fixer

Real Name: Oliver Hill
Specialty: Personnel

STATS:

INT: 6	REF: 5	TECH: 5	COOL: 7	ATTR: 7	LUCK: 5	MA: 5
BODY: 6	EMP: 7	PSY: 4	SAVE: 6	BTM: -2	DM: +0	

DESCRIPTION:

Sex: M   **Age:** 25   **Ethnic Origin:** Burmese   **Hair Color:** Black
Hair Style: Short, Neat   **Height:** 5'7   **Weight:** 135lbs   **Eye Color(s):** Brown
Dress & Style: Muscleshirts, Jeans   **Distinguishing Features:** Spiked Gloves

PSYCHOLOGICAL:

Motivation: Social Status   **ExMode:** Extrovert, Assured   **InMode:** Greedy
Disorders: None   **Quirks:** Absent-Minded   **Dedication:** None

SKILLS:

Skill	Level	Skill	Level
Streetdeal	+4	Awareness	+2
Forgery	+2	Persuasion	+4
Handgun	+3	Brawling	+3
Disguise	+3	Intimidate	+5
Human Perception	+4	Streetwise	+6
Social	+4		

CYBERWEAR:

Decentralized Heart.

OUTFIT:

Militech Arms Avenger, Shoulder Holster, 2 Clips, Kevlar Vest, Cellular Phone, 6 cans of 'Dorph Again*, Ferret PseudoPet "Fang", Citycar, Apartment.

*While he is on this drug, (20% of the time) use the stats in parentheses. (-4 on all Stress checks)

BACKGROUND:

Oliver is a low level street dealer who deals in people. He doesn't have much of a past — just a standard street dealer with a penchant for fancy pseudopets.

Fang, his pride and joy, can always be seen on his person, climbing around, sniffing at whatever comes close. Unfortunately, work has been a little light these days, and Oliver has become delinquent in his payments on the Pet. He still owes over 2000eb on it, and a Reaper (Cynthia) is on the way to repossess it.

His habit of working for favors just isn't paying the bills. He does jobs with promises of service in return. He also pays most debts in the same way. This is his way of making it to the top. One such favor is owed to the Imp. Now the Imp is collecting by having him deal with the characters. Oliver is not aware of anything special involved in this job, and will keep the Imp's privacy safe.

INTERACTION:

Oliver always seems like he is in complete control, even when he isn't. He speaks calmly and smiles a lot, as if reassuring the rest of the world. He is often petting Fang. He will provide the characters with whatever information they are supposed to have, feigning ignorance of any further knowledge of the mission.

If the characters catch up to him later, he will be very nervous, constantly drinking a can of Dorph. He will be very eager to sell out the Imp, but only if the characters will deal with the Reaper that is after him. Otherwise, he will be extremely reluctant to say anything. Of course, threatening Fang could make him more eager to talk.

CYNTHIA

Handle: The Hook
Role: Reaper

Real Name: Cynthia Kanito
Specialty: PseudoPets

STATS:

INT: 7	REF: 7	TECH: 6	COOL: 6	ATTR: 6	LUCK: 4	MA: 7
BODY: 8	EMP: 4	PSY: 3	SAVE: 8	BTM: -3	DM: +1	

DESCRIPTION:

Sex: F **Age:** 26 **Ethnic Origin:** Korean **Hair Color:** Black
Hair Style: Short, Neat **Height:** 5'5 **Weight:** 150lbs **Eye Color(s):** Brown
Dress & Style: Gibson Battlegear **Distinguishing Features:** Hook earrings.

PSYCHOLOGICAL:

Motivation: Love of Duty **ExMode:** Introvert, Aloof **InMode:** Unforgiving
Disorders: None **Quirks:** Miserly, Precise **Dedication:** None

SKILLS:

Skill	Level	Skill	Level
Trace	+6	Awareness	+4
Streetwise	+6	Intimidation	+6
Persuasion	+2	Shadow/Track	+4
Pick Lock	+4	Martial Art (Karate)	+4
Handgun	+4	Electronic Security	+2
Library Search	+4	Disguise	+2
Athletics	+4	Martial Art (Aikido)	+6
Human Perception	+4	Rifle	+4

CYBERWEAR:

Skinwatch; Nasal Filters; Subdermal Armor; Cyberaudio: Voice Stress Analyzer, Wide Band Radio Scanner, Homing Tracer; Cyberarm (R): Realskinn, Hook Hand*.
*Hook Hand can extend a hook that causes 3d6 damage if it hits.

OUTFIT:

Pursuit Security Webgun*, Militech Taser, 6 EMP Grenades, Gibson Battlegear clothing, Cellular Phone, B&E Tools, Plaskuffs, First Aid Kit, Sleeping Bag, Nylon Carrybag, Cage, Max Interceptor car.
*If hit, must make Near Impossible BOD & REF check to escape.

BACKGROUND:

Cynthia is known on the street as the Hook because of her unique cybernetic hand that resembles a hook, and due to its design, causes a great deal of flesh-ripping when it hits. It normally looks like a semi-normal hand, with -3 REF.

She has been a Reaper for a few years, and has an excellent track record. Right now, she has been taking the smaller contracts, just for the money and to give her time to get a better reputation. Her current contract is Oliver's pseudopet. The dealer that he bought it from wants his money, and she is sanctioned to collect the money or the pet.

INTERACTION:

Cynthia is very single-minded, and rightfully so. If she does not collect the Pet or the money, she will have failed this assignment. She is working to build a perfect record of success. Thus, she will be stubborn in her efforts to regain either. She will otherwise be aloof and not very friendly — she didn't become a Reaper for the social life.

ECSTASY SECURITY

Role: Solo   Specialty: Security

STATS:
INT: 5   REF: 6   COOL: 5   MA: 5   BODY: 8   EMP: 5   SAVE: 6
BTM: -3   DM: +1

SKILLS:

Skill	Level	Skill	Level
Combat Reflexes	+4	Awareness	+4
Handgun	+2	Brawling	+4
Melee	+5	Intimidate	+6

EQUIPMENT:
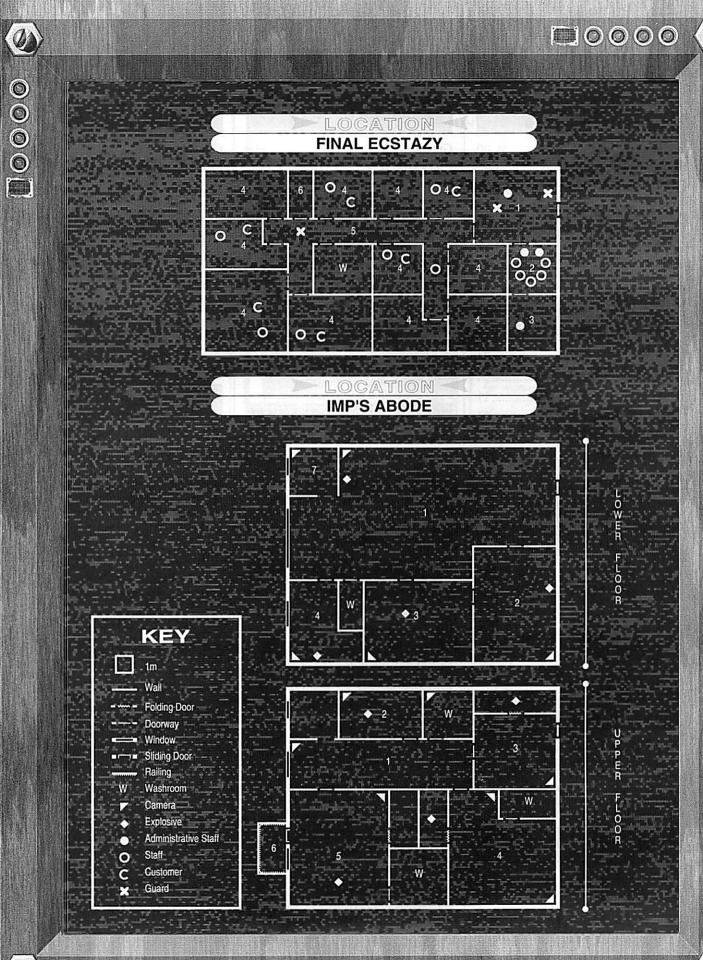Dai Lung Streetmaster; 2 extra Clips; Billy Club; Kevlar vest.
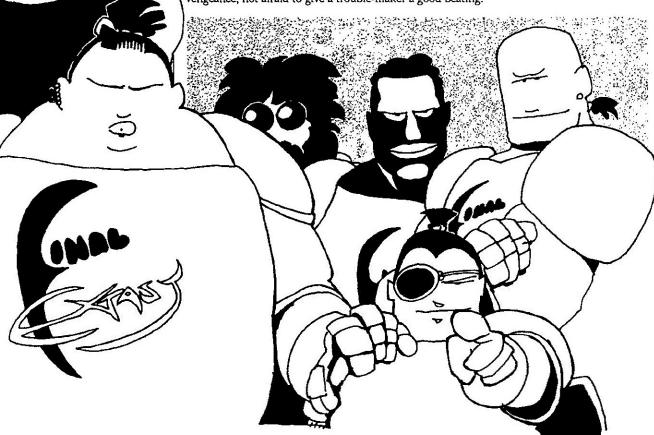
BACKGROUND:
There are six security guards on hand at all times at the Final Ecstasy. They are big tough guys used to dealing with drunken jerks. They are not used to being assaulted by strike teams, however. They will most likely use their clubs in combat, being only minimally skilled with their pistols, which are more for show than anything.

INTERACTION:
The guards are curt, but polite with customers. With other people, they are mean and intimidating, with orders to "get rid" of non-paying customers. They follow these orders with a vengeance, not afraid to give a trouble-maker a good beating.

FINAL ECSTAZY

IMP'S ABODE

KEY

- ⬜ 1m
- ── Wall
- ▩ Folding Door
- ┄ Doorway
- ▭ Window
- ▭ Sliding Door
- ── Railing
- W Washroom
- ◥ Camera
- ◆ Explosive
- ● Administrative Staff
- ○ Staff
- C Customer
- ✕ Guard

LOWER FLOOR

UPPER FLOOR

—CYBERPUNK HORROR ENCYCLOPEDIA—
ALTERNATE REALITY UNIVERSE SOURCEBOOKS

GRIMM'S CYBERTALES

A sourcebook for use with Cyberpunk 2.0.2.0., licensed from R. Talsorian Games. Grimm's Cybertales complements Night's Edge and focuses on humanity's dark side as a strong source of horror role-playing. It sheds light on the dark and enigmatic cults of the Alternate Reality Universe. In Grimm's, nowhere is safe; stalkers, mass murders and terrorists provide a mundane source of horror on the streets, while unknown beings stalk the Net and still others ensure that even one's sleep is not safe anymore. Also includes a unified magic system that is based upon a mixture of belief, chemistry, slight-of-hand and a touch of psychic powers. 128 pgs.
For Mature Gamers.
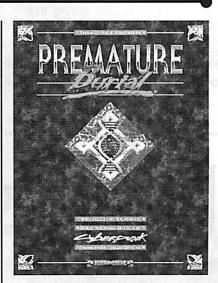
ICP-110 .... $16.95

PLAYGROUND

Welcome to the virtual reality amusement parks where you can seek the ultimate hedonistic experience! Or at least, that's the official line. What the corporation won't say is that Playground's creator has been assaulted in the Net and now wants revenge. Add a team of vampire solos chasing her and the players are in the midst of a dangerous hunt. 64 pgs.
For Mature Gamers.

ICP-115 .... $11.95
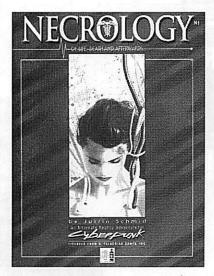
PREMATURE BURIAL

A new adventure dealing with terrorists, secret societies and cloning, all brought together in a brilliant plot to overthrow a company's owner. The attempt fails and the plotters start winding up dead. The players must try to sort out the whole affair. But they had better hurry because they already know too much and both sides want them dead. 80 pgs.
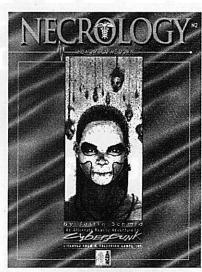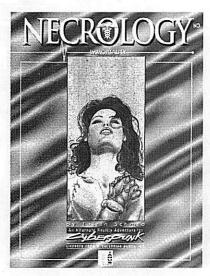*For Mature Gamers.*

ICP-117 .... $13.95

NECROLOGY

A complete trilogy of Alternate Reality Adventures for CYBERPUNK 2.0.2.0., licensed from R. Talsorian Games.

N1: NECROLOGY

There's a new fad in 2020: flatlining! Now anyone can experience life after death without any real risk to themselves. Sounds too good to be true? It is up to the players to find the catch. Written by Justin Schmid. 32 pgs, full color cover.

ICP102 (CyberPunk 2020 Module) .... $8.95 US/Can.

N2: NOW I LAY ME DOWN...

There's a killer on the loose! Mass murderers are quite common in 2020, but this one (if it is indeed only one person) does it in different ritualistic manners. Can the players figure out what is going on before they are next on the list? Written by Justin Schmid. 32 pgs, full color cover.
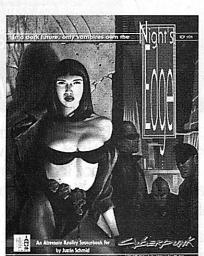
ICP104 (CyberPunk 2020 Module) .... $8.95 US/Can.

N3: IMMORTALITY

This time the players are warned of danger by a voodoo priest who, of course, wants to help them out. Knowing that they were up against such a priest in the last adventure, can they trust him? Will he help them defeat the larger menace? Written by Justin Schmid. 32 pgs, full color cover.

ICP105 (CyberPunk 2020 Module) .... $8.95 US/Can.

NIGHT'S EDGE

An Alternate Reality Sourcebook for CYBERPUNK 2.0.2.0., licensed from R. Talsorian Games. Includes everything you need to know about vampires, vampire hunters, lycanthropes and were-wolves. The ultimate sourcebook for techno-horror in the Cyberpunk world! Written by Justin Schmid. 96 pgs, full color cover, squarebound.

ICP101 (CyberPunk 2020 Sourcebook)
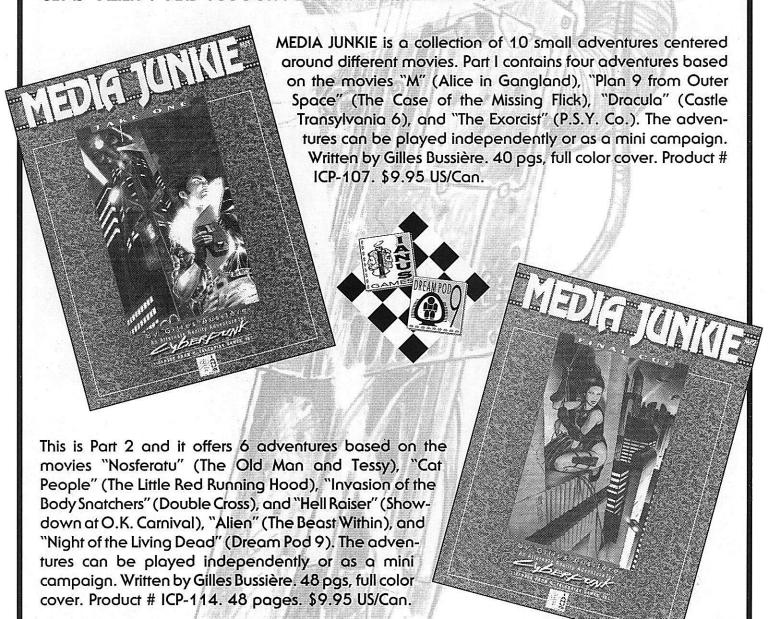............................... $14.95 US/Can.

SURVIVAL OF THE FITTEST

An Alternate Reality Adventure for CYBERPUNK 2.0.2.0., licensed from R. Talsorian Games. Rumors abound of a mysterious stranger and of his ties to blood drained corpses found around Night City. When the players are hired to find a missing person, do they really know what they are getting into? To play with NIGHT'S EDGE. Written by Gilles Bussière. 32 pgs, full color cover.

ICP103 (CyberPunk 2020 Module) .... $8.95 US/Can.

MEDIA JUNKIE

ALTERNATE UNIVERSE MODULES FOR CYBERPUNK 2.0.2.0.

A SIMPLE ENOUGH JOB: FIND 10 MOVIES FOR THIS TOTAL MEDIA JUNKY. WELL PAID TOO. AS AN ADD ON, NO REAL DEADLINE. SOUNDED TOO GOOD TO BE TRUE. MAYBE IT WAS. EVER SINCE YOU TOOK THIS JOB, YOU'VE HAD THE STRANGEST THINGS HAPPENING TO YOU. LIKE THAT CREEP YOU MET IN HIS CASTLE WHEN YOU "RECOVERED" THE COPY OF THE ORIGINAL "DRACULA". AND YOU STILL HAVE THE FEELING THAT SOMEONE IS FOLLOWING YOU. THE NEXT MOVIE YOU HAVE TO GET IS "ALIEN". AND YOU DON'T EVEN WANT TO THINK ABOUT WHAT MIGHT HAPPEN...

MEDIA JUNKIE is a collection of 10 small adventures centered around different movies. Part I contains four adventures based on the movies "M" (Alice in Gangland), "Plan 9 from Outer Space" (The Case of the Missing Flick), "Dracula" (Castle Transylvania 6), and "The Exorcist" (P.S.Y. Co.). The adventures can be played independently or as a mini campaign. Written by Gilles Bussière. 40 pgs, full color cover. Product # ICP-107. $9.95 US/Can.

This is Part 2 and it offers 6 adventures based on the movies "Nosferatu" (The Old Man and Tessy), "Cat People" (The Little Red Running Hood), "Invasion of the Body Snatchers" (Double Cross), and "Hell Raiser" (Showdown at O.K. Carnival), "Alien" (The Beast Within), and "Night of the Living Dead" (Dream Pod 9). The adventures can be played independently or as a mini campaign. Written by Gilles Bussière. 48 pgs, full color cover. Product # ICP-114. 48 pages. $9.95 US/Can.

IANUS GAMES

The Cities of the future are chaotic jungles of neon and steel, filled with millions of human beings. They are set upon huge expanses of land, erupting with vertical pillars of commerce. There is a place for each of the inhabitants: they all have a home, a workplace and a favorite leisure spot. Whether these are all found on the street or spread across the city, they all have places to go, people to meet, and things to do.

And now, so do you.

DARK METROPOLIS is a city-life sourcebook detailing what life is like in the City of 2020, especially in the Alternate Reality Universe. It is definitely a must-have for any ARU gamemaster. DARK METROPOLIS offers a close examination of the major institutions (legal and other) of the City and new details to make city life more interesting, including additions to the Life Path and detailed drug design and equipment malfunction rules.

RECOMMENDED FOR MATURE READERS