

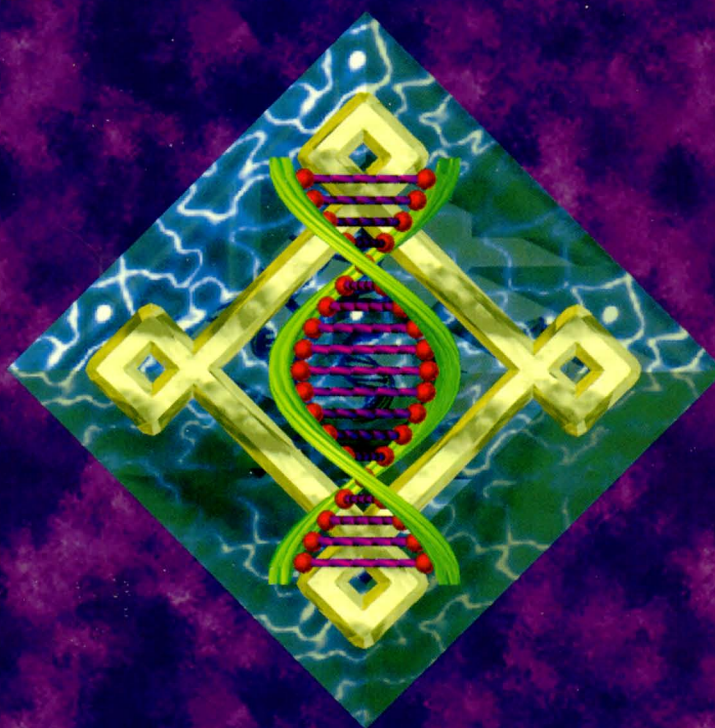


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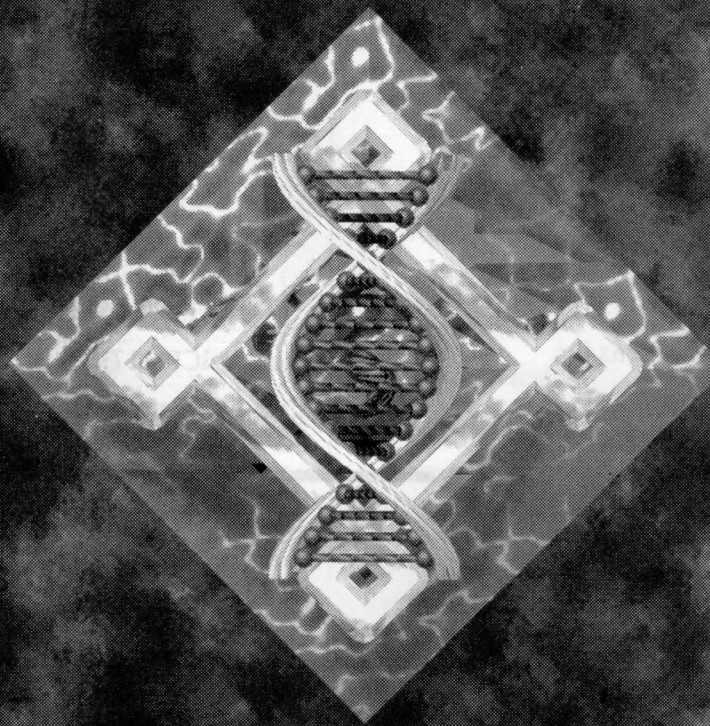


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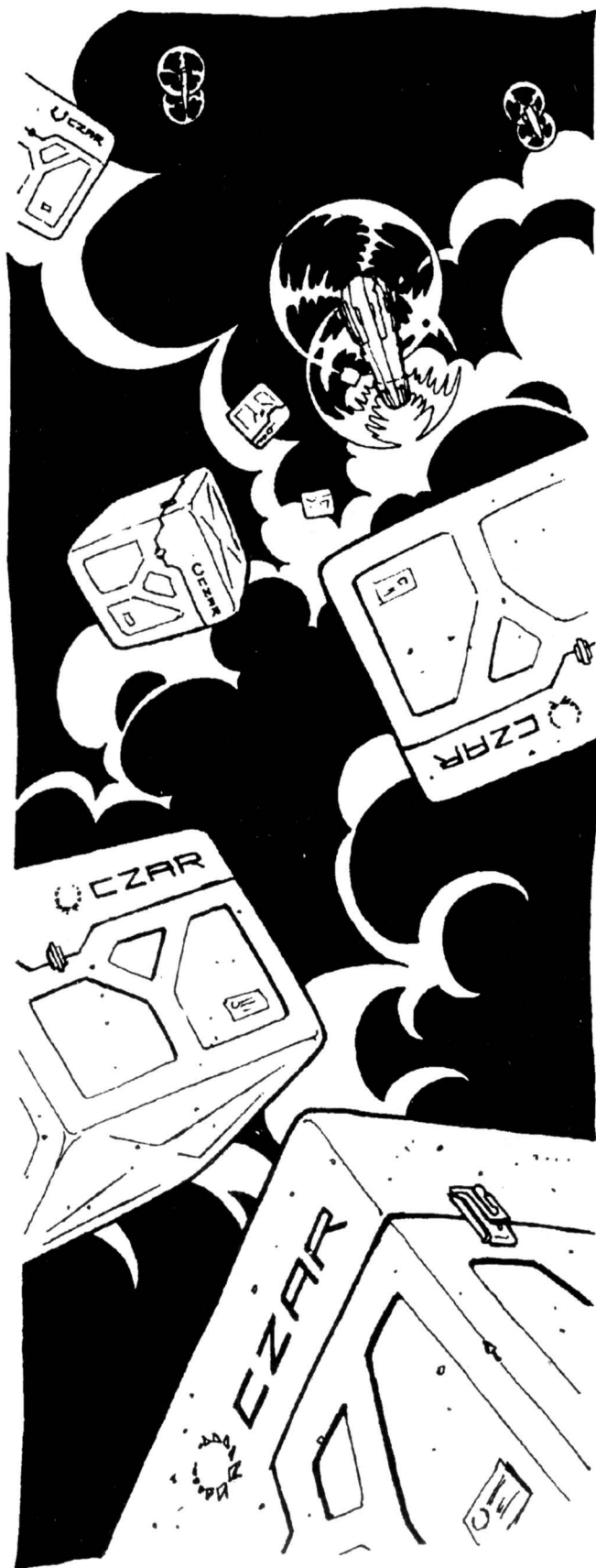
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Introduction



This Alternate Reality Universe adventure reveals the scheming and devious nature of humanity. The high-tech world of cyberpunk is juxtaposed against the oldest form of conspiracy: to overthrow one's leader and seize power for oneself. This scenario brings many elements introduced in Grimm's *Cybertales* together into a convoluted plot befitting only the Cyberpunk Alternate Reality Universe.

The adventure can be incorporated into an existing *Cyberpunk 2.0.2.0.* campaign, and has little danger for novices. The players must solve the puzzles presented and uncover a conspiracy. While Grimm's *Cybertales*, the *Night City Sourcebook* and *Chromebook* are recommended for this adventure, they are not necessary. All you need is the *Cyberpunk 2.0.2.0.* game and a fascination with the dark side of humanity.

ADVENTURE BACKGROUND

Czar Inc. is a multinational corporation dealing primarily in mass-produced plastic goods. While they are based out of Night City, the company's factories are all located in Russia, for cheap labor.

Recently, the company got into trouble with the legendary "Dump". A shipload of polymer copies of Soviet weapons that the company mass-produces was dumped in the city. This of course broke import regulations, not to mention city arms legislation.

The police, however, were tipped off about the shipment and were waiting in port for the ship. The captain of the vessel had the foresight to arrange for transport helicopters to be on standby. The helicopters moved in and were quickly loaded before the police could react. By the time they did reach the ship, half of its cargo was being carried off by a dozen helicopters.

City air control was called in and managed to force three of the helicopters to land and shot another three out of the sky. However, the other six managed to drop their loads or escape to secret warehouses. It is estimated that over 1,000 fake AK-47s, perhaps 700 imitation Makarovs and thousands of hand grenades, all illegal, hit the streets due to this event.

The blame was quickly laid on the shoulders of Czar Inc. It was no doubt their weapons. The city called for the resignation of Julius Romero, the owner of the company. However, being a great public speaker, he managed to convince city officials that this shipment had been stolen by Gestaph terrorists who had been plaguing his factories in





Russia for years. They had loaded the weapons onto the ship and brought them here to embarrass him.

The story was bought by the government and media, so the company was not shut down. The media are curiously unaware that the Gestaph is a fictional terrorist organization.

It turns out that it was, in fact, not Romero's fault. The seven senior executives of the company were involved in an intricate plot organized by the Shepherds (a secret society) and staged the event to force him into retirement. That attempt failed, and so they hatched a new plan, again under the supervision of the Shepherds.

They decided that he had to lose control of the company, permanently. In other words, they had to kill him. Fearing for their own careers and lives, they could not risk police investigation: they had to kill him in such a manner that the police and media would never suspect it was a murder.

Obtaining a sample of Romero's DNA, they ordered Genotech, a genetic research company owned by the Czar corporation, to make a clone of Romero. The clone's age was accelerated to Romero's through a new process stolen from the Biotechnica labs. One night, the Seven (as the senior execs are called) surrounded the real Romero, killed him, and put the clone in his place.

Or at least that's what they thought they did. The real Romero, being no fool, discovered their plot months ago. He convinced the clone that it was the real Romero, and put him in his place on the night of the assassination. He then gladly played the role of the clone, plotting to kill the Seven in the coming week.

Unfortunately for Romero, though, the clone was not killed. It lapsed into a catatonic state, which made the Seven think it had died. They then disposed of the corpse in a ditch outside of the city. A passerby noticed the body.

Had this been an ordinary citizen, the police might have been notified. However, this was a Dark Ghoul who enjoyed picking up bodies for his own sick pleasure. The body was brought home and put on ice.

ADVENTURE SUMMARY

The adventure begins with the discovery of the clone. His memory is very clouded and the attempted murder has driven him insane. He now believes himself to be the real Romero, and will try to persuade the characters to help him, as he does not remember what exactly happened to him. He just wants to get "his own" life back.

Assuming the characters agree to help him, they will soon discover that the police are not investigating his murder. In fact, there is not even a missing persons report regarding him. If the investigate further, they will find that Romero is still alive and in his place. At this point, the clone will offer the characters money or whatever they want to help him recover his position from the impostor.

The difficulty increases once the real Romero and/or the executives realize that the clone is still alive. Romero wants it killed because it might tip off the executives to his plan, and the executives want it dead because they think it is the real Romero.

The Seven will send hit teams after the clone and the characters to silence both, while Romero will send terrorist friends after them, meanwhile sending a special assassin after the Seven. Their tactics will be ruthless, but secrecy will always be a paramount concern.

The Ghoul will resurface at the most inopportune time, announcing his find of the body. At this point, the media and police will begin investigating the case.

The clone will ultimately attempt to assume Romero's place, going to any length to achieve his goal. Romero will do anything to defend his position, with the characters caught in-between. They face a difficult decision, as the clone is unstable and will probably have them killed if he wins, and Romero is a treacherous man.

Meanwhile, the Shepherds will remain in the background, lending assistance to the Seven when needed, but always ready to deny any involvement in the whole affair. They will remain resolute in their denials even in the face of incontrovertible evidence.

RECOMMENDED CHARACTER ROLES

It is recommended that the character team include a Medtechie or a character with a high skill level in First Aid. The Netrunner, Solo and Cop roles would also be useful, though are not necessary to the success of the adventure. Almost any role can be used, provided the players are intelligent and on their toes.

Characters who are Shepherd cult members should not be played in this adventure as they would have too much knowledge of the workings behind the scenes. However, this could also serve to add an interesting twist if one of the characters was secretly working with the Shepherds against the rest of the team.





The following information is essential to the smooth running of the adventure. It includes extensive information on Czar Inc., the major company involved in the adventure, and its subsidiary Genotech, which is responsible for the cloning. Additional information concerning the Shepherds details their conspiracy to rule the world, and a terrorist group dominant in Europe is examined. Any information in *italic* in these sections is not public knowledge, generally only known to a select few individuals.

CZAR INC.

Polymer plastics production & distribution

- Headquarters: Night City
- Regional Offices: Rome, Leningrad, New York, Paris, Berlin, Hong Kong.
- Name and Location of Major Shareholder: Julius Romero, Night City, holding 76.2% of total shares.
- Employees:

Worldwide	Troops	Covert
250,000	1,500	20

HISTORY

Czar Incorporated is a multinational corporation dealing primarily in mass-produced polymer plastics and related goods. While they are based out of Night City, the company's factories are mainly located in Russia, where labor is still relatively cheap.

The company was founded by his father, Guiosepe Romero in 1993, using the collapsed Soviet Union's factories and cheap labor. Julius Romero joined the company in 2006 and *secretly began converting factories to produce cheap weapons for his terrorist friends.*

In 2012, Guiosepe died, giving Julius full control of the company. The company expanded rapidly, buying many smaller firms, including Genotech Ltd. In 2018, the senior executives are all forcibly retired and a new group is brought in by Julius, known as the Seven. *All of them are in fact Shepherd members.*

In 2019, the Dump occurred, tarnishing the name of the company. However, Julius Romero managed to persuade the world that it was the Gestaph terrorists who arranged the shipment and blocked any further investigation.

MAIN PRODUCTS AND INTENT

The Czar corporation is interested primarily in production of polymer plastics, as well and manufacturing finished prod-





ucts using the plastics. This includes everything from pens to car interiors to computer casings to weapons.

While guns are not their main product, the company has invested a great deal in their production and development. These guns, oddly enough, do not make much money for the corporation. This is in part due to their extremely poor quality and in part due to their being sold below cost to terrorists around the world.

WEAPONS MANUFACTURE

Czar Inc. specializes in the cheap knock-off variety of weapons that the third world likes to use. The majority of the weapons go to terrorist organizations around the world, however, through Romero's connections with the Red Brigade in Europe. This is not such a terrible loss considering that on the open market the guns do terribly. If the company wasn't so diversified, it would have gone under years ago.

Name	Type	WA	Con	Avall	Dam/Ammo	#Shots	ROF	Rel	Ran	Cost
Czar Beretta	P	-1	P	C	1d6 (5mm)	8	2	UR	40m	50
Light Autopistol, polymer plastic, copy of the Italian Beretta.										
Czar Makarov	P	-1	J	E	2d6+1 (9mm)	12	2	UR	50m	200
Med. Autopistol, polymer plastic, copy of the Soviet Makarov.										
Sidekick	P	0	J	C	3d6 (11mm)	8	2	ST	50m	350
Hvy. Autopistol, polymer plastic, new design, similar to Colt .45.										
Czar Skorpion	SWG	-2	L	C	1d6 (5mm)	20	25	UR	150m	350
Light SWG, polymer plastic, copy of the Soviet Vz615 Skorpion machine pistol, however they all come silenced from the factory, making them more difficult to conceal.										
Guardian	SWG	0	N	C	2d6+3 (10mm)	35	25	ST	200m	450
Heavy SWG, polymer plastic, new design, similar to Thompson M1.										
Czar AK-47	RIF	-1	N	E	6d6+2	30	20	ST	450m	350
Assault Rifle, polymer plastic, copy of the Soviet AK-47.										

All of these weapons are made of polymer plastics of varying quality. Most of the weapons, if fired continuously for more than 1 turn, have a 1 in 10 chance of melting. The chance increases by 1 per turn after the first of continued use.

If the gun melts, roll 1d10. On a 1-9, it simply jams; on a 10 the gun explodes, causing 1d6 damage to the shooter's head, chest and arms. These guns are VERY dangerous to the user. If the gun jams, it can be fixed at a gun shop for 50eb, otherwise is useless. An exploded gun is obviously useless.

ROMERO'S PLAN

The company makes the bulk of its profit from over-priced normal products, as well as keeping manufacturing costs to a minimum. Romero loves to exploit the workers in Russia, though the recent revolts there are prompting him to look elsewhere for a possible new location.

He is not especially ambitious, though, which is of concern to his senior executives. The company has not diversified out-

side of the polymer plastics market and the subsidiaries that have been purchased have been drains on the company more than anything. Truthfully, their purpose, and the entire company's purpose, is not for making money, as Romero has plenty of that — enough to satisfy him. Instead, it is to provide aid to his terrorist friends to whom he is extremely devoted. He feels guilty for not having helped them personally, so seeks to help them through weapon supplies. This is what the weapons his factories produce are manufactured for — terrorism. The subsidiaries too are all selected for various tasks related to helping the terrorists.

He also feels guilty at being a corporate leader while supporting terrorists who are seeking to overthrow corporations. This is his biggest worry, but he justifies it by seeing it as a means to an end. This is the second reason why the company is not doing so well: he is subconsciously hindering it from being extremely profitable. It just holds its own, and that makes Romero feel better, as it proves to him that he's not just some greedy corporate monster.



JULIUS ROMERO





KEY PEOPLE

The owner of the corporation is Julius Romero. There are seven senior executives who work with the various divisions world-wide. Winona Childs is the public relations officer who deals with the media and public. These characters are all fully developed in the *Characters* chapter.

STRUCTURE

The Czar corporation is divided into seven divisions, each based out of a separate city. A senior executive is charged with the affairs of each, with eight junior executives working under each senior executive. The seven cities are: Night City, Rome, Leningrad, New York, Paris, Berlin, Hong Kong. Currently, the senior executives are all working out of Night City.

The owner and major shareholder, Julius Romero, maintains absolute control over the company's affairs. Recently however, Romero has been following the top seven executive's suggestions fairly closely (because he is *pretending to be a clone under their control*).

Czar Inc. has always been a family business, with the other major share holders being family members. They can vote against Julius if they wanted to, but because of Julius' controlling interest, such an attempt would be futile. Therefore, the true control of the company lies in Julius Romero's hands.

UNIFORMS, EQUIPMENT AND PERSONNEL

The company is extremely lax in terms of uniforms. At the plants in Russia there are standard work jumpsuits and work ID cards (in response to the recent terrorist attacks).

All business suits have the Czar gold laurel leaf crown symbol on them to identify their relation to the company. The jumpsuits and uniforms have a similar patch sewn onto the front of the suits.

EXECUTIVES

Executives are generally given a free reign in their own departments and run it in their own style. Romero takes care of the weapons manufacture and related interests (being slightly worried that others might discover his dark activities), so the other products are of no concern to him. Business suits are required, however there are no requirements for dark suits or anything of the like. Romero in fact prefers stylish-looking executives due to his European background. The senior executives all wear dark grey business suits of an almost uniform look in protest of Romero's lax attitude. They believe that a more formal dress code is necessary to a smooth-running corporation.

Corporate ID cards are of course standard at the offices. Visible cyberware is not frowned upon. Executives receive Trauma Team cards which are on the company account as well as Citycars. Anything else required for business purposes can be put on the company account as well, and this tends to put quite a drain on the company as Romero does not watch over these expenditures too closely.

The executives do not receive body guards, as Romero has none other than the security at his mansion. He believes that his corporation is not a threat to anyone else, so there should be no concern for threats against any of their lives. If required though, corporate guards would be used, dressed in casual clothing.

CORPORATE GUARDS

There are relatively few guards at the Czar offices. The uniform is light grey, consisting of black boots, the grey jumpsuit, a kevlar vest and grey cap with the company logo. They are issued a Guardian submachinegun, a Sidekick handgun and two stun grenades. The submachinegun is typically only carried when on hazardous duty. They also carry headset communicators, flashlights and handcuffs.

CORPORATE SOLDIERS

The Czar soldiers dress in dark green cammos, looking more like guerillas than anything. Individually, they vary widely, with only their gold laurel leaf crown to identify them as coming from the Czar corporation. Because they are largely found in Russia, where gun laws are a little more lax, they almost always carry their Czar AK-47's. They are also equipped with Sidekick pistols. Their armor includes ballistic nylon helmets, flak vests and heavy leather pants. They have no real rank, organizing themselves according to seniority. Their means are questionable, but they get the job of protecting the factories done.

OFFICES AND KEY FACILITIES

The main offices are found in Night City, located on the 24th to 35th floors of the West City Tower in the Corporate Plaza. While this is the headquarters of the company, it is more of an administrative center.

Access to these floors is not difficult. The elevators stop on these floors, though on every floor there is a Czar Security Guard ready to turn away anyone who does not belong. However, security is not too tight, and one could easily slip in (Average Hide/Evade check) without them noticing. Company personnel all wear ID badges, but if the characters can forge one (Difficult Forgery), they can freely move about until they do something to attract security's attention. The security cameras on each floor feed to the security desk on that floor, and collectively to the mainframe on the 35th floor.





There are a few dozen factories all over Russia which produce under the Czar Inc. name. The rest of the Czar Inc. buildings worldwide are warehouses to store the products, and offices to manage the distribution of such wares.

Leningrad has extensive warehouse facilities around it, especially near the airport, where flights depart a few times a day to locations across the world, delivering Czar products.

RESOURCES AND STOCK

The Czar corporation is not one of the largest corporations world-wide, but it is the leader in its field of polymer plastic products. The company is not fabulously wealthy, but it does have enough resources to afford to squander millions on terrorists and losing ventures. Whether it will continue to survive though is in doubt as the company's profit margin shrinks with every new year.

VALUE OF THE CORPORATION

Czar's total value in assets is 50 billion eurodollars. It is definitely not in the big leagues, though it holds its own. The 50 billion is largely invested in keeping the company running with a few billion spread among the subsidiaries to keep them afloat.

STOCK

Czar is not really a public corporation. There are 50 million shares of stock on the World Market, but 38 million of those shares are held by Julius Romero, who practically owns the company. The rest of the shares are held mainly by family members, some by the executives and a small minority by investors. There is really no board of directors; what Julius says, goes.

RESOURCES-MANPOWER

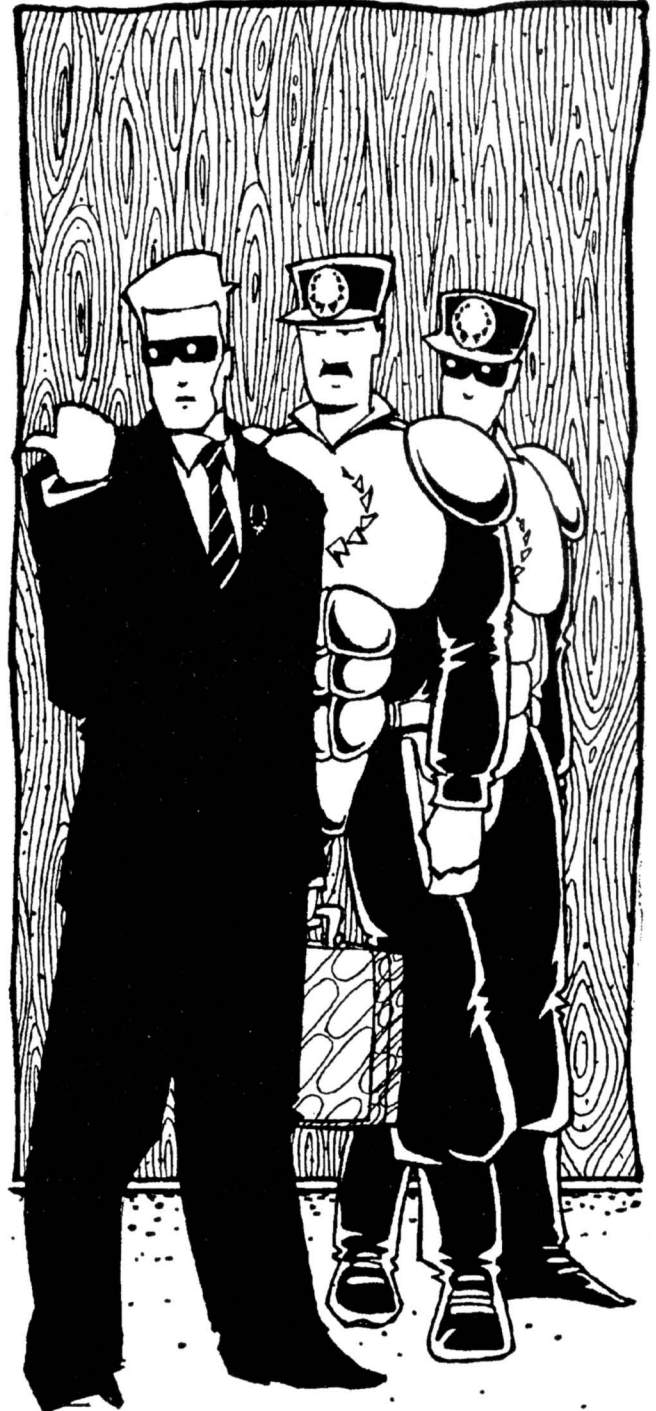
Czar employs nearly a hundred thousand people world-wide, the bulk of that in the factories in Russia. Only ten percent of that is composed of researchers, executives and other white-collar employees. There are 1,500 troops, again largely concentrated in Russia, protecting the factories.

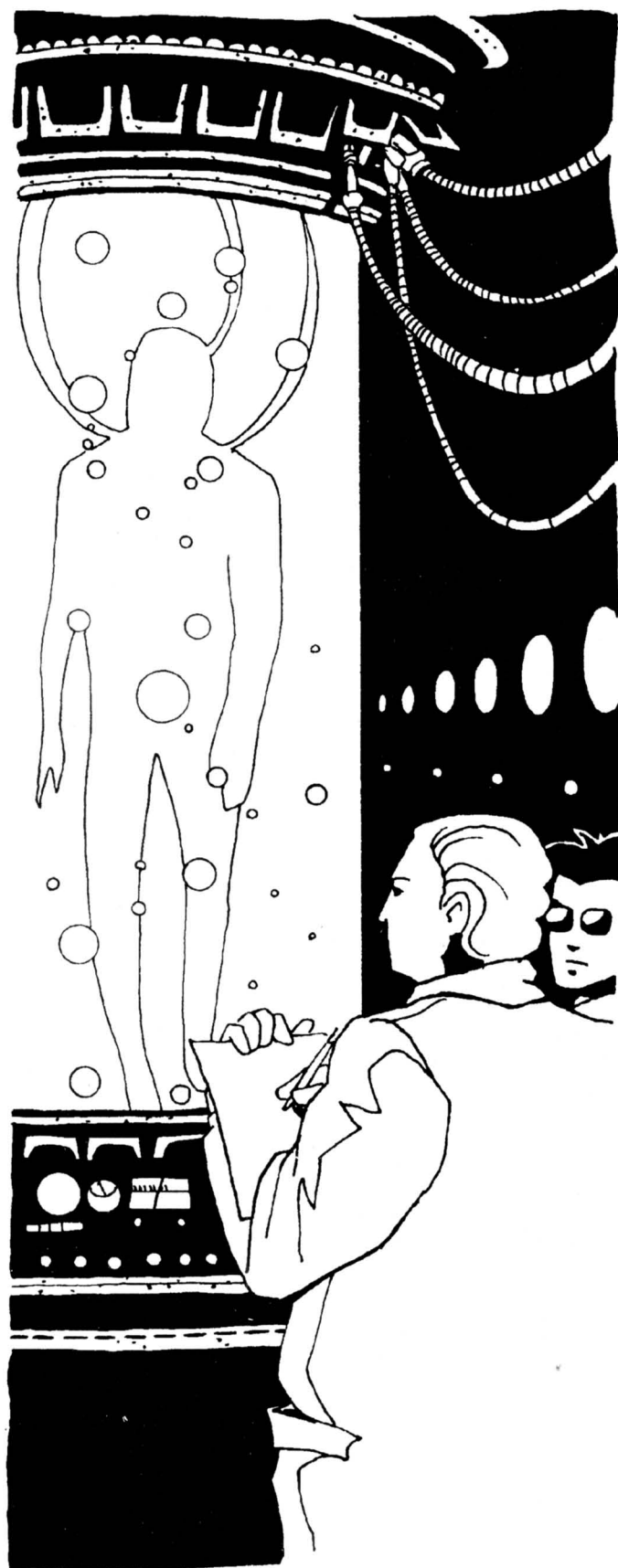
RESOURCES-HARDWARE

Czar Inc. owns eight corporate jets, with seven being assigned to each of the Seven and the last for Romero himself. The company owns two dozen Boeing C-25 heavy cargo aircraft for quick transport of goods. Surprisingly, the company also has a good deal of military crafts. However, they are primarily archaic Soviet fighter jets and tanks from the late 20th century. While they are aged and generally out-matched by modern crafts, the company owns a dozen Mig-25s and two dozen T-84 tanks. They are all kept in Leningrad warehouses, possibly to be sold to special clients.

RESOURCES-BLACK

Czar's most powerful resource is its terrorist contacts throughout the world. Almost every major terrorist force in the world owes Romero for his help. Only those in Russia are opposed to him. However, even more important than these covert allies is Romero's close friendship with the Red Brigade terrorists. This friendship means that Romero can get this group to do almost anything within reason for him, including assassinations, bombings, etc.





SUBSIDIARIES

Czar Inc. is a diversified company, owning several other companies (listed below). As usual, very few people are aware that these companies are in fact subsidiaries of Czar Inc.

- **Genotech Ltd.:** A biogenetics research firm, dealing primarily in bioengineering vaccines, with secondary interests in cloning livestock. It is headquartered in Brussels and has a second lab in Minneapolis. There is a secret lab located in Night City. For more information on this secret lab, see *Secret Lab* below.
- **Demo-N:** A demolitions contracting company, specializing in demolishing pre-21st century buildings. It is based out of Night City, with branches in most North American cities. This company has a subsidiary itself which manufactures explosives, called *Century Explosives*, based near Dallas, Texas. A good deal of these explosives go to terrorist groups around the world.
- **Recon Detective Agency:** A "spook" firm, specializing in low-level surveillance. They have branches in most North American cities, as well, but are based near San Francisco.
- **Tyrrell Shipping:** A shipping company which transports Czar Inc.'s products around the world. This firm has over a dozen freighters and hundreds of smaller ships. It is based near Leningrad. It was a Tyrrell ship that was caught in the *Dump*.

GENOTECH

Genotech is a subsidiary of Czar Inc. It was started in 2016 to research bioengineered vaccines. In 2018, a new division called the MacDonald Group was created to work on cloning animals, then accelerate their growth to adulthood in a short period of time. This technology was eventually attained through corporate espionage from Biotechnica labs on the Crystal Palace.

Its headquarters are in Brussels, Belgium. It is there that the bioengineering research is pursued. There are over two dozen researchers working there, with very tight security. The *secret Tower project* is also going on there, developing viruses. The main goal is a virus which is airborne, highly contagious, but only incapacitates people for a few days. Julius had planned for it to be used by his terrorist friends.

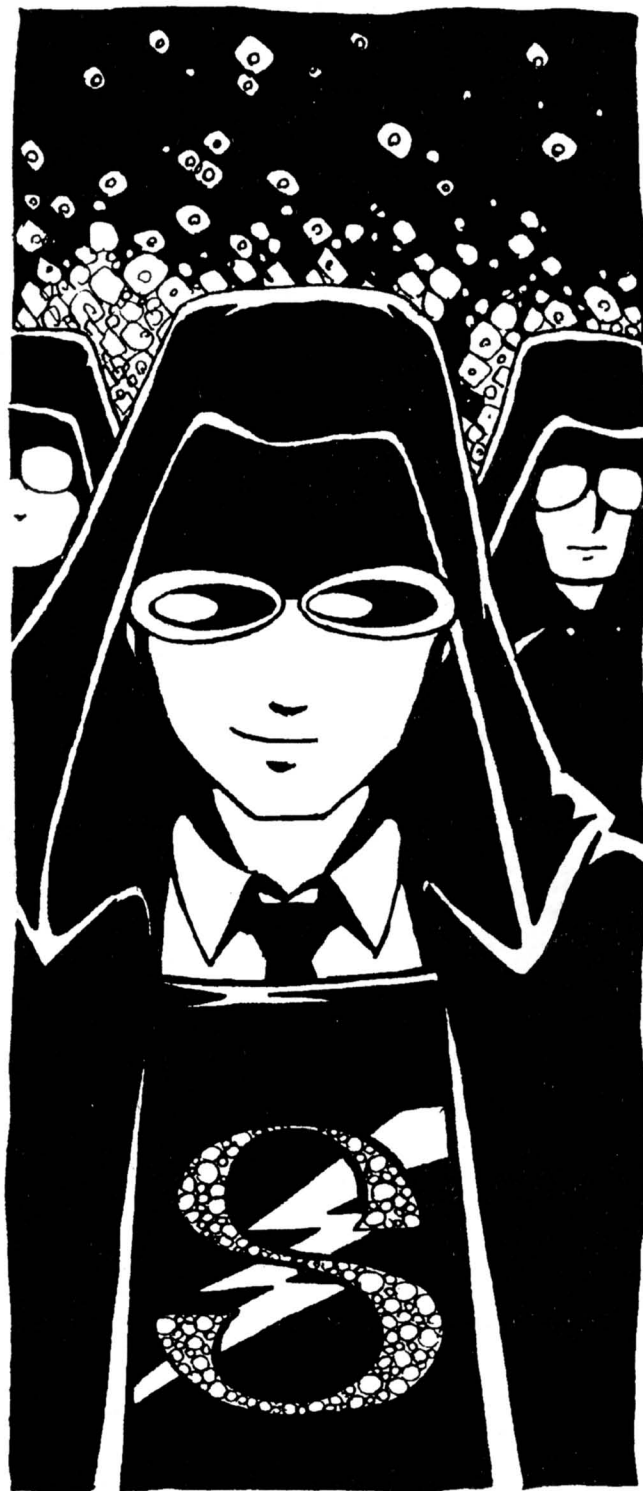
The second laboratory run by Genotech is in Minneapolis. This laboratory is involved in cloning experiments, and has been having a great deal of success. There are no secret projects going on this lab. However, the top three cloning scientists disappeared from it in 2019, along with a good number of support staff. The lab is notably understaffed, since 2019.

There is a third, secret, lab run by Genotech, located in Night City. There are only a dozen scientists working in it, along with





the necessary staff. Their goal was to clone a human being, then feed it information and accelerate its growth past adulthood. They succeeded in their task, and are now perfecting their methods to begin doing it for outside clients. The only people aware of this lab's existence are those working there, the Seven, the clone and Romero.



THE SHEPHERDS

The Shepherds are the central catalyst for this adventure, though their presence may never be felt by the characters. They are the instigators of the murder of Romero and the patrons of the Seven, but due to their secretive nature, they will always keep in the background, avoiding any complicity in the conspiracy.

BACKGROUND

The Shepherds are a secret society that was organized in 1995 in response to the growing crime rates and lack of police protection. Originally a neighborhood watch organization, the group soon developed codes of conduct, rites of initiation and became a cult. By 1998, the group was known throughout the United States and Canada as the Shepherds.

The Shepherds are distinguished for setting up neighborhood watch programs, organizing community events and generally helping out the district they lived in. The majority of the members are male, though female membership is not prohibited, just not encouraged.

They were careful not to infringe upon the police's domain, helping and assisting them instead. This endeared them to law enforcement agencies everywhere who formed a close allegiance with the Order of the Protectors (as they call themselves).

While protecting and supporting the community, however, the Order had its own agenda. It served the less-known function of an "Old Boy Network", as the group restricted women to the lower two levels of the organization. They would provide alibis for those involved in affairs, and support one another when accused of such activity.

There was also the element of favoritism, which was obvious to any outsider. Due to the fact that the majority of the members are businessmen, they provided discounts to one another, or exclusively patronized one another's establishments. This was nothing new to business, but it did mean that those outside of the Order suffered, especially in corporate affairs. It is estimated that over 60% of the corporate executives in North America today are Shepherd members.

The higher levels of the organization make it apparent that this is in fact a cult or at the very least a secret society. At these levels, there are complex conspiracies to monopolize markets or maneuver political events to favor the financial concerns of the members. At these levels, secrecy is at a premium, with death being the penalty for betrayal.

And it is at these levels that the plot to kill Julius Romero was born.





THE SHEPHERDS' PLOT

Note: All of this information is so secret that the majority of the Shepherds are not even aware of it. Therefore, player characters should have no hope of ever learning this information; it is merely here for the GM's benefit.

The true villains behind the plot to kill Romero and seize control of Czar Inc. are the Shepherds. They have put the Seven up to the task, citing various reasons for overthrowing him (for example, he helps terrorists, he is dangerous to the company and the world, etc). While some of these reasons are true, it is not their real motive for taking over the corporation.

The actual motive is part of a complicated scheme by the Masters of the Shepherds to ensure the Shepherds' position in the world. To accomplish this, the organization needs a strong foundation from which to work. This foundation has already been initiated by the various Masters who are owners or major stockholders in large corporations. For example, the major stockholder in Worldsat Communications Network is a Master in the Order, and members have enough stocks to counter Howard Merrill's majority holding in Merrill, Asukaga & Finch should they ever wish to seize control of it.

The goal of the Masters' Circle is to control a major company in every field of commerce, as well as minor ones to serve as inconspicuous secondaries to use as they wish without all the media attention that is given to larger companies. The Czar corporation is one of these companies, especially interesting to them due to its manufacturing of arms.

While manipulating Militech into selling arms to groups that the Order approves of would be readily apparent to the media and public, a small and almost insignificant company such as Czar Inc. could do so for ages without notice, as Romero himself has proven.

Czar Inc. is to become a pawn in the Shepherds' game of domination of commerce in the world. They realized that Romero, with his connections to the underworld, would not go along with such a plan and so decided his control had to be removed. A group of individuals who could accomplish this task were assembled and put in place.

The first plan, the Dump, was supposed to embarrass Romero and possibly force him into retirement, but it failed miserably. They decided that killing him was the only alternative and approved Barry Cass' plan to replace him with a clone.

The current plan is to stabilize the situation at Czar Inc, ensure that everyone gets used to the new Romero and that no one questions his identity. They fear that the clone may be emotionally unstable, or that the media will pick up on the story. In any case, if anything goes wrong, there are special GC squads standing by to eliminate the Seven to ensure they do not speak or anyone who might connect the Shepherds with this whole affair.

The current Public Relations director of the Shepherds, Master Ian Fuchi, will be prepared to dismiss any allegations of Shepherd involvement as madmen's attempts at undermining a great American institution. The memberships of the Seven can also be erased on command, and will be as soon as things go bad.

GC SQUAD (GOAT CONTROL)

The GC Squads, or Goat Control Squads, are special groups of 3-6 Guardians who are sent out to control people who may be breaking Shepherd secrecy oaths or those who appear dangerous to the Order. They generally control these people by a three-measure method: first by death threats; then by breaking limbs (usually both arms, possibly hands as well); and last, by murdering the person.

A threat is first issued when evidence arises that a member may be breaking the secrecy oath or any other oath. The second measure is taken when indefinite evidence arises of betrayal, and sometimes skipped if evidence proves betrayal beyond a shadow of a doubt. Death always results when a member betrays the Order. Ritualistic murder is usually performed unless the Shepherds do not want that member associated with the Order. In such a case, the GC Squad usually just guns the person down, or possibly make their shooting look like a mugging gone bad.





RED DAWN

The Red Brigade normally restricts its activities to Europe, though in this case, because Romero is such a close friend and their main supplier of arms, they are willing to lend a hand in Night City.

Six Red Brigade members will arrive in Night City over the course of the adventure, five setting up in Romero's secret apartment. Those five have been flown in to protect Romero and serve him in any way. If all goes as planned, then the terrorists will move to protect Romero at the mansion on the 7th, replacing the existing security.

If Romero has been alerted to the clone's continued existence, he will send the five to search for him. If the characters have annoyed Romero sufficiently or shown evidence of knowing the clone's location, the five will watch over the characters and eventually move in to kill everyone.

The sixth terrorist is the Brigade's top assassin. He is an expert in "accidental" murders. His job is to eliminate the Seven, which he will easily accomplish, assuming the characters do not get in his way.

BACKGROUND

The Red Brigade is a terrorist group dating back to 20th century Italy. It has changed a great deal since then. The group is now opposed to the corporate and elite rule in all of Europe. They work with many other groups all across the old continent.

Recently, the Brigade has been engaged in training operations in Central America, as have many other terrorist organizations. Thus, there are few terrorist attacks these days, though that is bound to change once they return. Also, they are being steadily supplied by Romero's factories in Russia, which are turning out weapons by the shipload.

Romero knew several of the terrorists in university and became good friends with them. They are now the core members of the Brigade and one is the leader (Frederick Rosetti) of the Brigade. They owe him a great deal for his support despite the fact that it is companies like his own that they are fighting.

THE CALL TO ACTION

Once Julius Romero became aware of the plot against him, he called Frederick and asked for some assistance. The reply was quick: whatever Romero wanted, he had. He asked for a team of five to protect him, and for Hugo Quixote, the Brigade's top assassin. A tall order, but it would be filled.

Five of the standard Red Brigade terrorists, along with Hugo, fly into Night City, and drive to Romero's secret apartment. From there, they are to await orders from Romero. He asks Hugo to eliminate the Seven in one fell stroke and the five to protect him if need be.





This section details the actual events of the adventure as they occur and the possible reactions to the events that unfold. The first section describes the series of events in their progression, after which, different sections go into more detail on the major events in the adventure. Note that there are very few planned encounters, most of the adventure will consist of the characters investigating the case, as described in Reactions and Research. When interviewing the NPCs involved, see their character description in the Characters section.

TIMETABLE

This is a time table of the events that take place over the course of the adventure. They will take place at the times designated, assuming the characters do not disrupt them. If they are disrupted, simply alter the time they take place or the actual event in relation to the character's actions.

Also note that the majority of these events will not be known to the characters, or that only their aftereffects will ever be uncovered. They are for the GM's reference mainly, and to keep the adventure going if the characters become lost.

The adventure takes place in early May, though it could take place at any time in the year. The dates are used primarily for reference; feel free to modify them to suit your own campaign. When a time period of ANY is listed, the event can happen at any time over the course of that day.

MAY 2ND, WEDNESDAY

5:40 PM

Romero secretly goes to Genotech Lab and visits with clone. He convinces it is the real Romero, then sends it back to his office, assuming its place.

10:20 PM

The clone leaves the office at the time instructed by Romero, and is attacked in the hall by the Seven. They beat him severely, but he lapses into a coma. They believe him dead, so cease their attack.

10:54 PM

The Seven drop the body in a ditch outside the city, in a little traveled area. They have arranged for a group to pick up the body and dispose of it permanently in the morning.

11:33 PM

On a routine search, Grimsley Pyre notices the body of the clone in the ditch. He picks the body up and takes it home.

May 3rd, Thursday



7:29 AM

The group supposed to pick up the body cannot find it, so they assume the Seven disposed of it themselves and go on with life, forgetting to confirm this with the Seven.

9:15 AM

Hugo Quixote, a Red Brigade assassin arrives in Night City from London, England. He begins secretly observing the Seven.

ANY The character's involvement in the adventure begins. They break into Grimsley's apartment and find the clone's body or something of the like. The clone is still alive and can easily be revived.

THE BEGINNING

The skies were dark, the moon peeking through the smog. It had been a long day, and now it was time to go home. The day was over. He turned off the computer, its screen disappearing into blackness. Then, turning off the light, he went to leave his office, his second home.

Opening the door, bodies pushed him to the ground, hands all over him, strangling him, punching him, feet kicking him, shouts and cries all around! Who were these people, why were they doing this?! He couldn't breathe, he tried to shout, but nothing came out. Pain rang through his body until it all went black.

The seven executioners looked upon their victim. The body lay lifeless, covered in bruises, most especially around the neck. Its eyes, still open, stared blankly at the light above. They quickly spoke of the corpse's disposal and picked it up as if pall bearer's at this man's funeral. But there would be no funeral.

Gazing hungrily at his find, Grimsley poked gingerly at the body, lying cold and misshapen in the ditch. Satisfied of its expired state, he dragged the body by the arm up to his car. Glancing both ways, he was assured of the secrecy of his ghastly find. He opened the van's back doors, and pulled the corpse inside, and then quickly sped off into the night, overwhelmed by his luck in the find.

The similarity was impeccable, it was like a mirror image of the man they had murdered just hours before. But this one was theirs, he had been fed only what they wanted him to know, raised under their tutelage. Most of all, he would do precisely what they wanted him to do. One of the murderers jokingly called him their "Puppet King".

Pain! Biting at his skin. All around, coldness. He couldn't move. Panic! Finger twitches. He's not paralyzed. Momentary feeling of relief. His eyes flash open, but are still in darkness. Then, blindness, light all around. Voices. Shouts. "Help," he tries to cry out, but his mouth cannot move. He tries to move

his fingers; shapes appear, people move around, looking at things. Oh God, bodies, all around him, bodies. He manages to whisper "Help." They hear, some move away in fear. His vision is blocked: someone is standing over him. Hot breath in his ear. "You're gonna be okay. Stay calm." Oh God, thank you, thank you, thank you...

MAY 4TH, FRIDAY

2:15 PM

Hugo Quixote fixes the wiring in Francis Dessus' home.

4:10 PM

Hugo Quixote places a remote control device on the steering controls of Barry Cass' car.

3:30 PM

The five Red Brigade terrorists arrive in Night City from Guatemala and proceed to Romero's secret apartment, where they stay until contacted.

MAY 5TH, SATURDAY

7:45 PM

Grimsley Pyre turns himself in to the police, and describes his past activities. Among the bodies he picked up, he describes Julius Romero's clone's. The police are very interested in this, due to the Czar Executive deaths. A leak in the police force slips the news.





THE CONFESSION

"I didn't mean to, I couldn't help it," he explained tearfully to the police watching with looks of disgust. He had come into the precinct with a tale wilder than any of Twain's and darker than Poe could have imagined. He spoke of years of collecting bodies, using the bones to make what he called works of art. They would protect him from death he said, and they knew that he truly believed all of this.

Despite all the horrors this man talked about, as if they were normal activities of a sane man, it was why he had come to turn himself in that was puzzling Detective Anderson. Overcome with curiosity, he asked directly.

"I... he... he was alive!" the ghoul exclaimed. A wave of dread filled the room, and the monster was asked to continue. "The man, I picked him up, he was alive, I didn't know, I swear I didn't!" he cried out.

What seemed like an eternity later, the story was complete. A man fitting the description of Julius Romero, owner of Czar Inc. had been found by the ghoul. But the man was not dead and came back to life when a group of people broke into the ghoul's home. Now, the man who resembled Romero was somewhere in the city, but who was he? Romero was alive and well... or was he?

EVENING NEWS: A self-professed Dark Ghoul claims to have picked up the body of the Czar corporation's owner Julius Romero. While the body has since disappeared into the hands of an unidentified group, the possibility of a clone is raised.

9:30 PM

All records of the Seven and Julius Romero's presence in the Shepherds secret society are destroyed. Members are told that they are to deny knowledge of any of the Seven or Julius Romero ever having had any connections to the group.

11:45 PM

Alexander Brutus, seeing the news special, calls together a special meeting for Sunday for the Seven, as it is obvious the "real" Romero survived.

MAY 6TH, SUNDAY

8:30 AM

A little behind in the news, Romero finally catches the story that the clone survived. He finds out about the meeting called by the Seven, and realizes they know that the clone survived as well. It is imperative that the clone dies, as it could give away his whole plan.

Still, he will try to find out where the characters are hiding through contacts (a 3 in 10 chance, 2 in 10 if they are cautious



or a 1 in 10 if they are extremely cautious; checked every 6 hours).

Once he discovers their location, the five-man Red Brigade terrorist team will be sent after them to kill them. If this fails, Romero himself will try to cut a deal with them.

9:30 AM

The meeting at Czar Inc. is called to order. It is determined that the "real" Romero is probably still alive. They begin talking to contacts to get any information on where he might be.

Roll 1d10 every 6 hours hereafter. If the characters are acting normally, on a 1-3, a contact gives the Seven a complete description of the characters and their location. The chance is only 1-2 if the characters are being cautious and 1 if they are being extremely careful.

Once they have this information, a twelve-man team of Czar Security guards will come after the characters, shooting to kill. If this fails, they will try to contact the characters and cut a deal.

MAY 7TH, MONDAY

12:01 AM

An electrical fire begins in Francis Dessus' home. By 12:30, the home is burnt to the ground, with Francis dead inside.

MORNING NEWS: Francis Dessus, a senior executive in the Czar corporation was killed in a fire the previous night.

7:45 AM

Gerald Cimber sees the news and calls the Shepherds, warning them that something terrible has gone wrong. Then, Hugo Quixote breaks into his home, filling it with sleep gas. He hangs Gerald, and places a forged suicide note in the house. Hugo is in and out within 20 minutes.

8:47 AM

Edward Ligar is struck while crossing the road by a black sedan driven by Hugo Quixote. He is instantly killed.

9:01 AM

Hugo Quixote takes control of Barry Cass' car using the remote control and drives him into a pylon, killing him instantly.

9:34 AM

Hugo Quixote sneaks into Czar Inc.'s offices and places a poison in Alexander Brutus' tea bags.

10:02 AM

A Shepherd member arrives at Gerald Cimber's home, and discovering the body calls in an anonymous tip to the police about this discovery.

MORNING NEWS: Edward Ligar, senior executive of Czar Inc. was killed in a hit and run accident this morning. Barry

Cass, another senior executive of Czar Inc. was killed in a single car collision this morning. Gerald Cimber, a third executive was found in his home, having hung himself over guilt in embezzling from the company. A dark day for Czar Inc.

10:02 AM

Alexander calls the Seven together for a meeting. Daniel Tresbon and Carlos Casco are the only other two left. Alexander is poisoned by the tea during the meeting, but it is a slow-acting agent that will take a while to take effect. Suspecting some sort of foul play, they agree that the clone must be secured, and then they must all get to safe houses. The meeting breaks at 10:56.

11:04 AM

Alexander Brutus leaves by a secret exit from the building and takes the subway to his home.

11:13 AM

Daniel and Carlos, while walking to their car are confronted by a mugger (Hugo Quixote). The mugger kills them each with 3 shots in the head. The mugging takes 1 minute from start to finish.

12:00 PM

The five Red Brigade terrorists arrive at the Romero mansion, and replace the security guards there.

1:25 PM

Hugo Quixote boards a plane bound for Hong Kong.

AFTERNOON NEWS: Daniel Tresbon and Carlos Casca, two senior executives of Czar Inc. were killed in a mugging gone bad. It is suspected that Czar Inc. is doing a "house cleaning", getting rid of those unwanted executives.

AFTERNOON

Alexander Brutus will try to contact the characters if he knows of their existence. He will tell them that something went wrong. They tried to prevent Julius Romero from hurting people, but it failed. Now he will undoubtedly die. He will arrange to meet them at 3:30 PM at MacDonnel's in the University area to talk further.

3:20 PM

The slow acting poison finally induces a fatal heart attack in Alexander. He dies in his car waiting to meet with the characters at MacDonnells. They probably find him dead in the car.

EVENING NEWS: Alexander Brutus, the last of the senior executives at Czar Inc. was found dead this afternoon in his car in the University district. It appears he suffered heart stroke, probably brought on by extreme stress.





EVENING POLICE: Police are ordered not to further investigate the Czar executive deaths due to their corporate nature.

CRY FOR HELP

He was the last and he knew it. Brutus wasn't going to die without seeing the faces of his assassins. He called the number his henchmen had found to talk to the group that were undoubtedly helping the real Romero kill all of his allies. The phone rang a couple times, and then an inquisitive voice demanded the identity of the caller.

"Brutus here, you know, your last target. Well, come and get me, you may have gotten the other six, but you won't get me," he confidently stated.

"What? Alexander Brutus? The Czar executive? No way man, we ain't be killing nobody, you're the one who tried to off Jules here," the voice answered.

There was silence as Brutus thought this though, "You're not the ones killing?", he asked, his voice now quivering with terror.

"No way, but you bastards deserve what you're getting. Ever heard of honor? Seven on one isn't honor man," the voice accused.

"No, we had to! But, if it isn't him, who is it?" There was a pause, then a sudden realization flashed across Brutus' thoughts, "My god! It's the clone! He's gone mad, he's going to kill us all! You must kill it, kill it now!"

"So there is a clone," said the voice smugly. "Tell me about it."

Brutus thought about this a second, and then replied, "No, not on the phone, meet me at MacDonnel's in the university district, we can talk there. At 3:30. Be there, your lives depend upon it, as does Julius'."

He was not there. Looking around the area, his car was soon discovered in the parking lot, with him inside. He was pale as a sheet, having died of a heart attack. The last of Seven. Now, it was just them and Julius against the clone.

MAY 8TH, TUESDAY

ANY NEWS: With yesterday's terrible accidents related to Czar Inc., the company is facing serious questions about the identity of the man running it, Julius Romero and whether he is a clone, or has one in the city somewhere. The "house cleaning" has certainly transformed the company and could signify almost anything. Questions remain unanswered.

NOON

Julius Romero is called into the police station to talk with the detectives. He claims innocence in the deaths of the executives,

and since there is no proof connecting him to the deaths, they release him after a few hours. However, they also ask him to submit to a DNA test, and he is confirmed as not being a clone.

8:00 PM

Julius calls the Shepherd Grand Lodge from his secret apartment and tells them, "Don't mess with Julius Romero. I know you're behind this. Touch me, and your crazy cult's name will be on every station from here to Tibet. Your guys are dead, and the same fate awaits anyone else who messes with me. Czar is off-limits to you. Got that?!" and then hangs up.

THE BROTHERS MEET

The two looked at one another, like perfect twins. The real one, standing with the team who had rescued him, was still bruised, but he stood tall, with a demeanor of power which made it undeniable that he was the real one of the two. The other, the clone, was humbled in the presence of his real brother.

"You don't know what you are doing," the clone started, "you have a man with you who is incarnate evil. I know this, because I have been taught everything about his life, from the arms trades with terrorists to his own acts of evil and degradation. If you kill him you will do humanity a great favor."

The team looked at one another. "He's telling the truth," one stated, his voice stress analyzer having registered such a result. "But if you are his clone, won't you act the same way?" one asked.

The clone smiled, "No. I may be a clone of this ghastly beast of a man, but I have had the benefit of seeing his life second-hand, and, realizing what terror he has inflicted upon the world, I would make it my life's work to correct those evils. I feel it is my duty as a part of him," he paused looking down. "We can both offer you wealth and power, but I will help the world while he will harm it. It is your choice."

The real Romero kept silent throughout the discussion, as if shocked by the audacity of this imitation of him. He stared on in amazement as the team made their choice. The choice made, they aimed their pistols and fired. It was now settled.

MAY 12TH, SATURDAY

8:45 PM

Assuming nothing has happened to Romero, the five terrorists board a plane to return to Guatemala.





A GRIMSLEY FIND

The adventure begins with the characters discovering Romero's body in the apartment of Grimsley Pyre. How the characters arrive to find the body depends upon the previous campaign and the character types.

There are many ways to start the adventure, and the GM should choose the best one depending upon the roles of the player characters and the campaign setting. However, these are only recommended methods of starting the adventure. It is possible to start the adventure on the 7th, with the final execution of the Seven.

POLICE RAID

The first, and most basic way of discovering Romero is with a group of Cop characters, or a team hired by the police to raid and arrest Grimsley Pyre. The characters must also retrieve whatever bodies they can, and in the course of their raid, they discover the body of Romero.

PLAYER'S INTRODUCTION

You have been ordered to go to Chrysler Place, an apartment building just outside of the city core in South City. In apartment 001, the manager's apartment, you will find Mr. Grimsley Pyre. There have been reports of a foul smell originating from his apartment, and he is suspected of being a Dark Ghoul.

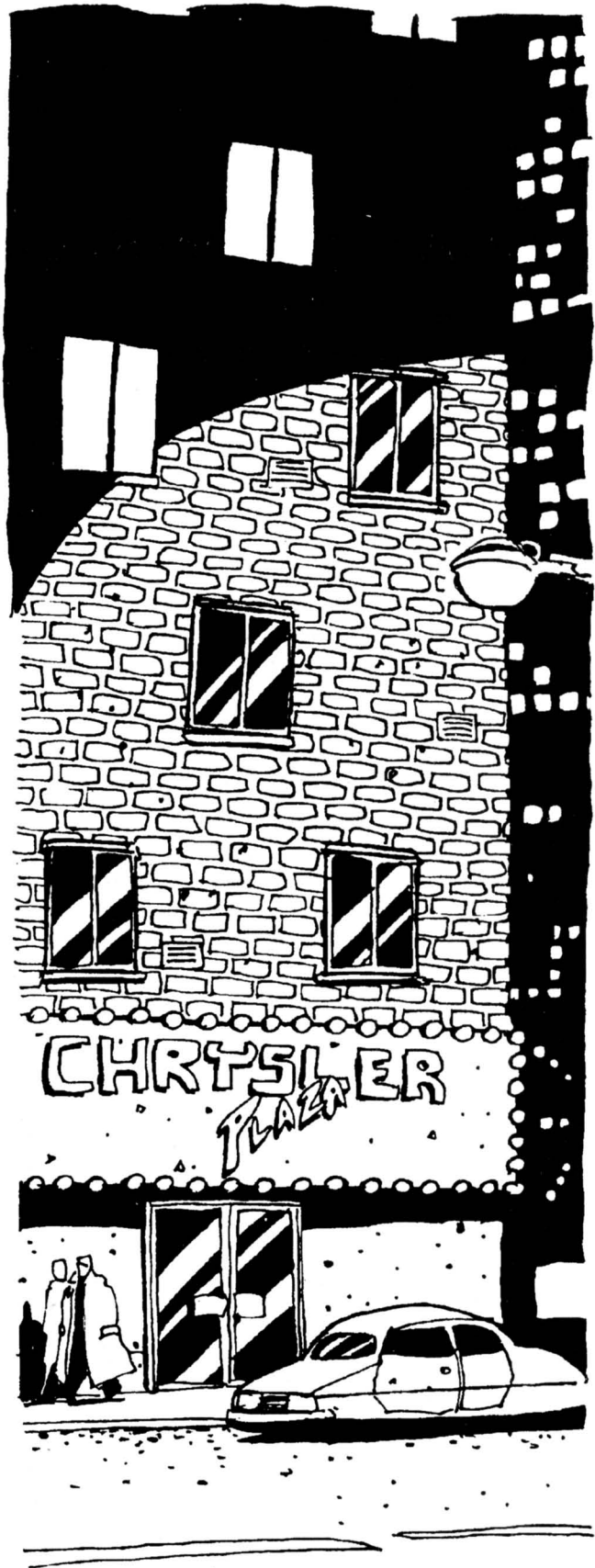
You are not to harm Mr. Pyre unless he provokes you. If there is any evidence of Ghouldom, arrest him and bring him to the Southside Central Precinct #3. Recover any remains you can, and bring them along as evidence. He is not supposed to be violent, so remember you are representatives of Night City and treat him properly.

GAME MASTER'S INFORMATION

The characters are given a search warrant. Grimsley will react to police with a definite dread, but will comply with whatever they ask. He will let them into the apartment after seeing their badges and the search warrant. Once inside, they will see a collection of skulls and bones arranged into what seem to be gruesome sculptures made of human bones.

Grimsley will apologize and confess all, explaining that he didn't mean to do it, that he can't help himself. Also that the skulls and bones protect him from death. He will simply repeat this to any questions the characters may ask. If they search the apartment, particularly the freezer, see *The Freezer* below.

If the characters are hired by the police for this operation, they will each receive 250eb for their trouble. Not much, but then Cop characters would normally not receive anything, since they are just doing their job.





MEDIA INVESTIGATION

Another possibility is a media investigative team. If the team has any Media characters, this might be a good way to get them in the adventure. They would probably break into Grimsley's apartment while he is away, to confirm whether he is a Dark Ghoul or not.

PLAYER'S INTRODUCTION

You have been assigned to investigate Dark Ghouls, people who collect dead bodies and other unusual things for their own sick pleasure. You have already read the files on a few, but you have just gotten a tip from your "sources" that a Dark Ghoul lives right here in Night City. In fact, he resides at the Chrysler Place apartment building, in apartment 001.

First, you need proof that he is a Dark Ghoul, and then you might be able to interview him. That means getting into his place and doing a bit of snooping.

GAME MASTER'S INFORMATION

The characters are going to have to come up with a news story around a Dark Ghoul. They may decide to interview Grimsley first, in which case they should be invited to his apartment. Then, during the interview, Romero awakens and begins pounding on the door of the freezer. He will cry out to be freed. Grimsley will freak at this and collapse into a quivering mass.

Once the characters open the freezer door, Romero comes out, very weak. He will ask for the character's help in getting him somewhere safe, but away from the media or police. He will promise a great reward if they help him as he asks. Grimsley will try to run away.

If the characters break into the apartment, see *The Freezer* when they check the walk-in freezer.

A freelance reporter will make between 1,000 and 5,000eb on the Dark Ghoul story, depending upon how good the reporter is in making a deal and how complete the story is. An interview with Grimsley would certainly raise the value of the story. And of course, Romero's story is priceless, but he doesn't want it told.

CORPORATE RETRIEVAL

If the character team is more combat oriented, they might be hired by a corporate to rescue the body of a relative that he knows was stolen by the Dark Ghoul, Grimsley. In such an instance, Grimsley's death is most probable, so having him absent from the apartment at the time of the raid might be preferable.

PLAYER'S INTRODUCTION

You have been hired by a man, calling himself Webster, who wants a body retrieved. He claims it was stolen by a Dark Ghoul, someone who steals bodies for pleasure. He wants it back. He is offering 1,000eb to each of you if you get it back, and 100eb each if you don't, just for your trouble.

The Dark Ghoul lives in apartment 001, in the Chrysler apartment building, just on the edge of the city core, in South City. He is usually out in the evenings, so it should be no problem breaking in.

GAME MASTER'S INFORMATION

The characters may make their attack plan as they wish, but the security in the building is minimal, and Grimsley is expecting no one to break in. There should be no problems.

If the characters break in while Grimsley is home, he will drop to the floor and plead for them to not harm him. He will be very pathetic, but if the characters ignore him for any period, he will try to escape, attempting to slip into the city core, mingling with the crowds and eventually disappearing.

See *The Freezer* when the characters investigate the walk-in freezer. The woman's body is the one their employer wanted.

ACCIDENTAL BREAK AND ENTER

If the character team is not one of those mentioned above, or the character roles do not suit any of the above set-ups, then the last possibility is to have the characters break into Grimsley's apartment accidentally or purposefully. Perhaps they think something they are after is in it, or are chasing after someone who runs into it.

Because of the diversity of possible introductions for players, the GM must fabricate it. It is unlikely that the characters will be aware that a Dark Ghoul lives in the apartment, in which case the GM should play up the ghastly appearance of the apartment, and use Fright Checks as appropriate.

GAME MASTER'S INFORMATION

Grimsley is not home between 6 PM and 12 AM. Between 12 AM and 8 AM, he sleeps and the rest of the time he is at home, at work at his "art".

If the characters break in while Grimsley is home, he will drop to the floor and plead for them to not harm him. He will be very pathetic, but if the characters ignore him for any period, he will try to escape, trying to slip into the city core, mingling with the crowds and eventually disappearing. If they break in while he is not home, there should be little resistance.

See *The Freezer* when the characters investigate the walk-in freezer.





THE FREEZER

Inside the walk-in freezer, the characters will find three bodies. One has already been chopped up, but the other two are still relatively fresh. One female and one male. Any character with IR or thermograph will detect a heat signature from one of the bodies, that of Romero. If they check him out, he will register faint vital signs, and he will moan, "Help".

If Grimsley is present, he will insist that he did not know that the man was alive, and will be horrified at this discovery. He will break down in tears at this point.

Romero will become conscious after a few minutes, though still weak. If the characters mention anything about going to the police, the media or bringing him to a hospital, he will be vehemently opposed to it. He will offer a great reward if the characters take him somewhere quiet, and keep their mouths shut about this. Whatever they want, he will promise, claiming to be a very important man.



REACTIONS

Over the course of the adventure, consult the Interaction listed after each of the major non-player characters' descriptions for an idea of how they will react to the player characters or to various situations. For a more general understanding, see each character's Psychological profile.

There are other groups that may be involved in the adventure, such as the police, media and other corporations and organizations. Here is a quick summary of how they will tend to interact with the characters.

THE POLICE

The police will want Grimsley Pyre arrested for his illegal Ghoul activities. They will be very concerned with Romero's presence in the Ghoul's collection of bodies. This will warrant an immediate investigation if the characters bring this to the attention of the police.

If an investigation is called, it may be covert at first, as the police do not wish to upset the Czar corporation. Once they discover that Romero is in fact still alive and well, they will assume the one the characters found to be a clone. The Romero the characters have will claim to be the real one, and will manage to persuade the police of the same.

The official police line will be to investigate discretely. This is a corporation that they are dealing with and they don't want to upset anybody powerful. A few murders can be overlooked, as long as it's within the company (a major justification used by the police these days).

If the characters do not work for or with the police, they will file a report and assign a couple of detectives to investigate. They will not inform the characters as to the investigation's progress. If pressed for further information on the investigation, they will claim that it turned out to be a corporate affair and that the police have dropped the case.

If the characters can prove that there is terrorist involvement in the case, the police will investigate fully and make arrests. When terrorists are involved, the police become very interested regardless of the corporate powers involved.

THE MEDIA

The media would be very interested in a story on the Dark Ghouls, but what about a company that kills its owner and replaces him with a clone? They go wild for this sort of thing. The characters could become very rich, very fast. Any media corporation will bid high for this story (10-100,000eb), but they will require proof for such sensational allegations.

It is very unlikely, though, that the clone (the Romero the characters





have) will go along with such plans. In fact, he will be vehemently opposed to such an idea. He will claim that such exposure would ruin his company, making his attempt to regain his former power pointless. He will try to bribe the characters with offers of money and power to get their minds off of the story. As a last resort, he will tell them that he will let them do the story once he is back in power, but will have them killed instead when the time comes.

The media itself will know little about what is going on throughout the adventure. They will realize something big is going down once the senior executives start dropping dead all around, but they will only be able to surround Romero's mansion and the Czar offices. If they do manage to find the characters and the clone, they will certainly badger and follow them everywhere, attempting to discover what the true story is.

CORPORATE INTEREST

The other corporations will know little about what is going on throughout the adventure. If the characters ask for a company's help, their reaction will vary, depending upon which corporation it is and the character's relation to it.

Most companies will stay out of the whole affair, not wishing to take sides, but some may give the characters partial assistance if they believe the Romero with the characters is the real one. However, they may require some sort of trade agreement with him first. He will gladly agree to anything to get back his status. If this occurs, the GM may have Julius strike a deal with an equally powerful corporation, and have a minor corporate war develop on the side as they fight amongst one another over who is the real Romero.

CALLING IN THE SHEPHERDS

If the characters should by some freak twist of fate go to the Shepherds for assistance, they will be welcomed by the very friendly Public Relations director, Ian Fuchi. He will reassure the characters that any assistance desired will be provided by the Order. He will also try to find out the location of the clone or detain it if it is present. They will, of course, believe that the clone is the real Romero. If they discover he is the clone, they will try to put him back in power and send the Seven after the real Romero. Note that the clone does not know much about the Shepherds, so he will go along with this.

At their earliest opportunity, the Shepherds will try to separate the clone from the characters and kill him. If the characters ask too many questions afterward, they will also try to kill the characters. In other words, it's a bad idea to ask the Shepherds for help.

Other groups will react in varying manners, depending primarily on what there is to gain for them and what the characters' relation to them is. Close alliances will garner more aid than loose associations and great rewards will stimulate greater assistance. Use your judgment.





INFORMATION RESOURCES

The characters may wish to do some research at various times over the course of the adventure. These are rules covering access to that information. There are three categories of information: Public, Private and Secret.

Public information can generally be gained by anyone at least moderately knowledgeable on a certain subject.

Private information is known by a select few or can be found through careful research.

Secret information will probably never be revealed to the characters, and is generally only known to those involved. It is generally in italics in this book, to remind the GM of this secrecy.

On the NPC Research Table, the categories of the various types of information are given. There are two difficulty levels given: the first is for characters using Library Search and the second for those using Streetwise. Note that while Library Search is more difficult, the information is generally more accurate.

A bonus of +1 to the check is given per hour the character spends investigating, to a maximum bonus of +10. Half of this bonus (rounded down) is added to subsequent checks regarding the same information.

Example: The characters want to find out what cyberware Romero should have to check whether he is who he says he is. They use Library Search to find the medical records. The investigator has a skill of +4 in Library Search and an INT of 8. The character spends 7 hours searching to get a bonus of +7 to the check. With a total of 16, the player must roll a 6 or higher to get the information needed. If the check failed, a later check for the same information would already have a +3 bonus to its success.

NPC RESEARCH DIFFICULTY TABLE

Information Type	Category	DL	Search/Streetwise
Description	Public	15	A picture of the person
		10	Description of their appearance.
Psychological profile	Private	25	Medical psychological profile
		15	Description of personality
Cyberware	Private	25	Medical records
		25	Pirated medical records
Background	Public	20	News clippings
		15	Rumors of the person's past
Background	Secret	N/A	N/A

These are only basic guidelines, but it should help the GM to determine the difficulty for obtaining certain information. Also, note that while some information in italics is impossible for the characters to learn, some of this information may be gained through special contacts. For example, while the characters could normally learn little about the terrorists, the police files might contain more information.

There is also other types of information, just general data which the characters may be after, regarding the company, the secret society or the terrorists. In these cases, only information not in italics can be found. The Organization Research Difficulty Table shows the difficulties of gaining the information, first using Library Search and second using Streetwise. Note that the bonuses from research as mentioned above work for this research as well.

The information gained through Library Search will tend to be concrete facts or news clippings regarding the organization. However, it will also often be the official information regarding that organization. Streetwise will gain more sensitive information, though often filled with rumors and outright lies. The GM should be careful to make such a distinction in the information gained through the different methods.

Organization Research Difficulty Table

Information Type	Category	DL
Czar Inc.	Public	15
		10
Shepherds	Private	20
		20
Genotech Ltd.	Private	20
		25
Red Dawn	Private	25
		25

Lastly, there is information regarding certain subjects not covered in depth due to their peripheral importance in the adventure. However, characters may wish to research these topics, so here is the basic information regarding them that can be gained through the two different means of research. Again, the same bonuses for time spent researching mentioned above work for this type of research.

CLONING

Library Search (DL 15): Cloning involves creating an exact duplicate of a person's genetic code, thus producing a duplicate of the person. The first self-aware clones were created in 2017.

Streetwise (DL 15): Cloning involves creating an exact duplicate of a person's genetic code, thus producing a duplicate of the person. Biotechnica was rumored to have been using clones to allow its executives to live forever. It's a relatively new development, only done by the corporations and too fancy for street level.

DARK GHOULS

Library Search/Streetwise (DL 10/10): Ghouls are people who pick up dead bodies for the bounty on body parts. Dark Ghouls do it because they like collecting dead things.





THE DUMP

Library Search/Streetwise (DL 15/15): The Dump, made six months ago, was a much media-covered event. It involved thousands of replica Soviet weapons being brought into the city port and dumped all over the city by helicopters which had off-loaded it. It seems about a thousand AK-47s, a few hundreds Makarovs and a thousand or so grenades got on the street. There is currently only about 5% of this shipment left on the street.

Streetwise (DL 20): The arms were all from Czar Inc., though Romero, the head of the company, managed to convince everyone that they were stolen arms. The arms are still around. You want an AK-47 for 50 Eb? I can get it for you, no question asked.

GESTAPH

Library Search/Streetwise (DL 15/20): A terrorist organization blamed for the Dump.

Library Search (L 25): It never existed before Romero mentioned it, and still there is no one using that name.



THE ANGEL OF DEATH

Hugo Quixote will go into action almost immediately. He has decided to arrange a series of "accidental" deaths over the course of a single day. This is how the murders will occur, assuming the characters do not intervene.

CLEANSING FLAME

The first murder will occur on Sunday, at midnight. Francis Dessus' home will burn to the ground in a terrible electrical fire. He will die in the fire, having been knocked unconscious by a gas. There will be no further investigation.

If the characters push for a further investigation, a man about 5'8, average build, with black hair and gray eyes, possibly Chinese will have been seen around the house earlier that night and the electrical system will show signs of skilled tampering (Very Difficult Tech roll to notice).

GUILT DRIVEN

Gerald Cimber will be found dead in his home the following morning, hanging from the rafters. A suicide note in his handwriting will explain that he was embezzling from the company and could not live with his treachery any longer. A standard suicide; no further investigation will be warranted.

If the characters push for a further investigation, it will turn up that the back door was picked, and traces of a sleep agent can be found in his lungs, indicating that he was probably gased into unconsciousness, then hung. Also, there is no evidence of embezzlement, nor is the writing style his (though the handwriting is).

DEADLY CROSSING

While crossing the street on the way to work in the early morning, Edward will be struck by a car speeding through a red light. Death will instantly result from a broken neck sustained in the accident. There are no good witnesses, so investigation will not go far.

If the characters push for a further investigation, a black '96 sedan will be identified as the hit and run vehicle and the license plate will be that of a car rented under the name Jeffrey Wendell. This name does not exist according to any records, though the man in question (5'8", blonde hair, blue eyes, smallish build) had a valid ID at the time of rental.

MAINTENANCE TROUBLES

Barry Cass will have problems driving to work that day and will end up smashing into a pylon, totaling his car and killing





himself. A defect in the steering mechanism seems to be the cause of this bizarre accident. While these accidents are rare, they do happen.

If the characters push for a further investigation, a tiny remote control device will be found on the steering column, which would allow someone to control the car from a distance. There is also evidence that Barry tried to get out of the car, but the door locks were also remotely controlled.

MURDEROUS MUGGING

Later that day, on their way to secure the "clone", Daniel and Carlos will be confronted by a mugger. While they gladly hand over their wallets, the mugger opens fire with a pistol, gunning both down. Their wallets are stolen. It is classified as a simple case of robbery, there is no further investigation.

If the characters push for a further investigation, the mugger will be described as a large heavy-set black man, about 6', with black hair. The wallets will also be found burned nearby, with the money still in it.

THE STRAIN OF MODERN LIFE

Still later that day, Alexander Brutus will be discovered dead in his own car. He was to meet with the characters but only ten minutes after he died of a massive heart attack. No foreign elements in his body, so no further investigation. It is presumed the heart attack was caused by stress.

If the characters push for a further investigation, they will find traces of a toxin which induces heart attacks. It will be found in his stomach, mixed with tea, the only thing he has ingested this day. The toxin's origin cannot be traced, but will be found in all the tea bags at his office.



CONCLUSION

The adventure concludes with either (or both) Romero and/or the clone's death, since neither one will tolerate the other's existence. The campaign, however, can continue long after that, dealing with the consequences of the character's actions. Depending on how they acted, there might be certain groups, such as the Shepherds that will take notice of the characters and possibly seek to murder them.

Here are quick summaries of what will happen depending on the character's actions. The first three major possibilities are dealt with first and then the minor groups' reactions to the character's actions are outlined.

JULIUS ROMERO IS KILLED

If the characters side with the clone against the real Romero (though, in their minds, they will be siding with the real Romero against the clone), the clone will be very kind at first, perhaps giving them 20,000eb each for their help. He will also offer positions in his company, if they so desire, to do whatever they do best. This will last a couple weeks, and then the clone will start behaving irrationally

The clone will begin to suspect the characters of plotting against him. A severe case of paranoia will take over his psyche. The accelerated aging process has the unfortunate side effect of creating psychological problems. In this case, it is paranoia, to be followed by homicidal tendencies as he will try to kill the characters. He will use poisoning as his primary form of assassination, followed by outright attacks if the first attempts fail.

The clone will continue this until the police catch him for murdering employees (or the characters), or the characters kill him. Therapy is not possible, the chemical imbalance in his brain being too great.

ALICIA ROMERO

Alicia will know immediately that the clone is not her real husband. She will hate the characters for having sided with the Seven, and will be very cold to the clone and the characters. If they appear to be suspicious of her, though, she will act as if everything were normal. A few days later, she will disappear as if she fell off the world. In fact, she has secretly bought a house in Amsterdam and will hide out there for a few years, fearing pursuit under a new name and possibly a new face.

CZAR EMPLOYEES

The Czar employees will feel a little alienated by Romero, who now seems to have changed and appears a little more nervous than usual. As the clone becomes increasingly paranoid, they





will notice the change. Many will quit when the accusations of treachery are spoken by the clone. However, they will not act against him until he becomes violent, at which point they will call in the police.

SHEPHERDS

The Shepherds will realize that their plan was successful once the clone does not retaliate against them. They will approach him with an offer to work together. Since part of his indoctrination was obedience to the Shepherds, he will go along with it. However, his insanity will make such an alliance dangerous for the Shepherds, who will realize this a two weeks later, and they will break off contact once he begins to act irrationally. They will then have him accidentally shot while police attempt to arrest him (many cops are Shepherds).

RED BRIGADE

The Red Brigade will also realize that the real Romero was killed when they lose contact with him completely. The clone knows none of Romero's pass phrases to contact the Brigade. They will sever all ties with Romero and the company, fearing that the clone might bring publicity to them or come after them. However, if they learn of the characters' involvement, they will hunt them down and exact vengeance.

MEDIA

The media will have a heyday over the clone's psychotic behavior. They will follow it from the onset of his insanity till his arrest by the police. The rationale the press will use to explain the incident will be that "Romero went mad from all the betrayals in his company, which were first implied by the deaths of the seven senior executives." Unless some strong evidence is brought forward by the characters, the entire incident will be swept under the rug and forgotten.

POLICE

The police will start investigating when employees begin complaining of death threats made by the clone. Once the clone begins to kill people, they will move in to arrest him. He will fight back and will be killed by police when they open fire. They will close the case, blaming him for the executives' murders. If the characters are still closely involved with the clone, they may be investigated.

THE CLONE IS KILLED

If the characters side with the real Romero against the clone, he will reward them with 20,000eb and offer them positions in his company to do whatever the characters do best. The characters may learn about his secret arms deals with terrorists. They may react to this as they wish. He will offer bribes

to the characters (no more than 20,000eb each) and, if necessary, have them killed. However, a strong possibility for mercenary-type characters is to become salesmen for Romero's weapon division, making deals with new terrorist groups.

ALICIA ROMERO

Since Alicia is with the man she loves, she will support him to the fullest and defend him against the characters. She will try to reason with the characters to accept Romero as is and attempt to make them understand why he does the things he does (old friendships). This is the only conclusion in which she may be friendly toward the characters.

CZAR EMPLOYEES

The Czar employees will not act any differently than usual. Their normal owner is still in charge so the company's operations do not change, except for a group of junior executives being promoted to fill the vacant senior executive positions. Overall, the employees are not to upset by the Seven's deaths because they were not particularly fond of them.

SHEPHERDS

The Shepherds will realize that their plan was unsuccessful when Romero sends the message not to mess with him. They will keep tabs on him, but will take no action because they do not wish to prompt him to release information on their involvement in a plot against him.

RED BRIGADE

The Red Brigade will be pleased that their contact continues to survive healthy and happy. They will maintain ties as normal.

MEDIA

The media will lose interest in the whole Czar Executive Slayings story a few days later, unless the characters bring some new story to light regarding the incident.

If the whole story of the adventure ever comes out, the media will certainly be interested and a complete police investigation of the incident will follow. Czar Inc. will suffer from this bad publicity and may collapse if their association with the terrorists is revealed. Romero will have the characters killed for their treason and face murder charges (the police cannot ignore the killings in light of so much publicity).

POLICE

The police will ignore the whole incident unless the media picks up the story again, in which case they will be forced to fully investigate and arrest those responsible.





BOTH ARE KILLED

If the characters side with neither the real Romero nor the clone, a police investigation is sure to follow. The owner of a large company has been murdered and the characters are indubitably to blame. They had better start running because the police and the federal law enforcement agencies will go after them soon enough.

ALICIA ROMERO

Alicia will only know that the characters killed her husband and will hate them. She will do everything in her power to get them arrested or killed. At the GM's option, she takes over the company to exact revenge on the character.

CZAR EMPLOYEES

The Czar corporation will likely collapse, having lost its owner and senior executives. The company will be scattered to the winds and none of the employees will be very pleased with the characters should they learn about their involvement in this affair.

SHEPHERDS

The Shepherds will realize that their plan was unsuccessful and will probably learn of the characters' involvement. They will help the police in capturing them (for fear they might have some knowledge of the Shepherd's involvement; the Shepherds want to get them first).

RED BRIGADE

The Red Brigade will be upset that their best connection was killed by the characters. Since the company is probably defunct, there will be nothing holding them back from hunting the characters down and killing them at the first available opportunity in the cruelest possible manner. Perhaps have Quixote hunt them.

MEDIA

The media will be fascinated with the story of the entire leadership of a company being massacred in such a short time. The presence of the clone will only intensify interest in the story. However, they will present the characters as villains, and probably blame them for everything.

POLICE

The police will seek the characters out for the murder of Julius Romero and possibly for the slayings of the Seven as well. The police will not give up easily, if necessary extending the search world-wide (all major law enforcement agencies in the world will be advised about the characters, and seek them out in their country).

ONE OF SEVEN SURVIVES

One possible twist in the adventure is if one of the Seven survives. If the characters are on their toes, they might be able to save Brutus before the toxin takes effect. They could also, somehow save one of the other Seven. If this happens, the executive's reaction to the characters will depend upon their individual personality. However, the executive(s) will most likely take the characters' side no matter whom the characters decide to side with. They may try to buy the characters' protection. The clone will most likely go along with this, as he was programmed to obey the executives.

OTHER POSSIBILITIES

The possibilities presented should form basic guidelines to help the GM decide the outcome of the characters' actions. Using simple logic, the GM should be able to determine the result of any of the group's actions.





This adventure deals very little in overt violence, emphasizing interpersonal relations and investigation. For this reason, the adventure could easily be adapted to the live action format. It would serve to enliven the scenario, and thus improve the horror as players deal directly with the people in the story.

Note that the adventure, even with these rules and actors playing the different parts, is still not true live action role-playing. There still is die rolling. This is intentional. Without die rolling and character stats, players would be reduced to their own abilities, and let's face it, the average gamer is not your typical street fixer no matter how manipulative he is. Therefore, some things still have to be rolled for, but largely this adventure focuses on the enjoyment of interacting with different people, figuring out the mystery of who is who and facing the moral dilemma of which Romero to kill and which to let live.

PRELIMINARY WARNINGS

As always, do not use real or realistic weapons while playing this adventure, as things can get very bad if something went wrong. And we all know as Cyberpunks that if things can go wrong they will.

In the case of combat, die-rolling is necessary. It may disrupt the "feel" of the live action role-playing, but so would someone getting hurt. Besides, very few of us have the combat skills of our characters.

SPECIAL RULES

Because live action role-playing necessitates player characters moving around in real life, and action is speeded a great deal, the game mechanics of the Cyberpunk game have to be accelerated to keep the pace. Yet at the same time, the rules have to be present, otherwise the character's skills and abilities are rendered useless.

The first step is to (if possible), reduce character sheets to index cards, setting them up like this:

FRONT

STATS
SKILLS
CYBERNETICS
EQUIPMENT

BACK

PERSONALITY
SPECIAL
BACKGROUND
EQUIPMENT

Stats should be larger than all other information, as this will help the GM determine whether the character, as opposed to the player, would be able to do something. Also, it helps the player keep in character as he is reminded of the character's INT, COOL, EMP, etc. For the NPCs, only list INT, REF, COOL, BODY and EMP.

Skills are simplified to speed up play. Add together the stat and skill level, then divide the total by 2, round down. This is what the player must roll under on d10 to be successful, with the following modifiers to the die roll.

SIMPLIFIED SKILL CHECK MODIFIER TABLE

TASK DIFFICULTY	MODIFIER
Easy (14 or less)	+1
Average (15-19)	+0
Difficult (20-24)	-1
Very Difficult (25-29)	-2
Nearly Impossible (30-34)	-3
Impossible (35+)	-4

Cybernetics should be listed so that the player can attempt actions that only the character would be capable of. Ignore listing humanity costs and such information unless it is of vital interest to the game.

Equipment listed should only include that which is carried by the character. While physical representations of the equipment carried might serve to enhance the game, weapons should not be represented in such a manner. Nevertheless, GM's should keep a close eye on what weapons the characters carry, as encounters with police could become very interesting for a solo walking down the street with an AKR-20 slung over his shoulder.

Personality need only be listed in a few lines to remind the player of the character he is playing. It is also present so that the GM can quickly reference whether a character would do something. The basic personality and character motivation should be listed.

Special refers to any special notes on the character, such as disabilities, vampiric abilities, cult relations, contacts, etc. This is both for the GM and player's reference, in case such aspects should become relevant over the course of the game.

Combat information includes the SP ratings for each body location, the stats of weapons carried as well as the character's skill with those weapons. After this, any wounds taken can be listed. It is usually only referenced during combat, which is why it is on the back of the character card.

Character cards should be generated for each player and major non-player character in the adventure, such as: Grimsley, The Clone, Alexander, Winona, Julius Romero and Alicia. Of course, the GM should not show the character cards of NPCs to players. There are pre-generated characters included for players if needed.

PLAYER CHARACTERS

The adventure can accommodate from two to six player characters, from almost any background as listed in Recommended Character Roles. The characters should all get along in some manner though, otherwise personality conflicts could destroy the enjoyment of the adventure.

It is recommended that the pre-generated characters included in the adventure, conveniently already in the Character Card format, be used. They have been engineered precisely for this adventure, but of course almost any group of existing characters can easily be incorporated into the adventure.





NON-PLAYER CHARACTERS

This adventure deals with a large number of non-player characters, however many can be eliminated for the live action version. There are in fact only five necessary non-player characters that must be present. While the GM could play all of these roles, it is recommended that friends be brought in to play the other roles.

The other six Czar executives can be ignored, assuming that they stay in the background, avoiding the characters. Alicia can similarly be left out, under the pretense that she is in hiding while the adventure progresses. Hugo, while a central character, even in the standard adventure does not appear to the characters unless extreme events manifest. In any case, this should not be a problem.

The cut-out characters of the adventure, the Czar security, Genotech technicians, Shepherds, police and such characters can be handled by the GM, as they will normally have little interaction with the characters. However, if the GM has enough friends, they could improve the realism of the adventure tremendously.

The biggest difficulty will be the Clone and Julius, who should look extremely similar. If you can find twins, so much the better, and try to get them to wear their hair in a similar style if possible. If you cannot find twins, dress them up as similarly as possible to emphasize their similarities.

NPCs

These are simple notes on the various NPCs that the characters will have to interact with. The people playing these parts should be given a copy of their character's card and allowed to read through the character's description. (N) signifies necessary NPCs in the adventure. Note that all NPCs can be gender-flipped as needed, though remember that Julius' spouse should be of the opposite sex.

• Grimsley Pyre (N):

Grimsley's player should appear very confused and quiet, alternately shifting between curiosity and fear. He limps around (his left leg is a poor cybernetic replacement).

• The Clone (N):

Note that the actor playing the Clone should look extremely similar to the person playing Julius. The biggest difference should be that the clone looks a good deal more haggard. The Clone will be very easy-going, but when confronted by any of the Seven, he will be entirely compliant. Even with the characters he will be very submissive.

If the adventure is running with the premise that the clone thinks himself to be Julius, perhaps ensure that the actor playing the clone is only told this. And pretend that Julius is actually the clone.

• Julius Romero (N):

Julius should look like the Clone. Unlike the clone though, he will be very cunning and self-assured. He knows what's going on and is out to manipulate everyone. Pick a devious person to play this character. The character of Julius is the most knowledgeable of the background of the adventure and should be well-briefed.

• Alexander Brutus (N):

The actor should be of a large build, and with a forceful manner. Alex acts nice and friendly, but will quickly turn into a cruel foe if he is crossed, pick an actor that can be intimidating.

• Winona Childs (N):

A small person would fit Winona well, being very kind and compassionate. She should also dress very well, as she is after all the public relations officer.

• Alicia Romero (N):

The actress portraying Alicia should dress fashionably, be very quiet and sedate, and most of all, play along with Julius. She is also very knowledgeable of the circumstances surrounding the adventure, but is also very cautious. She may trust the characters, but her love of Julius always comes first.

• Hugo Quixote:

While the characters will most probably never encounter this man, he can be of any appearance, and even change who plays him from time to time. An especially devious GM could have someone always hanging around as if a spectator during the adventure who is in fact Hugo. Then have this person running away when they discover Alexander's body. However, normally this character is not needed.





LOCALES

There are six locations needed to run this adventure, all of which can be easily improvised. Some, such as the Genotech labs, may never be visited, and if they cause a problem, the GM can simply rule that their location is a secret. However, there are four central locations that are necessary to the adventure, as noted by the (N) below:

- **Grimsley's Apartment (N):**

Any apartment will do, as long as there is a back room in which the Clone's body can be concealed. This is where the adventure begins, therefore is of vital importance. If possible, scatter mini-skeletons and fake skulls from Halloween around the room to get the feel of a Ghoul's abode. This room will be only used for a short time, so need not be available for long.

- **Czar Inc. Building (N):**

Any room available will do for this. However, having an adjoining room where Alexander and Julius are hiding would work best, with Winona taking care of anyone who visits, and she will keep the characters in the reception room. Put up signs indicating it is Czar Inc., perhaps other business-related artifacts scattered about the room, and possibly a sign on the door to where Julius and Alexander are stating that it is Julius' office.

- **Julius' Mansion (N):**

The Romero mansion can be represented by any lounge, where Alicia will see them, assuming they have convinced her of their good intentions. Getting an entire house for the mansion would work well, as the GM could then place items as listed in the mansion's description in the place, allowing characters to investigate more fully this home of Romero.

- **Fast Food Joint (N):**

The locale where the characters are supposed to meet with Alexander, but he turns up dead. The characters will not even enter the place in all likelihood, as they see him dead in a car outside. However, one is needed to set up the appointment. Any cheap fast food joint, cafeteria, etc. will do. It need not even be a fast food place, so long as they have to enter from the outside, and a car can be parked in front within view.

- **Genotech Labs:**

As with the Czar building, only a room where the characters meet with the secretary is available. If they are planning on breaking into it, perhaps get other rooms nearby prepared. However, they are unlikely to pursue this option, and as mentioned above, its location can simply be ruled a secret.

- **Secret Apartment:**

This apartment where the terrorists hide out is probably never

going to be visited by the characters, but any apartment could do. Of course, in this case you're going to need five terrorists quick. If needed, Grimsley's apartment can double as the Secret Apartment.

PROPS

The only props needed are a vehicle (for meeting with Alexander) and some skulls or related items for Grimsley's apartment. Otherwise, this is a largely investigative and problem-solving adventure with little call for items. Note too that the vehicle is only needed briefly and need not be operated. If a vehicle is unavailable, have Alexander appear dead in the fast food restaurant.





SET-UP

To set up the adventure, use the following steps:

1) Arrange the locales.

Remember only four are really needed, an apartment, a lounge, an office and a fast food place. However, an extra office and apartment could be useful.

2) Assign the actors.

There are six that are necessary to the adventure, as listed below. Ensure that they are assigned the proper actor. Note that the GM will be required for other activities during the adventure so should not play any of these key roles. If possible, the GM should play no roles other than administrator of the adventure. The roles are ranked in order of frequency of appearance in a standard run of the adventure. Also, their most common location is listed.

NAME	LOCATION
The Clone	With characters
Alicia Romero	Mansion
Alexander Brutus	Czar Inc.; later in his car, dead.
Julius Romero	Secret Apartment/Czar Inc.
Winona	Czar Inc.
Grimsley Pyre	Grimsley's Apartment

3) Actor Briefing:

Each actor should be briefed independently, given their character card and with all of their character's relevant knowledge explained, as well as their goal in this adventure. They may be briefed in their Location, skipping step 4.

4) Getting Into Position:

The actors should be led to their location, and any last minute directions given. They are then given instructions on when and where to go, assuming they are needed elsewhere. Characters like Grimsley may leave early or observe as he has no real role after the initial scenario. Now the actors must wait until the characters come to visit them. Warn them that they may not be needed, but should be prepared.

5) Assembling & Preparing the Players:

The GM must then assemble the players, assign character cards, which are either taken from the pre-generated ones included, or new ones. They are given a quick run-down on the way the rules work and their character cards are explained.

6) Player Briefing:

Players should be briefed on the background of the world of Cyberpunk, warnings against getting into unnecessary fights,

and then they are brought to the door to Grimsley's apartment, and the adventure begins.

If you are running the pre-generated characters, their briefing is taken directly from the Media Investigation introduction in the Scenario section. Read the Player's Introduction to the players.





RUNNING THE GAME

The adventure begins with the characters right outside of Grimsley's apartment. For whatever reason they are there. If you are running the pre-generated characters, it is a media investigation of the home of a Dark Ghoul. They need proof that he is a Dark Ghoul and if possible and interview.

If the group is using any of the other introductions, read that one out as appropriate, making whatever changes are necessary to fit your group. It is recommended that you do not use the Police Raid idea, as the characters would all need guns, which could pose a problem as noted above.

Unlike the standard method of running the adventure, events will speed up in the live action version, so that it can be played in an evening, or around 6 hours. The GM can stretch it out longer is desired, but this is the most preferred amount of time for an evening's enjoyment. Thus, the individual scenarios are laid out here with their time referential to the real world time as the adventure progresses.

Not all of the following scenarios described in the Scenarios section will be played out, and indeed probably not in the order given, but they are all present so that the GM is prepared for whatever the players might attempt. Some events though, will happen regardless of the player's actions, such as the assassination of the Seven.

MASTER TIMELINE

HOURL	EVENT
-3:00	Romero secretly goes to Genotech Lab and visits with clone. He hypnotizes it, and sends it back to his office, assuming its place.
-2:00	The clone leaves the office at the time instructed by Romero, and is attacked in the hall by the Seven. They beat him severely, but he lapses into a coma. They believe him dead, so cease their attack.
-1:30	The Seven drop the body in a ditch outside the city, in a little traveled area. They have arranged for a group to pick up the body and dispose of it permanently in the morning.
-1:00	On a routine search, Grimsley Pyre notices the body of the clone in the ditch. He picks up the body and takes it home.
-0:30	

The group supposed to pick up the body cannot find it, so they assume the Seven disposed of it themselves and go on with life, forgetting to confirm this with the Seven.

-0:15

Hugo Quixote, a Red Brigade assassin arrives in Night City from London, England. He begins secretly observing the Seven.

-0:00

ENCOUNTER WITH A GHOUL:

The character's involvement in the adventure begins. They break into Grimsley's apartment and find the clone's body or something of the like. The clone is still alive and can easily be revived. See A Grimsley Find in the Scenario section.

0:10

PLEA FROM THE DEAD:

The clone pleas with the characters to help him regain his position at his corporation in return for money or whatever. See The Clone under his Interaction for more on this.

0:30

Hugo Quixote fixes the wiring in Francis Dessus' home.

0:30

The five Red Brigade terrorists arrive in Night City from Guatemala and proceed to Romero's secret apartment, where they stay until contacted.

0:45

Hugo Quixote places a remote control device on the steering controls of Barry Cass' car.

0:50

Grimsley Pyre turns himself into the police, and describes his past activities. Among the bodies he picked up, he describes Julius Romero's clone's. The police are very interested in this, due to the Czar Executive deaths. A leak in the police force slips the news.

1:00

NEWS:

Give players News Clip #1.

1:10

All records of the Seven and Julius Romero's presence in the Shepherds secret society are destroyed. Members are told that they are to deny knowledge of any of the Seven or Julius Romero ever having had any connections to the group.

1:30

Alexander Brutus, seeing the news special, calls together a special meeting for Sunday for the Seven, as it is obvious the "real" Romero survived.





1:45

A little behind in the news, Romero finally catches the story that the clone survived. He finds out about the meeting called by the Seven, and realizes they know that the clone survived as well, it is imperative that the clone dies, as it could give away his whole plan.

Still, he will try to find out where the characters are hiding through contacts (a 1-3 in 10 chance, or 1-2 in 10 chance if they are cautious or a 1 in 10 chance if they are extremely cautious; checked every 6 hours).

Once he discovers their location, the five-man Red Brigade terrorist team will be sent after them to kill them. If this fails, Romero himself will try to cut a deal with them.

2:00

The meeting at Czar Inc. is called to order. It is determined that the "real" Romero is probably still alive. They begin talking to contacts to get any information on where he might be.

Roll 1d10 every 6 hours hereafter. If the characters are acting normally, on a 1-3, a contact gives the Seven a complete description of the characters and their location. The chance is only 1-2 if the characters are being cautious and 1 if they are being extremely careful.

Once they have this information, a twelve-man team of Czar Security guards will come after the characters, shooting to kill. If this fails, they will try to contact the characters and cut a deal.

3:00

An electrical fire begins in Francis Dessus' home. By 3:10, the home is burnt to the ground, with Francis dead inside.

3:10

NEWS:

Give players News Clip #2.

3:20

Gerald Cimber sees the news and calls the Shepherds, warning them that something terrible has gone wrong. Then, Hugo Quixote breaks into his home, filling it with sleep gas. He hangs Gerald, and places a forged suicide note in the house. Hugo is in and out within 5 minutes.

3:30

Edward Ligar is struck while crossing the road by a black sedan driven by Hugo Quixote. He is instantly killed.

3:40

Hugo Quixote takes control of Barry Cass' car using the remote control and drives him into a pylon, killing him instantly.

3:50

Hugo Quixote sneaks into Czar Inc.'s offices and places a poison in Alexander Brutus' tea bags.

3:55

A Shepherd member arrives at Gerald Cimber's home, and discovering the body calls in an anonymous tip to the police about this discovery.

3:00

NEWS:

Give players News Clip #3.

4:15

Alexander calls the Seven together for a meeting. Daniel Tresbon and Carlos Casco are the only other two left. Alexander is poisoned by the tea during the meeting, but it is a slow-acting agent that will take a while to take effect. Suspecting some sort of foul play, they agree that the clone must be secured, and then they must all get to safe houses. The meeting breaks at 4:25

4:30

Alexander Brutus leaves by a secret exit from the building and takes the subway to his home.

4:30

Daniel and Carlos, while walking to their car are confronted by a mugger (Hugo Quixote). The mugger fires 3 shots into the heads of each, killing them. The mugging takes 1 minute from start to finish.

4:30

The five Red Brigade terrorists arrive at the Romero mansion, and replace the security guards there.

4:35

Alexander Brutus will try to contact the characters if he knows of their existence. He will tell them that something went wrong. They tried to prevent Julius Romero from hurting people, but it failed. Now he will undoubtedly die. He will arrange to meet them at 5:00 at MacDonnel's in the University area to talk further.

4:45

NEWS:

Give players News Clip #4.

4:59

The slow acting poison finally induces a fatal heart attack in Alexander. He dies in his car waiting to meet with the characters at MacDonnells. They probably find him dead in the car.

5:00

Hugo Quixote boards a plane bound for Hong Kong.

5:00

DEAD TRAITOR:

The characters find Alex dead in his car. Now all of the senior executives are dead.





5:10

NEWS:

Give players News Clip #5.

5:30

Julius Romero is called into the police station to talk with the detectives. He claims innocence in the deaths of the executives, and since there is no proof connecting him to the deaths, they release him after a few hours. However, they also ask him to submit to a DNA test, and he is confirmed as not being a clone.

5:45

Julius calls the Shepherd Grand Lodge from his secret apartment and tells them, "Don't mess with Julius Romero. I know you're behind this. Touch me, and your crazy cult's name will be on every station from here to Tibet. Your guys are dead, and the same fate awaits anyone else who messes with me. Czar is off-limits to you. Got that?!" and then hangs up.

6:00

Assuming nothing has happened to Romero, the five terrorists board a plane to return to Guatemala.

NEWS CLIPS

NEWS CLIP #1

A self-professed Dark Ghoul claims to have picked up the body of the Czar corporation's owner Julius Romero. While the body has since disappeared into the hands of an unidentified group, the possibility of a clone is raised.

NEWS CLIP #2

Francis Dessus, a senior executive in the Czar corporation was killed in a fire the previous night.

NEWS CLIP #3

Edward Ligar, senior executive of Czar Inc. was killed in a hit and run accident this morning. Barry Cass, another senior executive of Czar Inc. was killed in a single car collision this morning. Gerald Cimber, a third executive was found in his home, having hung himself over guilt in embezzling from the company. A dark day for Czar Inc.

NEWS CLIP #4

Daniel Tresbon and Carlos Casca, two senior executives of Czar Inc. were killed in a mugging gone bad. It is suspected Czar Inc. is doing a "house cleaning", getting rid of those unwanted executives.

NEWS CLIP #5

Alexander Brutus, the last of the senior executives at Czar Inc. was found dead this afternoon in his car in the University district. It appears he suffered a heart stroke, probably brought on by extreme stress.

With the recent terrible accidents related to Czar Inc., the company is facing serious questions about the identity of the man running it, Julius Romero and whether he is a clone, or has one in the city somewhere. The "house cleaning" has certainly transformed the company and could signify almost anything. Questions remain unanswered.





This section details the various locations visited during the adventure. Note that the characters won't necessarily have access to all of them.

THE APARTMENT BUILDING

Use the standard apartment building included in the adventure. Grimsley's apartment is located on the 1st floor, in the place indicated by the "G". The apartment building is located on the northern edge of South City. His room number is 001.

1. Entrance:

The front door of the apartment building has only a Medium Security Cardlock (20), and a Difficult Persuasion check asking another tenant to let the characters in can be substituted. Security is very lax.

2. Elevator

3. Stairs

4. Corridors:

The security cameras are only recording cameras, so destroying them effectively destroys all records of the characters' presence. The corridors have some graffiti and some garbage. The noise level can also get pretty high, with loud shouting matches raging throughout the building.

GRIMSLEY'S APARTMENT

The apartment is rented under the name Grimsley Pyre, the true name of the occupant. He is also the manager of the apartment building. The tenants all know Mr. Pyre as a quiet but dedicated man.

1. Entrance:

The door has the normal Medium Security Cardlock (20). He will generally answer any knock at his door, but keep the chain to ensure that punks don't mug him as they so often used to.

2. Closet:

This large closet holds the usual items, but among them, a couple of blankets stained with dried blood. He uses them to transport the bodies.

3. Kitchen:

The kitchen is pretty normal, except that there is a skull on the table and various organs in the refrigerator.

4. Living Room:

A rather nice living room on the whole, with a couch and TV in the center. There is also a pile of human bones on table, which Grimsley is using to make his latest sculpture.



5. The Freezer:

The door into this room is actually a very large metal one, with a latch lock on it. It opens from the outside. Inside, there are various meats (origin unknown), and three bodies. One has already been cut up, but the other two are very fresh. One is female and the other male. The male is Romero, and he is not dead at all.

6. Bathroom:

This room is filled with skulls and bones, many with candles in them, which provide the only illumination. An otherwise ordinary bathroom, with a very large bathtub.

7. Secondary Bedroom:

This bedroom is used for storage of Grimsley's various sculptures of bones and skulls, and is quite frightening to behold. A Fright Check (DL 15) is required for the first person to enter. If they have already seen a good deal of Mr. Pyre's hobby, reduce the difficulty by 5.

8. Master Bedroom:

This bedroom is quite nice, other than the skulls which surround it, and the bones framework that the bed is built upon. This is Grimsley's frightening little shrine to death, it requires a Fright check as well (DL 15). Many clues as to how disturbed Grimsley is can be found in this room.

CZAR OFFICES

Located on the 24th to 35th floors of the West City Tower in the Corporate Plaza, is the Czar corporation's main office. While this is the headquarters of the company, it is more of an administrative center than anything else.

Access to these floors is not difficult; the elevators stop on them, though on each floor there is a Czar Security Guard ready to turn away anyone who does not belong there. However, security is not too tight, and one could easily slip in (Average Hide/Evade check) without them noticing. Company personnel all wear ID badges, but if the characters can forge one (Difficult Forgery), they can freely move about until they do something to attract security's attention.

The security cameras on each floor feed to the security desk on that floor, and collectively to the mainframe on the 35th floor.

FLOORS 24-34

1. Reception & Work Area:

There is a desk just in front of the elevator, with a Czar Security guard behind it. If the characters are not wearing ID badges, he will ask them what their business is and prevent them from going any further. If they appear to have a legitimate business, he will let them proceed. If they ask to speak to someone, the guard will summon Winona Childs, the Publicity Director, to speak to them. She is also the person they will reach if they call the company.

Otherwise, there are a few dozen people working in cubicles, coordinating shipments and keeping tracks of the company's money. They will generally be disinterested in the characters, unless shooting starts, at which point they will proceed to panic and run.

2. Washrooms:

These are simple washrooms, nothing too exciting about them, except the new recycled toilet paper dispenser.

3. Offices:

These offices house the various executives of the company, of which there are several dozen, each being in charge of separate aspects of the company. They will also be disinterested in the characters.

FLOOR 35

The 35th floor is the home to the senior executives and those closest to Romero. This whole floor is quite lavish, with security being a great deal more cautious with who is allowed in (Difficult Hide/Evade check to get in), due to the importance of those working here.

1. Reception & Work Area:

Same as on the other floors.

2. Washrooms:

These are very nice washrooms, much more ornate than those on the other floors.

3. Senior Executive Offices:

The elaborate decor in each of these offices reveals the prestige of those who work in them. They are the offices of the Seven, where they can generally be found during weekdays.



4. Romero's Office:

The largest office of all, indeed one of the largest rooms, Romero's is decorated in a Roman style, very elegant, and befitting his enormous ego. He will see people here during the day, though he only sees those he believes he can profit from. It is also the location of the Czar corporation mainframe.

5. Romero's Secretary:

This is the office of Romero's personal secretary. She will ensure that no one bothers him who is not worth her boss' time. She is unsure about what is happening, but will always side with Romero against anyone else. She will not be able to tell the difference between the clone and the real one.

6. Meeting Room:

This room is filled with a large table and is used for meetings.

7. Public Relations Office:

This is Winona Childs' office, and where she can be found during the day.



CZAR MAINFRAME

The Czar corporation mainframe is located in Romero's office, and can be physically entered from there. However, he has changed all the passwords from those the clone knows, therefore hacking will be required.

The Data Walls are all +5, and the Code gates +6.

1. Terminal:

Secretarial area

2. Terminal:

Executive Offices

3. Long Distance Link:

Link to Czar offices across the world.

4. Database:

Employee records, pay records.

5. Database:

Production records

6. Database:

Shipping records

7. Flatline

8. Video Camera:

Floors 24-35.

9. DecKrash

10. Database:

Executive strategies. These are records of the future economic strategies the company will adopt, and is useful only to other corporates. Otherwise, there is no incriminating information.

11. Killer VI

12. Pit Bull

13. Database:

Black Ops. These files describe the plan by the Seven to overthrow Romero, and detail the use of Genotech behind his back. They will all be erased on May 7th, at 1PM (assuming Brutus is able to).

14. Database:

Weapons Production. These files describe the secret arms shipments to terrorists, though they appear on the surface to be simply shipments records.



15. Hellhound

16. Database:

Database for customers, showing 3D images of all of Czar Inc. products.

17. Alarm:

At night the entire place is under a motion detector's control, which sets off a local alarm and then alerts the police.

18. Watchdog

GENOTECH SECRET LAB

The Genotech secret lab is located among the factories and warehouses of Heywood. It is listed as being the 21st Century Medical Supplies Corporation. The signs in front of it read just the same. In fact, the receptionist truly believes it to be just that.

There are eight Czar security guards on duty here at all times, but they wear the 21st Century Medical uniforms (a company which does not exist other than in name). They will respond to any intrusion with force; unlike other Czar guards, these ones are well-trained and ordered to shoot first.

Otherwise, there are a dozen Genotech technicians on duty through the day, and a half dozen at night. They all wear ID badges, and moving around the building without one (Very Difficult Forgery to fake) will automatically bring security down in force.

If the characters come with Romero, the clone or any of the Seven, they will be allowed free reign of the lab, without even a security escort.

1. Reception:

There is a secretary on duty here from 9 to 5, though she has very little work. She truly believes this to be 21st Century Medical, and will quickly call security if the characters try to barge in. It is a very bare reception for a business, rather uninviting. The front door has a High Security Keylock (DL 20), though it is only locked at night.

2. Office:

This office is filled with mock paperwork concerning the fictional 21st Century Medical. If the characters have more than a few minutes to read it over they will notice (Average Accounting check or INT check vs 20) that the paperwork is all faked. There is a Genotech executive often at work in here, and he will pretend to be a 21st Century Medical executive. He will deny that his company doesn't exist, ultimately calling security if the characters persist.

3. Storage:

This large room has a large roll-up door, used to receive shipments, in the northern wall. While some of the crates have the 21st Century logo on them, they all contain equipment used in genetic or biological research. It is medical equipment, but of a specific nature and certainly not awaiting shipment to some other location. The large roll-up door has a High Security Keylock (DL 20), and is always locked. The door in the west wall is a High Security Vocolock (DL 20), keyed to the workers and security guards at the lab. The Seven's and Romero's voices will also work.

4. Security Check:

This barren room is just a formality for the workers here. Their ID badges are checked against the mainframe record, to ensure their validity. Any faked ID will automatically turn up as such unless the characters have changed the mainframe records. Also, a metal detector and x-ray scanner check for weapons when they enter. Weapons must be checked here. Two Czar guard work here and can activate an alarm at any time.

5. Sterilization:

Those entering the labs have to be sterilized. The process takes only a few minutes, and is utterly painless.

6. Main Lab:

The main lab is where the cloning experiments on livestock take place. During the day, a few chickens and a cow or goat will be present, with various Genotech technicians working on them. The equipment present is all that is required to clone a living organism.

7. Stable:

Special sterilized stables exist here for the animals to mature. A number of chickens, a few cows and goats can be found within. If the characters look closely, they will notice that all are exact duplicates, though at different stages of development.

8 & 9. Offices:

These two offices are where the senior technicians do their paperwork. If the characters go through this, they will find that experiments on cloning a human being have been attempted and were successful. Also, there are descriptions of an accelerated aging process that has been developed and again used on a human subject, who remains unnamed.

10. Lounge:

This lounge is where the technicians relax and unwind. There is even a bed for those who work overtime. Otherwise, there is little of interest.

11. Mainframe:



The door is locked with a High Security Cardlock. Only security, the Seven and the real Romero possess the right security cards for this door. Inside is the physical mainframe of Genotech.

The mainframe actually has few protections since it is not connected to the Net. A Difficult INT check is required to get access to the files, which only contain information on cloning livestock. There is a 1 in 10 chance per 10 minutes of searching of finding cleverly hidden information on accelerated aging of clones, which is the most secret information in the mainframe. All of the information related to Romero's clone was systematically erased days ago by the Seven.

12-13. Labs:

These labs are concerned with human DNA and its cloning. However, because of the project is over, the labs are empty other than the equipment used. They are locked with a High Security Cardlock (DL 20) and rarely used these days.

14. Security Check:

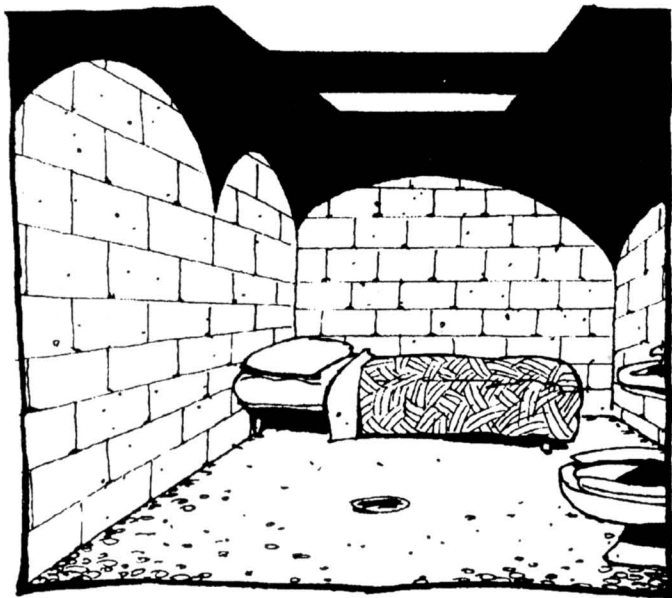
Another security check room, it is currently abandoned. There is very little here other than a desk and chairs.

15. Secret Lab:

This is the main lab where the technicians did their work on the accelerated growth of the clone. It is top secret research, and while there is no current experiment, a security guard can always be found in here, watching over the equipment.

16-19. Cells:

These are rooms to be used for human clones if future ones are ever made. Room 18 was in fact the room where the Romero clone was housed, and as such has the nicest furnishings, but it has not been inhabited for a few days. The other cells have basic bunks and washrooms — nothing too elaborate.



THE MANSION

Romero's mansion lies on a small estate in the Pacifica suburb, specifically Coastview. The estate is surrounded by a 3m high chain link fence, topped with razor wire, and 2m shrubs obscuring the view of the mansion. There are surveillance cameras watching the fence as well.

There are six security guards (use Czar Security) on duty at all times on the estate. Generally, two are in the security control office, two patrol the grounds and the other two patrol the mansion. They will respond with force to any intrusion and immediately alert the police. The guards do not know about Romero's ruse, so they will recognize either the clone or the man as the real Romero, which may allow the characters to sneak in.

However, if the real Romero is at home when the characters try to get in with the clone, security will arrest them and bring them to the real Romero to sort it all out. They will hesitate to open fire on either man, deferring to the police if things get hairy.

On the 7th, five Red Brigade terrorists will replace the security guards. At this time, no one will be allowed on the estate. If the characters arrive with the clone, the terrorists have orders to shoot to kill, but mainly to protect Romero and Alicia at all costs.

The guards, Romero and his wife have special access cards which allow them to go anywhere on the estate or in the mansion. The servants have access cards permitting them entry to only those places where they work. There are four servants who work at the Romero Estate: a gardener, a butler, a maid and a chef.

Any unsuccessful lockpicking attempt or failure at disabling a security measure has a 2 in 10 chance of alerting security. These chances increase by 2 with each subsequent failure. Of course, obvious incidents such as standing in front of a camera or destroying it will instantly alert security to the characters' presence.

THE ESTATE

1. Front Gate:

There is a camera at the front gate and radio link to the mansion's security office. The guards have a select list of people allowed in, including the Seven and a few close friends of Romero. If the characters try to con their way in, pretending to be friends, they will need to make a Very Difficult Persuasion check. The guards cannot be bribed.



The front gate is electronically locked, and can generally only be opened from the Security Office. However, it can be picked using the Electronic Security skill, DL 25. The gate has 30 SDP while the fence has only 20 SDP.

2. The Driveway:

If the characters are let in, they will be asked to park just in front of the mansion, where two guards will meet them and escort them inside.

3. Garage:

Two Medium Sedans and a Ford-Mazda Luxus 14 sit inside this garage. It is secured by a High Security (DL 25) Cardlock. There is a Movement Sensor inside which is always active.

4. Mansion:

The front door, back door and patio doors are all locked with a High Security Cardlock (DL 25). The windows all have pressure sensors. If they are broken, an alarm goes off in the Security Office. The building itself has two stories and is white and gray in Colonial style architecture.

Unless otherwise mentioned, all the doors inside can be locked with Low Security Cardlocks (DL 15) but many are left generally open or unlocked.

5. Pool:

A large 15m x 10m pool is available for the Romeros to swim, though neither one does. It is very dirty and not heated. There is a camera watching it.

6. Greenhouse:

A small greenhouse where the gardener grows flowers for Mrs. Romero. It is only locked with a Low Security Cardlock (DL 15), and has no real security around or in it.

7. Guest House:

A small guest house which has been abandoned for the last few years. It is now used for storage. There are boxes all over and everything is covered in a layer of dust. There was a High Security Cardlock (DL 25) on it, but it is now broken. There is no other security inside.

THE MANSION

FIRST FLOOR

1. The Entrance:

Four large white pillars dominate the entrance to the house and two large oaken doors, locked by a High Security Cardlock (DL 25), are present. A surveillance camera watches over the entrance.

2. Hallway:

In the hallway there are stairs leading up and railings overlooking it. The doors to the ballroom, living room and study are often all open, with only the one leading to the library being closed. A surveillance camera watches the stairs.

3. Library:

There are many books lining the walls of this anachronistic-looking room. However, shattering the antiquated image, is a computer which sits in the middle. This is where Romero does a lot of work. Yet, in the computer, there is nothing other than business-related information. He is very careful not to put anything important in this terminal, which has no security whatsoever. There are large sliding doors to the north, but they are generally closed.

4. Study:

This lovely room has been decorated in Victorian style and is where guests are entertained. If the characters are captured by the security guards, they will most likely be brought here to await Romero. It is very comfortable with a chimney in the East wall. There are large, sliding doors (which are often open) leading into the dining room to the north, and the same to the south (though they are almost always closed), leading to the library.

5. Dining Room:

This is where the Romeros eat. There is a lovely dining room, elegantly designed with a long table and silver settings.

6. Kitchen:

This is where the maid and chef work. There is a door leading outside, which the servants use. They are all watched over by a surveillance camera in the room.

7. Living Room:

Mrs. Romero's favorite room, this one is elegantly designed, though in a modern fashion, aimed primarily at comfort. A large videoboard dominates the room, where Alicia watches TV and keeps up to date with the events of the world.

8. Main Ballroom:

Seldom used these days, this large ballroom was once used for huge soirées that the previous owners would throw. The room is mostly empty, with most of the furniture covered by sheets. A surveillance camera overlooks the room.

9. Secondary Ballroom:

Again, an abandoned room, this one was formerly used for parties. There are large glass patio doors in the northern wall, which lead onto an unused patio. A surveillance camera overlooks this room.





SECOND FLOOR

1. Hallway:

The stairs from the first floor lead up to this huge hallway, which has a few surveillance cameras keeping an eye on movement on the second floor. It is difficult to move around on this floor without being spotted by the cameras.

2. Servant's Rooms:

Four of the five rooms in the West Wing are being used by the servants, one in each. The fifth is empty. Each room has a bed, a desk, a chair, a dresser and a closet. There is nothing of interest in them. They are only occupied during the night, so they are often locked.

3. Guard's Rooms:

The six bedrooms in the East Wing are each occupied by two guards, with one always in the room. They switch for shifts. They are otherwise identical to the servants' rooms and are also generally locked.

4. Security Office:

The door is locked with a High Security Cardlock (DL 25). Inside, there are all kinds of security consoles and monitors. It is a huge room, with much of it empty or containing entertainment for the security guards (TVs, board games, role-playing games, etc.). This is why, despite the good security devices of the estate, the characters still might slip by. Two security guards are "on duty" in here at all times, though others may be lazing around (roll 1d6-3 for the number, any result below 1 meaning no extra guards present). There is a locker with 6 Militech Ronin Light Assault rifles and 4 clips each. If the characters breaking in appear well-armed, they will take these rifles to greet the characters.

5. Washrooms:

These are washrooms used by the servants and the guards. There are no locks on these doors.

6. Linen Closet:

This is nothing more than a large linen closet. The door is not locked.

7. Master Bedroom:

A huge luxurious bedroom, where Romero and his wife sleep. It has all the modern conveniences, including a vibrating water bed and a wall-to-wall video board. There is a huge walk-in closet as well.

8. Master Washroom:

A huge washroom with luxury conveniences, including a hot tub.

9. Walk-in Closet:

This enormous closet contains hundreds of Alicia's dresses and crates of Julius' memorabilia. If the characters ever search it, a photograph of him and of a group who are later identified as core members of the Red Brigade can be found. They all appear to be friends. There is nothing else of interest.

10. Sun Room:

This huge sun room can have its environment adjusted to the occupant's desire and is voice-controlled. Generally, Alicia spends hours in here tanning, or cooling off during the hot summer months. It is filled with plants and has a very crisp look to it.



THE APARTMENT BUILDING

Use the same standard apartment building used for Grimsley's apartment. Romero's secret apartment is located on the 6th floor in the place indicated by the "S". The apartment building is located in the Rancho Coronado district and is 8 stories high. His room number (if the players want it) is 626.

1. Entrance:

The front door of the apartment building has only a Medium Security Cardlock (DL 20). An Average Persuasion check to ask another tenant to let the characters in can be substituted as an alternative. Security is very lax.

2. Elevator

3. Stairs

4. Corridors:

The security cameras are only recording cameras, so destroying them effectively destroys all records of the characters' presence. The corridors are pretty clean and things are generally quiet in this building.

THE SECRET APARTMENT

The apartment is rented under the name Albert Timmins. It is paid for regularly, but none of the residents has ever really seen the occupant. They assume he's very quiet. Only Romero knows of this apartment. Even his wife is ignorant of its location (though she is aware of its existence).

Romero's terrorist friends, except Quixote, will stay here for the duration of the adventure, and they will be careful never to answer the door, and be very quiet so as to pretend that they are not there. If the characters break in, the five terrorists will try to kill them.

They will leave the apartment on the 7th, and go to the Mansion to protect the Romeros. At this time, the apartment will be empty and all evidence of the terrorists' presence will have been removed.

1. Entrance:

Romero has installed a special High Security Vocolock (DL 25) along with the normal Medium Security Cardlocks (DL 20). This lock is not obvious and only responds to Romero and the terrorists' voices (Romero keys their voices in once they arrive).

2. Kitchen:

A large luxurious kitchen, it has five chairs around a table and the cupboards and fridge are filled with enough food for five people. Usually, some of the terrorists are seated in here playing cards or such. There is a counter which looks into the

living room.

3. Bathroom:

An overused bathroom, with toiletries for five.

4. Living Room:

What was once a luxurious and comfortable living room for Romero is now a heavily trampled living space for the terrorists. There is a TV and entertainment unit which gets a lot of use from them. Often, one or two of the terrorists are working on their guns in here. There are also two sleeping bags; this is where two of the terrorists sleep.

5. Master Bedroom:

This bedroom has been taken over by the other three terrorists, with their equipment spread about the room. There are three sleeping bags and assorted weaponry lying around. Often, a terrorist can be found in here napping.

6. Secondary Bedroom:

This bedroom used to be for secret guests of Romero, but he moved his things into this one to give more room to the terrorists. This is where he stays if he retreats here. It's a nice room, though crowded.

7. Balcony:

All of the apartments have this small balcony. The glass sliding doors have a latch lock (DL 15). The terrorists keep the drapes closed, though, and never go on the balcony.





INTERACTION

Grimsley may be the first person the characters deal with. He will be very quiet and be noticeably worried or curious. While he will seem guilty, he will start to ask questions (not very bright ones), like "Where are you from?", "Is that your gun?", "Have you ever shot it?", etc. He will be very protective of his "art", though being very timid, he will not get in the way of the characters. Ultimately, he just wants to get away and hide from them. Otherwise, he will be completely non-aggressive.

GRIMSLEY PYRE

Role: Techie

Specialty: Building Manager

STATS:

INT: 4 REF: 4 TECH: 9 COOL: 3 ATTR: 2 LUCK: 9 MA: 5
BODY: 7 EMP: 2 PSY: 3 SAVE: 7 BTM: -2 DM: +0

DESCRIPTION:

Sex: M Age: 34 Ethnic Origin: Anglo-american Hair Color: Dark Brown
Hair Style: Wild and all over Height: 5'10 Weight: 140lbs Eye Color(s): Gray
Dress & Style: Jumpsuit Distinguishing Features: Limp (right leg)

PSYCHOLOGICAL

Motivation: Personal pleasure ExMode: Quiet InMode: Inquisitive
Disorders: Schizophrenia Quirks: Suspicious, guilty Dedication: None

SKILLS:

Name	Level	Name	Level
Jury Rig	+6	Awareness	+5
Electronic Security	+2	Electronics	+6
Basic Tech	+8	Cybertech	+4
Strength Feat	+2	Streetwise	+2
Brawling	+4	Hide/Evade	+6
Driving	+4		

CYBERWEAR

Cyberleg (very poor quality).

OUTFIT

Dai Lung Streetmaster; urban flash outfit; cutting torch; tech tool kit; electronics tool kit; protective goggles; passcard; chainsaw; apartment; medium sedan.

BACKGROUND

Death has always fascinated humanity, but never so much as it fascinates the Ghoul. Ghouls are people who collect bodies and body parts for the bounties. Dark Ghouls are people who do this for pleasure. Generally they believe they gain some supernatural power from having dead things around them. There are now strict laws prohibiting such practices, but it still goes on.

Grimsley Pyre is one of these dark people. However, unlike most others of his ilk, he never actually kills anyone. Instead, he has found a particular area where the mob or other high-class criminals like to dump bodies.

He is also the manager of an apartment building. He doesn't do much else, at least that people know about. Every once in a while, he goes out driving in a particular area, where he goes slowly, watching the ditches. And sometimes he comes back with a big black bag. Then, a few days later, sawing sounds can be heard.

His hobby, collecting bodies, has a purpose: getting the bones for his sculptures, which he dedicates to various gods of death. He generally puts the body in cold storage (he has a walk-in freezer in his apartment for this purpose) until he can properly cure it. Grimsley is a very twisted soul.

He is the one who picked up Julius Romero's clone, but was very busy at the time with work in the building, so he had to keep the body for later. The characters somehow discover the body of the clone, and hopefully rescue him. Grimsley may get away if the characters are not on their feet. If he does, he will go and hide out. A few days later, he will come forward with a complete confession. The description of his last body, Romero, will excite the police and the media.

If the characters kill or remove Grimsley from play, his brother will come forward with this information instead. The brother is pretty much similar, except his ATTR is 7, and INT is 6.



THE CLONE OF JULIUS ROMERO

Role: Corporate

Specialty: Owner of Czar Inc.

STATS:

INT: 10 REF: 5 TECH: 6 COOL: 4 ATTR: 6 LUCK: 7 MA: 4
BODY: 7 EMP: 9 PSY: 7 SAVE: 7 BTM: -1 DM: -1

DESCRIPTION:

Sex: M Age: 41 Ethnic Origin: Italian Hair Color: Dark brown
Hair Style: Neat, short Height: 5'11 Weight: 170lbs Eye Color(s): Brown
Dress & Style: Corporate suit Distinguishing Features: Heavily bruised on neck, and all over the body. Scars on forehead and torso. Tattoo of knife behind blue eye on left shoulder.

PSYCHOLOGICAL:

Motivation: Duty to Seven ExMode: Charismatic InMode: Scheming
Disorders: Delusions (see below) Quirks: Cunning, compliant
Dedication: The Seven +8, Czar Inc. +6

SKILLS:

Name	Level	Name	Level
Resources	+8	Awareness	+2
Library Search	+2	Persuasion	+4
Stock Market	+3	Education	+4
Leadership	+2	Handgun	+2

CYBERWEAR:

Biomonitor; Skinwatch.

ASSETS*

Habitations: Mansion in Night City; Large Estate and Mansion in Rome; House in New York; Apartment in Tokyo; Estate and House in Vermont.

Stocks: Over 500 million eb. Cash Card Account: 100,000eb

*Everything has been locked out by Julius. The cashcard works for the first 1d6 days (until the real Julius notices, and changes the codes, in which case he KNOWS the clone is alive), or as long as desired if the clone thinks to change the codes himself.

BACKGROUND:

The clone has had a very rough life. For six months, he was aged artificially, and fed information which the Seven wanted him to know. He knows all of the public and some private information on Romero's life. Just before he was supposed to replace Romero, he was visited by the real one. This was a shocking spiritual experience for the clone, and it made him more susceptible to Romero's hypnosis. Under hypnosis, the clone was told to believe he was the real Romero. Then, he was ordered to go to the real Romero's office. The clone did just that, and was brutally attacked by the Seven, who were the people who had created him, mistaking him for the real Romero. All of this was too much and he went into a catatonic state. However, the clone did not die: now, he wants his "real" life back.

He is also slightly changed, being a very subservient person, with an intense loyalty to the Seven. He truly believes himself to be the real Romero. He will avoid seeing the real one, as it causes him to make a *Difficulty 20 Fright* check every time he sees him. This never changes, which is why he wants the real one dead.

If the characters at any time decide to check the DNA of the "clone" against the "real" Romero, they must first get a sample of both. If they manage to get a hold of an advanced DNA scanner, it will be discovered after 6 hours of processing that the Romero the characters found is in fact the clone.

INTERACTION

The clone will plead with the characters to help him regain his position of power. He will be extremely charming, using Persuasion on the characters. He has access to money, so he can pay the characters (he will offer 5000eb each if they help him, going up to 20,000 if they haggle.)



If the characters want to go to the police, file an official report or contact the media, he will insist that they do not. He will attempt to persuade the characters that this would be a bad idea. He knows this would alert the executives of his survival, and this would certainly prove fatal to everyone involved.

If the characters interrogate him, it requires a *Very Difficult* check for each piece of information. He doesn't know any of the background on himself or the real Romero (info in italics). He will also lie 90% of the time, in which case a *Very Difficult* Human Perception skill check is required to detect the lie. He will also strongly hold to the conviction that he is the real Romero: any check to see if he is lying will show him to be telling the truth — his truth.





THE SEVEN

The top seven executives of Czar Inc. are the ones who arranged the Dump and plotted to murder Julius. They have been seeking to gain control of the company for nearly a year now, as ordered by the Shepherds.

They are not a solid group though. While the characters will undoubtedly see them as a single entity, they each have their own motives and goals. The Seven include: Alexander Brutus, Barry Cass, Carlos Casca, Daniel Tresbon, Edward Ligar, Francis Dessus, Gerald Cimper.

The leader of the group, Alexander, is the one who organized the Dump and the murder of Julius. He has known Julius for many years and knows all about his terrorist connections, but he wants to rule the company himself. He plays the role of the benevolent leader to the rest, and is in many ways a kind man.

Barry is the one who dreamt up both schemes and supplied them to Alex because he has no real ability in leading others. He is an expert in conspiring against others, but sees this current plot as being his key to power and glory. He in particular hate Julius for various reasons, and was thoroughly pleased to be done with him.

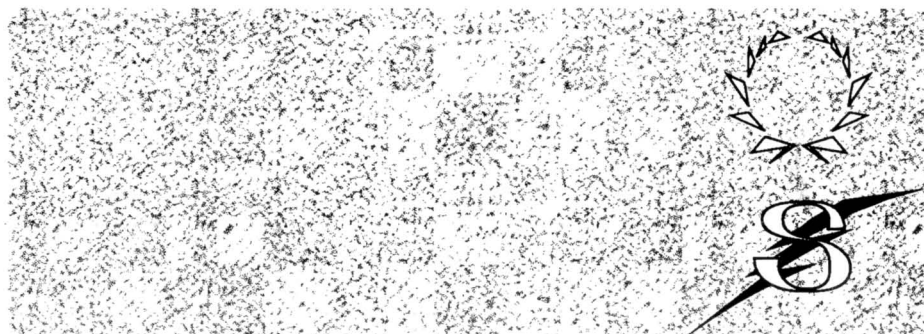
Carlos, the third murderer, was tired of Julius' incompetence in running the company. He was often open about his dislike of Julius' business practices, much to the annoyance of the other members of the conspiracy. Carlos is anything but subtle.

Daniel was not very pleased with the dark deed. He is part of the conspiracy mainly because he is a greedy man and was been promised untold wealth. He is a rather bland person, a nice guy, but without much depth. Barry has set him up to be the scapegoat should anything go wrong.

Edward was always afraid that Julius hated him and would fire him. He was very glad to kill him, though he had suspicions that Julius knew about the plot. Now, Edward fears that the police knows or that his compatriots will frame him for the crime. He is already planning to kill them.

Francis wants power. Pure and simple. Anything that stands in his way must die. Now that he has power, he is not content to share it with others. He is also biding his time to take control of the company for himself.

Lastly, there is Gerald, who is fanatically loyal to the Shepherds. His only goal in this conspiracy is to carry out the Shepherd's orders. He is the highest Order member of the Seven and the direct liaison between the group and the Shepherds. Outwardly, he is very polite and kind, but is secretly watching everyone's actions, making sure that their allegiance is to the Shepherds.





ALEXANDER BRUTUS

STATS:

INT: 10 REF: 9 COOL: 8 ATTR: 9 BODY: 9 EMP: 4

DESCRIPTION:

Sex: M Age: 40 Ethnic Origin: Italian Hair Color: Dark brown
Hair Style: Short, neat Height: 6'2 Weight: 200lbs Eye Color(s): Brown
Dress & Style: Corporate suit

Distinguishing Features: Scar on right cheek.

PSYCHOLOGICAL:

Motivation: Power ExMode: Kindly InMode: Ambitious
Disorders: None Quirks: Moody, brutal Dedication(s): Shepherds +5

BACKGROUND:

Alexander was born in 1980 in Rome. He went to university with Julius, which is where he met him. However, their paths did not cross again for many years. In the meantime, Alex worked as an executive in many companies. He *joined the Shepherds and became a trusted member.*

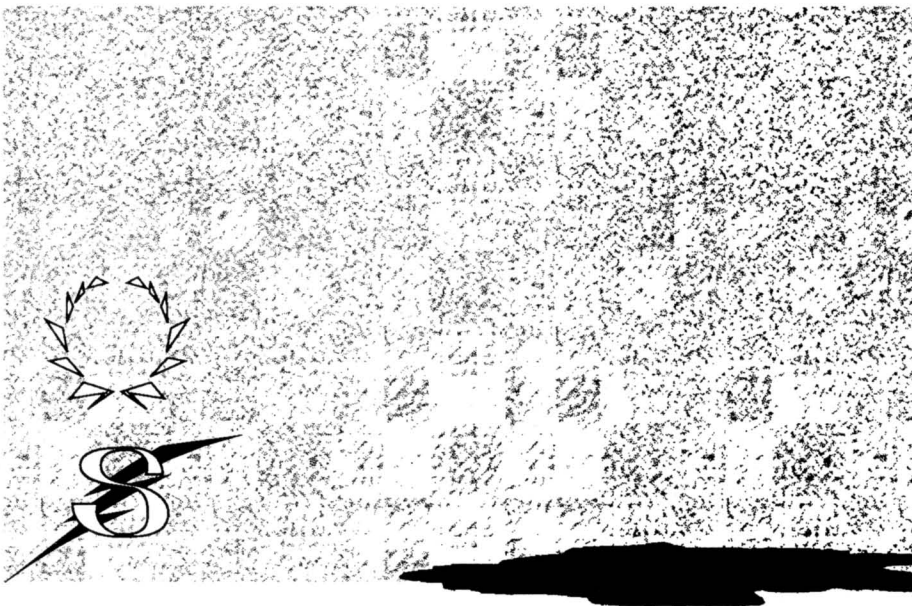
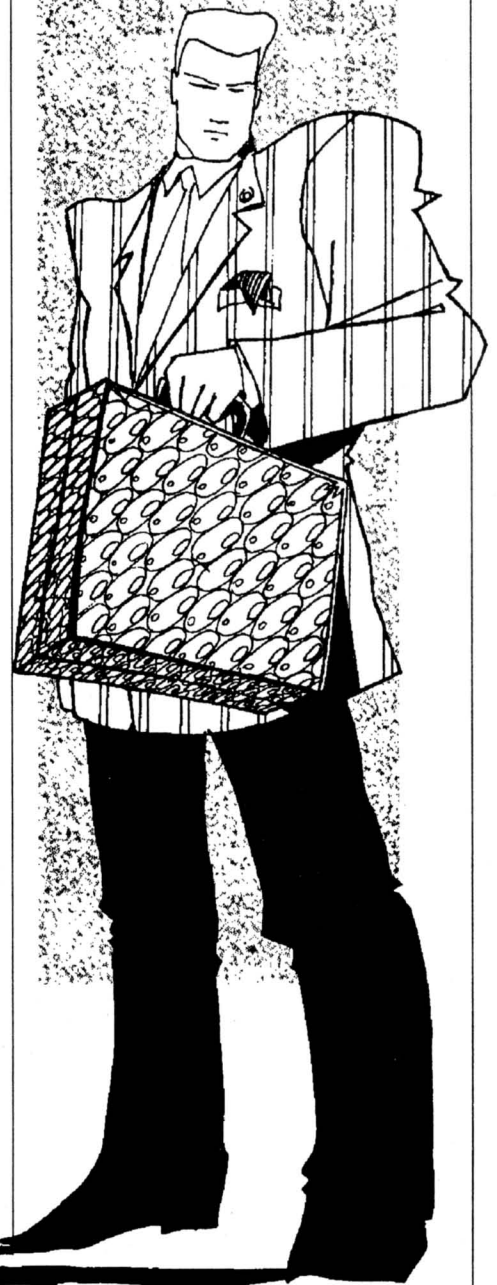
He was chosen, due to his knowledge of Julius, to join the conspiracy against Romero. Julius was all too happy to promote Alex to senior executive! His loyalty to the Shepherds brought him up through the ranks to the Third Order.

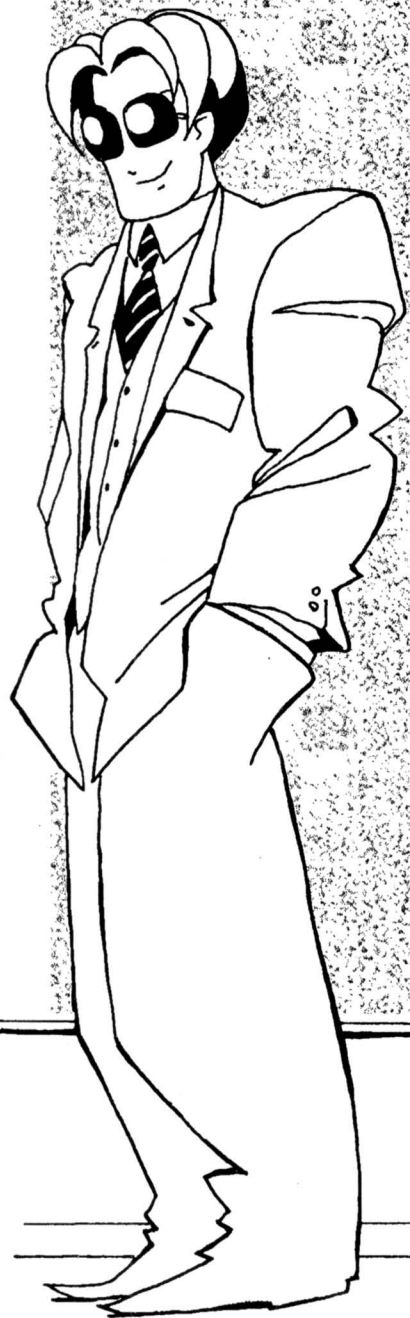
He leads the conspirators because he is a natural leader, and inspires confidence. Unfortunately, his group is composed of unsavory and unpredictable personalities, at best straining his leadership abilities.

INTERACTION:

Alexander and Carlos are close allies. He does not trust Barry, but keeps him close so that he can keep an eye on what he does. He sees Daniel as harmless, so ignores him most of the time. He fears Edward might betray them, and has security guards watching him constantly. Francis is power-hungry, so he is appealing him for now, but is planning to send him to Russia to oversee the factories there. He is not sure about Gerald, but keeps him close, just in case.

To outsiders, he will be very pleasant and charming. He will try to soothe any concern the characters might have (i.e. lie). However, if they push him, he will become hostile and have them forcibly removed. If they truly bother him, he will have them killed.





BARRY CASS

STATS:

INT: 9 REF: 4 COOL: 8 ATTR: 7 BODY: 5 EMP: 8

DESCRIPTION:

Sex: M Age: 34 Ethnic Origin: German Hair Color: Light brown
Hair Style: Short, neat Height: 5'8 Weight: 140lbs Eye Color(s): Brown
Dress & Style: Corporate suit Distinguishing Features: Mirrorshades

PSYCHOLOGICAL:

Motivation: Recognition ExMode: Friendly InMode: Obsessive
Disorders: None Quirks: Treacherous, scheming, manipulative
Dedication(s): Shepherds +4

BACKGROUND:

Barry was born in 1986 in Frankfurt, Germany. He connived his way into a position at Czar Inc. He quickly rose through the ranks through blackmail, until the Shepherds beat him severely for it one day. Then, he offered to use his tactics in their service in return for their protection, and they accepted. He was seen as the ideal man for dealing with Julius due to his treacherous nature, and this is a renown Barry prides himself in.

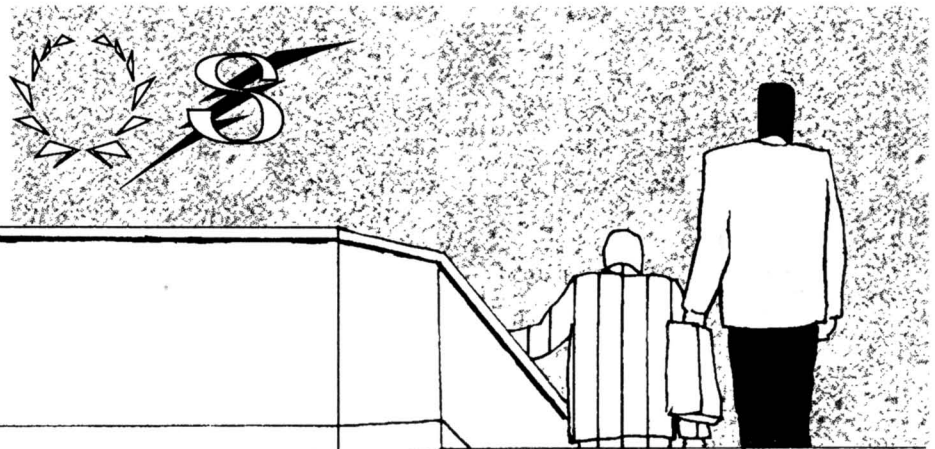
He is also very proud of the fact that the Dump and the assassination were both his ideas. The clone was Alexander's, but no sense in letting that fool get any credit. Barry just wants the credit for his genius, and the Shepherds are giving it to him, promoting him to the Third Order.

Unfortunately, Julius detected Barry's nature early on, and it was despite protests that Barry was placed in his position of power. A bitter working relationship persisted between the two men, with a building hatred in Barry. He is glad that Julius is dead, and sees it as further insult using the clone as their pawn.

INTERACTION:

Barry sees Alexander as easily manipulated, and seeks to use him to the best of his abilities. He sees both Carlos and Daniel as fools, but they can be used as well. Edward is dangerous, as is Francis. He has planned to poison them in the coming days. Gerald is a close ally though, whom he trusts completely.

The characters will undoubtedly see Barry as the nicest member of the executives. He will be charming and concerned about the characters, and will try to help them in any way he can; all the while trying to learn what they know and where they live so he can send hit teams to kill them all. Nothing will stand in the way of his plan, except, of course, his coming death from Romero's assassin.





CARLOS CASCA:

STATS:

INT: 7 REF: 6 COOL: 6 ATTR: 6 BODY: 7 EMP: 5

DESCRIPTION:

Sex: M Age: 36 Ethnic Origin: Greek Hair Color: Dark brown
Hair Style: Short, neat Height: 5'9 Weight: 150lbs Eye Color(s): Brown
Dress & Style: Corporate suit Distinguishing Features: Black leather gloves

PSYCHOLOGICAL:

Motivation: Personal duty ExMode: Overbearing InMode: Loyal
Disorders: None Quirks: Blunt, trusting
Dedication(s): Czar Inc. +6, Shepherds +4

BACKGROUND:

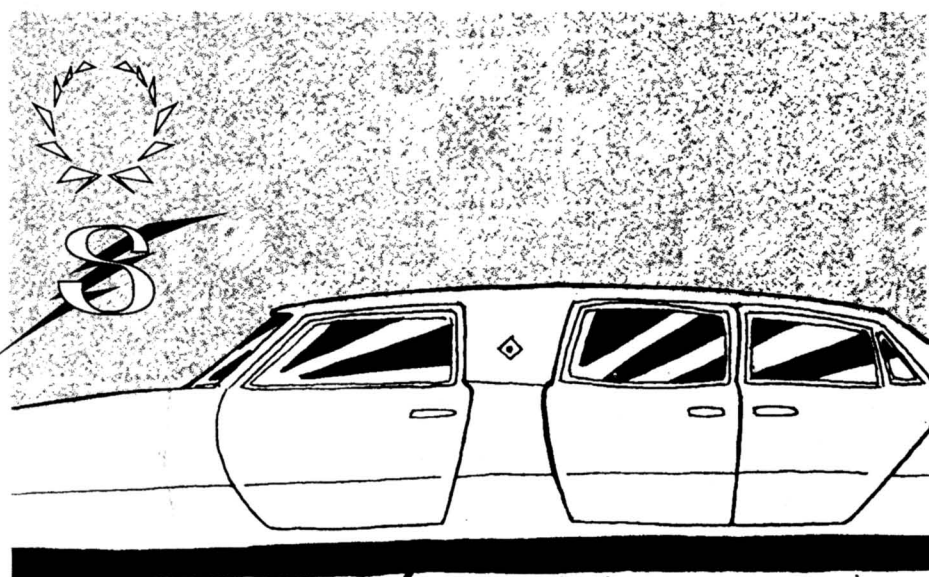
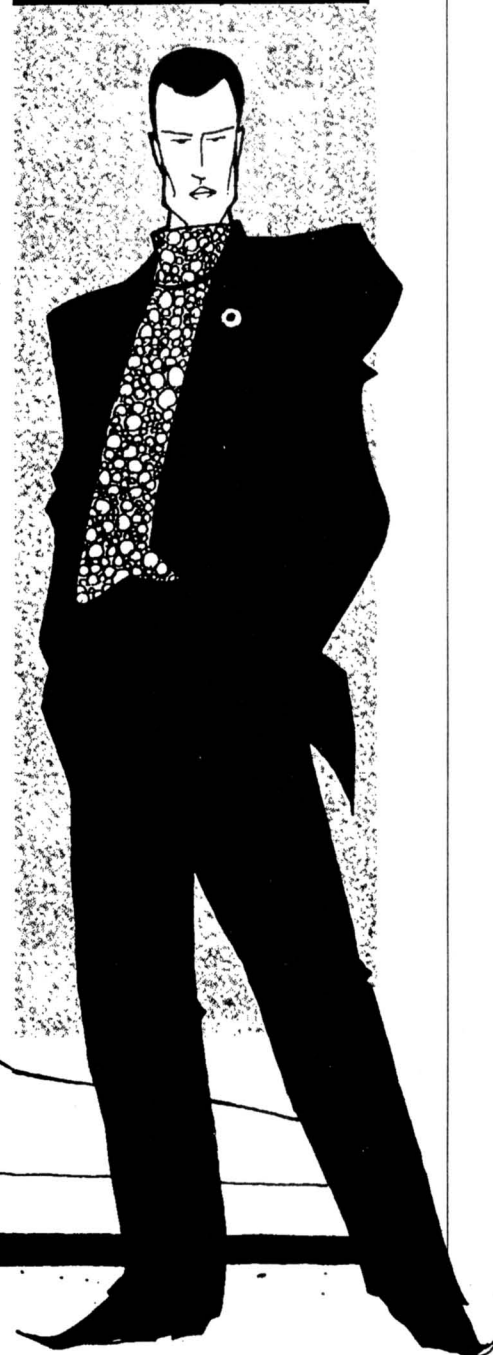
Carlos was born in 1984 in Los Angeles. He studied hard, but still had to work to get up through the ranks in Czar Inc. He is the only member that has truly worked his way to the top. *The Shepherds took him on as an earnest member, and see him as a loyal follower. He was selected for this group because he would provide a trustworthy ally for Alexander. He is a Third Order member.*

He is feeling very guilty about the murder, but was simply tired of Julius' mismanagement of the company. He saw friends and co-workers getting pay cuts and laid off because Julius was losing money to all sorts of wild schemes. He shouldn't have had to die for it, but Alexander thought it had to be done, so it was.

INTERACTION:

Carlos and Alexander are close allies. He trusts in Alexander's judgments of people. He does not trust Barry, instead believing Daniel to be a reliable ally. He fears Edward and Francis because Alexander has told them they are dangerous. He will support Alexander in any way. Gerald is a very nice person though, and he trusts him.

With outsiders, Carlos will be overbearing and obnoxious. He thinks he knows everything and everyone else is an idiot. The one person he respects is Alexander. Everyone else just gets in his way, and he will tell them so.





DANIEL TRESBON

STATS:

INT: 6 REF: 10 COOL: 4 ATTR: 6 BODY: 7 EMP: 8

DESCRIPTION:

Sex: M Age: 32 Ethnic Origin: French Hair Color: Blonde
Style: Short, neat Height: 5'9 Weight: 145lbs Eye Color(s): Blue
Dress & Style: Corporate suit Distinguishing Features: None

PSYCHOLOGICAL:

Motivation: Wealth ExMode: Guilty InMode: Greedy
Disorders: None Quirks: Morose, bland Dedication(s): Shepherds +5

BACKGROUND:

Daniel was born in 1988 in Paris. His family was very poor, but he managed to have befriended Julius during a summer visit to Rome. The two became good friends, and Julius saw fit to give him a position in his company.

He enjoyed the job, but began getting pay cuts due to Julius' schemes. He was approached by the Shepherds and told that if he did what they wanted, they would make him rich. They carried through their promise by getting him promoted to a top executive position, which Julius was happy to give him.

However, when they approached him with the idea of killing Julius, he was very hesitant. It was only when they promised him a half million eurobucks that he agreed to sell out his friend. This also got him the promotion to the Third Order of the Shepherds. He nevertheless feels extremely guilty about his deed.

INTERACTION:

Alexander and Carlos are close allies of his, and he trusts them. He suspects that Barry is conspiring against the rest of them and distrusts him a great deal. The rest also scare him, so he does not trust them either.

To outsiders, he will appear very nervous and guilty-looking. He will not look anyone in the eye and stutter a great deal. He will avoid anyone who pushes him, deferring to another of the Seven.





EDWARD LIGAR

STATS:

INT 9 REF 6 COOL 5 ATTR 8 BODY 7 EMP 7

DESCRIPTION:

Sex: M	Age: 46	Ethnic Origin: Portuguese	Hair Color: Dark brown
Hair Style: Short, neat	Height: 6'	Weight: 135lbs	Eye Color(s): Brown
Dress & Style: Corporate suit	Distinguishing Features: Limp		

PSYCHOLOGICAL:

Motivation: Social status	ExMode: Anxious	InMode: Paranoid
Disorders: None	Quirks: Fearful, diplomatic	Dedication(s): Shepherds +2

BACKGROUND:

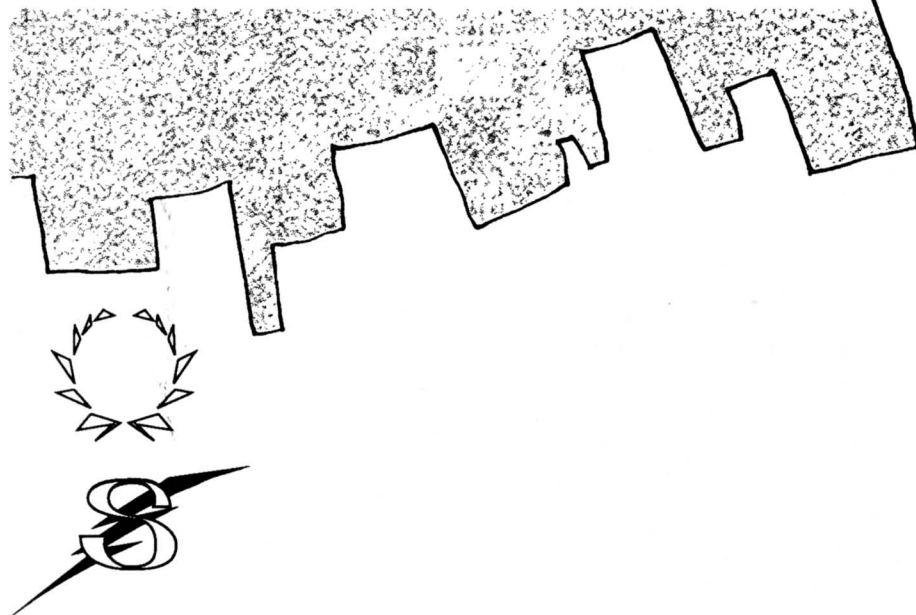
Edward was born in 1974 in Lisbon. He was a diplomat for Spain for a number of years, and then *once he was invited to join the Shepherds*, he gave up that line of work to become a top executive in Czar Inc. *This was mainly because he feared the Shepherds might cause him trouble if he refused. He was raised to the Third Order within a matter of weeks, something unusual within the cult.*

He was always afraid of Julius, sure that he would somehow get fired or into trouble with him, and get the Shepherds mad at him. He is still convinced that the Shepherds kill people who fail them. This was what drove him to agree to the murder. He feels immensely guilty about it, but at least he no longer has to fear Julius. Now, it is the rest of the Seven he worries about.

INTERACTION:

He does not trust any of the Seven. He is sure that they are all out to get him. He has not figured out what he will do, but he is considering disappearing. If the characters offer him some sort of sanctuary, he may help them.

To outsiders, he will appear very nervous and worried. He will act very suspicious, believing the characters to be police coming after him. If he is pushed, he will attempt to escape. If successful, he will emerge in some South American country with a new name and a new face.





FRANCIS DESSUS

STATS:

INT: 7 REF: 8 COOL: 9 ATTR: 4 BODY: 8 EMP: 3

DESCRIPTION:

Sex: M Age: 37 Ethnic Origin: English Hair Color: Light brown Hair Style: Short, neat Height: 6' Weight: 150lbs Eye Color(s): Pale Blue
Dress & Style: Corporate suit Distinguishing Features: Military medals of honor

PSYCHOLOGICAL:

Motivation: Power ExMode: Forceful InMode: Cold-hearted
Disorders: Sociopath Quirks: Violent Dedication(s): Shepherds +4

BACKGROUND:

Francis was born in 1983 in London. He joined Czar's local branch in London, and managed to work his way up through the ranks, mainly by intimidating his superiors. Julius was impressed with the man's strength of character and *was glad to promote him to the senior executive level when the Shepherds asked him to.*

He had joined the Shepherds in 2007, as he wanted to work on the city patrols. He believes strongly in protecting his interests, so wanted to protect his family. He also saw the Shepherds as another path to power. He quickly accepted the plot to murder Julius as they promised him entry into the Third Order. He was to be the muscle in the operation, only they didn't realize how much he would enjoy it.

He feels no remorse for his actions, and is considering killing the rest of the Seven to gain absolute power. He hates having to use the clone, so is plotting to kill it as well.

INTERACTION:

Alexander is a man to be reckoned with, as Francis realizes, but he has to be accepted for now. Barry is a snake, definitely untrustworthy, and should be killed first. Carlos gets in his way and is a nuisance. Daniel is a weak fool, and can be left until later, as he is harmless. Edward is definitely dangerous, as is Gerald, but Gerald is currently allied with him, so Francis will probably kill him last.

To outsiders, he will be very forceful and aggressive, but he will rarely lose his cool, instead just threatening the characters.





GERALD CIMBER

STATS:

INT: 8 REF: 6 COOL: 9 ATTR: 10 BODY: 8 EMP: 5

DESCRIPTION:

Sex: M Age: 47 Ethnic Origin: Anglo-American Hair Color: Brown Hair
Style: Short, neat Height: 6' Weight: 170lbs Eye Color(s): Brown
Dress & Style: Corporate suit Distinguishing Features: Earring in one ear

PSYCHOLOGICAL:

Motivation: Duty to Shepherds ExMode: Quiet InMode: Fanatical
Disorders: None Quirks: Assured, martyr Dedication(s): Shepherds +9

BACKGROUND:

Gerald was born in 1973 in New York. His family was quite wealthy, assuring himself a pleasant up-bringing, lacking no luxury. *He was one of the original members of the Shepherds, helping to organize it on the East Coast of the United States. He has performed several services for the Shepherds, and his loyalty is not in question in the least.*

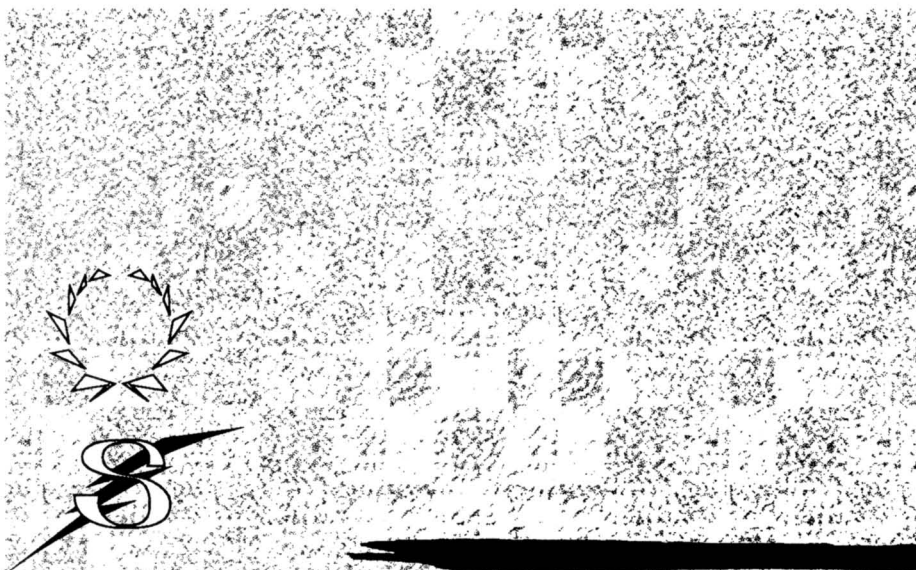
They put him into position at the Czar corporation as a senior executive to form a direct liaison between the Seven and the Shepherds. He is there to spy on the other members and ensure that Shepherd objectives are met.

He has a direct link to the Shepherds and is a Fifth Order member.

INTERACTION:

Gerald feels that Alexander is a good man but questions his dedication to the Shepherds. He keeps Barry and Francis close to him, though he does not trust them in the least. Carlos is definitely trustworthy, a man which he respects. Daniel is a loose cannon, so he keeps a close eye on him. Edward is an odd man, but he suspects he is close to breaking, and is careful around him.

To outsiders, he will be very polite, but mainly quiet. He will watch and listen as opposed to talking and taking an active role in any incident. When he does talk, he says little.





WINONA CHILDS (CZAR PUBLIC RELATIONS OFFICER)

STATS:

INT: 8 COOL: 9 ATTR: 10 BODY: 5 EMP: 10 PSY: 5

DESCRIPTION:

Sex: F Age: 28 Ethnic Origin: Anglo-American Hair Color: Blonde
Hair Style: Long, straight Height: 5'4 Weight: 120lbs Eye Color(s): Ice blue
Dress & Style: Corporate suit Distinguishing Features: None

PSYCHOLOGICAL:

Motivation: Power ExMode: Helpful InMode: Compassionate
Disorders: None Quirks: Pacifist, loyal, generous
Dedication: Czar Inc. +8, Julius Romero +4

BACKGROUND:

Winona was born in San Bernadino in 1992, and was raised in the corporate suburbs there. Somehow, she has maintained an idealistic and optimistic view of the world, which has made her a highly successful public relations manager. However, she has no edge, which has stifled her career with the larger corporations.

Julius Romero hired her because of her innocent appearance. She provides a great cover for his own devious self. While he manages to be a great orator, he enjoys having such a kindly person working directly with the public.

Winona realizes that there are some odd occurrences at her company, but Mr. Romero is a very nice man, so she does not ask questions. While she has noticed he has changed, she continues her steadfast dedication to the company and to him.

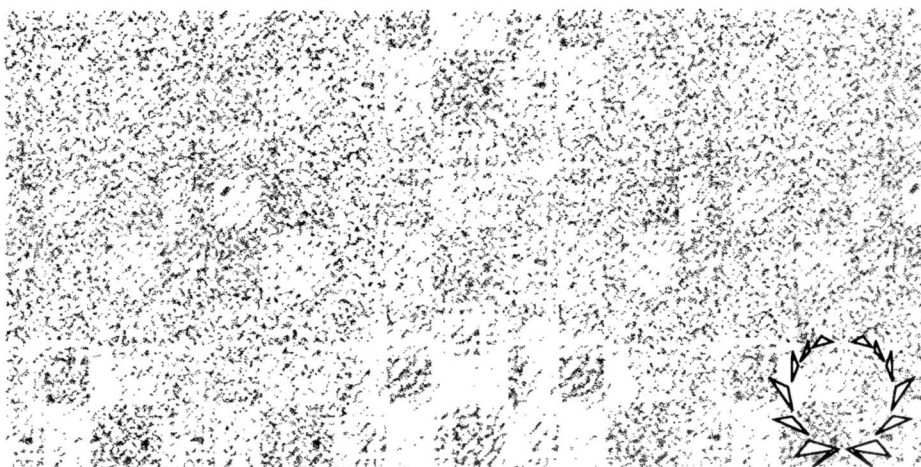
INTERACTION:

Winona Childs is unaware of anything out of the ordinary at the company, and those few odd occurrences are easily explained by the stress executives and a man like Romero are under.

She will be more than pleased to help the characters in any way, except if they appear troublesome to the company. Then, she will quietly excuse herself and call security, who will be there in seconds (security just loves her).

If the characters tell her that the real Romero is with them, and that the one she has been seeing every day is a clone, she will call security after assuring them that she will investigate this claim. She will also alert Romero, who will be very interested in the characters and the clone.

If the characters bring the clone, she will be very confused at first, but then realize that maybe they are right, and help them in any way. Her loyalty is to Mr. Romero, the one she thinks is real. And the one currently around just doesn't seem like the real one (besides, she never liked the Seven).





CZAR SECURITY

Role: Solo

Specialty: Security

STATS:

INT: 4 REF: 7 COOL: 5 MA: 6 BODY: 8 EMP: 6 SAVE: 8
BTM: -3 DM: +1

SKILLS:

Name	Level	Name	Level
Combat Reflexes	+4	Awareness	+4
Handgun	+4	SMG	+4
Rifle	+4	Brawling	+4
Martial Arts (Karate)	+2	Intimidate	+3
Driving	+2		

CYBERWEAR:

Cyberaudio: Radio Link.

EQUIPMENT:

Guardian SMG; 2 extra clips; Sidekick handgun; 2 stun grenades; kevlar vest.

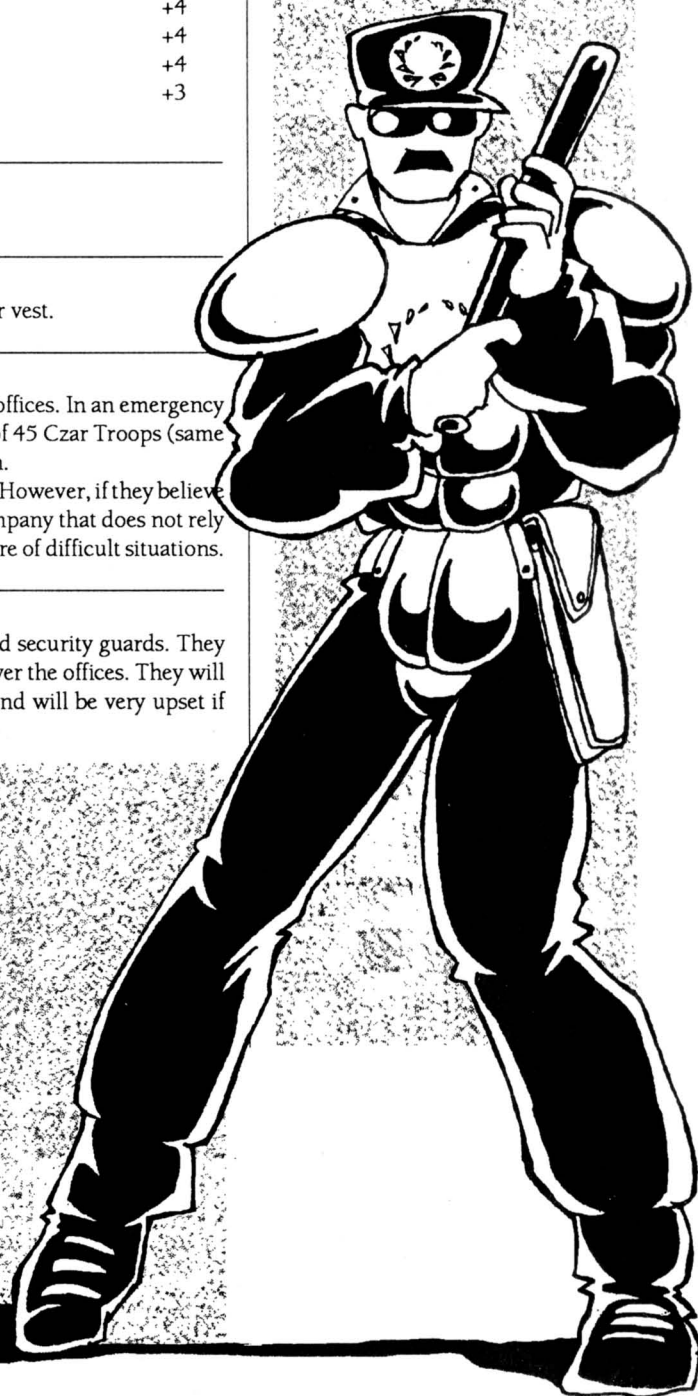
BACKGROUND:

There are twenty Czar Security guards on duty at all times at the Czar offices. In an emergency an additional twenty can arrive in 1 hour, and in 24 hours a contingent of 45 Czar Troops (same stats as Security, but better skilled, armed and armored) can be flown in.

Generally, Czar Security will try to keep things calm and avoid combat. However, if they believe things may get violent, they are quick to call in the police. This is one company that does not rely heavily on its own corporate security, preferring to have the police take care of difficult situations.

INTERACTION:

Czar Security is easy-going generally, as they are pretty much standard security guards. They rarely deal with anything out of the ordinary, generally they just watch over the offices. They will be slow to respond, and easily surprised. They just want a quiet shift, and will be very upset if anything breaks that serenity.





MASTER IAN FUCHI (SHEPHERDS PUBLIC RELATIONS DIRECTOR)

STATS:

INT: 10 COOL: 9 ATTR: 7 BODY: 7 EMP: 8 PSY: 6

DESCRIPTION:

Sex: M Age: 39 Ethnic Origin: Japanese Hair Color: Black
Hair Style: Short, neat Height: 5'7 Weight: 160lbs Eye Color(s): Brown
Dress & Style: Corporate suit Distinguishing Features: Mirrorshades

PSYCHOLOGICAL:

Motivation: Social status ExMode: Friendly InMode: Arrogant
Disorders: None Quirks: Diplomatic, superiority complex, mistrusting
Dedication: Shepherds +8

BACKGROUND:

Master Fuchi has been the public relations director for the Shepherds in Night City for the past five years and has done a fine job. He is an expert at explaining the bizarre, and has a knack at dismissing any claims that the Shepherds are a secret society.

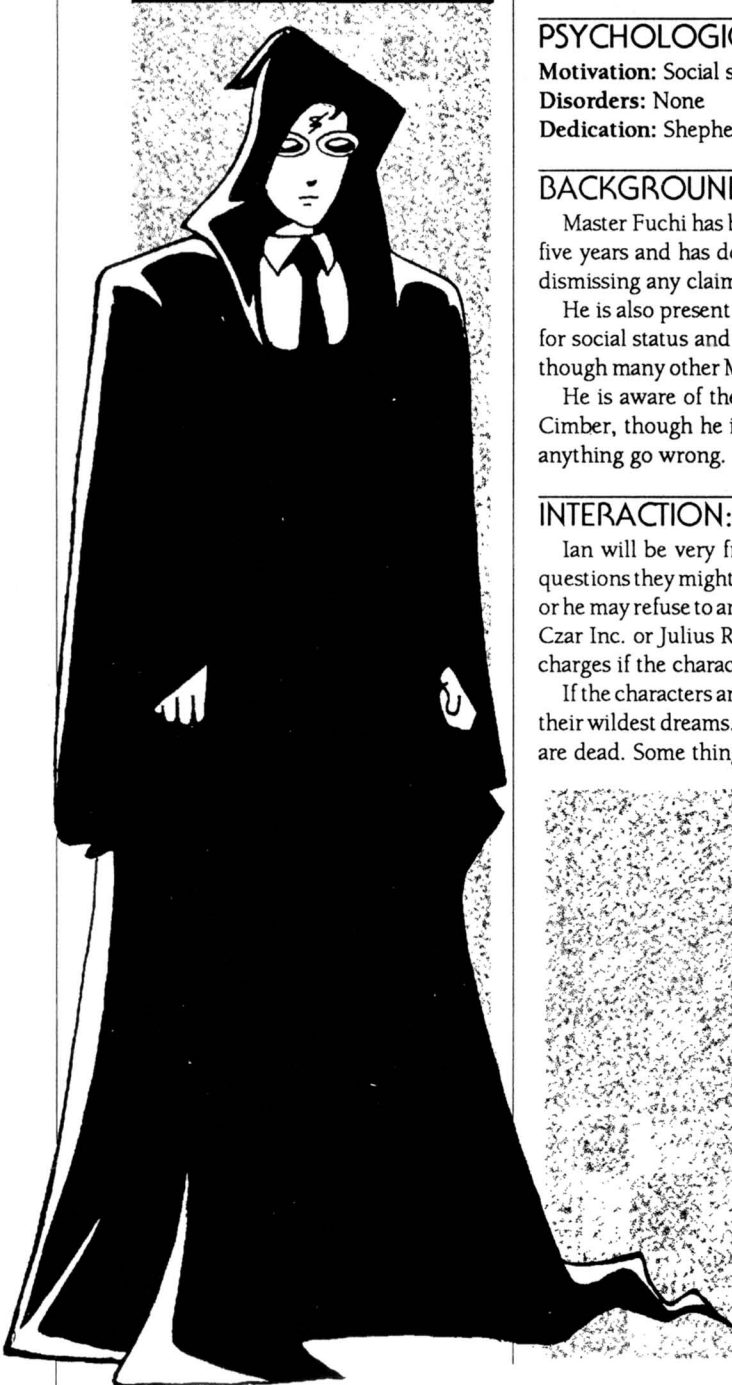
He is also present at most public events, and is well-known in Night City. This feeds his need for social status and makes him feel very important. He is vying for the Grand Master position, though many other Masters know him to be a little too self-centered to make a good Grand Master.

He is aware of the current operation involving Czar Inc. and is actually friends with Gerald Cimber, though he is prepared to deny knowledge any of the Seven (including Gerald) should anything go wrong.

INTERACTION:

Ian will be very friendly and listen intently to everything the characters say, answering any questions they might have. Questions of a sensitive nature will be answered with evasive responses, or he may refuse to answer at all. He will strongly dispute any claims of Shepherd involvement with Czar Inc. or Julius Romero (who is no longer listed as a member). He will also threaten slander charges if the characters say that they will go to the media with the story.

If the characters are persistent, he will explain calmly that they are dealing with a power beyond their wildest dreams. Then, the GC Squad will be sent after them, hunting the characters until they are dead. Some things are just best left untouched.





JULIUS ROMERO

Role: Corporate

Specialty: Head of Czar Inc.

STATS:

INT: 10 REF: 5 TECH: 6 COOL: 10 ATTR: 6 LUCK: 7 MA: 4
BODY: 7 EMP: 9 PSY: 7 SAVE: 7 BTM: -2 DM: +0

DESCRIPTION:

Sex: M Age: 41 Ethnic Origin: Italian Hair Color: Dark brown
Hair Style: Neat, short Height: 5'11" Weight: 170lbs Eye Color(s): Brown
Dress & Style: Corporate suit Distinguishing Features: Tattoo of knife behind blue eye on left shoulder.

PSYCHOLOGICAL PROFILE:

Motivation: Friendship ExMode: Charismatic InMode: Scheming
Disorders: None Quirks: Cunning, assured
Dedication(s): Wife +8; Red Brigade +6; Czar Inc. +5

SKILLS:

Name	Level	Name	Level
Resources	+10	Awareness	+4
Library Search	+5	Persuasion	+9
Stock Market	+7	Wardrobe & Style	+3
Education	+6	Oratory	+8
Melee	+2	Driving	+4
Leadership	+6	Intimidation	+5
Handgun	+3	Perform	+6

CYBERWEAR:

Biomonitor; Skinwatch.

OUTFIT:

He wears a corporate suit, and now carries a Budget Arms Laser-niner machine pistol (see Chromebook) on him at all times. He also wears a kevlar jacket.

ASSETS:

Habitations: Mansion in Night City; *apartment in Night City*; large estate and mansion in Rome; house in New York; apartment in Tokyo; estate and house in Vermont.

Stocks: Over 500 million eb.

Cash Card Account: 100,000eb

2nd Cash Card Account: 100,000eb

BACKGROUND:

Julius Romero was born on October 26th, 1979, in New York City, the only child of Guioseppe Romero and Sonya Romero. He grew up witnessing the fall of the Soviet Union and the collapse of the world economy. At 18, he was sent to Rome to attend university.

At the university, he joined the drama club, and became one of the best actors in his troupe. Among his companions at university were members of the Red Brigade, a terrorist organization. These companions later became leaders of the Brigade.

At 21, he married Alicia Dewitt, a fellow acting student. The marriage was seen as a business merger, the Dewitt family being very old money. *This wealth served to solidify his position in the terrorists' eyes.*

He returned in 2006 to join his father's corporation, then called World Enterprises Ltd. His father had been dealing with the Russians since the Soviet Union's collapse in 1992. The old communist factories were modified to produce the polymer plastic products that made the Romero family wealthy.





INTERACTION:

Julius will keep to his guise of being a compliant albeit friendly person. He will be very easy-going, but if pressed on any issue, will defer to one of the Seven.

If the characters tell him that he is a clone, and that they have the real Julius, then he will feign shock (Difficult Human Perception to detect falsehood of expression), but will be very eager to learn more. He will then try to get away and have his terrorist friends track the characters and clone down, and kill them all.

If confronted by the clone, he will try to kill it. If he is in a situation where drawing a gun would be impossible, he will reason with the characters, explaining that the real Julius Romero is an evil man involved in all sorts of dark deals, and that if they help him instead, he will make the company into a good humanitarian one. It is a complete and total lie, but he will enjoy pretending that he is the clone. At the first opportunity, though, he will kill the clone and the characters.

If the characters interrogate him, it requires a Very Difficult check for each piece of information in *italics*. He will also lie 90% of the time, in which case a Very Difficult Human Perception is required to detect the lie.



Julius had already started converting some of the Russian factories to manufacturing arms by 2009, unbeknownst to his father, and was selling these arms to his terrorist friends in Europe. As his power in the company grew, he began shipping to other terrorist groups around the world.

His father died in 2012 from a heart attack. Family members suspected foul play, but then now powerful Julius dismissed these suspicions and pronounced himself the head of the company. The rest of the family was powerless against the charismatic Julius.

He renamed the company Czar Inc. in 2013. The media depicted him as a harsh corporate dictator, but a fair one. *None of the arms dealings had been discovered, and would not be until 2019. Nor were his ties to terrorist organizations discovered. Though many of his friends in the Red Brigade had been captured, none had named him as having any association to the organization.*

Czar Inc. expanded rapidly, buying many smaller firms involved in any field that he believed could help his terrorist friends. *It is primarily through his support and weapons that the bombing of the Rome Central Station was successful, killing 67, and injuring hundreds. Still, his involvement remained a secret.*

He was invited to join the Shepherds secret society in 2018. The Order (as they are known) convinced him to make Shepherd members of his company senior executives. While he appeased their wishes, he stayed on the periphery of the Order, not trusting them very much.

The Shepherd executives, known as the Seven, had been put into position to overthrow Julius, and, after the Dump, Julius realized this. His surveillance of their activities increased at that time, but he kept his suspicions a secret to everyone but his wife, the one person he truly trusts in the world.

The Seven procured a sample of Romero's DNA and arranged for Genotech (a company which Julius had hoped would eventually create biological weapons for him) to create a clone of him. This was soon accomplished, they believed without Julius ever knowing about it. However, he was fully aware of their plot and devised his own counter-scheme.

That night, he went to Genotech, where his people let him in without a problem, and convinced the clone to go to his office, wait there, then leave at a certain time. The clone was also ordered to forget this encounter and think that he was the real Romero (so that the executives would not discover the clone's true nature). Like clockwork, the clone was murdered by the Seven and they soon arrived to pick him up at Genotech as though he were the clone. He played along with it and has since been acting the part of the clone.

However, he is in no way a puppet of theirs. While he goes along with their simple demands, he has secretly called his Red Brigade friends into town. He summoned five well-trained terrorists to protect him and the top Brigade assassin to kill the Seven. Romero hopes that they will die without too much fuss from the press or police, and then life will go on as usual. He assumes the clone is dead.

He does suspect that the Shepherds were behind this plot, but knows that going after them is foolish. Also, having beaten their minions, he has powerful blackmail material to use against them as protection from any subsequent attacks.

Julius has been supplying the Red Brigade, a terrorist organization still active in Europe, with arms and munitions since 2009. They owe a great deal to him. He is known to them as the Great Caesar, which is why he renamed his company Czar, derived of the name Caesar.

These days, the Red Brigade does little terrorist activity, training instead for future attacks. They are still mainly supplied by Julius' factories, though this is all a secret. The weapons are listed as having originated out of China.

He uses the passphrase "*Treachery is death at dawn*" to identify himself to his Red Brigade contacts. The Seven do not know this passphrase. Julius calls in a team of these terrorists to help him. See *Red Dawn* for more on this group and the individuals that come to help him.

Invited to join the Shepherds in 2018, Julius remained only in the first order. His membership was arranged merely to persuade him to place members in positions of power.

He knows little about the Shepherds. He sees them as a fraternity, as business contacts. He actually only knows a few members of the Shepherds and will only greet them in passing.





ALICIA DEWITT-ROMERO

STATS:

INT: 8 COOL: 7 ATTR: 9 BODY: 5 EMP: 7 PSY: 10

DESCRIPTION:

Sex: F Age: 38 Ethnic Origin: Italian Hair Color: Dark brown
 Hair Style: Long, straight Height: 5'6" Weight: 120lbs Eye Color(s): Brown
 Dress & Style: High fashion Distinguishing Features: Shades (which she wears a lot)

PSYCHOLOGICAL:

Motivation: Love ExMode: Quiet
 InMode: Depressed Disorders: None
 Quirks: Passionate, devoted
 Dedication(s): Julius Romero +8.

SKILLS:

Name	Level	Name	Level
Resources	+8	Awareness	+6
Library Search	+4	Persuasion	+6
Stock Market	+5	Wardrobe & Style	+8
Education	+7	Driving	+4
Hypnotism	+6	Handgun	+3
Perform	+6	Personal Grooming	+5
Martial Arts (Karate)	+4	Composition	+6

ASSETS:

Habitations: Mansion in Night City; large estate and mansion in Rome; house in New York; apartment in Tokyo; estate and house in Vermont, all shared with Julius. She herself owns a house in Rome.
 Stocks: Over 250 million eb. Cash Card Account: 250,000eb

BACKGROUND:

Alicia Dewitt was born in 1982, the second daughter of one of the wealthiest families in Rome. She met Julius at the university and fell in love with this mysterious man.

She married him in the year 2000, at the young age of 18. *She quickly learned of his ties to the Red Brigade, but kept this to herself. Her love for him prevented her from revealing this information to the authorities, since it would surely mean his imprisonment or death.*

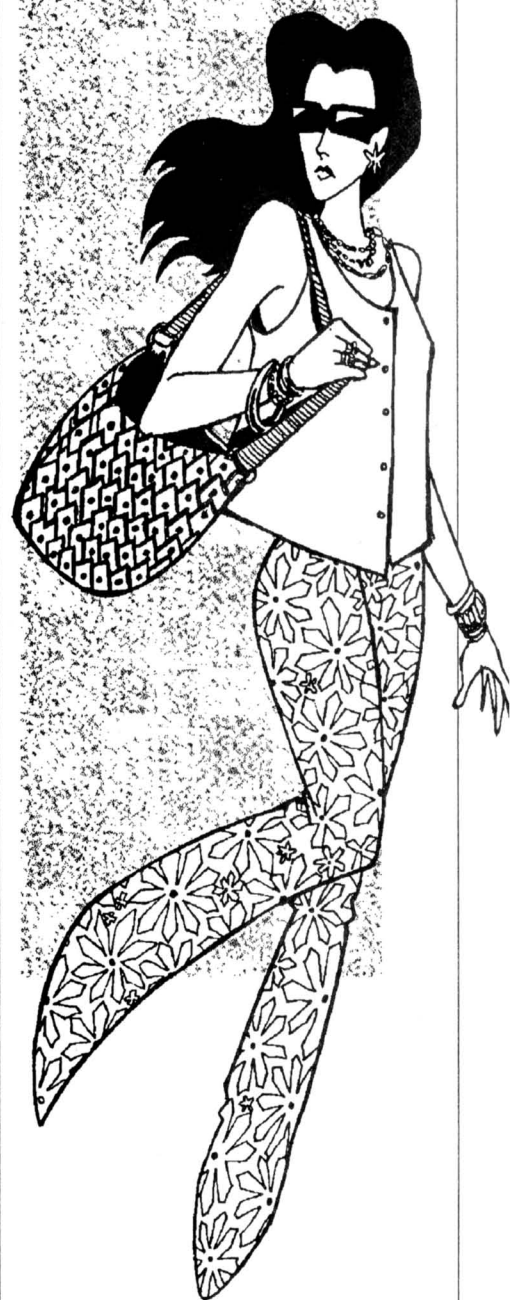
Julius, aware of the betrayal floating in the air, warned her of the plot building against him and revealed his counter-plot. Worried for him, she agreed to assist him in his deception. She was reassured when he came home, pretending to be cold and distant with the Seven.

She is the only one aware of Julius' deception. She has been complaining to the Seven that Julius is distant and different, and pretends to be reassured by their clever explanations. Now she bides her time, waiting for Julius' people to act.

INTERACTION:

Alicia avoids all contacts with the public, but if the characters manage to confront her, she will react differently depending on what they say. If they just ask to speak with her about Julius, she will say that he is just fine and seek to break contact. (Very Difficult Human Perception check to detect the lie.) If they claim to have the real Julius and that the one she knows is a clone, she will feign interest and then alert Julius of the clone's existence. She will show no great discomfort at the idea that her husband is a clone, which should be odd to the characters. (Difficult Human Perception check to detect the lack of discomfort.) If they approach her with the clone, she will act pleased, but will then try to get away to alert Julius. She will then disappear to Julius' secret apartment (to which he will bring her). She will do this at any time when the characters threaten her.

Note that she is the only person who can tell the real Julius from the clone without a DNA test. However, whether the characters accept her verdict or not is doubtful.





HUGO QUIXOTE

Role: Solo

Specialty: Expert assassin

STATS:

INT: 9 REF: 10 TECH: 9 COOL: 10 ATTR: 4-8 LUCK: 9 MA: 9
 BODY: 6-8 (7) EMP: 4 PSY: 6 SAVE: 7 BTM: -2 DM: +0

DESCRIPTION:

Sex: M Age: 35-50 Ethnic Origin: Varies Hair Color: Varies Hair
 Style: Varies Height: Varies Weight: Varies Eye Color(s): Varies
 Dress & Style: Varies Distinguishing Features: Varies

PSYCHOLOGICAL:

Motivation: Personal honor ExMode: Quiet InMode: Cold-blooded, merciless
 Disorders: Homicidal Quirks: Sedate, morose, alcoholic Dedication: Red Brigade +9

SKILLS:

Name	Level	Name	Level
Combat Reflexes	+4	Awareness	+6
Handgun	+6	SMG	+2
Rifle	+4	Brawling	+4
Martial Arts (Tae Kwon Do)	+6	Driving	+4
Intimidation	+4	Demolitions	+6
Stealth	+6	Shadow/Track	+4
Disguise	+6	Melee	+4
Electronic Security	+6	Electronics	+5
Forgery	+4	Pharmaceuticals	+4
Hide/Evade	+10	Pick Lock	+6
First Aid	+4	Performance	+6

CYBERWEAR:

Biomonitor; Skinwatch; Synthskin; nasal filters; subdermal armor; adrenal booster; motion detector; Cyberaudio: radio link, scrambler, wide band radio scanner, homing tracer.

OUTFIT:

Sternmeyer Type 35; 2 clips; Beretta M-24 Advanced SMG; 2 clips; Militech Ronin rifle; 2 clips; 1 sonic grenade; 1 dazzle grenade; Dai Lung Cybermag 15; silencer; kevlar jacket & pants; tech tool kit; advanced alarm removal system; electronics toolkit; laptop computer; cellular phone; smart goggles; CodeDecryptor; VocDecryptor; security scanner; tracer device; first aid kit; nylon carrybag; various outfits; IR combat cloak; travelkit; van. 1,000,000eb cashcard account.

BACKGROUND:

Hugo's past is questionable. He appeared at Rome's university and met Julius in a drama program. *This was Julius' first terrorist contact, since Hugo had already been involved with the Red Brigade for many years. His exact identity has never been established. Hugo Quixote is the name he uses among his Red Brigade friends.*

Hugo is here to assassinate the Seven. He will follow the executives around and get a feel of their daily routines for the first few days. He will then swing into action, placing remote control devices, fixing wiring and placing poisons. Then, over the course of 24 hours, each of the Seven will die in an accidental or easily explained manner.

He will then go to Hong Kong. He will not come back for any reason; his mission was to kill the executives, and he has done the job. Descriptions of him will vary, and it will take weeks, perhaps months to identify him as the assassin — if the authorities do connect him at all with the murders.

INTERACTION:

There should be no interaction between Hugo and the characters. He will avoid them at all costs and will not hesitate to kill if they seem to know who he is.





THE FIVE

Role: Solo

Specialty: Terrorism (Red Brigade)

STATS:

INT: 7 REF: 9 TECH: 6 COOL: 8 ATTR: 8 LUCK: 5 MA: 8
BODY: 8 EMP: 5 PSY: 5 SAVE: 8 BTM: -3 DM: +1

SKILLS:

Name	Level	Name	Level
Combat Reflexes	+5	Awareness	+6
Handgun	+6	SMG	+6
Rifle	+6	Brawling	+4
Martial Arts (Karate)	+4	Driving	+4
Intimidation	+4	Demolitions	+4
Stealth	+4	Shadow/Track	+4
Disguise	+2	Melee	+4

CYBERWEAR:

Cyberaudio: radio link, scrambler; nasal filters; Skinwatch; Slice n' Dice.

EQUIPMENT:

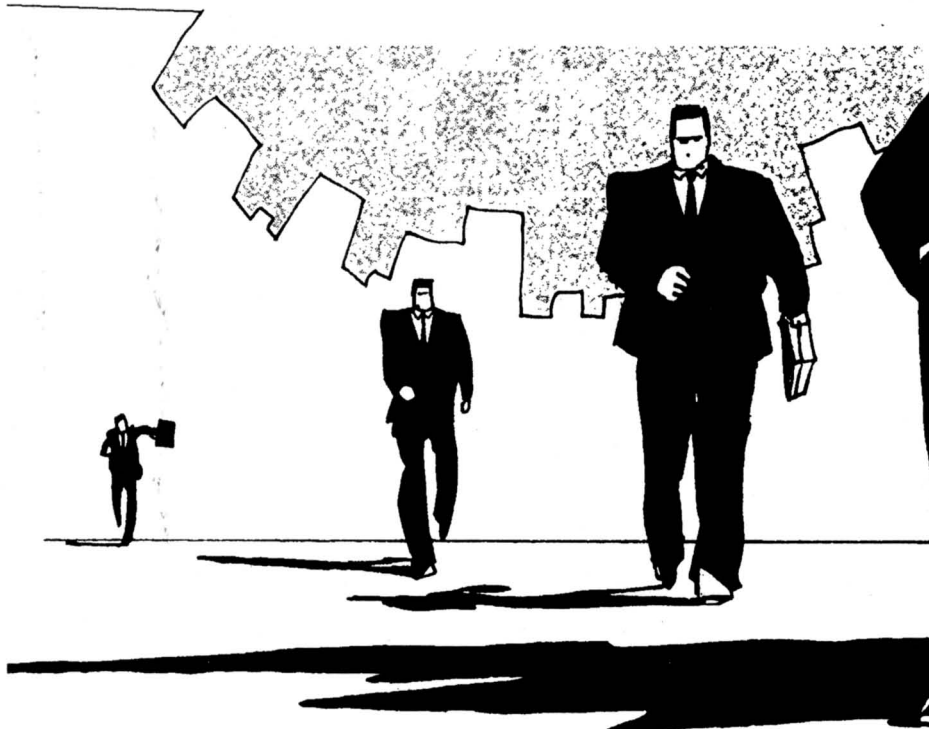
On active duty: Guardian SMG; 2 extra clips; Czar Sidekick heavy handgun; 2 fragmentation grenades; flak vest; urban cammos; face mask.

In covert mode: Czar Skorpion SMG; 2 extra clips; kevlar vest; business suit or casual outfit; heavy jacket; briefcase or backpack containing active duty gear.

INTERACTION:

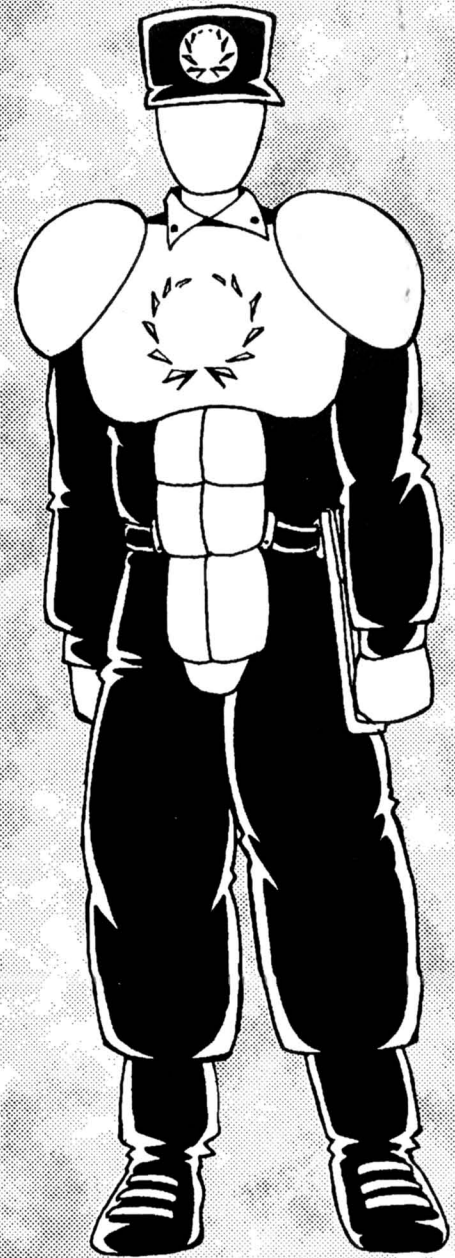
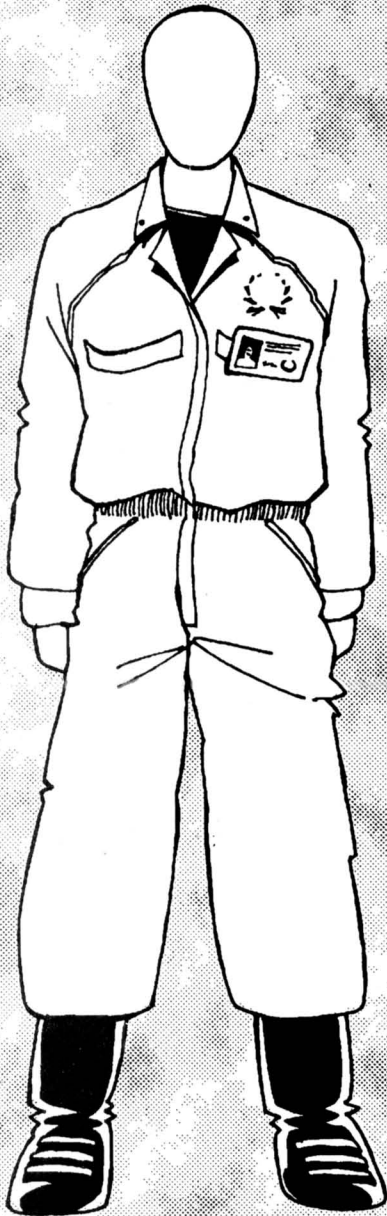
The Red Brigade terrorists will not normally interact with the characters, avoiding contact if possible. If forced into a confrontation, they will feign innocence or attack, depending on the circumstances.

They only know Romero by reputation, but will quickly like this smooth-talking man. They have been ordered to defend him with their lives, and to follow his every order, which they will.



CZAR INC. UNIFORMS

Workers in Czar's factories, warehouses and other business wear a standard medium grey one-piece jumpsuit. The jumpsuit is made from a synthetic fiber which is very resistant to wear and tear, and is reinforced in areas of high wear (elbows, knees, and seat) by a higher fiber concentration. The gold leaf logo is sewed on the left front torso of the suit, just above the breast pocket; the logo sometimes appears on the back torso as well. Black synthetic leather workboots with reinforced steel toes complete the uniform.



Corporate guards wear a similar light grey jumpsuit made from a Kevlar fiber derivative. While this material is tougher than the usual synthetic fiber used, it is by no means bulletproof. An armor vest bearing the corporation's logo is then slipped over this jumpsuit, protecting the torso, shoulders, and groin areas. A light grey cap bearing the Czar logo on the front complete the guards' uniform.



LOCKHEED-CESSNA ALYSÉE

The Alysee is the classic business plane: fast, efficient, and able to seat eight in ultimate comfort. The aircraft use the latest fly-by-wire technology, mated to an advanced composite frame with "intelligent" airfoil, producing a speedy, yet bump-free ride. The company's planes are white with the gold Czar logo painted on the side of the engines.

Top Speed: 720 mph

Crew: 2

Passengers: 8

Maneuver: +2

SP: 20

Mass: 16 tons

Acc/Dec: 20/25 mph

Range: 3184 miles

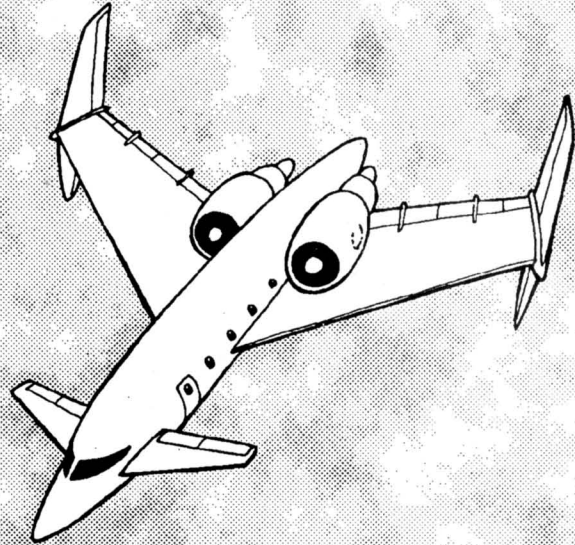
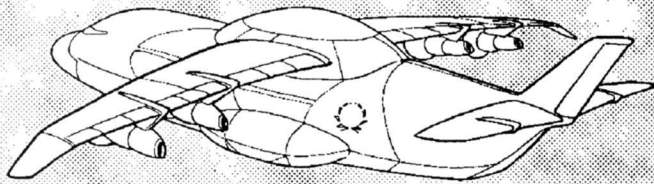
Cargo: 5.3 tons

SDP: 200

Type: small jet

Cost: 5,900,000 eb

Special Equipment: Crash control, damage control, environmental control, wet bar, seat massagers, mini-galley, LR radio, auto-pilot, cyberlink, complete entertainment system, navigation system, radar, landing lights (4).



FEDERATED-BOEING C-25 CARGO PLANE

The C-25 is a robust cargo hauler. Driven by four Mitsubishi turbofans and equipped with a large fuel supply, the plane can cover extreme distance in a reasonable time. The bottom part of the nose of the plane, as well as the tail section, can open up to give access to the cargo area. The company's planes are painted white with gold trim and a Czar logo on the side.

Top Speed: 540 mph

Crew: 3

Passengers: 43 w/o cargo

Maneuver: -4

SP: 30

Mass: 72 tons

Acc/Dec: 20/31 mph

Range: 6960 miles

Cargo: 38 tons, 43 spaces

SDP: 180

Type: large jet

Cost: 10,200,000 eb

Special Equipment: Crash control, damage control, ejection seats for crew, environmental control, chaff dispenser, flare dispenser, LR radio, auto-pilot, navigation system, radar, landing lights (4).

FORD-MAZDA LUXUS 16

A slightly more luxurious model of the standard Luxus limo, the Luxus 16 is available to any senior executive who request it. The company has only three Luxus 16 in Night City, and one is often used by Julius himself. All three cars are painted black, with a small Czar logo on a flag at the front of the vehicle. Most of the time, the driver is a combat-hardened solo, although no cyberware will be visible under his slick chauffeur suit.

Top Speed: 90 mph

Crew: 1

Passengers: 5

Maneuver: -2

SP: 20

Mass: 2.88 tons

Acc/Dec: 15/40 mph

Range: 300 miles

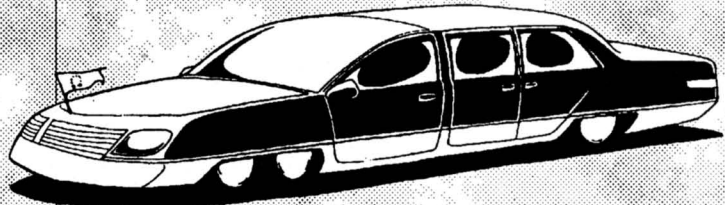
Cargo: 960 kg

SDP: 72

Type: car

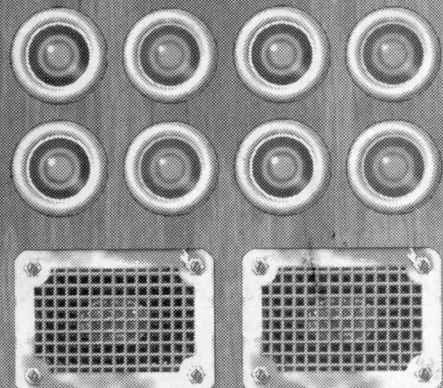
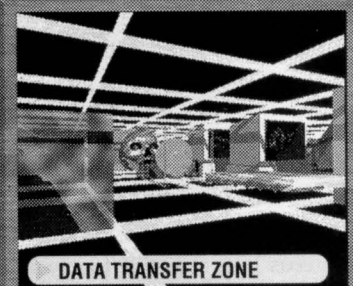
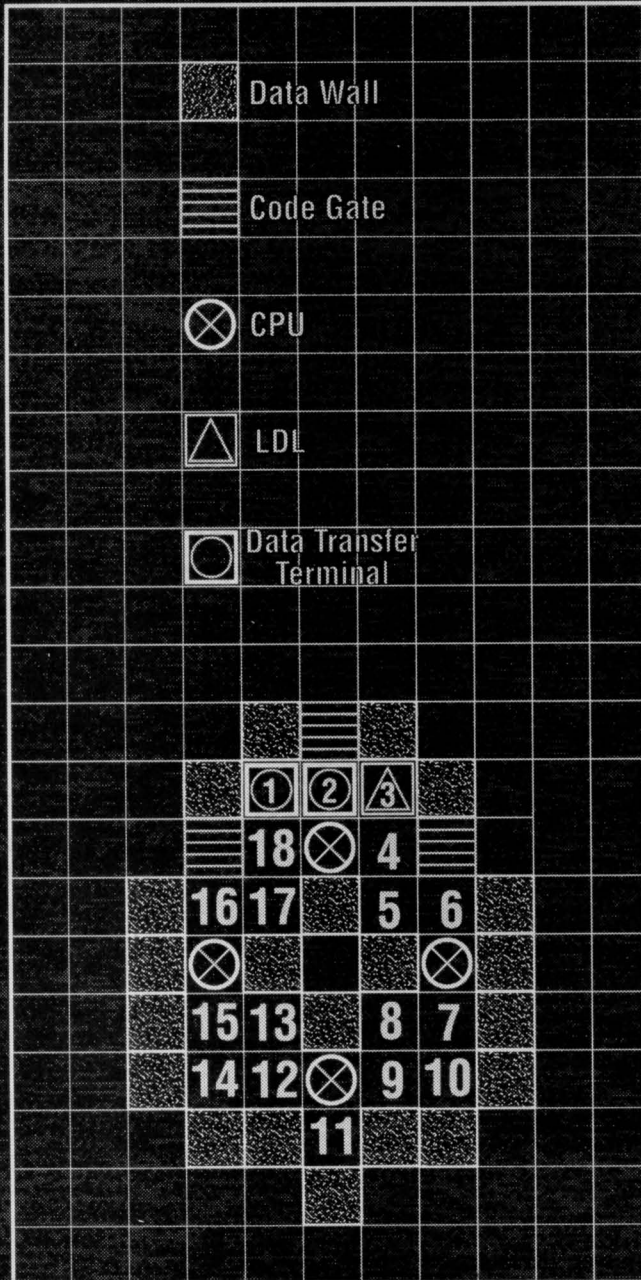
Cost: 65,000 eb

Special Equipment: Crash control, environmental control, wet bar, seat massagers, cellular phone, cyberlink, complete entertainment system, navigation system, alarm system.



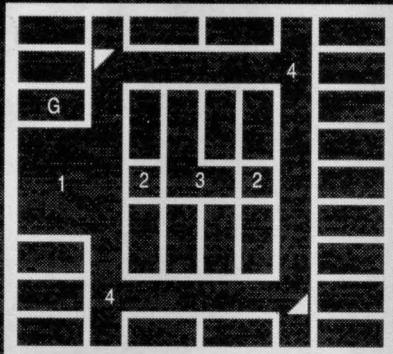
LOCATION

CZAR INC. MAINFRAME

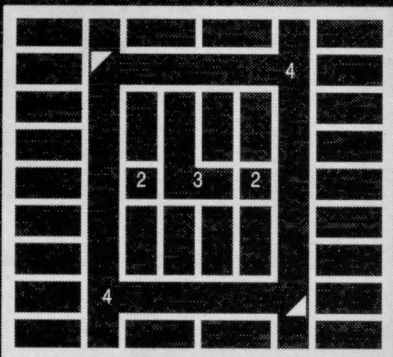


LOCATION APARTMENT BUILDING

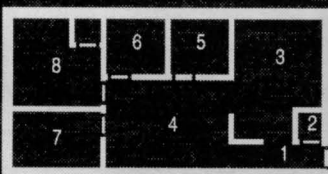
FIRST FLOOR



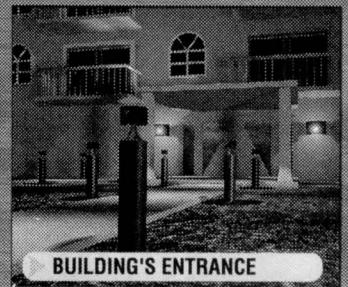
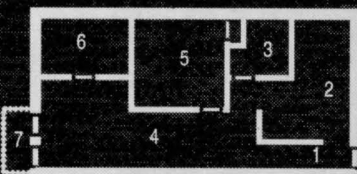
FIRST FLOOR



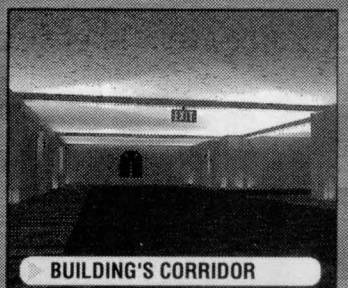
GRIMSLEY'S APARTMENT



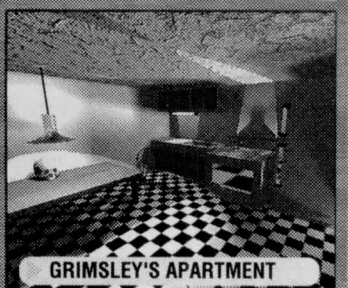
THE SECRET APARTMENT



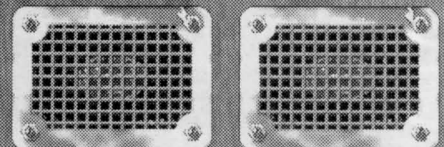
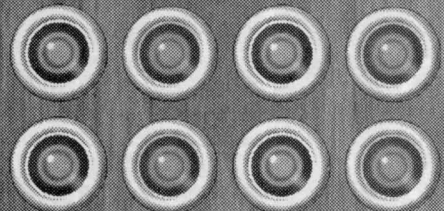
BUILDING'S ENTRANCE



BUILDING'S CORRIDOR



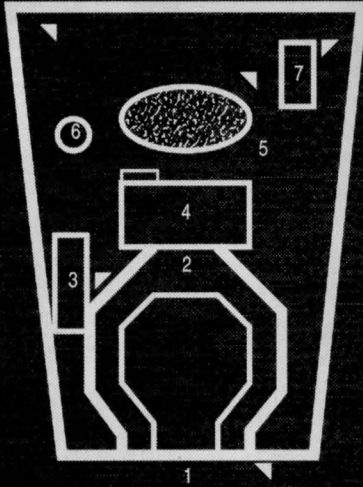
GRIMSLEY'S APARTMENT



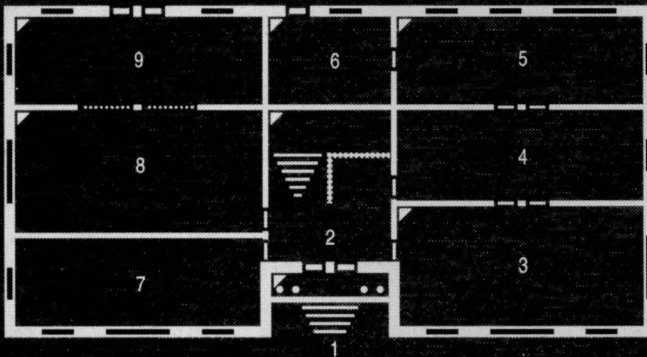
LOCATION

ROMERO'S MANSION

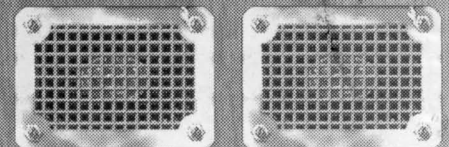
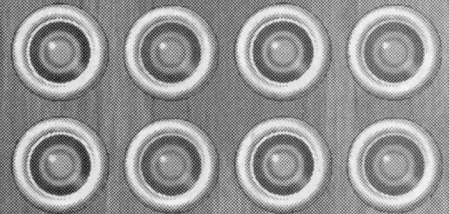
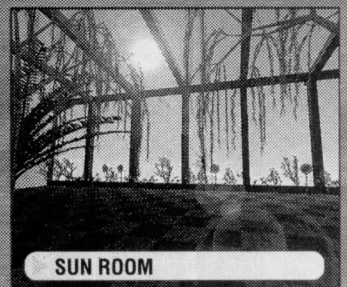
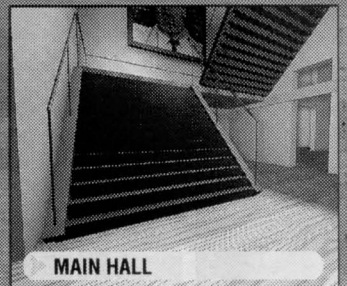
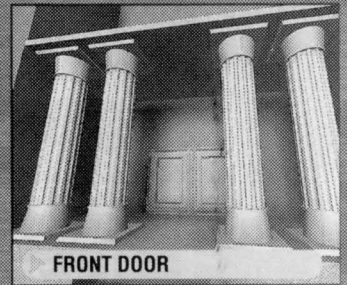
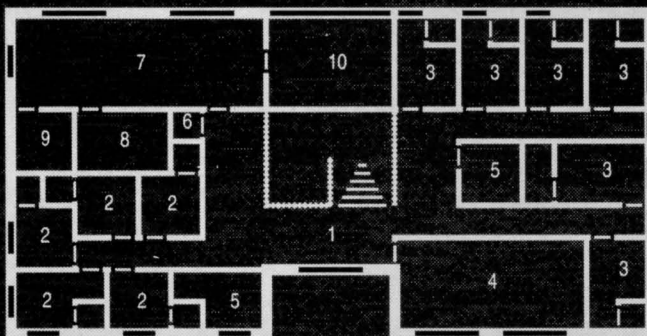
MANSION ESTATE



MANSION FIRST FLOOR



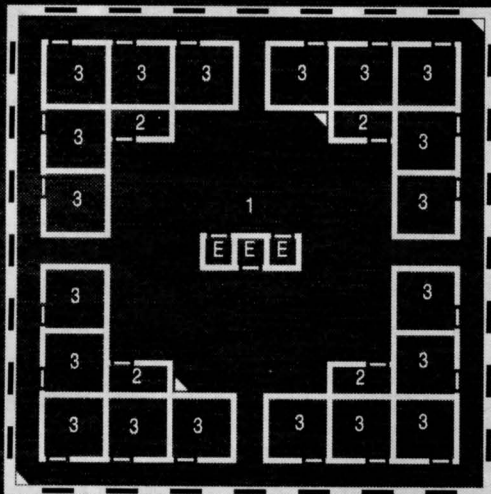
MANSION ESTATE



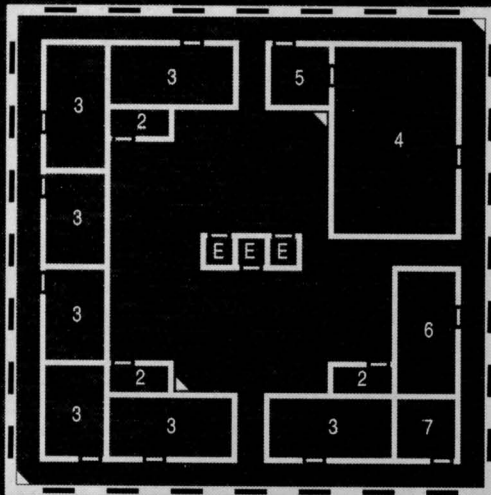
LOCATION

CZAR OFFICE BUILDING & GENOTECH LABS

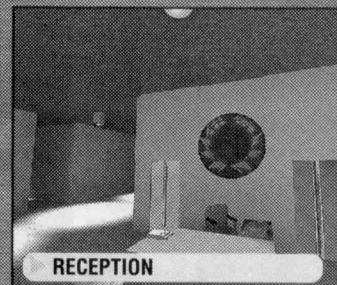
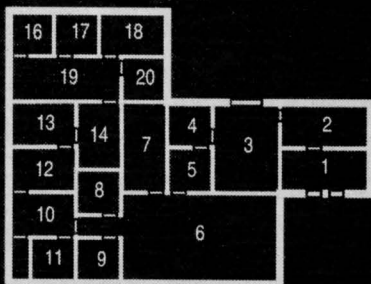
CZAR OFFICES 24-34 th FLOORS



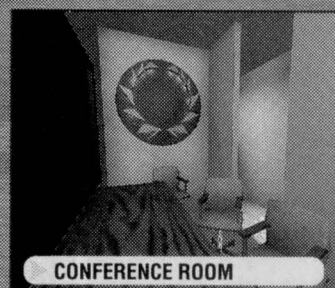
CZAR OFFICES 35 th FLOORS



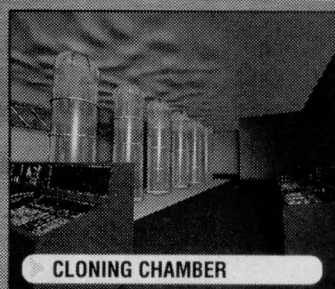
GENOTECH LABS



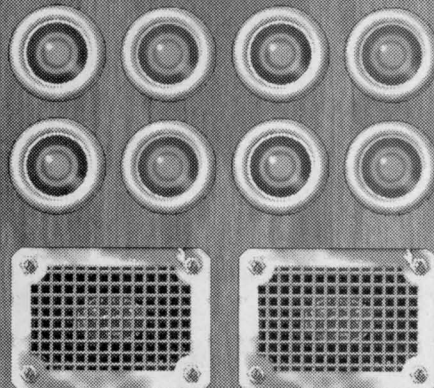
RECEPTION



CONFERENCE ROOM



CLONING CHAMBER



CHARACTER CARDS

The following pages contain character cards which can be either copied or simply cut out — carefully! — from the book. Each card presents a short summary and a graphical display of the character's abilities.

These cards were intended to serve as reference and IDs for the live-action adaptation of the scenario. They can also be used during a more conventional table-bound game as quick and handy reference for the Game Master, who can keep them with his notes instead of browsing through the book each time an information is needed on a NPC.

For simplicity's sake, only the main characters of the scenario were included. Six Edgerunners are also provided, if the Game Master should ever need pre-generated player characters. They also make great NPCs for any Cyberpunk game!



Grimsley Pyre

Techie Building Manager

Description:

Int 4 Ref 4 Cool ... 3
Body .. 7 Emp ... 2

Male, 34yrs old, wears jumpsuit, limps.
Cybernetics: Cyberleg (Poor Quality)
Outfit: Dai Lung Streetmaster; Urban Flash
Outfit; Cutting Torch; Elect./Tech Tool Kit;
Protective Goggles; Passcard; Chainsaw;
Apartment; Medium Sedan.

Skills:

Jury Rig+7
Awareness+4
Elect. Security ..+5
Electronics+7
Basic Tech+8
Cybertech+6
Strength Feat ..+4
Streetwise+2
Brawling+4
Hide/Evade+5
Driving+4



Julius Romero

Corporate Owner of Czar Inc.

Description:

Int 10 Ref 5 Cool ... 4
Body .. 7 Emp ... 9

Male, 41yrs old, wearing torn corporate
suit. Heavily bruised on neck, and bruising all
over the body. Scars on forehead and torso.
Tattoo of knife behind blue eye on left
shoulder.
Cybernetics: Biomonitor; Skinwatch.

Skills:

Resources+8
Awareness+6
Library Search ..+6
Persuasion+6
Stock Market...+6
Education+7
Leadership+6
Handgun+3



Alex Brutus

Corporate Senior Exec. of Czar Inc.

Description:

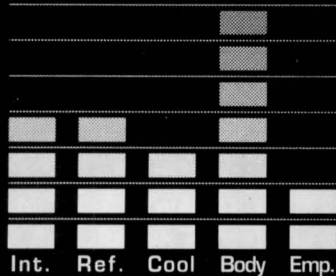
Int 10 Ref 9 Cool ... 8
Body .. 9 Emp ... 4

Male, 40yrs old, wearing corporate suit.
Scar on right cheek.
Cybernetics: None.
Equipment: Militech Arms Avenger,
Sedan.

Skills:

Resources+7
Awareness+7
Persuasion+7
Stock Market...+7
Education+7
Leadership+5
Handgun+5
Brawling+6

Statistical Reading



Personality:

Outwardly quiet, Inquisitive, Suspicious, Guilty. Motive: Personal Pleasure.

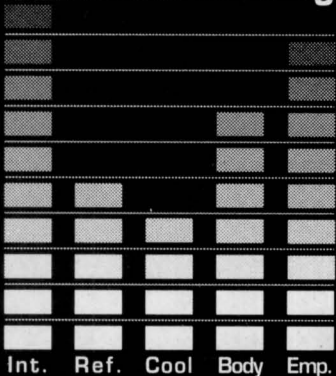
Special: Schizophrenic, Dark Ghoul.

Background Notes: You collect bodies, to make sculptures out of the bones. You also manage the apartment building you live in.

Equipment:

Weapon name:	Type	WA	Dam.	#Shots	ROF
Militech Avenger	P	0	2d6+3	10	2

Statistical Reading



Personality:

Charismatic, Scheming, Easy-going, Cunning. Motive: Regain identity.

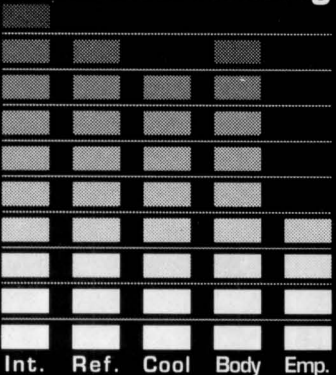
Special: Assets: You have a Mansion in Night City; and other homes around the world, stocks over 500 million eurobucks and a liquid cash account of 100,000eb.

Background Notes: You were betrayed by your senior executives. They killed you one night, but by some miracle you survived and were picked up by a Dark Ghoul, someone who collects dead bodies. Now they have replaced you with a clone, and you want your identity back!

Equipment:

Weapon: None

Statistical Reading



Personality:

Kindly, yet Moody and sometimes Brutal. Ambitious.

Motive: Power

You plotted with the six other senior executives to kill the owner of the corporation for which you work. You made a clone of him, and then, one night, ambushed him and beat him to death. Then, you dumped the body on some forsaken road and replaced him with a clone that is completely loyal to you. Now, you have the power for yourself!

Equipment:

Weapon name:	Type	WA	Dam.	#Shots	ROF
Militech Avenger	P	0	2d6+1	10	2



Winona Childs

Media Czar Public Relations

Description:

Int 8 Ref 5 Cool ... 9
 Body .. 5 Emp .. 10

Female, 28yrs old, wearing corporate suit.

Cybernetics: None.

Equipment: None.

Skills:

Credibility+6
 Awareness+7
 Persuasion+7
 Education+6
 Human Percep. +7
 Social+7



Julius Romero

Corporate Owner of Czar Inc.

Description:

Int 10 Ref 5 Cool .. 10
 Body .. 7 Emp ... 9

Male, 41yrs old, wearing corporate suit.
 Tattoo of knife behind blue eye on left shoulder.

Cybernetics: Biomonitor; Skinwatch.

Equipment: BudgetArms Laser-niner machine pistol and kevlar jacket.

Skills:

Resources+10
 Awareness+3
 Library Search ...+8
 Persuasion+9
 Stock Market+8
 Education+6
 Oratory+8
 Melee+3
 Driving+4
 Leadership+8
 Intimidation+7
 Hypnotism+8
 Handgun+4
 Perform+7



Alicia Romero

Corporate, Wife to Julius

Description:

Int 8 Ref 5 Cool ... 7
 Body .. 5 Emp ... 7

Female, 38yrs old, wears High Fashion outfit and shades.

Equipment: None

Skills:

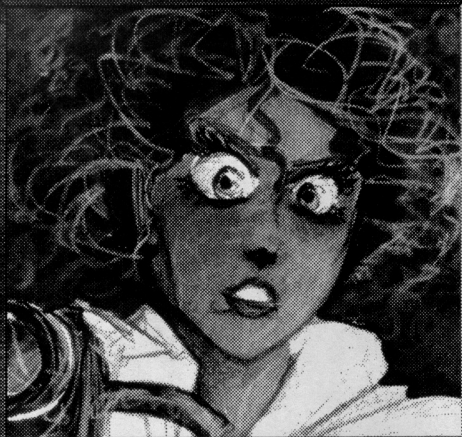
Resources+8
 Awareness+7
 Library Search .+6
 Persuasion+7
 Stock Market...+6
 Wardro./Style .+7
 Education+7
 Driving+4
 Hypnotism+7
 Handgun+4
 Perform+6
 Pers. Groom. ...+6
 Martial Art+4

Weapon: None

Weapon name:	Type	WA	Dam.	#Shots	ROF
Laser Niner	P	+1	2d6+1	15	1/3/20

Int. Ref. Cool Body Emp.

Weapon: None



Media

Freelance Reporter

Description:

Int ...6 Ref .5 Cool .7 Body 5
Emp .7 Tech7 MA ..3

Cybernetics: Cyberoptic: Microvideo, Low Lite.

Equipment: Dai Lung Streetmaster; Kevlar Vest; VideoCam; 10 Digital Chips; Cellular Phone. Credchip Account: 500eb.

Skills:

Credibility+4
Awareness+4
Library Search .+4
Persuasion+4
Education+4
Handgun+2
Human Percep. +7
Streetwise+2
Interview+6



Techie

Cat Burgler

Description:

Int ...9 Ref .4 Cool .5 Body 3
Emp .4 Tech10 MA ..5

Cybernetics: Motion Detector; Nasal Filters.

Equipment: Tech Tool Kit; Electronics Tool Kit; Electronic Lockpicker. Credchip Account: 500eb.

Skills:

Jury Rig+4
Awareness+2
Basic Tech+6
Cybertech+4
Education+4
Electronics+6
Elect. Security .+5



Solo

Bodyguard

Description:

Int ...4 Ref 10 Cool .5 Body 8
Emp .4 Tech2 MA ..7

Cybernetics: Adrenal Booster; Subdermal armor.

Equipment: Armalite 44; 2 clips; Light Armor Jacket; Monoknife. Credchip Account: 250eb.

Skills:

Combat Sense .+4
Awareness+4
Handgun+6
Brawling+4
Melee+4
Martial Arts+4
Athletics+5
Stealth +4

Int. Ref. Cool Body Emp. Tech. MA

Background Notes: You are a freelance investigative reporter, currently doing a story on Dark Ghouls. Basically you enjoy relating stories about the darker side of life in the City. You really enjoy the really sick and twisted stories, which tend to net you a lot of money — always a good thing.

Weapon name:	Type	WA	Dam.	#Shots	ROF
Dai Lung	P	0	2d6+3	10	2

Int.	Ref.	Cool	Body	Emp.	Tech.	MA
------	------	------	------	------	-------	----

Background Notes: You don't like where you are now, you would like to be more powerful, but unfortunately life has not been kind. You are relegated to helping this reporter friend of yours on his latest story. Maybe one day you'll make the kind of money you deserve.

Weapon: None

1	1	0	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0	0
0	1	0	1	0	0	0	0	0	0
0	1	0	1	0	0	0	0	1	0
0	1	0	1	0	0	0	0	1	0
1	1	1	1	0	0	0	0	1	0
1	1	1	1	0	0	1	0	1	0
1	1	1	1	0	0	1	0	1	0
1	1	1	1	0	0	1	1	1	0
1	1	1	1	0	0	1	1	1	0

Int. Ref. Cool Body Emp. Tech. MA

Background Notes: You are working now as a favor to your friend the reporter as protection. The whole idea of Ghouls creeps you out to no end, but your friend insists upon being discrete about it. You're just here in case things get out of hand.

Weapon name:	Type	WA	Dam.	#Shots	ROF
Armalite 44	P	0	4d6+1	8	1



Netrunner

Hacker

Description:

Int ..10 Ref .5 Cool .3 Body 4
Emp .4 Tech10 MA ..4

Cybernetics: Neuralware Processor;
Cybermodem Link, Interface Plugs.

Equipment: Pocket Computer; Portable
Cybermodem. Credchip Account: 500eb.

Skills:

Interface+7
Awareness+3
Basic Tech+2
System Know...+3
Programming...+4
Electronics+2



Fixer

Information Broker

Description:

Int ...6 Ref .6 Cool 10 Body 5
Emp .7 Tech3 MA ..3

Cybernetics: Cyberaudio: Amplified Hear-
ing, Wide Band Scanner.

Equipment: Dai Lung Streetmaster;
Kevlar Vest; Cellular Phone. Credchip
Account: 1000eb.

Skills:

Streetdeal+4
Awareness+2
Forgery+2
Handgun+2
Brawling.....+2
Intimidate+4
Persuasion+6
Streetwise+6
Pick Lock.....+2



Medtechie

Combat Medic

Description:

Int ...8 Ref .6 Cool .7 Body 4
Emp .4 Tech6 MA ..5

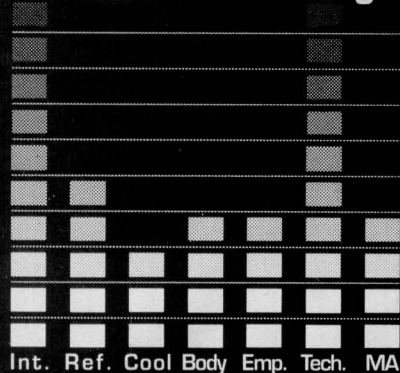
Cybernetics: Biomonitor; Chemical Ana-
lyser; Nasal Filters.

Equipment: Dai Lung Streetmaster, Kevlar
Vest; First Aid Kit; Medkit; Medscanner.

Skills:

Medical Tech ...+4
Awareness+2
Basic Tech+2
Diagnose+6
Education+4
Handgun+3
First Aid+6
Pharmaceuti. ...+4
Human Percep. +4

Statistical Reading



Personality:

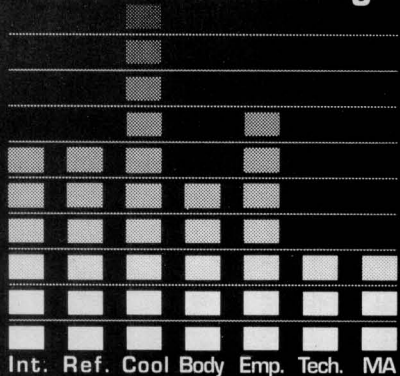
Introvert: Aloof; Manipulative; Irreverent. Motive: Personal Egotism.
Special: You have as contacts: a Government Official and a Corporate Executive from Infocomp.

Background Notes: Life is pretty dull these days, so why not tag along with your reporter friend, see what life is on the dark and disgusting side. Maybe you can even prove once and for all just how useful netrunners are, hacking information from here or there.

Equipment:

Weapon: None

Statistical Reading



Personality:

Extrovert: Friendly; Scheming; Cynical. Motive: Power.

Special: You have as contacts: a Drug Dealer and one of the biggest information brokers in town.

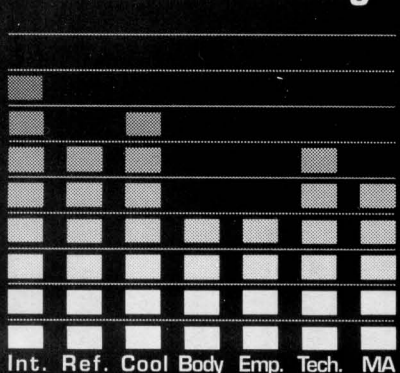
Background Notes: You heard about this Grimsley guy ages ago. Word on the street about this guy being a Ghoul was started by yours truly. Its only natural that this kid reporter wants you to tag along. Besides, you might pick up some interesting information along the way.

Equipment:

Combat: Kevlar Vest: SP 10 - Torso.

Weapon name:	Type	WA	Dam.	#Shots	ROF
Dai Lung	P	0	2d6+3	10	2

Statistical Reading



Personality:

Introvert: Detached; Skeptic; Precise. Motive: Love of Duty.

Special: You have as contacts: a cultie in the Shepherds cult and an FBI agent.

Background Notes: You have been out of work since the end of the last war, and getting a job with Trauma Team isn't easy, so you have been hired by this reporter to act as the medical expert in his study of Ghouls. A morbid job, but you're still practicing, so who cares?

Equipment:

Combat: Kevlar Vest: SP 10 - Torso.

Weapon name:	Type	WA	Dam.	#Shots	ROF
Dai Lung	P	0	2d6+3	10	2

DARK

METROPOLIS



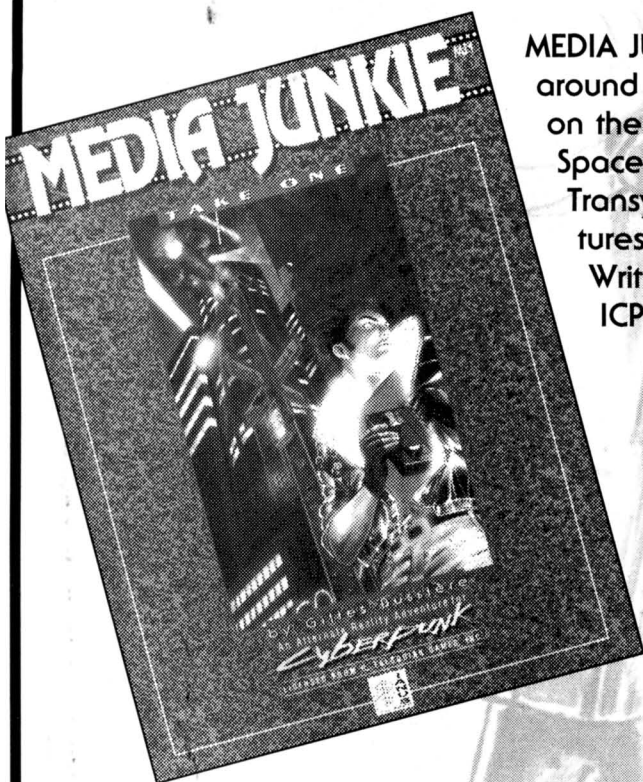
COMING FROM

IANUS GAMES

MEDIA JUNKIE

ALTERNATE UNIVERSE MODULES FOR CYBERPUNK 2.0.2.0.

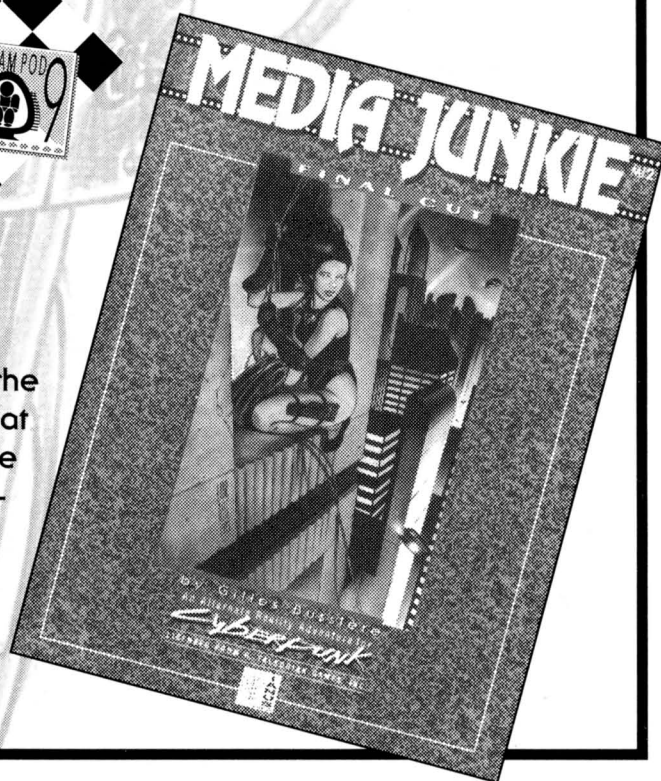
A SIMPLE ENOUGH JOB: FIND 10 MOVIES FOR THIS TOTAL MEDIA JUNKY. WELL PAID TOO. AS AN ADD ON, NO REAL DEADLINE. SOUNDED TOO GOOD TO BE TRUE. MAYBE IT WAS. EVER SINCE YOU TOOK THIS JOB, YOU'VE HAD THE STRANGEST THINGS HAPPENING TO YOU. LIKE THAT CREEP YOU MET IN HIS CASTLE WHEN YOU "RECOVERED" THE COPY 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...



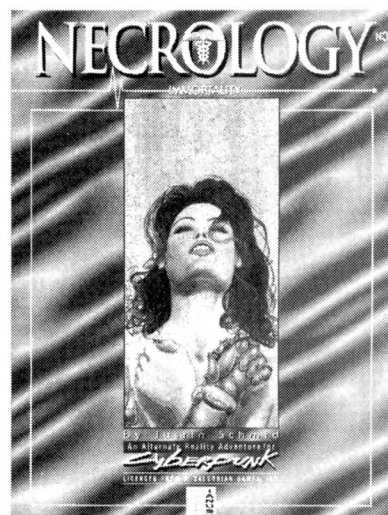
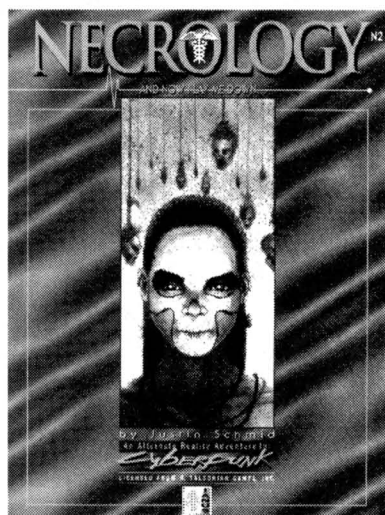
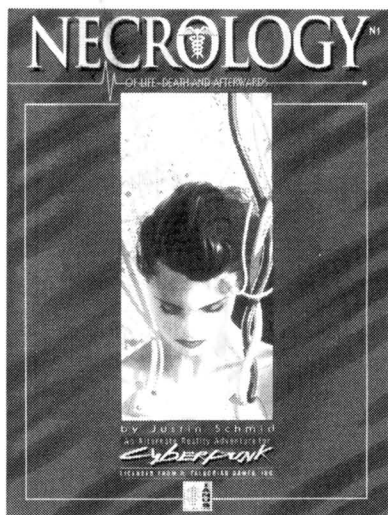
MEDIA JUNKIE is a collection of 10 small adventures centered around different movies. Part I contains four adventures based on the movies "M" (Alice in Gangland), "Plan 9 from Outer Space" (The Case of the Missing Flick), "Dracula" (Castle Transylvania 6), and "The Exorcist" (P.S.Y. Co.). The adventures 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 Tessa), "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.



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.

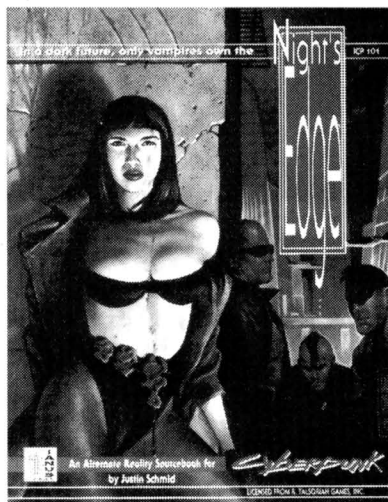
ICP104 (CyberPunk 2020 Module) \$8.95 US/Can.

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.

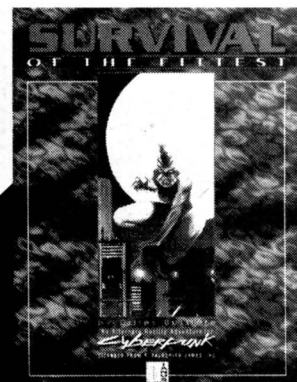
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NIGHT'S EDGE



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 Bussi re. 32 pgs, full color cover.

ICP103 (CyberPunk 2020 Module) \$8.95 US/Can.

INTERFACE

THE MAGAZINE FOR THE

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IANUS GAMES

"So, like I walk into this guy's apartment, right? Standard stuff, we go in and check the goodies.

"Now there's this big metal door, see, and I figure it to be the jackpot. So I open it, and in the freezer I walk. And then I see them.

"Stiffs. Everywhere. Well, okay, maybe not everywhere, but there were plenty o' them. Now I got so scared, when one MOVED and said 'Help me!' and then I saw he wasn't dead. Some sort of corp guy, by the clothes...

"I kinda figured dead was dead, but these days... Anything goes, I guess. Might as well make some cash of it. Interested?"

The *Premature Burial* is an Alternate Reality Universe sourcebook for *Cyberpunk 2020*. It contains a complete adventure suitable for 4 to 6 low level characters, with a special section explaining how to play a live-action version of the scenario. The book also contains a complete corporate report on Czar Inc., a small corporation involved in the adventure.

RECOMMENDED FOR MATURE READERS

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Alternate Reality Adventure Sourcebook

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