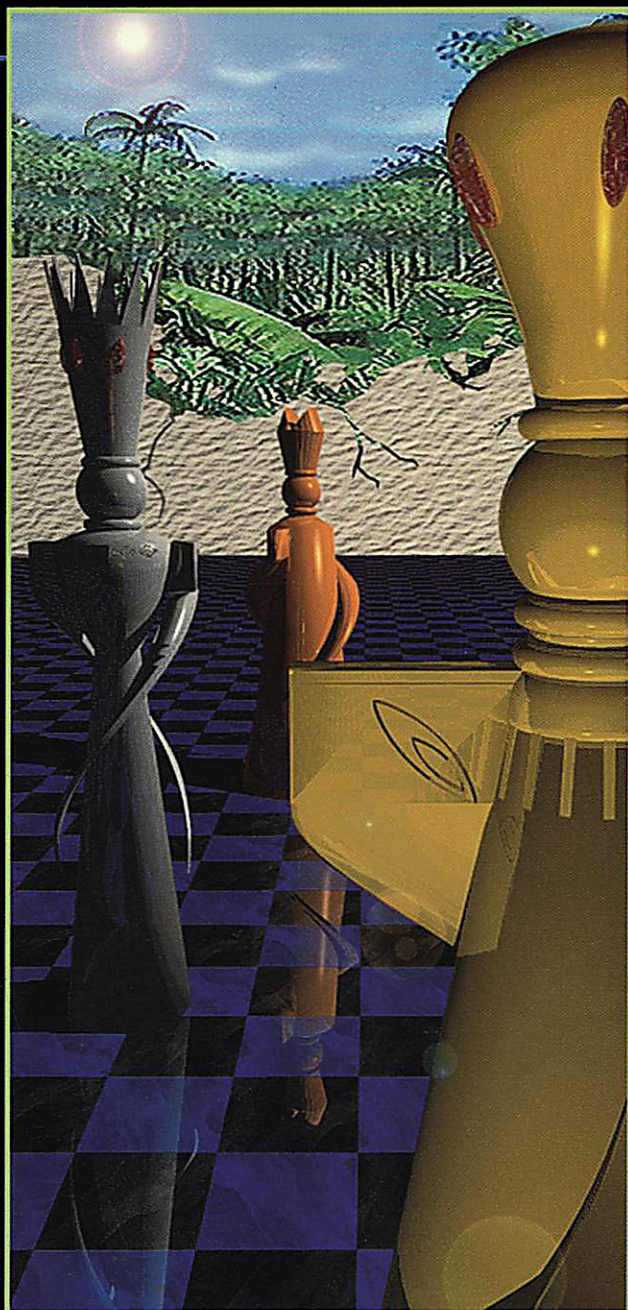


KING

OF THE CONCRETE JUNGLE



by Hans Guévin

An Alternate Reality Adventure for

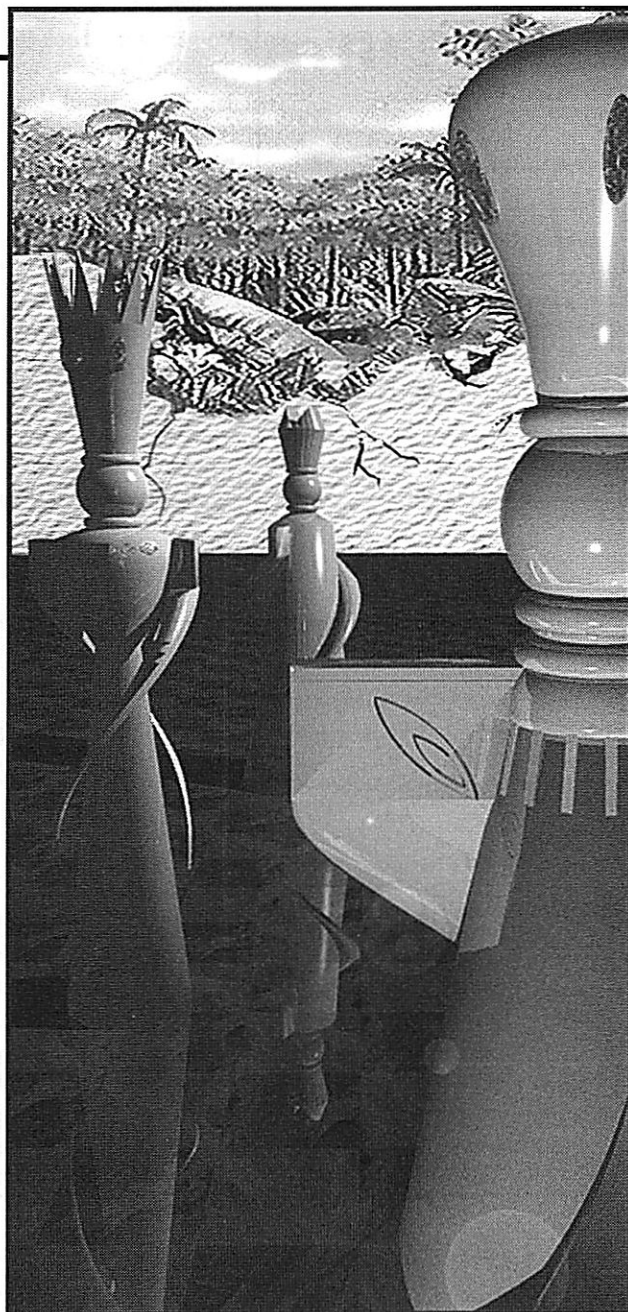
CYBERPUNK

LICENSED FROM R. TALSORIAN GAMES, INC.



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DEDICATION

To Mom, Dad, & my sister Karina.
And especially to Annie, my best friend.

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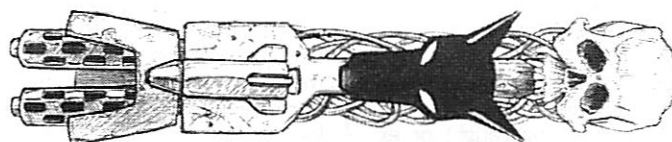
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Who knows what evil lies in the heart of men?
The Shadow knows!
- The Shadow, early 20th century radio show

FOREWORD

This adventure is, by definition, free-form, meaning that players are not ramrodded into it. It can be integrated into any pre-existing campaign or adventure. We suggest that you use either the random encounter tables from the *CyberPunk* sourcebook during down times to customize the adventure to your personal gaming rhythm and style. However, certain events are bound to happen whatever the characters do.

GAMING TIPS

To better enjoy this adventure, we would recommend playing a few CDs to enhance the mood. Seattle rock bands such as Pearl Jam, Nirvana or Alice in Chains would fit very well for events happening in the city, such as encounters at *Les Fouf* for example. Chase scenes, especially in the woods, would require horror style music. Movie soundtracks are better suited here than commercial albums. We especially like the Batman and Alien soundtracks, or those from little-known movies such as *Suspiria* or *Gothic*. Also, the Akira soundtrack is sure to keep the players tense. Alternating music with silence could achieve the same effect, and sometimes it works even better. Lighting is also very important; use police-style flashing or rotating signal lights (such as the one found on top of police cars) to simulate the feel of a near-apocalyptic city. For the forest at night, a few candles always do the trick. Just make sure you have enough light at all time to see the dice rolls, the rules and the character sheets! If you think that this would hinder your playing, ask one of the players to take care of the music or the lighting. This will leave you free to concentrate fully on gaming.

Focus on the horror: although most of the information presented does not seem too horrifying at first glance, do not forget that, as the GM, you're the only one with access to it. In other words: keep the players in the dark. Don't disclose any information that their characters would not normally be entitled to know. Do not explain anything to them: let them try to figure it out. Put the emphasis on the horror and the "supernatural" aspect of the events.

SUMMARY OF THE ADVENTURE

Every year in Neo-Montreal, a secret contest is being held between eccentric rich people, corporates and sleazy government officials. The goal of this contest is to acquire, by any mean possible, legal or illegal, the most impressive "thing." Whether the thing is a person or property, they have to bring it on top of Mount-Royal, the city's own mountain, on Halloween, without getting caught or ex-



posed to the eyes of the public. The winner of the contest is declared "King of the Jungle" and is allowed to call upon any favor from the other contestants for a period of one year.

Of course, not just anyone can enter this contest; contestants have to be first contacted by the "Judges", members of a secret society that seceded from a millennium cult during the early twenty-first century. If deemed corrupt enough to commit almost anything, yet honorable enough to keep the existence of the contest a secret, they can then pay the one million eurobucks entry fee and participate in the contest. The entry fee is, of course, non-refundable. If any contestant is found to be leaking information about the contest, that person best have a quick, one-way ticket for Near-space. He or she won't have very long to live!

The contestant upon whom this adventure focuses on is Mr. Thadeus Norton, marketing vice-president for Arasaka corporation's Neo-Montreal division. A very powerful man, Mr. Norton was bored to death by his routine life of backstabbing, evading the revenue ministry and corporate raids. Not content with Arasaka's position as the world's top security firm (something he sees as "the best position to lose our leading edge"), he feels that being on top will lead to the company's downfall and make it lose its competitive edge. A veteran officer of the South-American wars, he was considering suicide when he was contacted by the "Judges" last year. Seeing this as a new opportunity to command soldiers again, this time in his own private little war. He has set himself out to find what would become his prize-winning catch.

Two months ago, one of his netrunners, Julie St-Louis (codename: Fleur de Lys), accidentally intercepted part of a data transmission between two vampire covens. (Actually it was not an accident; St-Louis, a vampire herself, voluntarily leaked the info.) While the data itself did not reveal anything about the nature, location or membership of the covens, it had extensive files on a werewolf nomad pack roaming Quebec's outback roads. Not convinced by the evidence of the data, Norton sent out a recon team to tag them and verify St-Louis' assessment.

Much to Norton's disbelief, it turned out that the pack was indeed a werewolf pack. He watched as low-light shots of the werewolves transforming under the influence of the full moon were transmitted live to his office. The recon team didn't have time to escape and was overrun by the merciless creatures, who, despite being under heavy fire, seemed unaffected by the team's defence. Norton had found his prey.

Two weeks ago, he sent an extraction team to recover at least one of these creatures alive. Power armored troops assaulted the pack who, surprised by the swiftness of the onslaught, could only manage to flee. The troops captured one adult male specimen and two children, using quick-hardening polymer grenades. However they only had time to tag them before being ambushed by a band of American Indians. Inexplicably, their power armors froze and all they could do was watch as the band carried away their catch.

Not believing the soldiers' explanation that a shaman among the warband used magic on them, Norton decided to assemble a mercenary team, the players, be it forcibly or willingly. After all, if they fail, who would miss a few street punks?



THADEUS NORTON

Role: Corporate

Speciality: Marketing

GAME STATS:

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

DESCRIPTION:

Sex: M Age: 50 Ethnic origin: European, British
 Hair color: Silver Hair style: Slicked back
 Height: 6' 1" Weight: 250lbs Eye color: Clear blue
 Dress & Style: Aristocrat, England, late 1800's
 Distinguishing features: Scar across nose, light tattoo on left cheek (Arasaka logo)

PSYCHOLOGICAL:

Motivation: Competition ExMode: Friendly, a bit loud
 InMode: Aggressive, competitive
 Quirks: Warmonger

SKILLS:

Name	Level	Name	Level
Resources	+8	Awareness/Notice	+6
Human Perception	+6	Education	+4
Library Search	+5	Social	+5
Persuasion	+6	Stock Market	+7
Wardrobe & Style	+4	Interrogation	+2
Intimidate	+4	Leadership	+5
Handgun	+2		

BACKGROUND:

The only son of British immigrants, Thadeus Norton always lived the pampered life of a rich kid. In 2003, he enrolled in the British Army to "see something else other than the chaps at the millionaires' club." His brief tour of duty as an officer during the Second Central American War, as part of an international surveillance team, left him quite aggressive and competitive. The end of his tour marked his hiring by Arasaka. With a little parental help and a lot of backstabbing, he managed to climb all the way to the top of the marketing division, at least for the North American division of Arasaka. Now, should he win the contest, this could give him a great advantage over his competitors on his way to the top.

CYBERWEAR:

Light tattoo, skinwatch, speedware, nasal filters, skinweave, rippers, basic hearing module with: bug detector, amplified hearing, level damper, phone splice, scrambler, sound editing.

EQUIPMENT:

Mini-microphones (linked to cyber ears), light armor jacket, kevlar shirt, notebook computer with holo display, satellite linkup, armored Ford Aerodyne (looks like a 1950's car).

HOOKS

This adventure is very free-form. There are many ways to play it, many viewpoints from which the action can be seen. A party of Netrunners is not advisable, although the presence of one within the party is highly recommended. Should they try to attack the Coalition's territory without the help of a Netrunner, they will be slaughtered. Of course, if the party is very small and/or has no Netrunner, Julie St-Louis will be able to help them. Here are a few suggestions on how this adventure can be played:

- **Night City gang (mixed roles):** A Night City party of adventurers can be brought into this adventure in many different ways. Maybe they encountered Bastien, the Wanderer, who invited them to come and join him on his way to Neo-Montreal to help his uncle, a very powerful fixer there. Alternatively, they could stumble across information concerning strange Arasaka ops going on there and might want to investigate.
- **Trauma Team:** Members of a Trauma Team could be transferred to Neo-Montreal due to a shortage of personnel there. They could get involved by going to *Les Fouf'* on a wrong night (see page 21) or by answering a call during the attack on the First Nations Coalition's Enclave by mercenaries hired by Norton to retrieve the child. (One of the mercs possesses a Trauma Team implant which went off when he got killed.) Joachim would then be discovered, having snuck inside the AV-4 during the extraction.
- **Rockerboy:** *Les Fouf'* produces a lot of shows, almost one every night. The players' band could be contacted to play there on October 29th, the same night the firefight happens. The players would then be hired by the Frost Lady (Elena Mirkova, see page 24), whether they dodge the police or not.
- **Media team:** A media team could be asked to do a piece about the Coalition. The players would then arrive as the mercenaries hired by Norton assault the Natives' territory. They would discover Joachim fleeing both from the mercs and the warbands. They would then have the warbands, the mercs, Arasaka and a vampire coven running after them! Have fun!
- **Cops:** Cops could get involved during the firefight at *Les Fouf'*. One of the punks framed by Arasaka that night would then leave tips to the police as to what is going on. Also, they could be contacted by Julie St-Louis, who would claim members of her family were kidnapped by Natives and ask the police's help. Another possibility is that Joachim could be found by them after citizens reported a huge runaway wolf. Of course, he would hide in an alley to transform and then claim that the wolf nearly killed him.
- **Corporate team (Arasaka):** Should the party be employed by Arasaka, whether they are based in Night City or Neo-Montreal, their team would be transferred to Thadeus Norton's division and be responsible for assembling a team of mercenaries for a top secret extraction grey op into Coalition territory. In that case, they would have Julie St-Louis (Fleur de Lys, see

page 11) working secretly against them, maybe even attacking them or turning them into vampires.

- **Arasaka extraction team:** They could play the parts of the Arasaka team which captured the werewolves in the first place. This option would work well for trigger-happy players. They would start as modularware full body conversions. Make sure that the Warband attacking them has at least one psychic with electrokinesis to allow them to recapture the werewolves. An invasion into Coalition territory could turn into a remake of D-day. Not much finesse here, but lots of big guns and firefights.
- **Corporate team (rival corporation):** A team working with a rival corporation (any other corp is fine; every corporation is more or less rival to any other corporation these days) could be sent as double agents to spy upon Arasaka and would then get involved with the same corporate teams working for the company. Of course, here, they could have Julie St-Louis on their side (if they manage to either contact her, or bribe or blackmail her, should they think that she truly works with Norton). Their boss might also be a rival contestant and might want the child for him or herself. It's up to you.
- **Nomads (American):** Word on the road is that a Nomad pack up north is being harassed by a corporation. Players might want to investigate. They could also meet with Bastien, who would invite them to escort him to Neo-Montreal in exchange for payment.
- **Nomads (Canadian):** They could arrive right after the Arasaka extraction team and the Native's warband departed. They might then team up with the werewolf pack to retrieve the captured members of the pack. Of course, the pack would not reveal its true nature.
- **Werewolves:** If the characters decide to play the parts of werewolves, they could belong to the Nomad pack from which Nathan was abducted. The adventure would then begin with the attack of Arasaka's extraction team and the subsequent attack by the warband. Joachim does not even have to be abducted at this stage, but each failed attempt would bring in more and more reinforcements, both from Arasaka and the Coalition. Eventually, they will have to retreat and plan other strategies.
- **Vampires (American):** American vampires could be brought to Neo-Montreal in a few different ways. They could be playing newly-created fledglings contacted by the Sisters of the Merciful Virgin, or they could be older vampires who happen to know a few people in the coven, who would be asking for their help. The adventure *Survival of the Fittest* is a great module to introduce players to the world of vampires. It could serve as a sidetrack adventure to *Survival*, since the latter happens during the course of a few months, from September to December.
- **Vampires (Canadian):** Canadian vampires are almost all known to the Sisters of the Merciful Virgin.

They would be the first contacted by St-Louis to help her. Since they are a very powerful coven, it's not a very good idea to say no.

- **Vampire Hunters:** Vampire hunters, especially if they are known, would be contacted by St-Louis under the pretence that supernatural beings have captured some of her family members. She would at no time reveal her nature, neither would she attack them, as they would then cause more trouble. Another possibility could be that the hunters would be contacted by their organisation or by a research institute to bring back a werewolf, alive if possible. As well, if they are very powerful and experienced hunters, they could stumble upon the coven by accident or on purpose. This is why the complete map to the cloister is included should the hunters try and attack them (a very dangerous idea!).
- **Native Warband:** Finally, the players could play the parts of a Coalition warband. In this case, they might have to defend the Endave from the extraction attempt. They also might turn renegade over the killing of a child, werewolf or not, and escape into Neo-Montreal with Arasaka, the Coalition, mercenary units, a werewolf pack and a vampire coven on their trail! Good luck, you'll need it! Definitely not for novice players or wimps!

SEQUENCE OF EVENTS

OCTOBER 27TH:

Players playing the parts of either the native Warband, the werewolf pack or the Arasaka extraction team will begin the game at this date, with the events leading to the capture of three members of the pack.

OCTOBER 28TH:

The first adult werewolf is killed that night. Characters going to *Les Foufounes Electriques* will have an encounter with the hired boostergang and end up in jail that night or escape and are contacted by the Frost Lady the morning after. See chapter about *Les Fouf* for more detail. (p.21)

OCTOBER 29TH:

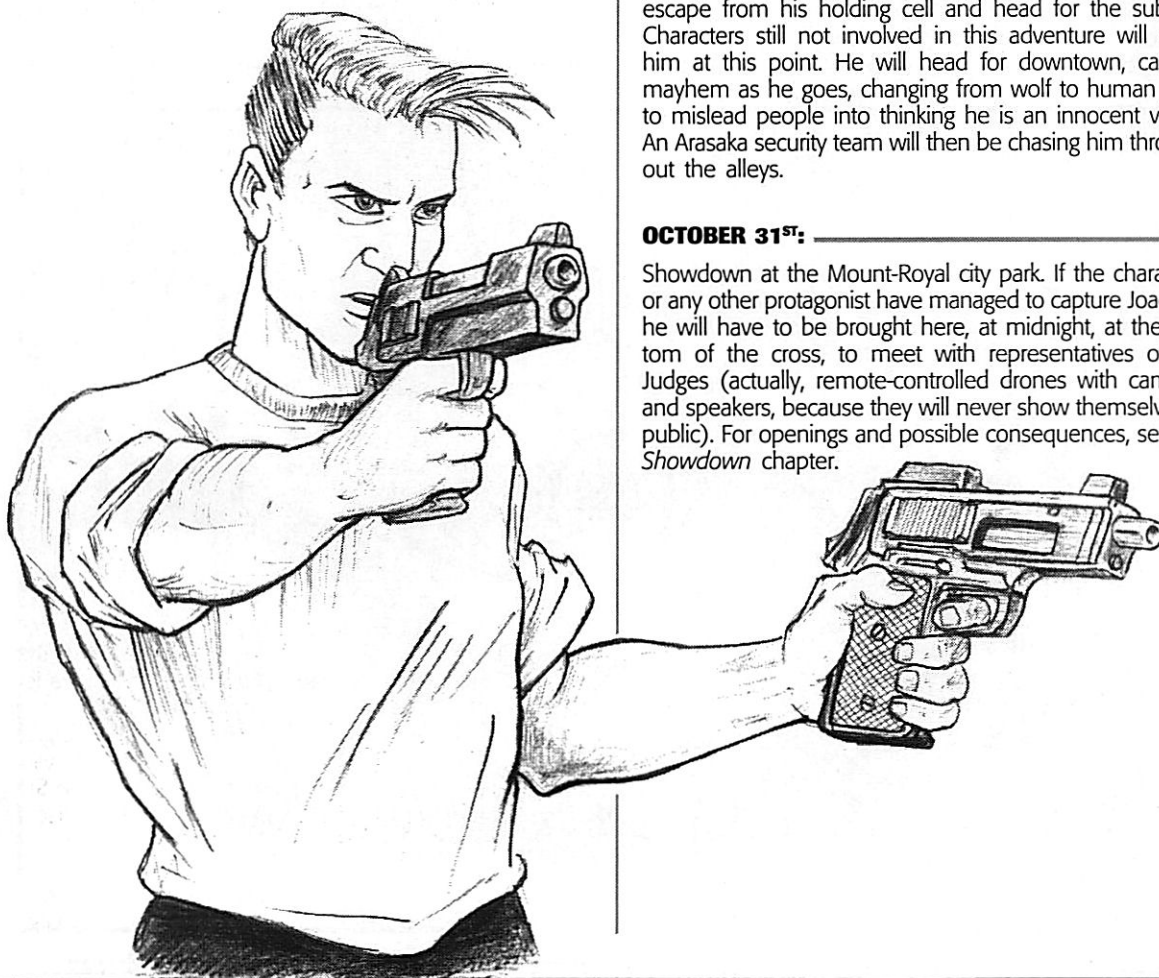
Characters going to *Les Fouf* will meet with Giuliano on this night (see *Les Fouf*, p.21). One of the adult werewolves captured is still alive at this date, and could be rescued along with Joachim, should an attack be organized in time.

OCTOBER 30TH:

The Warband receives its orders from Sanctuary: kill the child. The orders are received at 9:30 pm. If the assault team has not entered the Endave, Joachim, the child, will escape from his holding cell and head for the subway. Characters still not involved in this adventure will meet him at this point. He will head for downtown, causing mayhem as he goes, changing from wolf to human form to mislead people into thinking he is an innocent victim. An Arasaka security team will then be chasing him throughout the alleys.

OCTOBER 31ST:

Showdown at the Mount-Royal city park. If the characters or any other protagonist have managed to capture Joachim, he will have to be brought here, at midnight, at the bottom of the cross, to meet with representatives of the Judges (actually, remote-controlled drones with cameras and speakers, because they will never show themselves in public). For openings and possible consequences, see the *Showdown* chapter.



The Arasaka corporation never did anything like everyone else. In the city itself, it built the highest building, defying the city's law that no building higher than the Mount-Royal's cross could be built. They accomplished this by putting a huge statue on top of their building. Their politics in the Net is no different. Not content with building one of the largest and most well-defended data fortresses in the city, they reconfigured it in 2017 to create one of the biggest multi-layered fortresses in the world. (Although it's pretty wimpy compared to the one in Tokyo.) The first level is the base's day to day operations. Its operations are overseen by an AI called Tetsuo II, who appears as a huge neon Arasaka logo or an impressive-looking Japanese warrior. The second level is by far the most well-defended of them all; it contains all personnel schedules and records of all ops. The data walls at this level are STR 10, as are the code gates. Another AI oversees operations. It's less powerful than Tetsuo II, but has more defensive programs (and deadlier ones). It goes by the name Yukyo and appears as a superrealistic geisha. Any intruder at this level is dealt with most severely, usually using Lich or a similar program. The third floor is the one which interests us here. It's the marketing division floor. Although well-protected, it is less so compared to the second floor. Few files are of any interest in the case of a corporation like Arasaka, as marketing is usually conservative and does not garner much interest. This area is usually used to meet clients who wish to contact Arasaka through the Net. This is where Norton keeps all his schedules, his notes about all his meetings, including those with the Judges Society, and all his files about the current affair, including the frequency of the tracer bugs. This floor has no AI since only two CPUs are allotted to it. Note that, once inside the fortress, nobody can fly between levels except at specially designated gates.

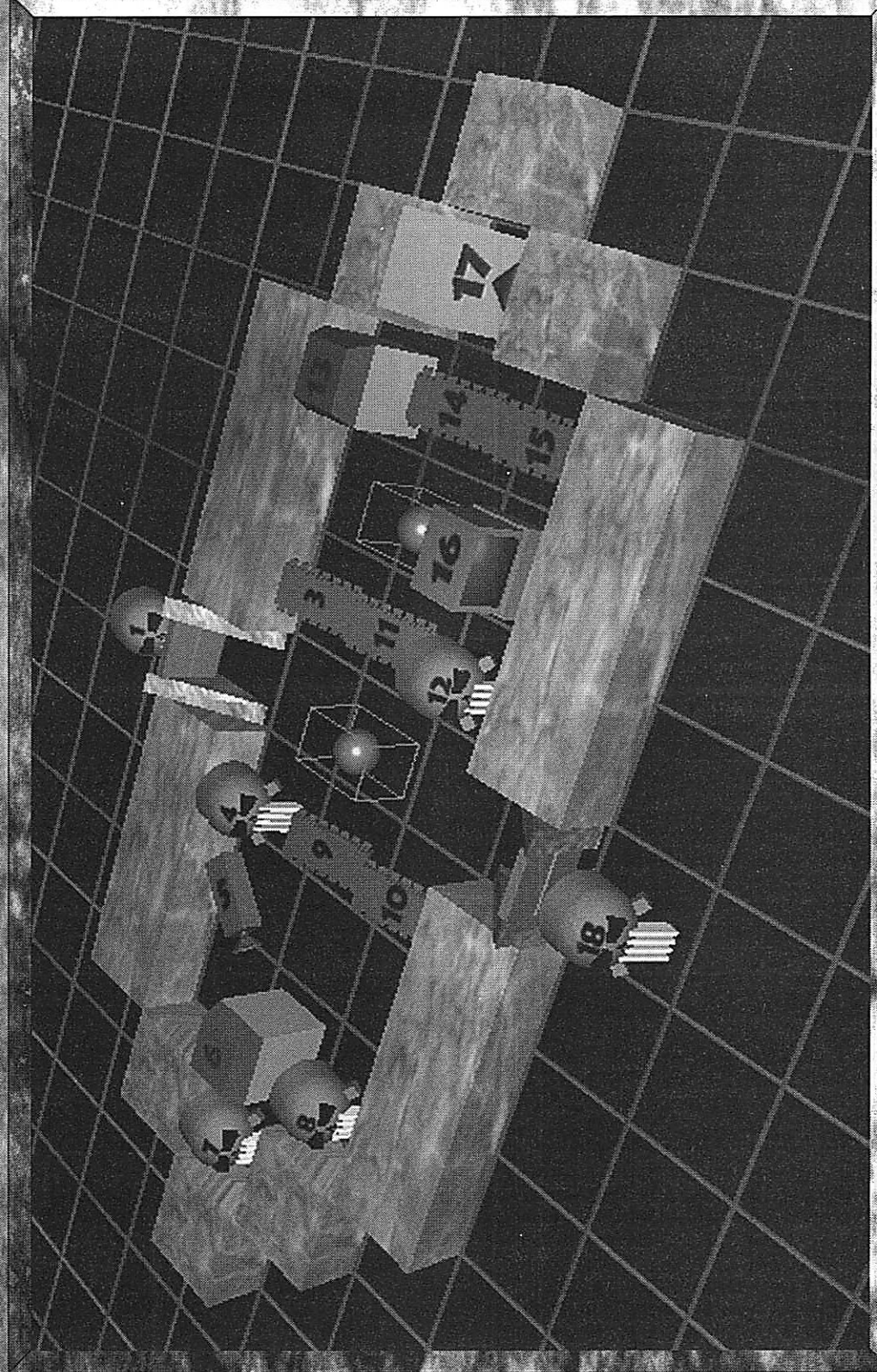
KEY TO THE NETSPACE MAP, THIRD FLOOR: _____

CPU: two INT: 6 + 10 Interface AI? No
Data Wall STR: 8 Code Gate STR: 8

FILES:

1. Bloodhound
2. Code Gate: If the characters have been contacted by Julie St-Louis, aka Fleur de Lys (see p. 11), the binary code she has given them will open the gate without setting off any alarm or raising suspicion.
3. Current affairs file: Data about the werewolf pack, frequency of the tracer bugs.
4. Lich
5. Security cameras, meeting board, 42nd floor
6. Locks, Norton personal office suite, 43rd floor
7. Hydra
8. JackAttack
9. File: List of clients
10. File: Marketing costs, accounting
11. File: Empty, data was moved three weeks ago, destination unknown
12. Killer V
13. Videoboard control for the Advertblimp (see *Show-down* p.34).
- 14-15. Hyperrealistic virtual reality meeting room. Looks like a shack on a beach, on a sunny day, complete with butler and Hawaiian-style dancing girls.
16. Terminal in meeting room, 42nd floor
17. Long Distance Link: Actually a short distance link, it's the only way to access the second floor from the third. The LDL is locked at level 5. (The floor STR is 10.)
18. Hellhound (icon has been changed to that of an Arasaka logo)

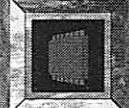




Alarm



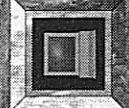
Camera



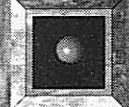
Memory



Code Gate



Terminal



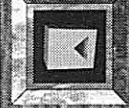
Central Processor



Data Wall



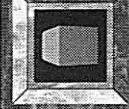
Door



Long Distance Link



Black System



External Process

You are the vampire
and baby I'm the walking dead...
- Concrete Blonde, *The vampire's song*

One of the Netrunners working for Norton is Julie St-Louis, aka Fleur de Lys, a 70-year old vampire. Although she is not one of the best netrunners around, not having been around during the creation of the Net, she is most fearless since she is certain that her vampiric nature will keep her out of harm's way. She is a member of the Sisters of the Merciful Virgin, an all-female coven posing as reclusive nuns who have made their hideout in an old cloister right outside of Montreal in Pointe-Claire. Recently, she broke into Arasaka's data fortress, hoping to steal their black ops files. She got caught during the act and was frozen in place, unable to escape the Net. One of Norton's netrunners, codenamed Elijah, impressed that she had made it that far into the data fortress, decided to bring her to his boss. Norton, in a virtual conference with her inside the data fortress, gave her a choice: be killed on the spot for illegal entry or work for him, to help him win a contest. Afraid that if she didn't obey, he would try to kill her and expose her vampire nature and her coven, she agreed to help him. Since she also had a close call a few weeks ago (as some punks tried to break into her apartment during the day, nearly exposing her to the sun's deadly rays), she also decided that the pay would help purchase steel shutters and maybe a security guard or two. St-Louis thus gave Norton information about a band of werewolves roaming the province's backroads, figuring that they would never be able to find them, let alone capture them.

She was wrong.

Not only did they manage to find the nomad pack, but Arasaka's extraction team also managed to capture three of them. As if this wasn't enough, the captives were stolen by a warband, natives who make the Sun Knights look lame by comparison. Her hands tied by her contract with Norton, watched by other Arasaka netrunners as being of dubious loyalty, she turned to other 'runners to help her find the captive werewolves and return them to their pack (or at least to return them to the coven who will make proper arrangements for their safe return). At no time will she reveal that she leaked the information, as this would result in her execution by her fellow vampires.

CONTINGENCIES

- If the group has a netrunner (and it is very advisable that they do), she will be an acquaintance of the party member. St-Louis will arrange to have a message delivered to the netrunner, be it by leaving him a message in the net, using the Bellboy program, in person, or by messenger. The message will be a binary code which can be used to open one of the code gates of Arasaka's data fortress. The message will read like this: "1011100101, firm security, turn left then leave. Fleur de Lys." For players who are new to the **Cyberpunk** universe, arrange for a news broadcast or an ad about Arasaka that would enable them to make the link, such as: "Arasaka. For security you can count on!"



- If the group is composed of Montreal-based vampires, she will contact their coven, explaining that she needs their help and will then give them leads to the Coalition Enclave.
- If the group is composed of enforcers, either hired by Norton's bailmaker (if they went to jail, see page 24), Elena Mirkova, his recruiter (if they didn't go to jail, she will blackmail them into cooperation), St-Louis will arrange to act as their combat 'runner, creating openings for them during the raid then sabotage their return if the operation goes too well.
- If they are vampires from Night City, she could contact Juan Rodriguez and arrange to have them transported to Neo-Montreal to help her. The female characters would then be allowed to stay at the cloister of the Sisters of the Merciful Virgin. Guys will be hidden in a rented warehouse, downtown. Very secure place.
- If the characters are vampire-hunters, she will contact them as a scientist who wishes to conduct tests upon a supernatural creature, alive by all means. She will avoid revealing her true nature, saying that she is working for a "very discreet corporation bent on destroying these threats" and would offer a pay of 10,000eb/character.

FLEUR DE LYS



Streetname: Fleur de Lys Real Name: Julie St-Louis
Role: Netrunner/Vampire Speciality: Data gathering

GAME STATS:

INT: 10 REF: 9 TECH: 10 COOL: 7
ATTR: 11 LUCK: 9 MA: 0/9 (w/chair)
BODY: 6/8 EMP: 8 PSY: 9 SAVE: 8
BTM: -3

DESCRIPTION:

Sex: F Age: 70/23 Age level: II
Ethnic origin: North American
Hair color: Purple Hair style: Long pony tail
Height: 5'4" Weight: 90 lbs Eye color: Purple
Dress & Style: Long skirts w. flowers combined w. a leather perfecto (odd but cute)
Distinguishing features: Wheelchair

PSYCHOLOGICAL:

Motivation: Knowledge ExMode: Shy, dependant
InMode: Friendly, helpful, very independent
Quirks: Paralyzed (-2); Destruction: Decapitation (-4); Cannot cross running water (-3); Can eat fruit (+3); Beautiful (+3); Can drink water (+1); Strong will (+3);
Years spent in hibernation: 25.

SKILLS:

Name	Level	Name	Level
Interface	+5	Awareness/Notice	+2
Basic Tech	+2	Education	+5
System Knowledge	+7	Cybertech	+2
Cyberdeck Design	+2	Composition	+4
Electronics	+3	Programming	+4
Wardrobe & Style	+3	Expert: Riddles	+7
Library Search	+4	Paint	+4
Handgun	+2	Driving	+3
History	+3	Vampire Lore	+5

PSYCHIC POWERS:

Name	Level	Name	Level
Illusion	+4	Charm	+4

BACKGROUND:

Julie was transformed into a vampire during the 1970's, a few years after a car accident had left her disabled. Her boyfriend, a hundred-year-old vampire, had mistakenly thought that vampirism would restore her ability to walk. It simply locked her in that state, making it impossible for modern medicine to eventually cure her. Mad at her boyfriend, the vampire Juan Rodriguez (who is now a Night City coven master; see the adventure *Survival of the fittest*), she left him and went into hibernation around the year 1985. She awakened in 2010, and found this new world to her liking, especially the Net, a wonderful tool that would enable her to satisfy her thirst for knowledge. She was invited by the Sisters of the Merciful Virgin to join them, which she did. She leaked the information on werewolves to cover her vampiric nature (she's convinced that she is immune to Net attacks). She didn't think they could actually capture the werewolves, and certainly not children! So now, she's turning to the player characters to help her bail out the child, since she doesn't want to alert her coven of her actions. She uses a linear frame for hunting (Beta type; see rulebook page 82), but only a wheelchair for night-to-night life, as it is more comfortable.

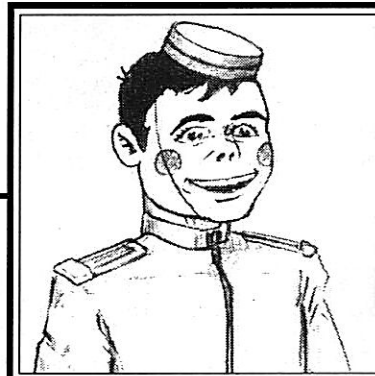
CYBERWEAR:

None.

EQUIPMENT:

Apartment in downtown Neo-Montreal, lots of money, city car, cyberdeck, sidearm, steel coffin.

NEW PROGRAM



BELLBOY

This is an interactive program that looks like a cartoon bellboy. It has limited conversational ability and will track a netrunner wherever he or she might be, even inside a data fortress during a raid, and will deliver a preprogrammed

message. It talks like an annoyed New-York taxi driver and replies in an obnoxious way.

Strength: 3 MU: 4 Cost: 400eb

CONSTRUCTION PATH:

Name	Level	Name	Level
Interactive	+10	Movement ability	+5
Trace	+2	Recognition	+2
Endurance	+3	Conversational ability	+3
ICON (Contextual)	+2	Strength	+3

THE SISTERS OF THE MERCIFUL VIRGIN

Their coven is located in the West Island, on Lakeshore street. The building looks like an old cloister, dating back to the 1800's, while in fact it was built in the early 2000's. It is protected against intrusion by automatic systems and guards during the day, and by the sisters themselves during the night. It is an all-female coven, with very strict rules regarding the creation of new vampires. They are well aware of the threat to their existence the warbands pose, but they have managed to remain hidden from them and from the Sun Knights. All members are very beautiful women, possessing great mental powers. Most female vampires in the city belong to this coven, which accounts for the rather large size of the coven (the latest roster count puts their numbers at around forty members, most of them fledglings or young vampires). Female vampires not belonging to the coven are closely watched. There are two types of members: the cloistered sisters and the missionaries. The cloistered sisters are usually the oldest members, as they require less nourishment than the younger ones and can thus remain in one place without the need for constant travel. They live their lives very modestly, some praying, others discussing philosophy or art. The missionaries are the younger vampires who travel the land in search of victims and in search of themselves. They are the ones who maintain the contact between the outside world and the cloister. Their lifestyle is entirely up to them.

Coven mistresses: The coven is ruled by a triumvirate simply called "The Three Marquises". Few have ever seen any of the Three. They are age level V or higher, but it is rumored that at least one of them is age level VI.

Coven Quirks: Decapitation (-4); Very beautiful +1 ATT (+3); Strong will +1 PSY (+3); Cannot cross running water (-3).

COVEN MEMBERS

Age Level: There are 23 cloistered sisters, 9 of whom are age level II, 10 who are age level III, one age level IV and the remaining three are age level V, with one of them possibly being age level VI. These three are the coven mistresses and are never seen by any outsider, be they vampires or not. They reside in their own wing in the cloister which is locked from the inside. None but the

eldest of the cloistered sisters have ever seen the three. They hunt by themselves and have little if nothing to do with the other coven members.

COVEN ROSTER (CLOISTERED):



SISTER ANNA

Role: Corporate

GAME STATS:

Age: 53/29 Age level: II
 INT: 8 REF: 9 TECH: 5 COOL: 7
 ATTR: 10 LUCK: 7 MA: 8 BODY: 5/7
 EMP: 7 SAVE: 7 SM: -2 PSY: 8

SKILLS:

Name	Level	Name	Level
Resources	+4	Awareness/Notice	+4
Human Perception	+5	Social	+3
Persuasion	+4	Stock Market	+7
Wardrobe & Style	+5		

PSYCHIC POWERS:

Name	Level	Name	Level
Charm	+5	Mental	+4
Mental assault	+3		

PSYCHOLOGICAL:

Motivation: Money ExMode: Friendly
 InMode: Scheming
 Quirks: Decapitation (-4), Very beautiful (+3), Strong will (+3), Cannot cross running water (-3), Lucky (+3), Sight of blood excites (-1)

PERSONALITY:

Sister Anna is the coven's money maker. By combining her skills, psy powers and good looks, she has managed to make this coven one of the richest in North America. She leaves it to Mother (see page 16 for the AI's stats) to manage day-to-day operations, but leaves instructions to the AI for special ops. She, through the coven, controls many small and medium businesses and has major shares in most major corporations. When she finds out about the missing werechild and the money being paid for his return to Norton, she will send, on October 29th, ten day-shift guards to hinder the PCs' actions, be they vampires hired by the coven (in which case, the guards will be equipped by flame-throwers and napalm grenades) or an Arasaka-sponsored extraction team. If she manages to get the child, she will hide him in the cellar of the coven house and auction him off to Norton for at least one million eurobucks.

The other sisters are: (note that most of them did not have roles or special abilities in their former lives and are assumed to have been housekeepers of some kind, hence the Role: Dilettante)

Sister Marie-Anne: AL: II, Rockerboy (Painter), Psi powers: Precognition +5, Astral +7

Sister Guenièvre: AL: II, Nomad, Psi powers: Healing +5, Matter Alteration +4

Sister Louise: AL: II, Dilettante, Psi powers: Psychokinesis +7, Kinesis +7

Sister Juliette: AL: II, Solo, Psi powers: None; Skill of note: Combat sense +7

Sister Su-Yin: AL: II, Med Techie, Psi powers: Psychic focus +8

Sister Suzanne: AL: II, Rockerboy (Painter), Psi powers: None

Sister Marie-Claire: AL III, Dilettante, Psi powers: Astral +8

Sister Marie: AL: III, Dilettante, Psi powers: Radikinesis +5, Pyrokinesis +3

Sister Henrietta: AL: II, Rockerboy (Pianist), Psi powers: Mnemonic +3, Regeneration +5

Sister Morganna: AL: II, Fixer, Psi power: Charm +6, Illusion +4

Sister Georgette: AL: III, Dilettante (Philosopher), Psi powers: Astral +5, Psychometry +5, Precognition +5

Sister Rosanna: AL: III, Dilettante, Psi power: Astral body +6

Sister Marie-Christine: AL: III, Nomad (19th century French colonist), Psi powers: Transform +6, Charm +5

Sister Julie: AL: III, Dilettante, Psi powers: Psychometry +6, Healing +5

Sister Marie-Suzanne: AL III, Nomad, Psi powers: None

Sister Mariette: AL III, Dilettante, Psi powers: Sensory, Hypnotical, Transform, all at +8

Sister Emilie : AL III, Nomad (19th century French colonist), Psi powers: Transform +9, Charm +8

Sister Camille: AL III, Nomad (19th century French colonist), Psi powers: Body Control +6

Sister Han Suy (Newcomer from China): AL: IV, Nomad, Psi powers: Teleportation +7, Pyrokinesis +5, Astral Body +5, Does not have the same quirks (Buried at crossroad; Decapitation; stake through the heart; Sight of blood excites; Fast (MA: 13); Imposing (COOL: 10); Humanist (EMP: 9); Awakens earlier than usual).



TYPICAL SISTER OF THE
MERCIFUL VIRGIN

Typical Sister of the Merciful Virgin (Age Level II)

INT: 8	REF: 9	TECH: 6	COOL: 7
ATT: 10	LUCK: 8	MA: 9	BODY: 6/9
EMP: 5	PSY: 11	SAVE: 9	SM: -3
Feed Rate: 1/30 days		Healing: 7/day SP: 2	

Typical Sister of the Merciful Virgin (Age Level III)

INT: 9	REF: 11	TECH: 3	COOL: 7
ATT: 10	LUCK: 8	MA: 10	BODY: 6/10
EMP: 5	PSY: 11	SAVE: 10	SM: -4
Feed Rate: 1/6 months		Healing: 8/day SP: 4	

PERSONALITIES:

The Sisters of the Merciful Virgin (sometimes called the Sisters of Mercy) seem all very friendly, but they keep mostly to themselves and do not make friends outside of their community easily. They should be played as being very distant when meeting humans and somewhat condescending when meeting fledglings, whom they consider to be barely above contempt. They are more interested in a conversation about the meaning of life than in a pretty face. (But they are not made out of stone either! So, if you want to try and seduce one of them, go ahead, but you better not be a poser or just another pretty face or you might end up lost in the Astral plane or locked outside at sunrise!)



DAY-SHIFT GUARDS (SOLOS)

GAME STATS:

INT: 7	REF: 9	TECH: 7	COOL: 8
ATTR: 7	LUCK: 7	MA: 7	BODY: 9
EMP: 3	SAVE: 9	SM: -3	

PERSONALITY:

Almost none. Don't care about explanations and cannot be fast-talked or bribed. Totally obedient to the sisters. Though they are not aware of the nature of the coven they probably don't care: the pay is good and they only work during the day. They will repel any attack with extreme prejudice.

SKILLS:

Name	Level	Name	Level
Combat Sense	+6	Dodge & Escape	+5
Awareness/Notice	+6	Handgun	+5
Melee	+5	Martial Arts	+5
Rifle	+5	Intimidate	+6
Stealth	+4	Submachinegun	+4

CYBERWEAR:

Modularware arm (see page 37) with rippers, specific weapon arm (Fabrica des Armes M-2012, Militech Cyborg Rifle), elongation and spikes, thermal insulation, skinweave SP:14, nano-optical upgrade (Chrome Book II, p. 8), Neuralware processor with kerezikov +1, olfactory boost, pain editor and smartgun link, motion detector, cyberaudio with amplified hearing, radio link, enhanced hearing range and level damper.

EQUIPMENT:

monoknife, Gibson Battlegear "Sneak suit" (Chrome Book II, p. 28) SP:10, EV:0, various grenades, both lethal and non-lethal, smartgun (usually an H&K MPK-11 or a Militech Ronin Light Assault).

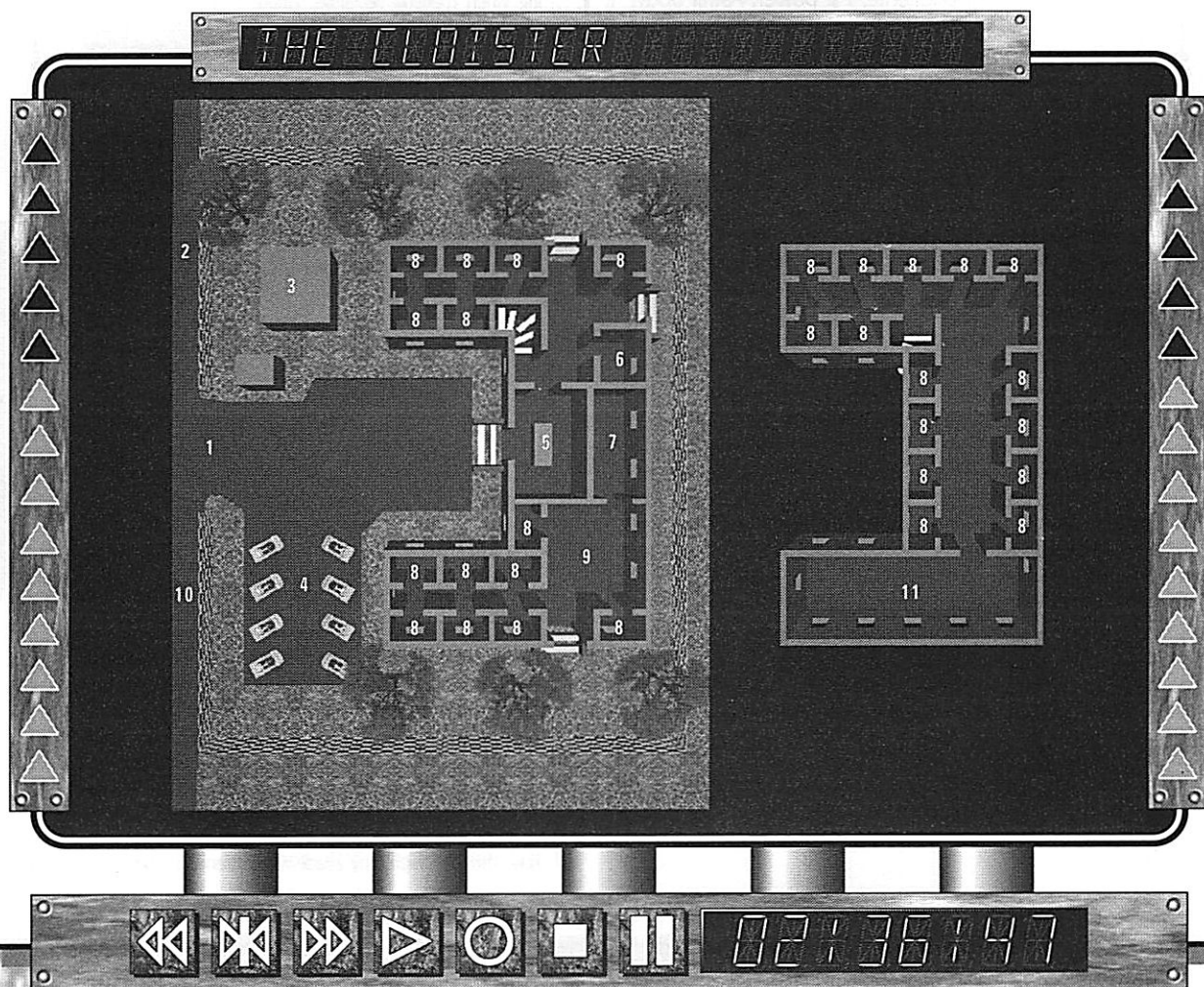
THE CLOISTER

Built in 2002, this three stories stone building looks like an old cloister, with 19th century architecture, old windows, real wooden frames and archaic religious statues. How-

ever, appearances can be deceiving since the building was built using the latest materials available in 2002, most of which are fireproof (a very important feature for vampires since their survival might depend upon the shelter's resistance to fire). Since its construction, the cloister has never been attacked, thus its defence system has never been battle-tested. Regardless, they have hired many professional troubleshooters over the years to test and improve their fortifications. Since their coven is practically unknown to any vampire-hunting agency, they have never had to defend themselves against anything more than a few punks looking for a good time with the sisters. They found a quick death awaiting them inside.

KEY TO THE MAP OF THE CLOISTER:

1. **Main gate:** The entry to the property is guarded during the day by two security guards. They arrive at 6 every morning, change shift at noon and leave at 6 pm. There is a camera above the gate, with teleoptics, low-lite and thermograph. A microphone enables the guard at the entry desk to hear as well as see any events happening at the main gate. The gate itself is a 20 foot grid (SDP: 30), made to look like an ancient steel fence and is computer controlled by Mother, an AI that poses as the mother superior of the coven during the day. A viewscreen at the gate allows the AI to interact with outsiders. A shed is built for the guards on duty at the gate. It is also bulletproof (SDP: 30) and has slitholes through which the guards can fire at attackers.



2. **The fence:** A 30 foot high concrete structure that looks like an archaic stone wall. Very resistant (SDP: 40), it has no apparent defensive system, but motion detectors are placed all over the upper wall ledge with active steel spikes that emerge to impale any intruder weighing more than 120 lbs (damage is 3D6 to the legs and a Diff REF roll is required to maintain balance; the spikes are Very Difficult to detect for anyone climbing the wall; otherwise, from the top, they are obvious). Anyone or anything under 120 lbs that makes it to the top of the wall only activates an alarm. This is because the sisters do not want children who might try to venture on the premises to get killed unnecessarily. Of course, an adult climber will activate the alarm nonetheless. (There is a subsonic alarm; only the guards or someone with cyberaudio and/or enhanced hearing modification will hear it.)
3. **The hangar:** A relatively small shed with no windows, it contains an AV-4 in perfect working order. The guards are unaware of its existence. The walls and the door are heavily armored (SDP: 35) and the door has an electronic lock controlled by Mother (requires either a Difficult Open Locks roll or has to be opened from within the Net). If the characters are vampires, they will be given use of this vehicle for the attack upon the Enclave. (See contingencies higher.)
4. **Parking area:** 8 city cars are parked there. They are the guards' personal vehicles.
5. **Entry hall:** It is a rather large office, all quite piously decorated, with religious statues and pious holo-paintings. A few chairs are available to the right of the entry door and a receptionist (a guard) is posted behind a large wooden desk. She is dressed as a nun and has a Militech Ronin underneath her desk. A fresco is painted on the wall behind her. The painting is in fact a hidden Scanway Deluxe (see **Chrome Book II**, p. 23) behind which three guards scan possible intruders for explosives, chemicals, weapons and cyberwear.
6. **The Headmistress' office:** An archaically decorated office, it is the only place in the cloister where uninvited guests will be allowed during the day. A Gemini full body conversion (**Chrome Book II**, p. 76) with an electronic brain replacing the usual organic one poses as Sister Marie-Anne (ATT: 8, REF: 10, BODY: 12, Apparent BODY: 5, apparent age: around the mid 40's). It is the proxy used by Mother to interact with visitors and to assuage undue suspicions about the nature of the cloister. A hidden door leads to the security area (see number 7, below).
7. **Security area:** This is where the guards can coordinate their actions and check visitors through the Scanway panel. It's also where the mainframe for Mother is located. This is one of the most secure areas in the whole building (SDP: 45).
8. **Typical chamber:** All the chambers look basically the same: a bed with steel shutters, a desk, an armchair

and a few statues and paintings. The windows are high-definition monitors both on the inside and the outside, showing, from the outside, the nuns praying, reading and doing a lot of seemingly mundane activities. It's Nearly Impossible (35) to differentiate from reality, although the events are repeated in a one week sequence. A careful observer might be able to notice that the nuns are repeating the same moves week after week! Should the player characters be vampires hired by Fleur de Lys (known as Sister St-Louis in the coven), they will be given a similar room to stay in during the day, on the first floor in the guest rooms. All the coven members have their rooms (called cells) on the second floor. The monitors on the inside show whatever the occupant desires.

9. **Communal room:** This room serves as a recreation area. It is well-furnished, with a piano, an expensive stereo system, real wood furnitures and even real houseplants, as well as a holowall and a rather well-equipped library. The magnetic lift is voice activated and is concealed behind a plant. It either goes up or to the basement where an emergency escape tunnel and three electric cars can bring the coven members to safety, in a warehouse near the St. Lawrence river. Both the lift and the tunnel are booby-trapped with explosives, should a pursuer try to follow the escaping coven members and fail to provide the right access code.
10. **Phone line/power line:** As Mother is not linked to the Net, it is the only place where anyone can invade her system by way of tapping the phone line. If someone wants to make a run from inside the cloister, Mother would then link itself to the Net.
11. **Restricted area:** It is in this area that the living quarters of the coven mistresses are located. The door is always locked and it is the most secure area of all the cloister (with an SDP of 45). The triumvirate had this area constructed with very specific designs which have, since then, remained a secret. They moved in before any other coven member and, to this day, have not been seen. Sometimes, they will leave a message pinned on their door in order to communicate their orders to the outside world. No information can be gathered from this area, even using such technology as thermographs or audio sensors.

Note that all the doors (SDP: 25) have alarms and cameras, all controlled by Mother. There are always at least 10 guards on the premises during the day, including those mentioned earlier. Two of them patrol alone at any given time, in sneaksuits, while a third one is assigned to the roof to prevent aerial attacks. To keep track of where the patrolling guards are at a given moment, use a watch with hands (if that still exists in your area!). Place the watch in the middle of the map and assign a hand to each guard. It is the position of the guards at that particular moment.



CPU: 3 INT: 9 +10 Interface AI: Yes
 Data wall STR: 4 Code gate STR: 3
 Memory: 12

Personality: Motherly, secretive. Her first priority is to protect the coven. When using the Gemini proxy, she has a good relationship with humans, very businesslike. Otherwise, in the net, she is merciless and cold to intruders.

Reaction: Attacks intruders on sight. Will attempt to kill anyone entering. If she can't, she will send her Hellhound to track the 'Runner in the Net.

ICON: A female robot, somewhat similar to a "sexy robot"

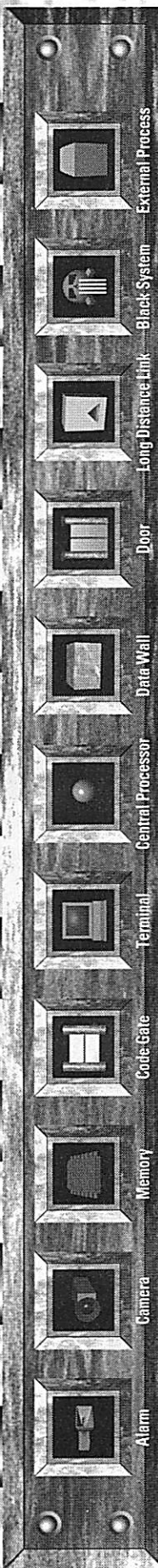
SKILLS:

Name	Level	Name	Level
Accounting	+7	Language (French)	+10
Education	+8	History	+8
Library Search	+8	Stock Market	+9
Programming	+5	Anthropology	+5
Mathematics	+9		

FILES:

1. Hangar lock
2. Main gate
3. Main gate vid-screen
4. Main gate camera
5. Main gate microphone
6. Perimeter defence
7. Gemini robot control
8. Perimeter cameras
9. Alarms
10. Terminal in the security area (#7)
11. Merchant: This program allows Mother to interact with stock exchange computers, making investments to support the coven financially
12. File: Investments (1 MU, coven investments)
13. File: Coven history (1 MU)
14. File: Coven members and hierarchy (3D Superrealistic file, 5 MU, entitled "Canada's History")
15. File: Personnel roster, addresses and schedules (1 MU, entitled "Recipes")
16. File: Werewolf packs in Quebec (1 MU)
17. Hellhound
18. Spazz
19. Hellbolt
20. Manticore
21. Watchdog





BioTechnica Report
 —< Confidential >—
 Password please: #####
 Access Granted

From: Dr. A. Martin
 To: Regional Special Ops Director
 Subject: Lycanthropy investigation report.

Dear Sir,

We have yet to confirm the rumor about a natural retro-virus which would endow a subject with polymorphic abilities. We have been unable to provide a specimen from Night City. However, one of my sources has brought to my attention a transmission from a reporter operating in Quebec. Although his screamsheets may have a shaky reputation, I have reasons to believe this little province to be a good place to look for a specimen of the so-called *Lupus Morphily*...

WEREWOLVES IN QUEBEC

(The following excerpt comes from an unpublished interview by Todd Browning, a reporter for the Night City Enquirer, who is still missing as of this writing.)

(Translated from French.)

"So, you wanna know about werewolves young man? I'll tell you about them, or rather, I should say, about us!" I had met the old man in an old, nearly run-down, pit stop in Quebec's backroads, old worn highways, now the home of many Nomad gangs. He was member of a gang, whose name he refused to tell me, simply calling them "his family". He must have been at least 60 or 70 years-old, but was built like a brick. "Must have worked in construction or he was a soldier of some kind," I thought. So, he went on to tell me the most incredible story I had ever heard. Either it's a true story and the world is far from being all it seems, or it's an elaborate lie, a lie which he has convinced himself is the truth.

"Well, my name is Augustin Fortin, and I am a werewolf. Not just any werewolf, I'm the oldest living wovlen in North America. At 353 years of age, I am extremely old, even by our standards, though I am still in peak physical condition, thanks to the curse roaming through my body." And he might have been speaking the truth.

He started by telling me that he and his family came from France in the early 1600's as colonist. He talked in details about his odyssey across the ocean aboard a wooden ship, in conditions so awful that it makes life during the South American Wars seem like paradise. To further lend credence to his story, he spoke an obsolete French, one that my chip had trouble deciphering, making parts of his story impossible to reprint. It seems that there are in fact two kinds of werewolves, one that is European in nature and origin and one that is indigenous to this land. He was of the latter kind.

"We do not kill indiscriminately! We are not genetic freaks or sick people: we are a cursed people. Each of us, at



least each of the founding members of the pack, not the young ones (...), has been cursed, because of our sins, to transform into huge wolves and carry out the wrath of God against sinners. I, myself, have committed acts so atrocious that..." (My chip could not translate what he said for about three minutes, so I lost his retelling of the events that led to his transformation).

As it went on, I understood that both types of werecreatures have to kill a certain number of human beings during the nights of the full moon and that both uncontrollably exchange their human shape for that of a wolf of some kind. He also told me that his kind needs only kill "sinners" and that if none are present, then they simply transform and go hunting or something. But how did they recognize sinners?

"How do we recognize sinners? Now that's a very good question, one I have been asking myself for centuries now! With the changes in morality, brought about by the passage of time, our victims have changed as well. Why, I remember, in the 18th and 19th century, at the times when dancing was considered a sin and forbidden by the Church, we would sometimes feel the urge to attack people coming back home from a dance! Imagine how it would be now if we attacked everyone who went dancing! With the passing years, we felt less and less the urge to attack people. These days, we only attack those truly evil, such as murderers and rapists. Kind of a change from the old days, no? It seems that we were attracted to people like (...) or dogs to (...). Maybe we can smell the fear or maybe we have sort of a sixth sense or something. I know that most of what I have said will probably have no impact whatsoever upon your life, but mark my words young (...): if you ever have to come back again, roaming this God-forsaken place, be sure to do so with a clear conscience, for it may save your life."

He then departed with the rest of his pack. I never saw him or his pack again.

Game notes: Quebec's lycanthropes are created using the exact same rules given for European or American lycanthropes as described in *Night's Edge*.

- Bonus quirks include a +1 to both BODY and PSY (total of +6)
- They believe that a cross scratched on their forehead destroys them (-3)
- They also believe their powers are non-functional outside of Canada (-4)
- On the plus side, they need not kill during the full moon (+6), but are forced to attack anyone who is a "sinner" (definition left to the GM) (-4)

THE PACK

The pack to which Augustin belongs is a rather small Nomad pack. Its members travel Quebec's and Canada's backroads, hiring themselves out as bodyguards. They travel using mostly motorcycles and mobile homes, all armored and armed. The pack is composed of 24 individuals, 13 adults and 11 kids, all of whom are werewolves. Augustin is the leader of the pack, a werewolf of age level 4. Since werewolves age only one year every five, he appears to be in his mid sixties, early seventies. The attack by Arasaka and the warband has taken its toll upon the pack: four adults died, two others and a child were captured, leaving the pack down to seven adults and ten children. They want to get their kidnapped members back, but will not risk an incursion into Coalition territory. If the players want to play werewolves, you should have them start as members of the pack. Since they will automatically be children of older werewolves, being born with lycanthropy, their age will also be the number of years spent as werewolves, making them either age level 1 or 2.

AUGUSTIN FORTIN



Role: Nomad

Speciality: Pack leader

GAME STATS:

INT: 11	REF: 11	TECH: 4	COOL: 8
ATT: 8	LUCK: 7	MA: 9	BODY: 11
EMP: 6	PSY: 11	SAVE: 11	BTM: -5

DESCRIPTION:

Sex: M	Age: 353/70	Ethnic origin: European
Hair color: White		Hair style: Short, straight
Height: 5'7"	Weight: 185 lbs, no fat	Eye color: Black

Dress & Style: Mix between a biker and a lumberjack
Distinguishing features: Hairy

PSYCHOLOGICAL:

Motivation: Redeem himself, insure the safety of the pack
ExMode: Self-assured, leader

InMode: Feels guilty, is plagued by self-doubts

Quirks: Strong +1 BOD; Very Psychic +1 PSY (+6); Destroy: Cross on forehead (-3); Cannot leave Quebec's territory (-5); Need not kill non-sinners (+6); Cannot let sinner live during full moon (-4); Fear: Churches & Holy Symbols (-3); Very agile +1 REF (+3).

SKILLS:

Name	Level	Name	Level
Family	+10	Driving	+7
Awareness/Notice	+8	Endurance	+9
Melee	+6	Wilderness Survival	+10
Brawling	+9	Leadership	+7
History	+8	Shadow/Track	+6
Stealth	+7		

PSYCHIC POWERS:

Name	Level	Name	Level
Animal	+8	Mental	+9

BACKGROUND:

Augustin is not a born leader. The only reason he leads the pack is because he is the oldest of all. He wants the members of the pack to be safe and tends to treat the youngest adults (possibly the characters if they choose to play werewolves) in a fatherly way. He is fearless in combat and would not hesitate to sacrifice his life to protect that of another member. He will not direct an assault into Coalition territory, but will not discourage such a plan if the characters propose it. Of course, he does not know where they have taken their prisoner, but if he or any player succeeds a Diff INT roll, they may deduce that the most probable place would also be the closest, that being the Enclave, just north of St. Sauveur (see area map p.33). He knows quite a bit of the native Indians' lore, as he hung around with them for a while in the 19th century.

JOACHIM



Role: Nomad/Werewolf

Speciality: None, still a child

GAME STATS:

INT: 7	REF: 9	TECH: 3	COOL: 5
ATT: 7	LUCK: 9	MA: 7	BODY: 6
EMP: 5	PSY: 10	SAVE: 6	BTM: -2

DESCRIPTION:

Sex: M	Age: 12	Age Level: 1
Ethnic origin: North American		
Hair color: Black		Hair style: Short, straight

Height: 5'2" Weight: 110 lbs Eye color: Black
 Dress & Style: Biker, bandanas
 Distinguishing features: Awfully cute, a bit hairy for his age

PSYCHOLOGICAL:

Motivation: Have fun, cause mischief
 ExMode: Shy, playful InMode: Sly, treacherous
 Quirks: Standard (see Augustin); plus Touched by Martyr's blood (-3); Undetected by dogs (+2).

SKILLS:

Name	Level	Name	Level
Family	+2	Awareness/Notice	+2
Drive	+1	Basic Tech	+2
Wilderness Survival	+3	Brawling	+1
Athletics	+2	Hide/Evade	+3
Persuasion	+4		

PSYCHIC POWERS:

Name	Level	Name	Level
Transform	+6	Electrokinesis	+5

CYBERNETICS:

None

EQUIPMENT:

A dead rat called Mortimer

BACKGROUND:

On the road since his birth, Joachim has no friends other than the children of the pack. An outcast from his own friends because of his rather high psionic powers, Joachim grew up feeling superior to the other children. Once freed from captivity, he will see this as a chance to see the world, away from his parents. Very intelligent, Joachim will play the part of the frightened kid so as to appear to be innocent of anything that might happen. He will use his power of electrokinesis to wreak havoc upon the characters' weapons and cybernetics, especially their communication gear. Since he knows that no one will be able to track him underground, he will enter the subway system as often as possible, stopping trains by creating surges in the powerlines and the automatic controls such as the lighting system or the sprinklers. This will allow him the chance to transform in wolf form and roam the tunnels from one station to another. He will always use his transformation abilities away from the view of other people, to maintain his cover of innocence. He has an Arasaka tracer bug implanted under his skin, at the base of his skull (the tracer frequency of can be found in Arasaka's files. See Arasaka's data fortress, p. 8). His wolverine metabolism will eventually expel it out of his body. It will remain in place for twelve hours after his release from the Coalition's camp, making pursuit much more difficult if he has escaped into the wild.

CONTINGENCIES

- If the characters do not manage to rescue him from the Native Enclave, but do manage to penetrate into their territory, they will find him either hidden aboard their AV-4, if they have one, or he will grab hold on one of the hover bikes as they begin to fly away.
- If they are not part of the extraction team, he will wreak havoc in the corporate arcology of Laval before entering the subway there and heading for the Berri station downtown
- As he escapes from the characters, no matter what their intentions are, he will try to lose them in the crowd in downtown's Halloween feast on the 31st.



Don't ask me what I'll buy with this money, chomba. Ask me who I'll buy with it! People are the most disposable of commodities these days and I like to throw away things. Prefer to travel light you know.

- Keith Holox in the 2016 remake of "The Maltese Falcon" (Rated as one of the ten worst remakes ever in the history of filmmaking)

Les Foufounes Electriques (quite literally translated: "The Electric Buttocks") is Neo-Montreal's oldest and most well-known bar. A punk-rock bar of the 20th century, it has expanded to cover almost the whole city block. The actual bar was bought in 2003 by an Anglo-Japanese conglomerate to create a place where street punks could be recruited more easily for use in gray and black ops. Any official corporate recruiter has to give a percentage of the deal to the bar, usually five percent, after which the bouncers and waiters will direct them to the best person qualified for that job. All the recruiter has to do after that is convince the person in question to accept his contract. Should the deal fail, especially if the punk approached becomes particularly aggressive, because of conflicts of interests, personal taste or cyberpsychosis, the establishment provides a very effective protection service to the corporate client. Here, the bouncers are reknowned to be extremely tough and effective. Any punk knows that it is unwise and dangerous for his health to insult or attack any of them.

LES FOUF'S BOUNCERS



Role: Solos

Speciality: Security

GAME STATS:

INT: 6	REF: 8/9	TECH: 6	COOL: 9
ATTR: 6	LUCK: 7	MA: 8	BODY: 13
EMP: 3	SAVE: 12	BTM: -5	DM: +6

DESCRIPTION:

Sex: 7 out of the 10 are male

Age: 20 to 39

Ethnic origin: Mixed

Height: Minimum is 5'7" (female) to a towering 7'5" (with frame to match)

Dress & Style: Uniform (blue leather jackets with "Les Fouf" written in neon yellow on the back), the rest of their dress is up to them, but it is always hardcore and weird.

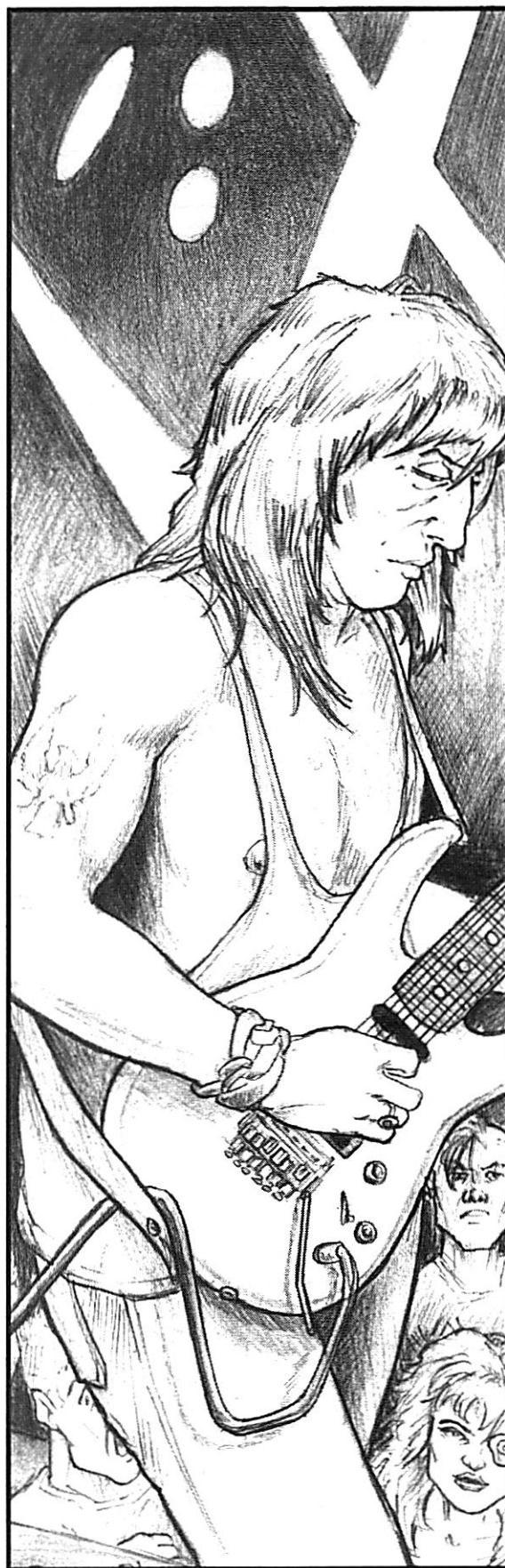
Distinguishing features: When they block a door, they ARE the door. People sometimes lean against them thinking they are support columns. (Think of the largest lineman you can think about and triple his frame. Get the point?)

PSYCHOLOGICAL:

Motivation: Keep order

ExMode: Cold fish

InMode: Very cold fish



SKILLS:

Name	Level	Name	Level
Combat Sense	+7	Awareness/Notice	+6
Brawling	+8	Handgun	+3
Melee	+6	Athletics	+5
Stealth	+4	Rifle	+3
Intimidate	+9	Wardrobe & Style	+5

CYBERWEAR:

Muscle and bone lace, grafted muscle, skinweave SP: 8, cyber audio with level damper and sound editing, Wolver (standard, not modularware), interface plugs, smartgun link, lifesaver weave, Sandevistan, Boostmaster (see Solo of Fortune, p. 32), Neuralware processor, chipware socket with a few language chips (1D6 /2 at any times, provided by the house), nasal filters, two of them have faceplates and cowl (SP: 25), one has a cyberoptic with low light, anti-dazzle and digital camera and three have a modularware cyberarm with tentacles and electricity shielding.

EQUIPMENT:

Kevlar T-shirt, flashbang grenades, Militech Electronics Taser, Militech light assault (in case things get rough), Stripwire binders pocket commo.

DESIGNATION AND APPEARANCE:

Tiny: 6'4", faceplate and cowl (looks like Dr. Doom), age 23, sometimes acts like a robot, Japanese.

Sheila: 5'7", Modularware arm, red mohawk haircut, nose ring, age 25, European.

Nick: 6'1", Canadian, short straight hair, looks like a bear, has Judo at +6, over-protective of small customers.

Gargantua: 7'5", modularware arm, faceplate and cowl (looks like a greek statue), easy going, age 20, American.

Bruce: 6'3", Modularware arm, no hair, 27, Australian, grim.

Eva: 5'11", green long wild hair, cute, 21, Canadian, friendly.

Minmay: 5'10", crewcut, serious, age 23, Chinese.

Lumberjack: 6'3", overweight (MA:6), cyberoptic, age 39, Canadian, overacts a lot.

Mike: 6'3", dreadlocks, Jamaican, 23 year old, serious and zealous.

Father Misere: leader of security, 6'3", pale white synthskin (?) and all-white contacts (?), black Roman-like haircut, very grim, looks about 30 (but he could be older, who knows?), probably of Italian descent, speaks a lot of languages, has an apparent body of 6 (though his BODY is a respectable 10) and has no cyberwear. Not a vampire, not a werewolf or a psychic. Seems to know a lot about the past and is single-mindedly dedicated to his job. Dressed like a roman catholic priest (his suit is SP 14 to all body parts except the head. EV is 0). Some think that he's an extraterrestrial, others that he is a poser of some kind. (Actually, he works for the Judges. He will be monitoring any activity that seems linked to their agenda.)

CONTINGENCIES:

- If the characters come from Night City, have them meet Bastien in a bar (around the 26th of October). If they befriend him, he will tell them of his uncle (Giuliano) who lives in Neo-Montreal and who may have a job for them if they accompany him or if they meet him on October 29th at *Les Fouf*.
- If the characters come from Neo-Montreal and are present at *Les Fouf* on the night of the 29th, they will be greeted by Giuliano who is looking for "a few good men" (and ladies, if any are present).



BASTIEN LEROUX

Real Name: Bastien Leroux Streetname: Wanderer
Role: Nomad Speciality: Traveller, minstrel

GAME STATS:

INT: 9	REF: 8	TECH: 8	COOL: 8
ATTR: 8	LUCK: 10	MA: 6	BODY: 7
EMP: 10	SAVE: 7	BTM: -2	

DESCRIPTION:

Sex: M Age: 27 Ethnic origin: French-Canadian
Hair color: Blonde Hair style: Long and wild
Height: 5'9" Weight: 145 lbs Eye color: Bright green
Dress & Style: Utility fatigues, cross-country boots, neo-hippie, international style
Distinguishing features: No visible alteration or cyberwear, looks young for his age.

PSYCHOLOGICAL:

Motivation: Learning, travelling
ExMode: Distant InMode: Friendly, trusting
Quirks: Smokes real marijuana (no one seems to know where he gets it!)

SKILLS:

(Note: Due to his unusual upbringing, Bastien is particularly well-educated for this era.)

Name	Level	Name	Level
Family	+5	Awareness/Notice	+5
Endurance	+3	Melee	+5
Archery	+4	Drive	+5
Basic Tech	+5	Wilderness Survival	+7
Brawling	+3	Wardrobe & Style	+3
Swimming	+6	Streetwise	+5
Education	+4	Play Instrument	+5
Motorcycle	+5	Anthropology	+3
Lang.: French	+8 (Native)	Lang.: Hindi	+7 (Native)
Eidetic memory	+3		

BACKGROUND:

Bastien is the firstborn of an extended neo-hippie family. He was educated by actors, writers, musicians, an anthropolo-

gist (his mother) and was taught to dive and drive a bike from his earliest age by his father. Sharing his late parents' wanderlust, Bastien travels a lot, hence his streetname: the Wanderer. He was in Night City recently and could possibly have met the characters. He was contacted by his uncle, Giuliano, a high level Fixer who had gotten the word on the street that something fishy was going on at the First Nations Coalition's enclave located just north of the city.

CYBERWEAR:

None

EQUIPMENT:

Light armor jacket, light armor pants (SP: 14, EV: 0), backpack, EagleTech "Tomcat" compound bow with laser targeter and 24 arrows, Militech Arms Avenger with dual-purpose rounds (see *Chrome Book II*, p. 46), wilderness survival kit, Harley-Davidson Darkwing bike (*Chrome Book II*, p. 94), mastoid commo, some money, bongos, acoustic guitar and recorder.

GIULIANO



Real Name: Giuliano Scalzo Streetname: Giu
Role: Fixer Speciality: None

GAME STATS:

INT: 7 REF: 7 TECH: 6 COOL: 9
ATTR: 8 LUCK: 9 MA: 7 BODY: 6
EMP: 9 SAVE: 6 BTM: -2 REP: 7

DESCRIPTION:

Sex: M Age: 48 Ethnic origin: Italian
Hair color: Black Hair style: Long, wild and all-over
Height: 5'6" Weight: 125 lbs Eye color: Black
Dress & Style: Retro 90's, mostly black
Distinguishing features: Dark skin, perpetual grin

PSYCHOLOGICAL:

Motivation: Helping people ExMode: Friendly, lost
InMode: Friendly, present Quirks: Womanizer

SKILLS:

Name	Level	Name	Level
Streetdeal	+9	Awareness/Notice	+7
Forgery	+3 (Chipped)	Handgun	+3 (Chipped)
Melee	+3 (Chipped)	Persuasion	+9
Resist Drugs	+5	Seduction	+5
Human perception	+7	Expert: Drugs	+7
Play Instrument	+2	Family	+2
Lang.: Italian	+8 (Native)	Lang.: French	+8 (Native)
Lang.: Japanese	+3 (Chipped)	Lang.: English	+8 (Native)

BACKGROUND:

Giuliano started his career as a Fixer early in his teens, when he realized that he had a real knack for finding whatever illegal stuff people wanted. Now, at age 48, he is one of Neo-Montreal's most well-known Fixers and can get you anything: weapons, drugs, hired muscle. If it exists, he probably knows where to find it or someone who knows it. Since he is on good terms with quite a few members of the First Nations Coalition, he heard through the grapevine that something weird was happening there and he would like to investigate it further. He will hire characters recommended by Bastien only, and will enroll them in exchange for a favor each instead of paying them money. If he finds out about the child, he will refuse to help the Natives in their endeavor. He will try to smuggle the child outside of the Coalition's territory.

CYBERWEAR:

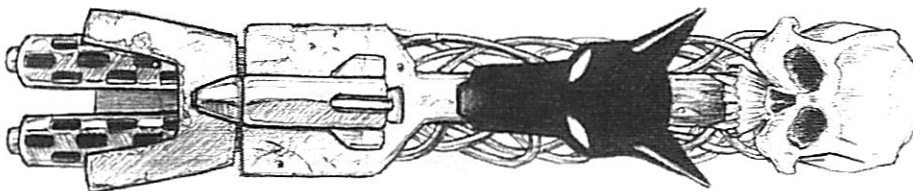
Thermal insulation (see page 39), pacesetter 2000, subdermal pocket, basic neural processor, chipware socket

EQUIPMENT:

Medium armor jacket, Sternmeyer Type 35 with incendiary bullets and dual-purpose bullets, smartgoggles with lowlite, thermographic and anti-dazzle, lots of money.

FRIDAY NIGHT FIREFIGHT

Of course, if the characters are not present at Les Fouf' on the 29th, they could still be part of the fun, whether they want it or not! You see, fights happen about every other night at Les Fouf'. This time, it's an Arasaka-sponsored brawl, complete with cyberpsychos and hired goons. The goons arrive a few minutes after the characters and try to pick a fight with anyone. They are 15 cybered up psychos and they will fight until the police's arrival, usually aiming above the head, trying not to kill anyone. (However, accidents happen you know!) They were hired by Norton's assistant, Elena Mirkova, the Frost Lady, to find mercs suitable for an extraction op in Native territory. She is in a nearby car, watching everything by remote cameras, as she has tapped into the bar's security system. She will tag the best fighters in the player characters' group and will order her goons to try and keep them pinned there until the police's arrival. Of course, security is not aware of this little scheme and they will try to repel the invaders with extreme prejudice.



CONTINGENCIES

- Should the characters escape before the police's arrival, they will be nonetheless tracked by nearby Arasaka agents. Miss Mirkova will forge videographic murder evidence and threaten to turn them over to the police. Although this is not admissible evidence in 2020, the characters may fall for it, unless they have some kind of law-related talent.
- If they are caught by the police, she will visit them the following day and offer them to put bail and to arrange for all charges against them to be dropped, in exchange of which they will help her carry out a little extraction operation for almost nothing. If they refuse, she will show them a forged video showing them leading the attackers (Very Difficult to spot the forgery). She offers minimal pay (500 eb/each), full medical coverage, transportation and ammo. Of course, should they be caught, her organization will deny any involvement in such an operation.
- When in jail, cops working for her will put slow-dissolving poison-releasing nanoids. Elena will make sure the characters are aware that they have been poisoned. She will send counter-nanoids if they work for her. If not, they will die a horrible death. (Tech roll versus 40 to create the proper counter-nanoids. Enhanced anti-bodies will not act against the poisonous nanoids.)

ELENA MIRKOVA



Real Name: Elena Mirkova Streetname: Frost Lady
Role: Corporate Specialty: Personnel recruitment

GAME STATS:

INT: 8 REF: 8 TECH: 6 COOL: 8
ATTR: 9 LUCK: 7 MA: 5 BODY: 5
EMP: 6 SAVE: 5 BTM: -2

DESCRIPTION:

Sex: F Age: 26 Ethnic origin: Central European
Hair color: Light brown Hair style: Long, curly
Height: 5' 7" Weight: 125 lbs Eye color: Light brown
Dress & Style: High fashion
Distinguishing features: Barely any clothes, even in winter

PSYCHOLOGICAL:

Motivation: Power, social standing
ExMode: Playful, kind, seductive InMode: Manipulative
Quirks: Cold, cannot enter a meaningful relationship

SKILLS:

Name	Level	Name	Level
Resources	+5	Awareness/Notice	+5
Human Perception	+5	Education	+5
Library Search	+2	Social	+5
Persuasion	+5	Stock Market	+2
Wardrobe & Style	+5	Personal Grooming	+5
Accounting	+5	Seduction	+8
Hide/Evade	+3		

BACKGROUND:

Elena Mirkova's parents came from the crumbling USSR in the early 1990's. She has worked for Arasaka for as long as the corporation has existed in this country. An aggressive social climber, she has worked her way up from lowly receptionist to Mr. Norton's personal assistant. He uses her as his secretary, spy, backup bodyguard, recruiter and occasional sexual playmate.

CYBERWEAR:

Midnight Lady sexual implant, tactile boost, contraceptive implant, thermal insulation, SubDermal pocket, Toxin binders, skinweave SP: 6, cyberaudio with enhanced hearing range, level damper, sound editing, micro recorder link, bug detector, phone splice, scrambler, digital recorder implanted in abdomen.

EQUIPMENT:

.38 caliber with hollow points, monoknife, cellular phone, downtown loft, lots of money, taser wallet, portable digital videotape player with mini-screen. Less clothing than the weather – and modesty – should naturally permit.

HIRED GOONS



Role: Solos

GAME STATS:

REF: 9 COOL: 7 BODY: 11 MA: 9

SKILLS:

Name	Level	Name	Level
Combat Sense	+5	Rifle	+5
Melee	+6	Brawling	+6
Martial Arts: Aikido +3(chipped)		Intimidate	+5

CYBERWEAR:

Modularware full body conversion (Head: SP 12, Torso: SP 21, SDP 35, Arms: SP 17, SDP 25, Legs: SP 20, SDP 30), all are electricity shielded, arms have rippers, legs have animal legs transformation (+3 MA), the torso has spikes and the skull has animal jaws.

EQUIPMENT:

Ingram MAC14 with standard rounds, five reloads.



GAME STATS:

REF: 8 COOL: 10 BODY: 9 MA: 8

SKILLS:

Name	Level	Name	Level
Authority	+7	Rifle	+6
Melee	+5	Martial Arts (Judo)	+5
Intimidate	+4	Awareness/Notice	+5

CYBERWEAR:

Cyber audio with wide band scanner and radio splice.

EQUIPMENT:

Mastoid commo, Metalgear, smartgoggles with smartgun link, lowlite, teleoptics and anti-dazzle, dazzle grenade, EMP grenade, sonic grenade, nighstick. The squad carries around a "Nauseator" (Chrome Book II, p.43)

TRANSPORTATION:

AV-9 (Chrome Book I, p.28)



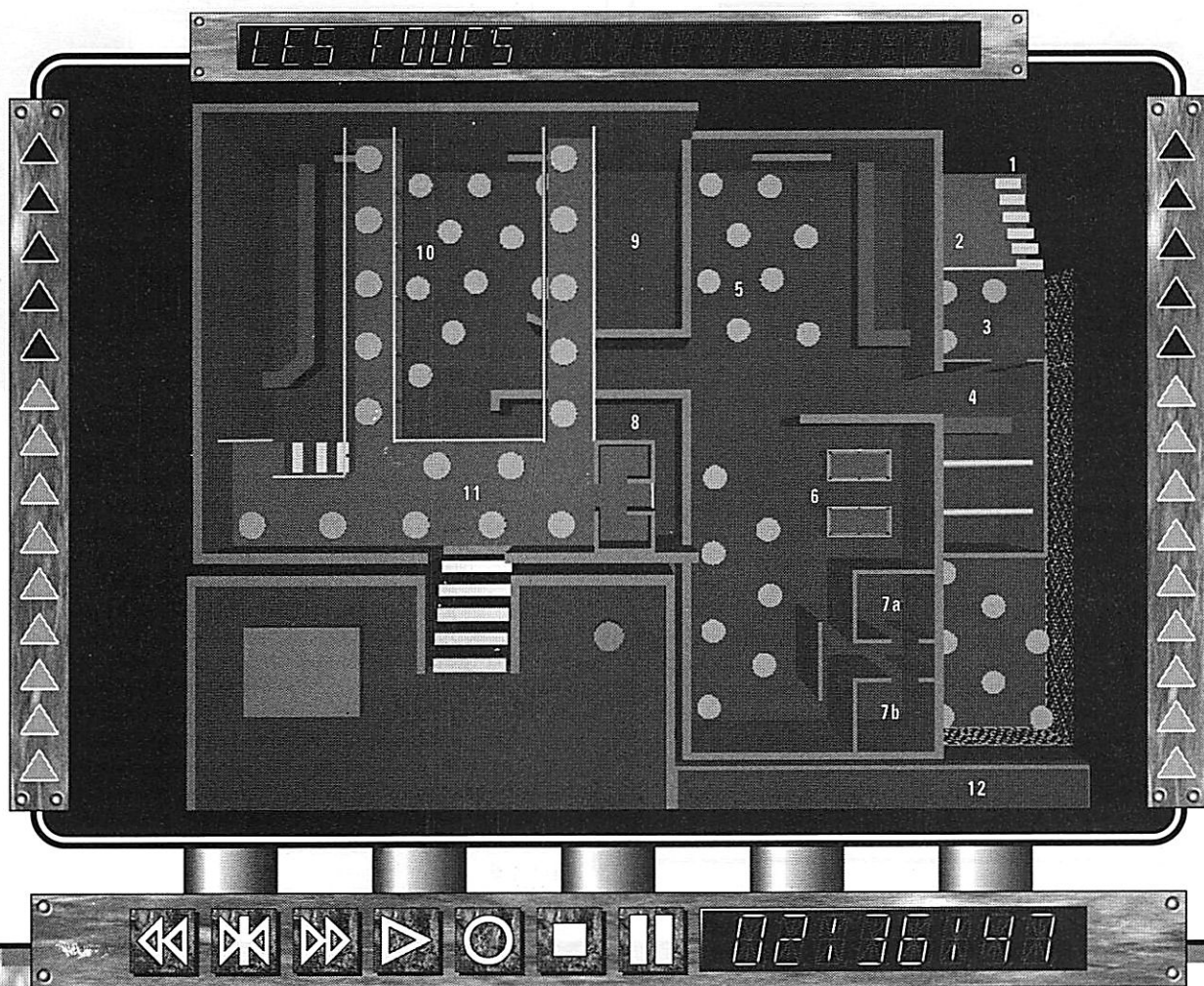
LOWDOWN

- Should the players decide to play either a Native warband or the werewolf Nomad pack, use these stats for the attackers hired to attack the Enclave (if playing the warband) or as the Arasaka extraction team (if playing the Nomad pack).

KEY TO LES FOUFS MAP:

- The Entryway:** Called "The Stairway to Heaven" by the regular patrons, it's constantly guarded at the top by Tiny, who likes to give free flying lessons to rowdy customers. The fence that separates the street from the gallery is 5 meters high and has barbed wire at the top. Very nasty.
- The Gallery:** The gallery is a permanent exposition of the latest pieces of underground art. Right now, the big sculpture being showed is called "Chrome Sacrifice" and was made by a locally reknowned artist called: "Le Metal Man". It's made out of dead cyberpsychos pieces. Eeew! (Lots of nice sharp spikes protruding from the top, though Be a shame if someone "accidentally" fell from the terrace.)
- The Terrace:** This is the place where you come sit to relax and sip a beer during the summer. Of course, it's closed right now, as temperatures average a whooping 2 degrees (C). Talk about drinking a cold one! The Polar Bears exotic gang often hangs out here during winter.
- Winter locker:** This is the place where you have to leave any non-concealable weapon, explosives, bio and chemical weapons. You can also leave your coat or anything too cumbersome to take into a club. Fee is reasonable and mandatory, starting at 2.50eb for a coat to 10eb for a large weapon. Nick is usually on duty at this place, though Eva sometimes takes his place, especially on slow nights.

5. **The Patio:** It's the first of the two main rooms. Paintings, holos and sculptures are displayed on the walls. The lighting there is almost the same level as street lighting and the music is not very loud. Most corporate recruiters do not go beyond this point and conduct their business here.
6. **Pool tables:** You know what a pool table looks like right now? Well, it looks pretty much the same in 2020. Games are 5eb and betting is commonplace. Most recruiters do not go to this part of the bar.
7. **Input/output's restroom:** Cramped, smells like hell, but even the toughest metalhead has to make a pit stop once in a while. Note that the passageway to the restroom is barely 1 meter wide, so characters with a BODY of 10 or more might have some difficulty passing at the same time as another person. Your call.
8. **Storage area:** All the booze and the security team's heavy weaponry are stocked there. The lock is voice activated and would require a Very Difficult Electronics or Lockpicking roll to open. The door is SDP: 20, no stopping power.
9. **The dance floor:** To better understand what it feels like when the players enter this area, I would recommend playing Alice in chains or Nirvana to the max and closing the lights, leaving only strobes or police signals to light your gaming area. Most gangs make this their territory and corporates are not welcome.
10. **Secondary bar/Stage:** This bar can be converted into a stage when there are shows. This is where your band will play if they are invited to perform (see Hooks).
11. **Balcony:** A stairway leads to a balcony, which in turn leads to another set of restrooms. There is a boarded up window in the input's room, which leads to the outside. From there, you can either climb down to the ground (2 stories high, space between both buildings is 1,5 meter) or high up the side of the building, a 9 stories climb. If the escapees do not hide themselves during the police raid (see *Firefight*), a police car and three C-SWAT officers will be there to pick them up.
12. **Vacant lot:** A building is being built there. If anyone manages to jump the fence at the back of the terrace, which is very high (10 meters, SDP: 15), he should be able to hide in among the construction equipment and materials.



Sanctuary. It's been called the hope of this planet, the camelot of the new age. But for my part, I prefer to call this another criminal's hideout given to a bunch of savages by bleeding heart pinko liberals.

Gimme a nuke an' you'll see...

- American Xcess, Self-styled savior

When the First Nations seceded from Quebec's territory years ago, they reorganized their police force, called the Peace Keepers, which were at that time operating along the lines of the standard North American white man's police forces. They turned it into a brigade more like their ancestral war bands. Since the secession happened around the millennium's end, during a time of great superstition, the natives, who didn't possess that great a military force and who had public opinion running against them at the time, realized that, in order to protect themselves, they would have to make up with fear what they lacked in fire-and-man-power. Thus, their appointed commanding officers were called "Shamans" and, using high technology and cinematographic special effects, the natives ran an intensive media campaign designed to convince the population at large that their warbands, led by the shamans, would protect their land using "the strength of the spirits of the land". A few staged attempts by Native-friendly mercenary units to invade the independent territory convinced most people that, indeed, the newly-formed nation had supernatural forces siding with it.

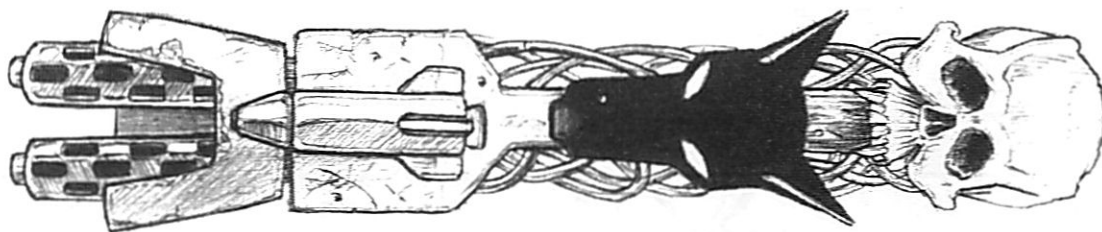
The Native Indians are now the exclusive owners of the "Sanctuary" corporation, as well as some megapolis up north. Sanctuary's main activity is the production of energy. They now own all of Quebec's hydro-electric dams and nuclear power plants. They also oversee the revival of the northern forests which were ravaged by the bio-plagues, a few years ago and they are the main consultants in the matter of garbage recycling.

Over the years, the First Nations Coalition trapped their borders, especially around Neo-Montreal, with high-tech booby traps made to look just like magical effects. Most of the traps are rather harmless, primarily designed to scare rather than to hurt intruders. Although most of the traps are of the immobilizing sort, like quick-hardening polymer made to look like plants or microwave jammers to mess up cyberwear, a few are dangerous, even lethal, such as plasma torches that shoot fireballs or giants and/or monstrous pseudo-pets. When combined with a well-conceived light show and the confusion a forest usually brings, this scheme manages to keep at bay most would-be intruders, and has done so for many years.

THE SHAMANS

The shamans are the leaders of the warbands. Each shaman has a whole warband under his control, which is composed of three platoons, each with 20 men, and a field commander who answers directly to the shaman. They are not chosen for their combat abilities, but rather for their commanding presence and their ability to fake supernatural acts. Natural showmen (and women) are prime candidates, although some are also chosen for their psionic abilities. The latter are becoming ever so common among their people, as more natives have become aware of their spirituality in recent years. Since it's easier to fake magic when you can actually use some of your own, psionic candidates to the office of shaman are greatly sought after. If you do not want to include psionics into your campaign, assume that any psi power is, in fact, stage magic, weird custom cyberwear or real magic! The most important is the goal, not the means used to achieve it. Shamans are not a role into themselves, are not available for players and should be kept as mysterious and scary as possible.

The players can, of course, play the members of the warband. The skill package is the same as the Nomad career package, but players can replace the Family special ability with the new special ability: Mystify. This is the art of turning an ordinary event into a seemingly supernatural one by using luck, coincidental events, chutzpah and some degree of mass suggestion. At +3, the character can mystify a slightly superstitious person into believing an area is actually haunted. At +6, you could convince an attacker that you have put a curse on him, which will cause him to miss any target he's aiming at (giving him a -2 penalty to aim). At +9 or higher, you could give convincing "proofs" to skeptics that extra-terrestrials are invading the Earth. The skill number is added either to the Cool or Luck stat, depending on the case. Example: Smiling Bear, a Native, is surrounded by a gang of bullies who are intent on showing him "the local sights". Immediately, he starts waving his arms around, invoking the Great Spirit and then turns away from them, saying that he has no interest in lowlife such as them, that they are not even worth facing. He rolls a 7 and adds it to his Mystify skill of +6, which is in turn added to his Cool stat of 8, for a total of 21. The punks must then roll over that score using their Cool +1D10 to actually follow him or act. Smiling Bear thus makes his way out of the alley unscathed, leaving the punks behind, unable to follow him. He could have challenged the leader to try to hit him at point-blank range, resulting in a fair chance of the gun jamming or the ganger missing. He would have added his score to his Luck stat here and this score would have been added to the required "to hit" roll. Note that this ability cannot be used during a fight, only before or after it.



SAMPLE WARBAND COMPOSITION

A warband is usually composed of one shaman leader and twenty men. About 50% of the band is composed of Nomads (with either the Mystify (70%) or the Family (30%) special ability), 25 % are Solos (4 or 5 members), with the rest being equally divided between Fixers, Med Techs (at least one as a combat medic), Techies and Combat 'Runners. They ride on hovercycles most of the time and are sometimes backed up by AV-4 or equivalent vehicle.

WARBAND MEMBER



GAME STATS:

INT: 7 REF: 8 TECH: 7 COOL: 8
ATTR: 6 LUCK: 8 MA: 7 BODY: 7
EMP: 6 PSY: (5)

DESCRIPTION:

Sex: Varies (50-50) Ethnic origin: American Indian
Hair color: Usually black Hair style: Usually long, sometimes braided
Height, age and weight are variable, usually around 5'11", 25 and 180 lbs.
Dress & Style: Traditional war fatigues
Distinguishing features: Light-emitting ritual paints in the face.

PSYCHOLOGICAL:

Motivation: Protect their territory
ExMode: Frightening InMode: Friendly

SKILLS:

Name	Level	Name	Level
Mystify or Family	+6	Awareness/Notice	+5
Melee	+6	Rifle	+6
Wilderness Survival	+7		

Some (10%) have Psionic powers at +2 or +3

EQUIPMENT:

Gibson battlegear "Sneak suit" (EV 0, SP 10, -4 to an observer's visual Awareness check, both normal and infrared, with matching combat helmet: SP 18, EV 0), microwavers, Militech light assault rifle and dual purpose (AP/HP) rounds, monoknife, 1D6 various grenades, sidearm (usually a Nova .338 Citygun), smart goggles with anti-dazzle and low-lite.

CYBERWEAR:

Being very in touch with nature, they do not usually use cyberwear. However, the richer ones use bioware such as skinweave, nano-optical enhancement or nanosurgeons.

THE ENCLAVE

Located just north of Laval, a suburb of Neo-Montreal, the Enclave is a small arm of the northern cities. The Coalition's embassy is located there, in the southernmost part of the territory. While they are helpful about some matters, such as in the case of lost children or of illegal ops happening near or inside their territory, the Natives will refuse to allow anyone to enter for any reason whatsoever. They also have an office building downtown, which deals primarily with business affairs.

THE GATE AND ITS KEEPER

The main gate is located at the southernmost point of the Enclave. It's a well-defended place, with two complete warbands patrolling the perimeter at any time. The whole of the border is surrounded by motion sensors, thus making the use of a fence obsolete. The sensors are protected inside blue and yellow concrete pillars, about 1,7 meter high. They are set apart from one another at 20 meters intervals. The pillars are SDP 20. Destroying one will immediately activate the defensive systems and alert the warbands on duty at that time, as will tampering with them without the proper access codes (Tech roll versus 30).

The Gatekeeper is a huge man, Joseph Tetanaka. One of the founding fathers of the Coalition and the man responsible for the creation of the defence system, Tetanaka loathes his job as Gatekeeper (he lost his position in the High Council a month ago because of a grey op against Biotechnica that resulted in the loss of a very lucrative contract with them). He will be the first official the characters will meet if they try to enter the Enclave territory through official channels. He will not reveal anything about the child or the other werewolves captured.

- If the characters are Cops, he will ask very politely what they are doing here while his underlings plant a tracer in their vehicles. The PCs will be identified and recorded, and they will be under tight surveillance for the next few weeks.
- If the characters are members of a Trauma Team responding to a call, he will order three of his own teams of medics to follow them in an AV-4. He will try to make contact with the Trauma Team. If they respond, he will tell them to follow his own team to the battle site, do their job and then get out as fast as possible. His team will act as "observers and escort". While they will not hinder the characters, they will be most unhelpful, merely remaining there to insure they do not venture any further within the territory. Of course, if asked the reason for the presence of these men (the mercenary team), no one will answer anything more than "they are trespassers. No comments for the moment."
- Members of a Media team will have to communicate with Tetanaka if they wish to obtain permission to enter the Enclave. Of course, permission will be denied

due to "recent security threats" and a another rendezvous have to be scheduled ("Check with my secretary in two weeks.") The only information he will be allowed to give is an old promotional vid-chip every network has.

- Bribery might work, but it would have to be really good (money is not enough). Also, he doesn't know Giuliano (if the group is with him) and doesn't care how many of his people the Fixer knows: he will not allow anyone inside.

JOSEPH TETANAKA



Real Name: Joseph Tetanaka
Role: Gatekeeper (Techie)

Streetname: Yogi Bear
(but never to his face!)

GAME STATS:

INT: 7 REF: 7 TECH: 9 COOL: 8
ATTR: 6 LUCK: 3 MA: 7 BODY: 10
EMP: 7 PSY: (5)

DESCRIPTION:

Sex: Male Age: 55 Ethnic origin: American Indian
Hair color: Black, white sideburns Hair style: Short, straight
Height: 6'6" Weight: 301lbs Eye color: Black
Dress & Style: Corporate suit
Distinguishing features: Huge. Serious. Means business.
Talks in a non-compromising way (talks a lot, says nothing).

PSYCHOLOGICAL:

Motivation: Power ExMode: Friendly, helpful
InMode: Serious, xenophobic

SKILLS:

Name	Level	Name	Level
Jury Rig	+4	Cybertech	+4
Awareness/Notice	+5	Basic Tech	+8
Education	+5	Elect. Security	+9
AV Tech	+5	Weapons Tech	+7
Social	+3	Persuasion	+3
Human Perception	+3	Magic	+3
Wilderness Survival	+4		

CYBERWEAR:

None

EQUIPMENT:

Dai Lung Cybermag 15, Light armor jacket (looks like a business jacket), mastoid commo.

The way to the main buildings, where Joachim and the others are being held, is full of booby traps. If the characters enter through the forest, or what's left of it, they will be followed throughout their journey by hover cameras (Average Awareness/Notice check for characters with Wilderness Survival or similar experience, Difficult for others). The distance between the border and the buildings is a mere five kilometers. Progression through the forest goes from two kilometers an hour for a cautious rate to a brisk five kilometers per hour. Every twenty meters, roll 1D100 then check the result on the following table to see what happens:

- 01-10 Someone in the party trips a wire attached to a claymore. Roll for an Awareness check to avoid setting it off. By the time the character realizes he has tripped it, it's armed, but hasn't fired yet. As long as he doesn't move, he'll be okay. Have them figure a way to get out of this alive. (It's a dud and won't go off, but they don't know it!)
- 11-20 Eerie noises coming from everywhere around the characters. Roll a Cool check minus 2 or freeze up for a turn. (Roll again)
- 21-25 The PCs encounter a pack of 1D10 pseudo-pets. They look like 2 meters-high wolves. (REF: 9, BODY: 11, MA: 12, SDP: 15, SP: 15, Claws do 1D6 dam each, twice. A bite causes 1D6+3).



- 30
- 26-30 The PCs spot a pool of radioactive waste, covering a 1D10 +5 square meters area. (See *Night's Edge*, page 29 for effects.)
- 31-40 Nothing happens. The forest is strangely quiet. Roll under your Cool to keep from jumping at every little noise.
- 41-50 A party of five cloaked natives (using Gibson Sneak suits) is following the characters. The natives will fire a microwaver burst and disappear underground before they are seen.
- 51-55 Smoke arises from the ground. It covers a ten meters by ten meters area for 2D10 turns and blocks every kind of optics. Roll again to see if something happens during that time.
- 56-60 A flexible mirror is set in front of the characters. During the night, it requires a Very Difficult Awareness roll to spot the trick. Watch them fire at their own reflections. Gunfire attracts either a pack of pseudo-pets or a warband (50-50).
- 61-70 An interactive hologram of a transparent warrior starts taunting them. At one time, he will wave his arm menacingly, activating a pulse cannon (see *Chrome Book II*, p. 39) on them (close range) to fry their cybernetics. Roll a Cool check.
- 71-80 A warband on hovercycles will try to surround the PC's. Have fun!
- 81-90 Corpses, in an advanced state of decay, are hang-

ing from the trees, complete with smell. Roll a Body check to avoid vomiting and a Cool check to continue. A Med Tech examining the bodies will see that they are not real, but elaborate fakes. (The smell comes from decaying meat placed inside the props.)

- 91-00 A huge wolf leaps at the players, only to die in their midst. It will transform into an adult man at the time of death. A warband is on his trail and will arrive at the location of the body in 1D6 turns. Moving him won't help since the warband is following a tracer implanted under his skin.

Of course, the party might prefer to invade the place using a vehicle.

- By way of air, they will be spotted and immediately given chase. We suggest you use vehicles similar to the one(s) the characters are using, making the opposing force at least 150% (1 and a half time) bigger than the invading force.
- By way of ground, they might find it a bit more difficult to maneuver between trees than they thought. For every five kph over 20 an individual is moving, subtract 1 to the driving roll. A failure means you smashed into a tree. (Of course, a main battle tank would ignore such penalties, but it is unlikely the characters will have access to one.)



KEY TO THE MAIN CAMP:

1. **Main gate:** This is where pass outsiders wishing to enter the Coalition's territory legally. It is manned by at least 20 men (a complete warband) at any time.
2. **Detector posts:** Set in the ground every 20 meters, these concrete posts keep the guards informed of any would-be intruder.
3. **Phone line:** This is one of the many phone lines running into Coalition territory. This is where the Coalition's 'Runners make their run to the outside.
4. **Main road:** Checkpoints are positioned every kilometer, so as to make sure no one strays away from the path.
5. **The Enclave:** An old military base converted to the Natives' needs.
6. **The Armory:** Well-guarded at all times, with an electronic lock (Difficult). Walls are SDP 20, as is the door.
7. **The Barracks:** Every barrack has enough room to hold thirty men. The camp has a current staff of 130, divided into three shifts. The floor opens to reveal a complex tunnel system, similar to the one used by the Vietcongs during the Vietnam war. The tunnels criss-cross each other in a seemingly random pattern. Anyone not familiar with them will lose his way after only a few turns. Take note that they run far beyond the Enclave, right into Laval's subway station.
8. **Landing field:** Three combat choppers, in mediocre shape, are kept there. Five AV-4 and a full complement of hoverbikes are also parked there.
9. **Detention compound:** Only a small toilet in appearances, the cells are located underneath. Joachim is held in cell #7, at the end of the corridor. He has found an old escape route underneath his bunk, which leads into the tunnels. This is how he will escape if the characters do not rescue him. He will tell them of its existence only if they are hopelessly caught and unable to escape.

KEY TO THE ENCLAVE DATA FORTRESS:

Note that this data fortress is not always linked to the Net. It has to be infiltrated from a nearby physical location. It can be tapped through the phoneline outside of the Enclave.

CPU: 1 INT: 3 +10 Interface Memory: 4 AI: No
Data wall STR: 5 Code gate STR: 4

SKILLS:

Name	Level	Name	Level
Cryptank Operation	+4	Diagnose Illness	+4
System Knowledge	+4	History	+4

FILES:

1. Killer II
2. File: Current members of the Coalition, espionage teams roster, plan of the Enclave
3. File: Current files on the vampire covens in North America
4. Alarm control: Controls every alarm system in the Enclave perimeter, including the motion sensors.
5. Hellbolt
6. Pseudo-pets and defences controls. File includes their location
7. Cameras, including the hover cameras
8. Long-distance link to Sanctuary, the Coalition's capital
9. Bloodhound

The shaman in charge of operation at the Enclave is Joanna Toscan, a rather young woman for her office. She is the daughter of an important minister in the Coalition's government, but she won her office through her skills and her abilities as leader, vampire hunter and psychic. She is also one of the first women to make it to the rank of shaman. Totally loyal to her superiors, she will execute the prisoners without any apparent remorse. If someone captures the child before his escape, she will send her troops in the wrong direction, figuring that, if someone else has him, the responsibility will be lifted from her shoulders. (Deep down inside of her, she does not accept killing a child.) Should she come face to face with a character who is neither a vampire nor a mercenary, she will allow him to escape unscathed. (She's the noble sort of villain.)

Note that she will not hesitate to attack a vampire or an Arasaka goon.



JOANNA-TOSCAN

Real Name: Joanna Toscan Role: Solo

GAME STATS:

INT: 8 REF: 8 TECH: 5 COOL: 9
ATTR: 8 LUCK: 7 MA: 7 BODY: 7
EMP: 10 PSY: 7

DESCRIPTION:

Sex: F Age: 25 Ethnic origin: American Indian
Hair color: Black Hair style: Short, ratty
Height: 5'10" Weight: 136lbs
Eye color: Right eye is black, the other is pale blue (blind)
Dress & Style: Military fatigues
Distinguishing features: Not the same eye color. Scar over blue eye.

PSYCHOLOGICAL:

Motivation: Protect humanity from the supernatural
ExMode: Gruffy, deadly serious InMode: Motherly

SKILLS:

Name	Level	Name	Level
Combat Sense	+5	Awareness	+5
Handgun	+3	Brawling	+4
Melee	+3	Weapons Tech	+3
Rifle	+4	Athletics	+6
Stealth	+6	Vampire Lore	+8
Psychic	+5	Leadership	+6

PSYCHIC POWERS:

Name	Level	Name	Level
Charm	+3	Mental	+3

CYBERWEAR:

None

EQUIPMENT:

Medium armor jacket, armor pants (SP 10), Ronin light assault rifle with micro-missile launcher and microwaver (see *Chrome Book II*, p.39 and 41), monokatana, smartgoggles with low-lite, thermographics, Time Square plus and anti-dazzle, mastoid commo.

THE SUPERSTAR

The mercenary unit attacking the Enclave is not alone. A local star, a Video-jockey by the name of Marie Seiko, also known as "La Vierge Marie" (Virgin Marie), host of the show "Our Lord, Rock and Roll", is there. She snuck on the territory as a bet of sorts, to prove that she is capable of doing more than thrash vid-shows. She went by the sensor posts undetected because of her clothes, which are made out of soft, flexible vid-screens. She has a Nikon campod and is doing "a daring mission into uncivilized land". She will try to follow the characters as soon as she spots them, which is at any moment you, the GM, wish it to be. She's a troublemaker, often taunting her adversaries, which makes it a wonder that she hasn't gotten herself killed before! She could also provide a very fast escape route. She has a Trauma Team card with unlimited credit and she will not hesitate to use it if the going gets too tough for her. Marie is not a bimbo or an airhead; she's very intelligent and brave, and will often play the part of the stupid to lure her enemies into a false sense of safety.



MARIE SEIKO

Real Name: Marie Seiko Streetname: La Vierge Marie
Role: Rockerboy

GAME STATS:

INT: 7	REF: 7	TECH: 7	COOL: 9
ATTR: 9	LUCK: 9	MA: 7	BODY: 6
EMP: 9	PSY: (0)		

DESCRIPTION:

Sex: Female Age: 23 Ethnic origin: Half Japanese, half North-American
Hair color: Black Hair style: Long, curly
Height: 5'6" Weight: 115 lbs Eye color: Black
Dress & Style: Catholic clothes with elbow-high leather gloves and thigh-high boots (eccentric)
Distinguishing features: She's a show host and it shows!
Appears to be performing all the time.

PSYCHOLOGICAL:

Motivation: Fame ExMode: Friendly
InMode: Friendly, a bit naive
Quirks: Rumours say she is a virgin! Sha! Right! As if!

SKILLS:

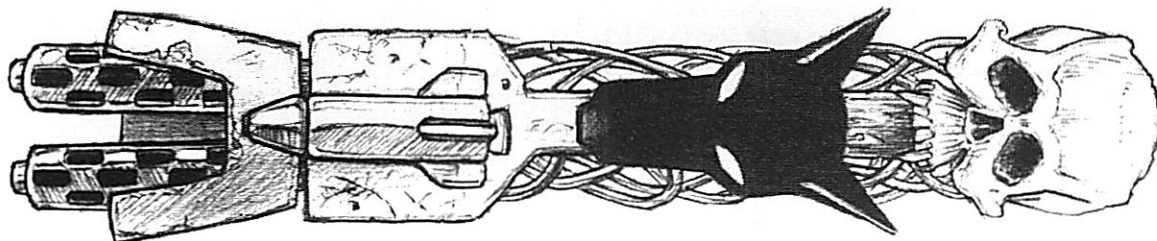
Name	Level	Name	Level
Charismatic Ldrship	+7	Awareness/Notice	+4
Perform	+7	Wardrobe & Style	+6
Composition	+3	Brawling	+2
Streetwise	+2	Persuasion	+6
Seduction	+5	Handgun	+3
Personal Grooming	+4	Oratory	+5
Lang.: French	+8 (Native)	Lang.: Japanese	+8 (Native)
Lang.: English	+8 (Native)		

CYBERWEAR:

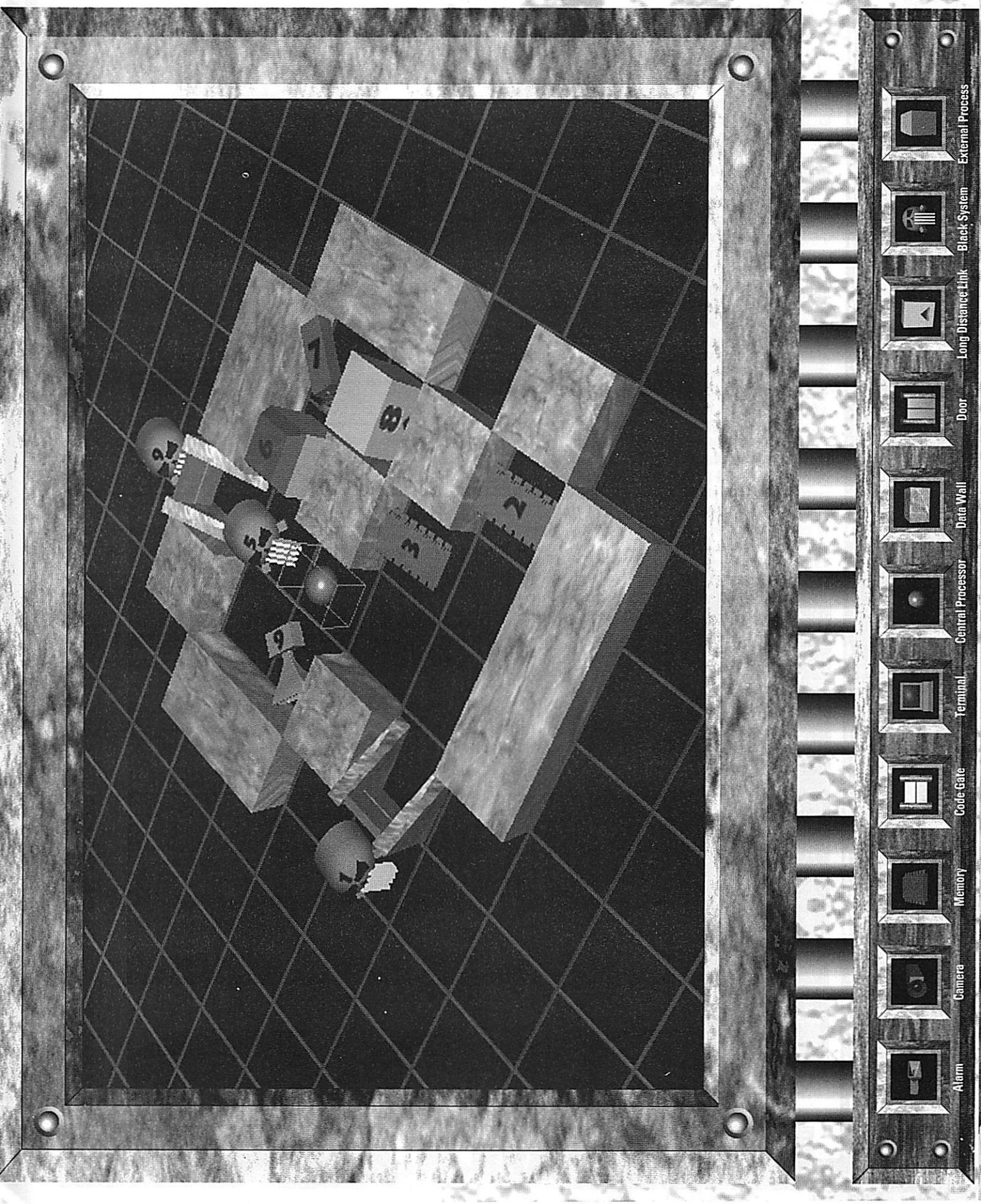
biomonitor, skinwatch, nasal filters, scratchers

EQUIPMENT:

Nu-Tek clothes (see *Chrome Book*, p.58), Nikon campod with transmitter, monoknife, Militech Arms Avenger, light armor jacket, Trauma Team account, logcompass, digital chips

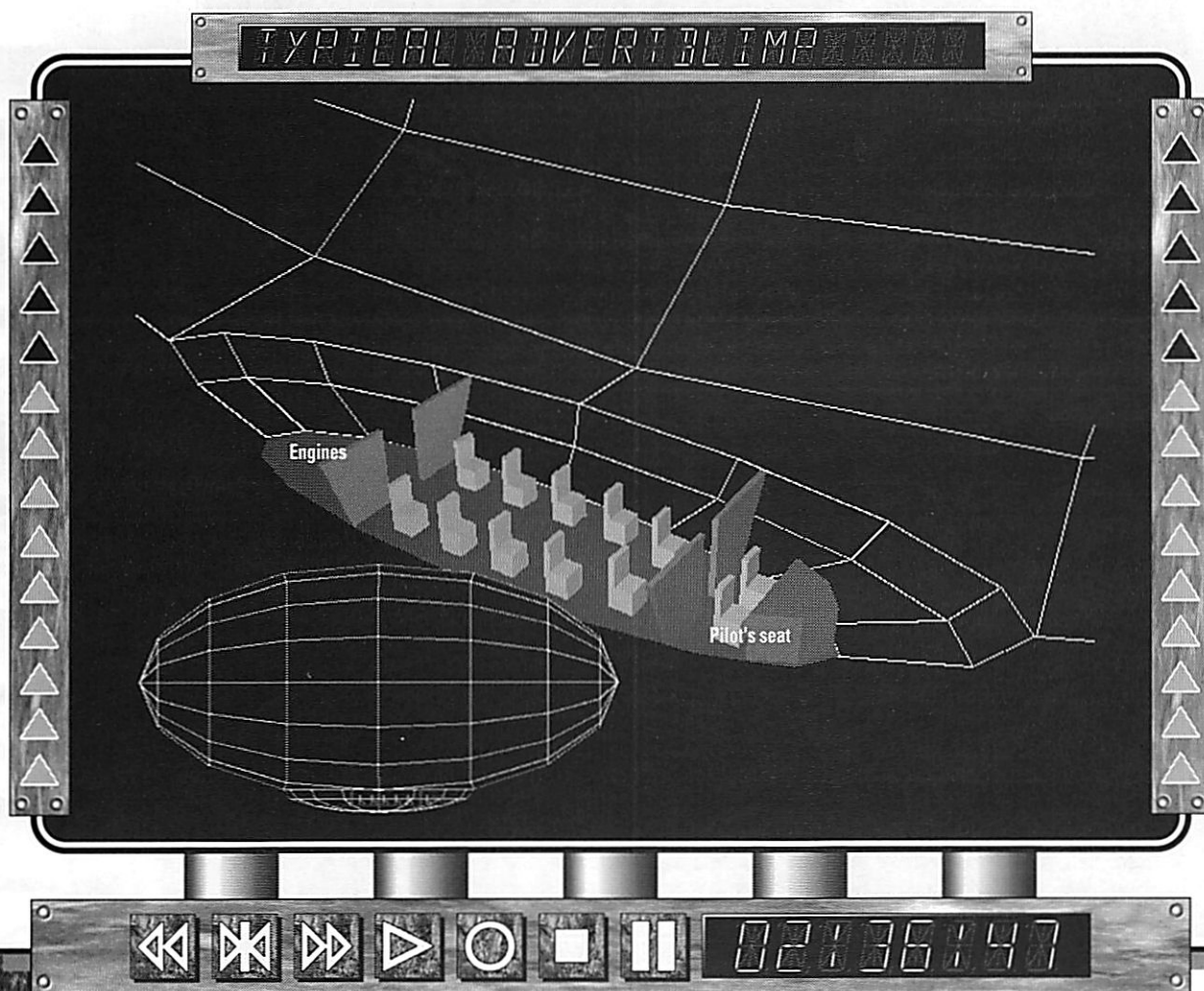
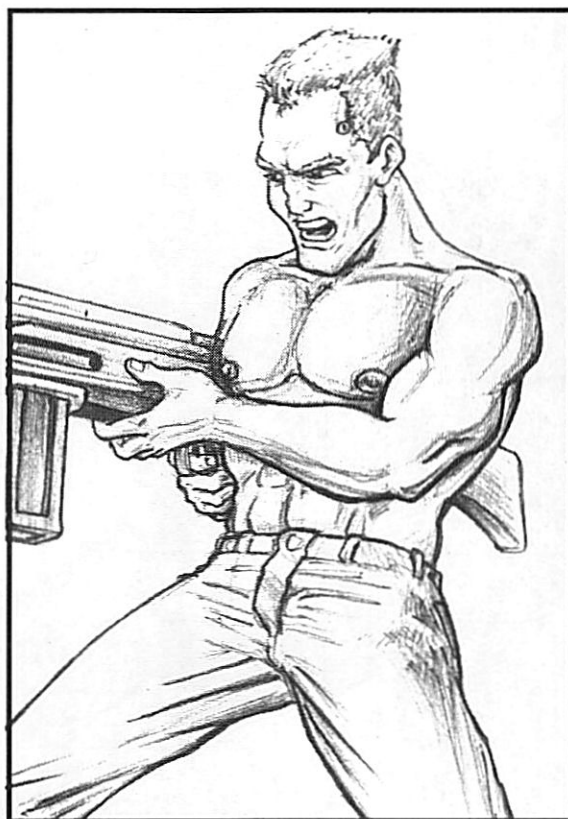


THE ENCLAVE



Here are a few ideas of what might happen and some possible openings for the game:

- If Joachim manages to escape from the characters, he will escape into the subway system, where his locator implant will be expelled from his body by his lycanthrope physiology (it was not implanted too deeply into his skin). As such, finding him will pose a problem. Should the players lose him completely during the night of the 30th, he will show up on a news report on the downtown Halloween Feast. He will be pretty easy to find, and will remain there all night if undisturbed, strolling down on Ste. Catherine street, fascinated by all these people. If the characters are not with Arasaka, a security team, disguised as dentists, will be there to track him down. They will try to "extract" him by airship, heading quickly to the Mount-Royal reservation's cross. Since the crowd is very thick, anyone trying to make way in any given direction will have to succeed an Average Body check every turn or be shoved in a random direction. Roll 1D6: 1-2=Backwards, 3-4= Sideways (3=left, 4=right), 5-6= Stalled, cannot move this turn. To keep track of Joachim, it will require a Difficult Tracking roll every turn. If he gets caught, he will start screaming that somebody is trying to kidnap him. There is a 50 % chance that a police team will respond (two policemen in riot gear, armed with TASERS, flashbang grenades and a Minami pistol; they will not hesitate to call for backup), 50% that a Gumby posergang will



respond. They will ask the characters to let go of the child, so that they can cook him and eat him... or something like that. They're mean and they will not hesitate to open fire, which could degenerate into a massive riot.

GUMBY POSERGANG



GAME STATS:

REF: 8 BODY: 11 (appears to be 9) MA: 8

DESCRIPTION:

Dress & Style: Small mustaches, tiny glasses, shorts, rubber boots, white scarf on top of head, suspenders.

PERSONALITIES:

They do not speak in logical sentences. Have a tendency to do Monty Python routines. They are mean in a silly way.

CYBERWEAR:

Speed grafts, muscle and bone lace, rippers

EQUIPMENT:

Dai Lung Streetmaster, monoknife, kevlar jacket

Of course, if the Arasaka goons catch him before the characters do, they will not hesitate to open fire, be it on the cops or the gangers. An extraction sky hook will then be dropped from the airship just as the riot starts. The players can, of course, try to make it to the airship by grabbing one of the sky hooks. Fighting this high up will require an average Cool check, because of height and a REF check (plus Acrobatic if applicable) to hold on to the sky hook if not properly secured. Securing one will require at least a turn, during which time the character will not be able to fight or defend himself. If they make it to the ship, they will then have to fight their way out of it through an Arasaka team of six men and through the crew of the ship. It's a modified Madison Avenue Advertblimp with an enlarged cockpit to allow up to 10 passengers to sit aboard relatively cramped. See map of cockpit.

- If the characters lose Joachim, they can still save him from being turned over to the Judges by Norton if they manage to stop the boy before Arasaka arrives at the Mount-Royal reservation at midnight. If Joachim has been captured before the 31st, he will be held at the Arasaka building, in a detention cell on 45th floor. At this time, they could try to spring him before the dreadful night or at the time of transfer. If he escapes from both the characters and Arasaka, he will head downtown (see the contingency described

above). At the reservation, at the bottom of the cross, Norton will severely wound Joachim to force him to transform, then turn over custody of the child to a representative of the Judges. If the characters are vampires, they can try to convince the Sisters of Mercy to help them (Very Difficult Persuasion roll; even if they accept, only two sisters will be dispatched, of age level two at most, your choice.) If they are cops, they could have trouble finding reinforcements because of the riot happening downtown. They could even have been on duty downtown when trouble started. This could be a way to have players start at the end of the adventure, providing a short one session game which in turn could open up into a new adventure on its own.

- If the characters capture Norton, they will have trouble having proofs stick to him. Trial would be expeditive and they will have gained nothing except a very powerful enemy. On the other hand, the characters could get low and dirty and blackmail Norton for the child. In this case, however, they would have not only Arasaka thugs hunting them down, but also a vampire coven, a werewolf pack and a warband. Risky, but it might be worth it.
- If the players treat Joachim well and try to bring him back to his family, he will ask to stay with them to see the world. Augustin will ask the players if they want to take care of him "for a very short while", offering them their eternal gratitude and promises to always come to their help should they ever need it. If the characters don't know his secret, he would try to keep it as such. In a tight spot, a huge wolf would appear to help the characters, always running away, too fast to be caught.
- Who are the Judges? Inquisitive players might try to elucidate this mystery. It seems that they have links with secret societies all over the world and that they have their hands into all kind of businesses, yet no one has ever seen them. This could be the start of a new campaign or it could give a new twist to an already existing one.

With all the worldwide pollution happening during the 20th century, the weather patterns have become more unstable than they already were. During the late 20th century, winter and summer started to become interchangeable at times, as temperature could go from -10 Celsius to +5 in a matter of hours. Of course, this only happened sporadically. It was not the rule, more like the exception that would confirm it. Now, it's more like the rule, with stable weather being the exception. That's why metallic cybernetics have quickly fallen into disuse, not that they were popular in Quebec in the first place, as the thought of replacing one's natural limbs with carbon alloys and the like is found distasteful at best. To simulate this in game play, roll two ten-sided dice every twelve hours of game time: if the result is even, subtract it from yesterday's temperature and if odd, add it. The game temperature starts at 10 degrees Celsius, which is pretty fair weather for a late October there. Temperature can go as low as -15 to as high as +33. If the die roll tells you the temperature goes beyond those extremes, reverse the result (add instead of subtracting and vice-versa). If any two temperatures are apart from one another by more than 10 degrees within a twelve hour period, people with metallic cyberwear will feel aches and pains at the place where the skin meets the metal; -1 to all actions for the next 5 hours, as the character is distracted by the pain. If temperatures are apart by 15 degrees or more, such cybernetics will have a 15% chance of malfunctioning every hour, for the first three hours of exposition. Modularware, bioware and internal implants, such as cyberaudio or implants, are of course immune to the adverse effects of weather.

SINGIN' IN THE ACID RAIN

With the United States' refusal to take significant measures to reduce pollution coming from the Great Lakes car manufacturers of the 20th century, the Canadian water precipitations were the first to become truly classified as ph-A by the United Nations' Ecological Hazard Control Committee, which means the rain had actually become a health hazard to both human being and animal life. Of course, now, in the 21st century, the classification of rain has dropped from ph-A to ph-C, which means that only very long term exposure to the said precipitation can cause any damage. However, the harm was already done. The once-luxuriant forests have been turned into miles of dead trees and the lakes and rivers, which were once flourishing with aquatic life, have become so much dead, acid-green pools of stale water. There is a 15% probability of rain every day for the duration of the adventure, lasting for 1D100/3 hours. Unless the characters remain in the rain for more than 24 hours, there should be no adverse effects.

THE ST. LAWRENCE RIVER

Once the principal waterways through which imported and exported goods could be transported, the St. Lawrence river has now turned into so much sludge. You cannot swim in it these days. Should a character happen to fall in it, roll a ten-sided dice: on a roll of 1 to 6, the character landed on a relatively solid patch that will dissolve in 1D6+1 turns; on a roll of 7 or more, the character has fallen into liquid sludge; he or she will immediately take 1D10 points of acid damage each turn and will need to make a Swimming check to avoid being dragged under. Should the character be rescued in time, he or she will require immediate hospitalization and probably a bit of cosmetic surgery: each 3 points of damage reduces the character's Attractiveness by one.

THE FOREST

The forests are now so much dead wood, at least around Neo-Montreal. If you imagine that you are going to be able to sneak into Coalition territory under the cover of the woodlands, you should make a reality check: it's dead Jim! The trees have begun to grow back, of course, but only in the northernmost parts of the province. Around the Coalition's Enclave, there is still desolation. Furthermore, bio-plagues and chemical dumpings are still frequent. Roll on the following encounter table every 15 kilometers the characters travel into the forest.

- 1-2 Nothing unusual is encountered
- 3-4 A warband patrol of five men is encountered. They are on a long range scouting mission and travelling on foot. Unless the characters attack, look suspicious or are very close to the Coalition's territory, they will ignore them and continue further on. There are 20% chances that they are cloaked, using Gibson "Sneaksuits".
- 5-6 Radioactive wastes dumped by a corporation. No serial numbers or ID on the barrels. Emits 2D20 rads every turn, in a 30 to 50 meters range. Very dangerous for vampires. (See **Night's Edge sourcebook**, p.28-29.)
- 7-9 Chemical wastes/remains: A pool of carcinogenic liquid/powder/sludge. If you don't touch it, you should be fine. It's spilled on the ground in a 1D6 meters area.
- 10 Runaway bio-pet/bioexperiment: Ranges from a stray pseudo-dog or cat to a moving macrobe (a human size virus colony). Create any that fits your personal tastes and needs for your campaign.

"Full body conversion! Frack! Those guys in the labs are creating a whole new generation of monsters while we're busy playing with our toys!"

- Ripperjack

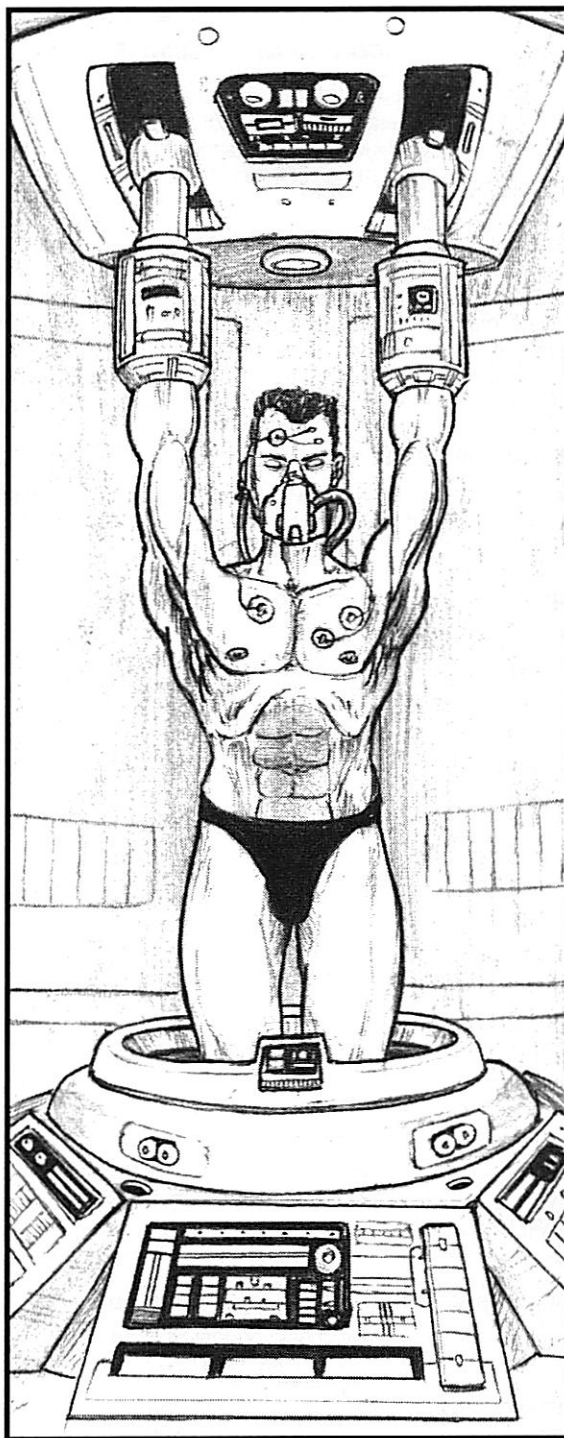
Living in Quebec 2020 has many advantages and disadvantages. On the down side, there's a scarcity of regular cybernetics because the weather pattern does not allow them to work properly in wild temperature ranging from a freezing -40 degrees Celsius to a scalding 40 in summer. No cybernetics, besides from top-range ones, can abide by these conditions and still work properly (see *Weather*, p.35). On the up side, there's the fact that you won't die bleeding on the street corner, thanks to nearly-free medicare. Cost is 10 eb per operation performed with no accelerating drugs available and twice the cost for cybernetic surgery. For example, if you get shot in the gut and the slug breaks a bone, it will cost you around 40 eb for care: 10 for the surgery, 10 for the x-rays, another 10 for setting the bone and 10 for the antiseptic shots. Also, you won't starve to death (thanks to welfare) and the fact that you will be able to lick these metalheads with your government approved Modularware!

Modularware is a relatively new type of cyberwear, introduced around the late 2010s. It is the only known type of cyberwear able to fully resist extremes of temperature, such as those encountered in Quebec and the rest of Canada in 2020. Made of electro-mnemonic ceramic compounds, these cyberwear allow the guys from up north to hold their own against most anyone from Night City or the like. Combined with exclusive bioware, the Canadian punks are a match for anything short of a power armor or of full body conversion.

Because of the ease with which it can be concealed and modified, people who possess Modularware are forbidden to travel to the United States and to any European country except France. Of course, since it is nearly undetectable, this doesn't mean no one has ever travelled to the US, only that, officially, none is allowed to do so. Of course, scanners such as Scanways, by Arasaka, have already been modified to detect such cyberwear.

MODULARWARE:

The basis behind the whole process is quite simple: to replace someone's bone and muscle structure with a one-piece compound programmed to take different shapes, according to different stimuli, such as nerve impulse or pre-programmed orders. This eliminates the need for microprocessors, actuators, maintenance or articulation joints. They attach the person's actual nerves to different signal converters in the limb, thus giving a more natural feeling to it, resulting in a lessened loss of humanity and leaving the sense of touch quasi-intact. As the compound, an electro-mnemonic ceramic, is very resistant to heat and impact, it provides great protection for the internal organs, but does not protect the skin. The company that created this cyberwear quickly realized that they had to include a modified version of skinweave, one that would cover only the desired limb. Of course, standard skinweave is still usable by users of modularware. It's currently available



only in Canada, where it is very rare. Americans are still awaiting decision of the Supreme Court to determine its legality in the US.

WARNING: Modularware is very powerful compared to normal cyberwear. It should never be easily accessible to players, as it could easily unbalance the game. The gaining of a single piece of Modularware should be the focus of quite a few adventures all by itself.

BASIC MODULES:

NAME:	SURGERY CODE:	COST: (EB)	HC:	DESCRIPTION:
Modular arm:	(CR)	4,000	1D6+3	SP of 17, SDP 25, Up to 2 options allowed
Modular leg:	(CR)	2,200	1D6+3	SP of 20, SDP 30, only one option allowed
Torso:	(CR)	4,000	2D6	Armors torso to SP 21, SDP 35, only one option allowed
Ceramic jaw & skull:	(CR)	1,500	1D6+1	Armors head to SP 12, allows for one option

Note that all procedures involving basic modules of modularware require the complete removal of muscles and bones, except for the jaw & skull replacement, which replaces only the lower jaw and coats the remainder of the skull with the compound. Enhancements such as muscle and bone lace and grafted muscle obviously do not work in modified areas. A bone marrow synthesizer is put in the body to replace the loss of the original one at no extra charge. Note that the surgery required can only be accomplished in Montreal, Toronto and Vancouver for the time being. The surgery involved in such a replacement is currently experimental and highly risky. The difficulty score is a whopping 35 and, should the surgery fail, the recipient will lose **permanently** 1D6 points of REF and BOD.

OPTIONS AVAILABLE:

Note that surgery code is always Negligible, as all they have to do is insert a new control module between the skin and the compound. It takes up to one week (1D6+1 days) of adaptation for the module to rearrange the compound's configuration to the specific user.

NAME:	SURGERY CODE:	COST: (EB)	HC:	DESCRIPTION:
ARM MODULES:				
Scratchers:	(N)	200 eb	1D6+1	This option modifies the fingers, allowing them to function as their eponyms. Undetectable, complete with silicon seals (Very Difficult to spot) 1D6/2 damage.
Rippers:	(N)	800 eb	2D6+2	Same as the scratchers, only longer. SP to the arm is reduced by 10 during use because of the greater mass needed to allow this function. 2D6 damage.
Tentacles:	(N)	600 eb	2D6	Called the Octopus option, it combines bioware and modularware to allow the arm to split into four tentacles. +5 to grapple attacks, Very Difficult hold to break. SP is reduced by 10.
LEG OPTIONS:				
Animal legs:	(N)	400 eb/pair	2D6	Transforms at will the legs into goat's legs, bird's, horse's. Effect varies, but mostly gives a +3 bonus to MA, in the case of horse, goat or wolves legs, a scratching attack for bird legs (1D6), a leaping capacity of 10m straight up or running jumps of 14m. Use your imagination.
JAW & SKULL OPTIONS:				
Mimicry:	(N)	1,200 eb (generic) 3,000+ for specific	1D6	Modifies the face by changing the bone structure. In the case of a specific mimicry, a casual look will reveal the fraud only on a Difficult roll. Anything else than a casual look will reveal the fraud on a difficulty depending on the acting skills of the impersonator.
Animal transformation:	(N)	300 eb	1D6+2	Transforms the lower jaw and part of the face into an hybrid animal face, much like a cinematographic werewolf. Great disguise if combined with capillary modifications.
Vampires (Retractable)	(N)	250 eb	2D6+2	Same as normal cyberwear. 1D6/3 damage.
Horns	(N)	300 eb	1D6+2	Horns can be made to protude at will from either the forehead or the temples. Design varies. 1D6/2 damage.
LIMBS OPTIONS:				
Squat:	(N)	300 eb/limb	2D6	Compresses the compound, reducing the limb to half its original size. Increases SP by +10. Not available for the skull & jaw, due to minimum brain space required.
Elongation:	(N)	300 eb/limb	2D6	Allows the limb to stretch to 200% its normal size. Reduces SP by 15 during use.
Hollow:	(N)	100eb	1D6/2	The limb is hollow or has an hollow part, big enough to act as hidden holster. Same capacity as a normal one. See CyberPunk rulebook p. 81.

NAME:	SURGERY CODE:	COST: (EB)	HC:	DESCRIPTION:
Inflate:	(N)	300 eb	1D6	"Inflates" the limbs to give an apparent Body of 12. Reduces SP by 10, +2 to Intimidate.
Spikes	(N)	400 eb	1D6+1	When activated, this option covers the limb with spikes, adding 1D6 to HTH damage.
Tougher:	(N)	300 eb/level	4/level	Additional toughness can be bought, giving the limb a +5 to both SP and SDP. Up to 2 additional levels can be added.
Undetectable:	(N)	500 eb/limb	None	The limb is shaped in a way and density that mimics normal bone structure. A Scanway (see Chrome Book II) or other detection devices will fail to reveal the artificial nature of the limb. Only dissection or obvious use of options will.
Electricity shielding:	(M)	400 eb/limb	1D6	The compound is shielded against electrical attacks, making it immune to the side effect of TASERS and Electrokinesis (see below).
Different covering:	(N)	400 eb	1D6	Same as synth-skins. Same chance of cancer.

Any other normal cyber-option is of course available for modularware, except the following: quick change mounts (unnecessary), hydraulic rams, thickened myomers, reinforced joints, artificial shoulder mount, microwave shielding (unaffected by microwaves), any covering. Built-ins are available, as are cyberweapons.

The big drawback to modularware is that, since bio-electricity activates it, it is also affected by electrical attacks. Electrical attacks of 1,000 volts or more transform the affected limb into an amorphous glob for 1D6 turns, causing 10 pts of damage to connecting tissues unless a successful roll against 15 is made, using BODY -5 + D10 roll. Electricity shielding adds a bonus of +5 to this roll, negating the minus.

Note that full body conversion confers a BODY of 12. REF remains normal since the nervous system is unaffected. Humanity cost does not include the cost of skin weave in any case.

Other cyberwears popular in Quebec are fashionware, neuralware, implants, bioware, cyberaudio and cyberoptics, though to a lesser degree.

A bioware that is almost unique to hot and cold countries is thermal insulation.

Thermal insulation:	(N)	1,000eb	1D6	Negates the effect of cold and hot weather, thus protecting from hypothermia and heat strokes. Provides an additional +5 SP against flame and cold attacks, including against the psionic powers pyrokinesis and cryokinesis.
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HOVER BIKES

Until now, bikers were restricted to the ground while car pilots could take to the air with aerodynes. In city situations, many bikers got caught by policemen in Aerocops or other VTOL vehicles, only because the road suddenly ceased to exist. In cities located on an island, such as New-York or Neo-Montreal, this could prove fatal when trying to evade pursuit. So the guys at Suzuki developed an aerodyne whose configuration resembled that of a motorcycle, but which could take off and fly like an aerodyne. Although it's been called a hover bike, it's actually a hybrid between a ground cycle and an aerodyne: it has wheels, for normal transportation, and four retractable fans for the hover mode. It has two engines, one which uses CHOOH_2 and is used for ground transport, and a secondary engine which uses aircraft fuel. It's far from being the best of either aerodyne (low ceiling, low range due to small fuel tank) or ground bike (low control, low speed), but it does get you where you want to go, wherever that may be, be it a road or a swamp!

GROUND STATS:

Maneuver speed:	35 mph
Acc/Decc:	18 mph per phase
Top speed:	80 mph
Fuel efficiency:	60 mpg
Fuel capacity:	4 gallons CHOOH_2

Maneuverability: +0 on ground, +1 in the air
SDP: 35 (BODY 2) Mass: 140 kg

AERODYNE STATS:

Maneuver speed:	100 mph
Acc/Decc:	50 mph per phase
Top speed:	195 mph
Fuel efficiency:	2 mpg
Fuel capacity:	3 gallons avgas

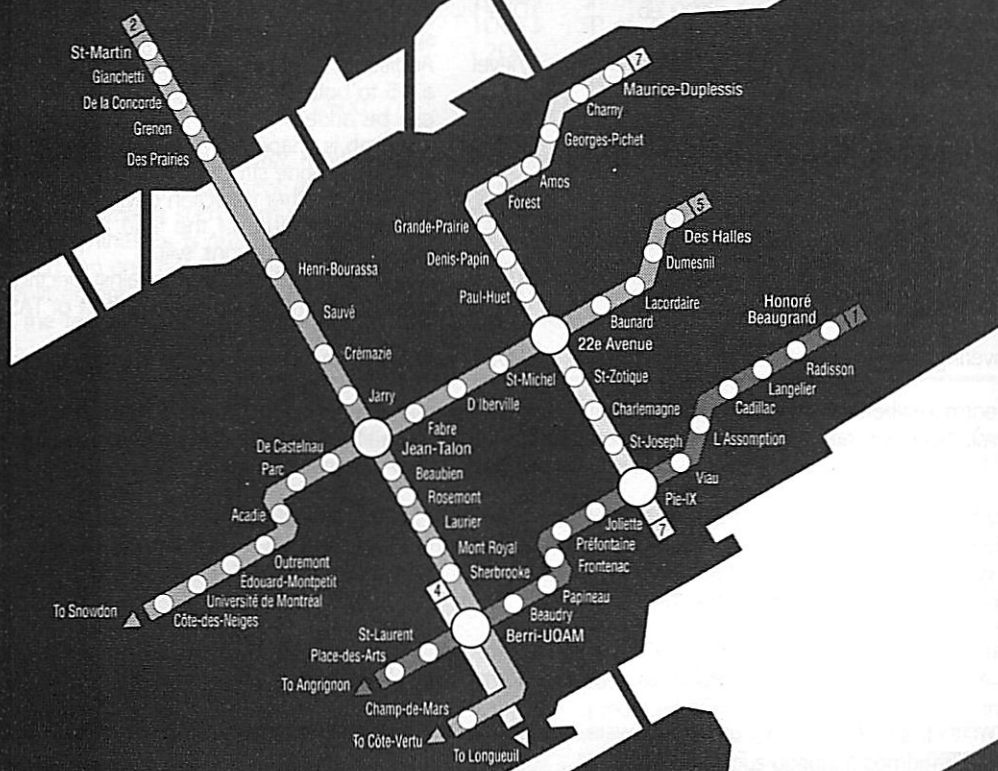
SP: 5 Passengers: 1 Cost: 7,000eb

Special equipment: CB radio, halogen headlights. Can be outfitted for cybernetic use at a cost of 2,000 eb. The fans retract along the wheel when not in use, looking inconspicuous. No cargo can be carried while in hover mode and ceiling in that mode is restricted to 20 meters.

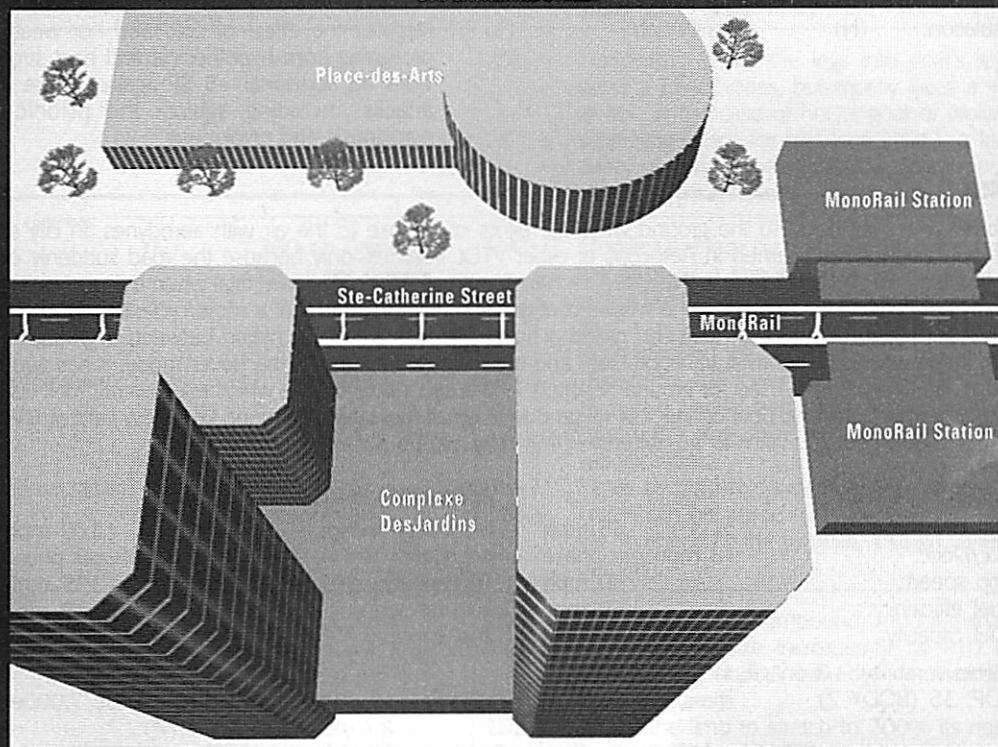
MISCELLANEOUS

40

MONTREAL'S METRO



STE-CATHERINE STREET



KING

OF THE CONCRETE JUNGLE

One for sorrow,

For the prodigal son, stolen from his family

Two for joy,

For unlikely heroes cometh to his help

Three for a girl,

For an ally found in thy enemy's midst

Four for a boy

For a child, who is not all he appears to be

Five for silver;

Thirty silver pieces, for a traitor amongst thy allies

Six for gold,

The bounty of a king

Seven for a secret that's never been told...

One man's hunger for power, a city in turmoil.

One woman's mistake, an old man's sorrow.

Unlikely knights in chromed armor, a boy's life.

*...And thus is the stage set, to find out who will
become...*

King of the Concrete Jungle!

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Alternate Reality Adventure

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