

MEDIA JUNKIE

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TAKE ONE



by Gilles Bussi re

An Alternate Reality Adventure for

CYBERPUNK

LICENSED FROM R. TALSORIAN GAMES, INC.



MEDIA JUNKIE



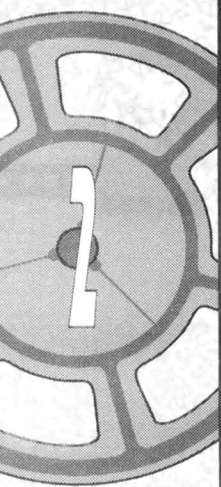
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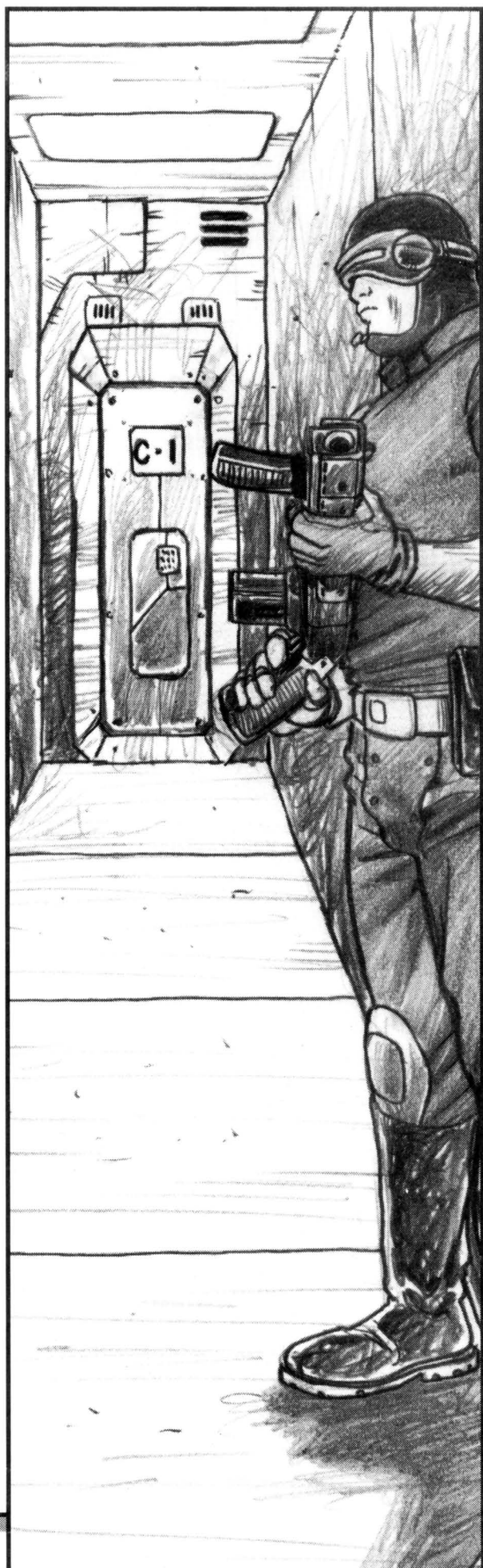
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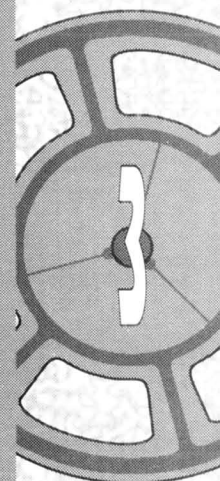
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THESE ARE THE VOYAGES OF THE STARSHIP ENTERPRISE,
its five years mission:
TO DISCOVER STRANGE NEW WORLDS,
TO SEEK OUT NEW LIFE AND NEW CIVILIZATIONS;
TO BOLDLY GO WHERE NO MAN HAS GONE BEFORE!
- JAMES T. KIRK, STAR TREK TV SERIES

FOREWORD

This is a collection of small adventures with a common theme designed for use with the *Cyberpunk 2020* game and for *Night's Edge*, the Alternative Reality supplement (although you need not have vampire characters – only two scenarios feature one). Nonetheless, regular Cyberpunks will find themselves at home in such an encounter, even if overshadowed by these Children of the Night. However do not despair, as provisions for this type of situation are dealt with in the HOOKS section later on.

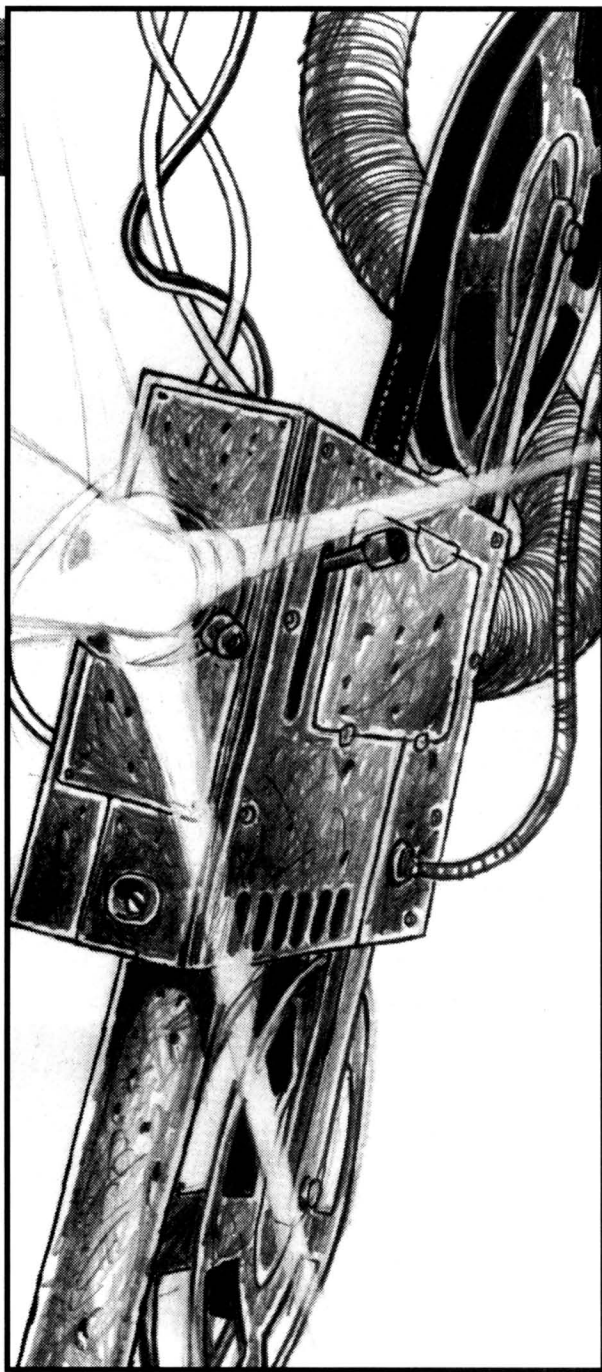
NOTE: Although the complete set of adventures in *Media Junkie* consists of TEN different scenarios, ONLY four of them are presented here. The rest follows in the second installment of this two-parter, allowing the players to prove themselves to the MOGUL – see explanations below in *Meeting with a Mogul*.

Media Junkie is the perfect tool for the GM out on a limb for a quick adventure between regular campaign sessions. Designed for a standard party of four to six, it can still accommodate more or fewer characters (the latter being a preferred choice when vampire-characters are present, as they would tend to overpower the opposition in the non-vampire-packing scenarios). An ideal combo is one or two Children with three 'regulars'. How such a group came to be is another story, but it wouldn't be too far-fetched to imagine a kind of symbiosis where the regular guys protect the vampires in the day, while they return the favor once the night comes.

Media Junkie I packs four scenarios ready to use (each divided in five parts for a smooth running operation: location, action, encounter, reaction and NPCs), along with a common link between them, allowing a sense of continuity even if played far apart. As always, GMs are advised to read through the whole scenario before play, taking note of any special sequencing (some of the episodes in this serie are best played in a certain order) for maximum enjoyment.

PLAY TIPS

Probably nowhere else but in *Media Junkie* is it so important to have the appropriate music setting. Most of the movies the players will set in search of have a special soundtrack or a music type associated with them: *Nosferatu* and *Dracula* (use the recent Bram Stoker's *DRACULA* soundtrack!), *The Exorcist* (also 1, 2 or 3, with the immortal *Tubular Bells*), *M* and *Plan 9 from Outer Space* (some of those you could get in SF/Horror soundtracks, or by using similar ones – *Prince of Darkness* is a good choice, as *Thriller* will certainly NOT do...). Again low lighting is recommended as it provides great atmosphere and reduces chatter among players. A great idea is to run the movies (if you can get them) while playing the



scenario, in such a way as to let the players hear it, but not see it. It provides the necessary atmosphere, as well as adding some element of the unknown (try putting a white cloth in front of the TV screen, letting the set provide most of the light in your gaming area and see the players react to the sounds without really knowing what's going on!).

SUMMARY OF THE ADVENTURE

A rich film collector has hired your group to track down a few films for him. He has offered you up to 25,000eb per original print of the films (he doesn't want video tape or laserdisc



versions, and has the means to tell the difference between an original and a fake). His list includes the following ten titles, which he claims he wants for purely sentimental reasons (they representing the pure essence of what the movie industry once was): **Plan 9 from Outer Space**, **Dracula** (1936 version), **Cat People** (original version), **Invasion of the Body Snatchers** (original version), **Night of the Living Dead** (original), **Nosferatu**, **M**, **The Exorcist**, **Hellraiser**, and **Alien**.

However, since he does not yet really have total confidence in the group, he will only give them four off his list to choose from, waiting for results to give them the rest of it.

Tracking the whereabouts of these long-lost movies across the entire continental USA, the party will live adventures which are inspired by the plot of each film they are seeking (see below for more details). (READ THE FINE PRINT HERE! Players are NOT going to face the same things as in the movies, even if they THINK they are... Rather, the plot of each episode is a twist on the movie script.) Here's a quick look at what's in store for your players in each of the four scenarios of Media Junkie I (a more complete story will be given in each individual episode):

- **M**: Once they have tracked down the copy, the players will discover that there has been disappearances of young children in town, and that the present owner of the movie will give them the original if they can find his missing daughter. The catch is that the girl is now a vampire (although only ten years old) and is part of a juve gang of vampires. Now, the tricky part is to bring back the little girl...
- **Plan 9 from Outer Space**: Well... what refreshing news! The guy who owns this one is willing to part with it! The deal is to take place tomorrow at the bank where it is kept, and it's smooth sailing from then on... **WRONG!!** First news of the morning, the bank was robbed clean in the night, including the precious film. The players will set on the trace of the robbers with good reasons (actually, 25,000 good ones!) only to find out that the suspects seen on the scene of the crime **DIED** two years ago!
- **Dracula**: Many people whisper things about the owner of this movie. He lives in a castle on top of a mountain, wears a black cape and only comes out at night... **HE'S A VAMPIRE!** Well, he wish he was, but he is only a vampire fanatic acting out his fantasies. Of course he won't part with the film... (hmmm, isn't that starting to sound like déjà vu). The trick here is that the owner **ISN'T** a real vampire, and that using vampire-killing methods on the guy (while they **WILL** certainly work **QUITE** well!) will also certainly put the party in a **LOT** of trouble.
- **The Exorcist**: New York, New York... Scummy city with lots of mentally disturbed people. The owner of this piece of history lives in a slummy building with his mother and daughter, and (oh great surprise!) is more than willing to sell you the movie. **BUT** (of course it couldn't be that easy) he needs a small favor: you see, his daughter has been acting strangely of late. In fact, he thinks she's possessed by the devil... or maybe she's only a young psychic coming in possession of her powers; can you tell the difference?

HOOKS



(**WARNING**: Some episodes contain vampires and other Night's Edge denizens! Those weak of heart and/or with exposed necks may find this offending and/or hazardous to their health!)

In case someone would want to run these adventures without the Night's Edge alternate reality sourcebook (what a terrible shame **THAT** would be...), simply replace the offending parties with more regular opposition. Specifically, a vampire would become a Vampire Poser (in the **M** adventure) or a CyberVamp (in the **Nosferatu** episode), while a more exotic were-panther might become a combo cybernetics-holographic transformation. Simply remember to **MATCH** the danger level of the original villains and everything should work just as well...

Since this module is not your typical adventure, we cannot really give you many ways to introduce any member of the party to it. This is a **GROUP** thing, a purely mercenary endeavor designed to score some cash for the needs of the group, (although solo playing is **NOT** entirely out of the question); the entire party is hired by the NPC to find the movies. After that, it's only a matter of **HOW** they do track them down! So, here's the standard introduction for all players:

MEETING WITH A MOGUL



One of the players (preferably the one with the best contacts, be it fixer, media, solo, or simply the one actively searching for an easy and well paid job) will come across a simple suggestive ad in an appropriate bulletin board:

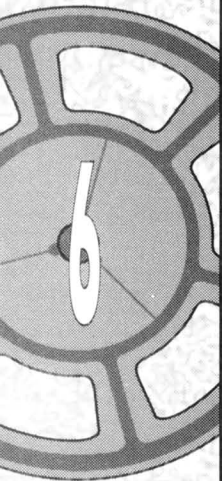
MOVIE COLLECTOR SEEKS GENTLEMEN FOR RETRIEVAL EFFORT-25,000EB/JOB-CONTACT MOGUL-SKYNET 90210

After making initial contact with the number listed, the party will be asked to leave their names for a background check (Mogul will only reluctantly work with anyone having a criminal record, either involving murder and other crimes against the person, or theft, except mere hacking - time for some serious bootlicking). Should this check prove satisfactory to the Mogul, a private meeting will be arranged the next night, at his penthouse suite in the corporate sector of Night City.

(**PLEASE NOTE**: Mogul has the means to see through any masquerade that the players might want to try regarding their activities. He has an extensive network of informants and has access to the best netrunners in the biz. Furthermore, if he suspects anything fishy about the players, he can take measures to ensure their truthfulness in their dealing with him. He is **NOT** a bad guy, **BUT** he can be ruthless when it comes to protecting his precious collection and his secrecy.)

The long-legged, blond-haired, wide-smiled beauty that has just shown you all inside the dimly lit study of her boss said in her sensuous voice that he would be right with you... After admiring the way she walks past the doors behind your seats, you take another long look at this place. Study?... More like a damn





museum, really! Everywhere, carefully preserved, there are old photographs from WAY before holos, little gold statuettes, trophies of sorts, and pictures of many people... Some of them you heard of: James Dean, Marilyn Monroe, Sean Connery... Some of them you didn't: Marlene Dietrich, Charlie Chaplin, Madonna... Your eyes catch a small portrait among the multitude, with no name on it: a young girl with long black hair... "My late daughter, Cheyenne." The suddenness of the answer startles you, reflexes kicking in overdrive, unconsciously acquiring target, finding yourself looking at the thermal silhouette of a large man now getting comfortably in the chair behind the mahogany desk in front of you... Once again the throaty voice breaks the uneasy silence that follows his entry: "Sit down gentlemen, I believe we have business to discuss..."

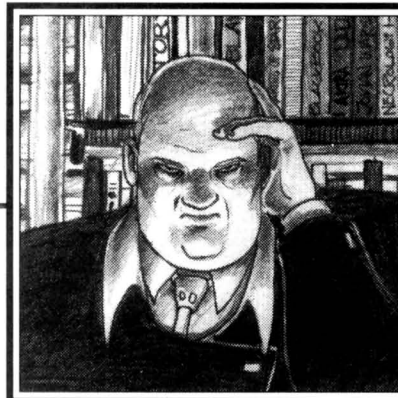
As stated before, the Mogul will offer the players up to 25,000eb (plus reasonable expenses) for each original print of the movies he wants, depending on the condition they are in (15 + 1d10 thousands eb). He is also willing to negotiate the price of any other movie the group might chance upon, albeit at a lower price (5 + 1d10 thousands eb). Locating the owner of each of these films will be the players' next priority. This can be accomplished in basically two ways:

- First, the GM might rule that simple data researching is enough to uncover the whereabouts of any and all movies; a simple question of accessing public library files on the subject and waiting for the answer (a Difficult check vs Library Research for each film, taking from 1 to 10 hours to cross-reference all data and get the name of the owner and last known location);
- Second, the GM might not want to give it all away to the players so easily. A little trouble in finding something goes a long way toward valuing it more. In this case, we assume that the movie studios which produced these films were bought out by some of the current entertainment companies of today, which means that the movies' whereabouts are hidden somewhere in the databanks of those companies. Such an approach gives the Netrunner of the group an active and vital role in each of the episodes, as he is the key to unlock the critical location of the item sought (you may decide to have two or more titles being owned by the same company to avoid having to design too many data fortresses – see the **FOX ENTERTAINMENT NETWORK** for a fortress example).

Remember that in no way are the PCs forced to play each and every scenario in this series one after the other. On the contrary, these episodes should be inserted in the GM's ongoing campaign, between regular games: be it when the party needs money badly, or when there's a lull in the GM's scheduled campaign events. Also, it is not a crime not to come back with a movie print if conditions are against it. You can always try another time...

(NOTE: As a purely optional twist in the ongoing series, the GM could decide that some people in the said companies might also be interested in recovering the titles for their own commercial use. Alternatively, the companies might simply be curious as to why one would infiltrate their system only to get a crummy old two-dimensional movie. Maybe there's

more to this than they thought, especially if they discover that an enigmatic corporate Mogul is behind this...)



THE MOGUL

Streetname: The Mogul Real Name: Unknown
Role: Vampire/(Media) Corporate Specialty: Movie Industry

GAME STATS

INT: 8	REF: 8	TECH: 4	COOL: 7
ATTR: 6	LUCK: 9	MA: 5	BODY: (4) 8
EMP: 3	PSY: 10	SAVE: 8	BTM: -3
DM: +1	INIT.		

DESCRIPTION

Sex: Male Age (App./Real): 57/97 Ethnic Origin: American
Age lvl: II Hair Color: White Hair Style: Balding
Height: 5'10" Weight: 297 lbs Eye Color(s): Black
Dress & Style: Corporate suit
Distinguishing Features: Throaty voice

PSYCHOLOGICAL

Motivation: Pleasure ExMode: Aloof InMode: Alone
Quirks: Very strong (+2 Body), awakens later than usual, stake through heart will destroy him, slow (-2 MA) and able to eat/drink

SKILLS

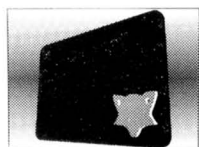
Name	Level	Name	Level
(Credibility)	+8	Awareness	+7
Resources	+7	Stealth	+7
Seduction	+3	Social	+6
Acting	+8	Education	+7
Human perception	+6	Composition	+8
Paint	+6	Cooking & Wines	+9
Dodge & Escape	+6	Karate	+4

PSYCHIC POWERS

Name	Level	Name	Level
Charm	+5	Sensory	+5
Psychometry	+5	Psychokinesis	+5
Body Control	+5	Psychic Focus	+5

BACKGROUND

Little or nothing is known about the Mogul. It is rumored that he once was a famous movie star, who chose to forfeit his fame and the mad world of men (this explains the dormant Credibility Rating in parenthesis), only in recent years surfacing again as a private corporate entity: Godfather Inc. Should the players check his background, they will learn that the Mogul is a straight dealer and that he won't double-cross them. As a GM can see from his profile, the Mogul has more at stake than the mere protection of his former life... MUCH more...



FOX Entertainment Network

Data Fortress (Miami HQ)

GAME STATS

Name: Golden Fox (AI)

of CPU: 4

Data Wall STR: 7

Code Gate STR: 5

INT: 12+10 Interface

Personality: Friendly, Curious

Reaction to 'Runners: Observes intruders, then acts

Icon: Voice only (HAL-style)

SKILLS

Education	+6	History (Arts)	+9	Social	+6
Photography & Film	+7	Persuasion	+7	Interview	+8
Library Search	+8	Human Perception	+8	Movie Expert	+10
Teaching	+6				

FILES

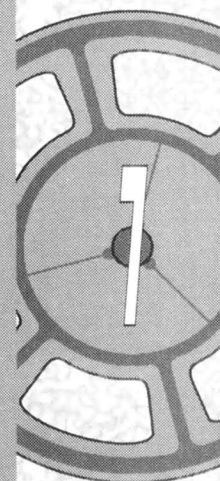
1. Financial Transactions (Financial Records and Checking Accounts) – Locked: "Rosebud" – 2 MU.
2. Grey Ops (Espionage info) – Locked: "007" – 2 MU
3. Business Records (Sales & Acquisitions) – Aliased: "Statistics" – 2 MU.
4. Business Records (Pay & Procurement) – 2 MU.
5. Business Records (Meeting & Annual Reports) – 2 MU.
6. Controller Program (all) – Locked: "Skywalker" – 10 MU.
7. Database (Clients & Employee Records) – Locked: "Total Recall" – 2 MU.
- 8 - 15. Virtual City (Superrealistic, Fox City's MovieLand project) – 80 MU.
16. Utility Programs (Filelocker, Gatemaster, ReRezz, Alias, Databaser) – 7 MU.

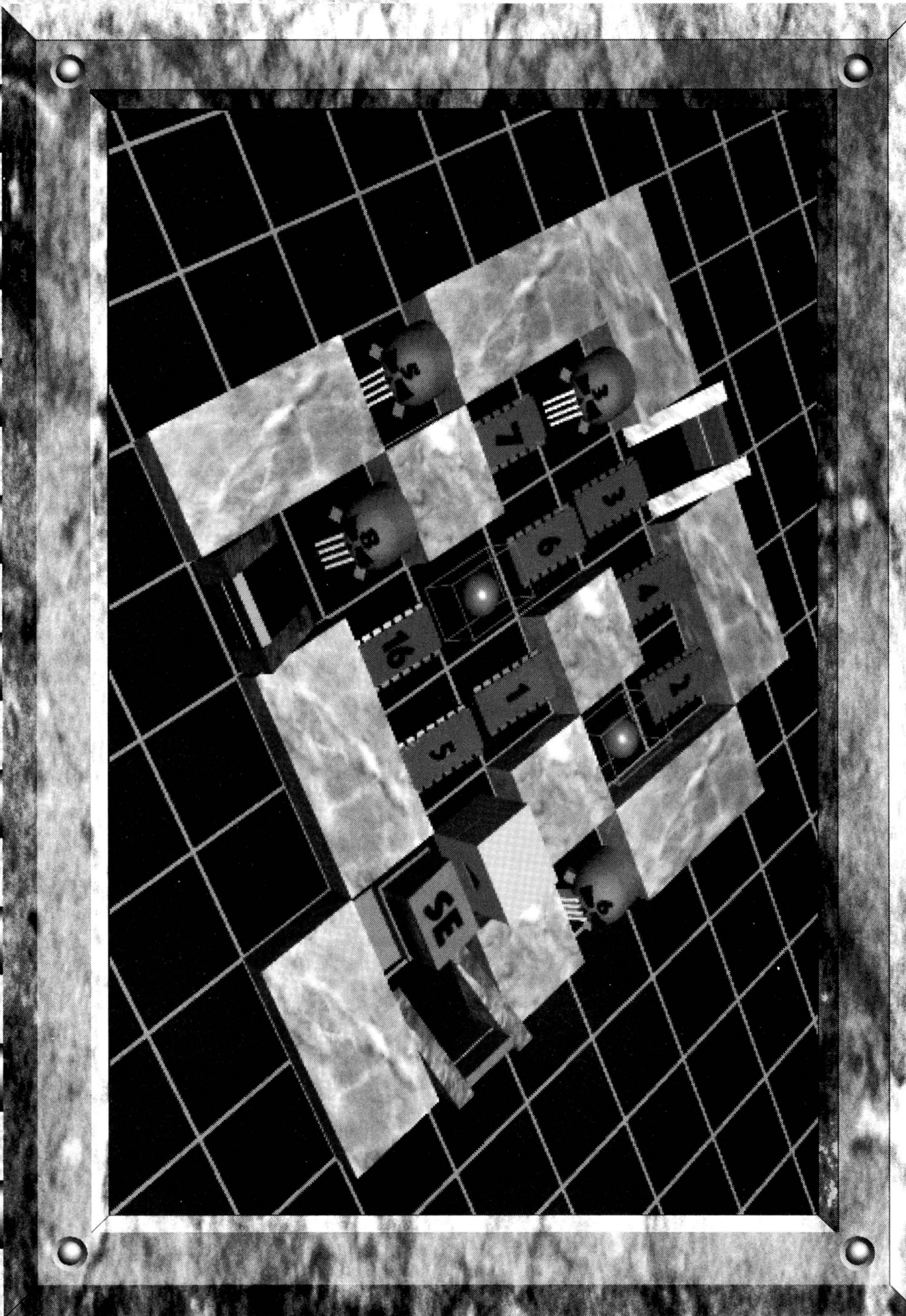
DEFENSES

- A. Killer 4 (5 MU)
- B. Knockout (3 MU)
- C. Poison Flatline (2 MU)
- D. Pitbull (6 MU)
- E. Streen (3 MU)
- F. DeckCrash (2 MU)
- G. Glue (4 MU)
- H. See Ya (1 MU)
- I. Afreer (3 MU) – w/Killer 5, Replicator, Hellbolt

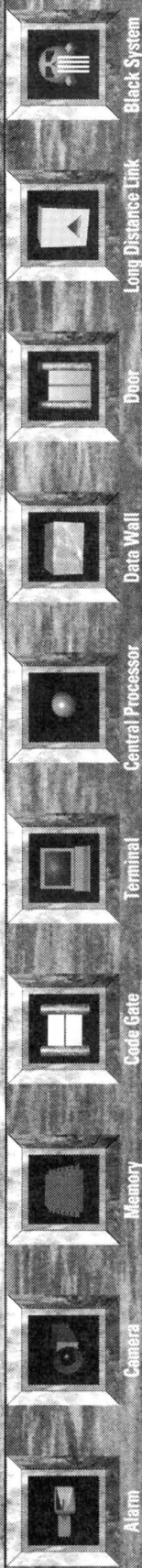
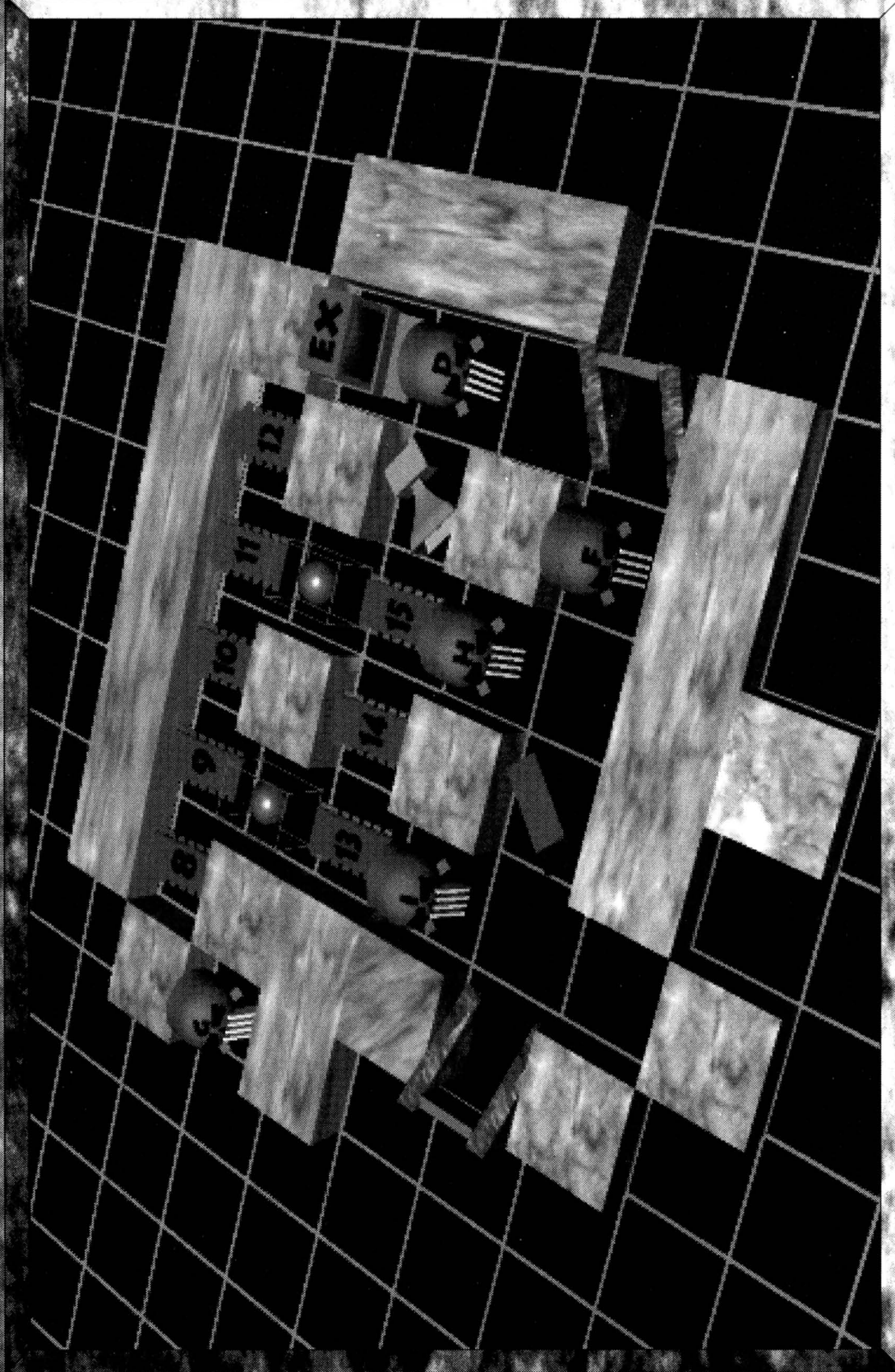
REMOTES

Terminals (Exec)
Terminals (Secretaries)
TV Cameras
Alarm
HoloDisplay





LEVEL 2



*Alison L.,
Your mind begins to fold;
Alison L., aren't you growing cold?
Alison L., you are looking blue;
Alice in Hell, what else can you do...
- The Annihilators, Alice in Hell*

ALICE IN GANGLAND

In this first episode, after locating the whereabouts of the film *M*, the group will converge to Springfields, Colorado, for their shot at an easy 25,000 bucks (the cash variety, not the animal kind!)

LOCATION: WALKER'S HOUSE

This is a typical American family house that you would find in many quiet residential areas or suburbs: two stories, living room, kitchen, three bedrooms, basement, and your very own portion of synthetic green lawn, as well as a street full of neighbors with houses JUST like yours. For the town, use a map of your own city (unless of course you live in a BIG one; then take only a part of it).

LOCATION: GANGLAND

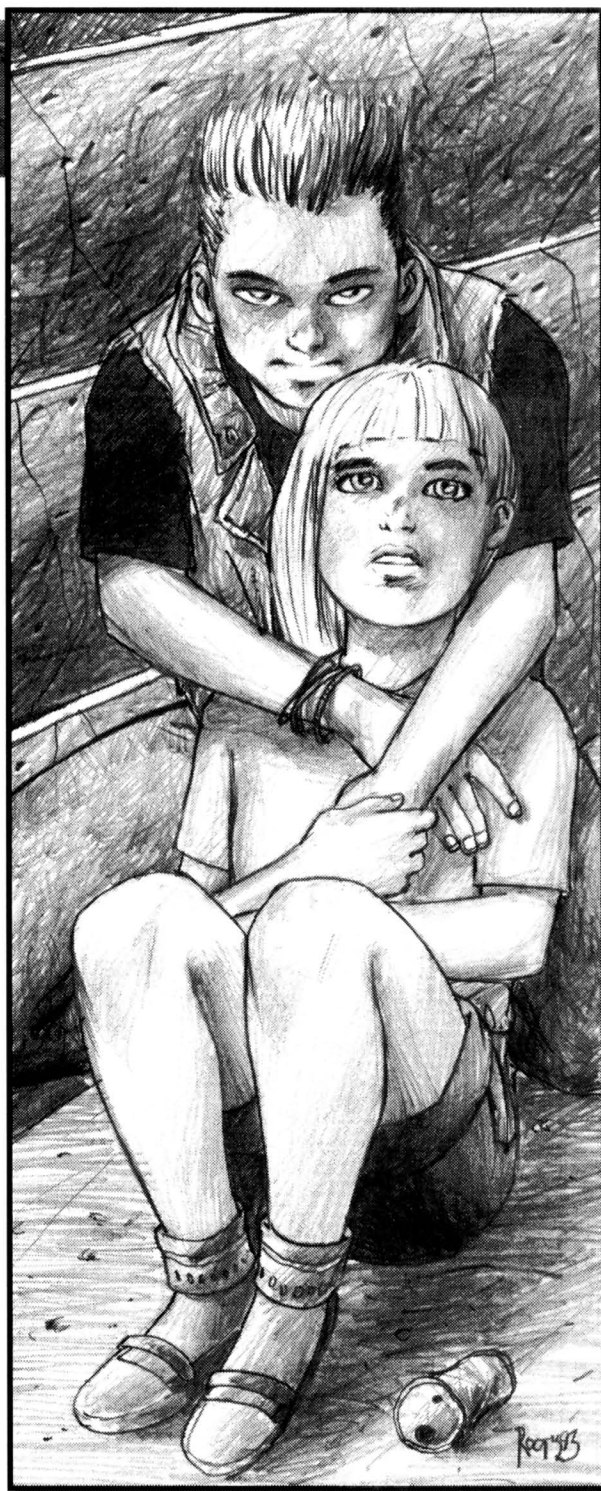
There is a section of the town, to the north, which years ago hosted an atomic plant, now run down and uninhabited, except by those seeking to escape the law. Springfields' PD rarely enters those grounds since an ambush that claimed four of their numbers last year, when they tried to follow in a suspect of a hit-and-run involving a little girl. Incredibly enough, said suspect gave himself up the following morning, white from fear...

The entire plant is also doubly dangerous because it is suspected that radioactive materials are still present, possibly contaminating the current unaware residents (which is fine by the police, since they think this scum deserves it). (See locations marked with a '☢' on the map next page. Overexposure occurs after spending seven days in the same location, resulting in sickness and the loss of one point of Body Type per week, unless treated with a Very Difficult Med roll AND appropriate drugs. After the first two days, make a difficult Body check NOT to feel ill, with a -5 to the difficulty factor for every two additional days.)

As you can see from the map, the plant has four groups of denizens, each with its own territory, which, needless to say, they are fiercely protective about! Only one group is adult: the Colombians (all others are juve gangs), who use the site as a lab for their illegal drugs. Aside from the Lost Boys, the other groups are only hinted at, letting the GM decide exactly who they are and how they operate, within the parameters already established (see the **ENCOUNTERS** section for more details).

ACTION

After finding out that the owner of this movie is in Springfields, Colorado, the party will take appropriate transport to that



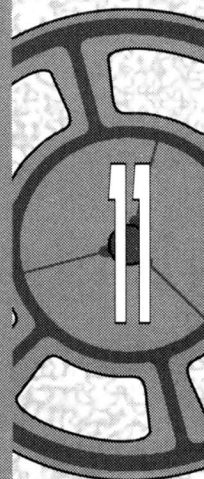
location, informing or not their target of their arrival. Mr. Walker will of course be surprised, and then delighted about the news, especially about the buying part. (A Human Perception roll will tell you right away that this guy is honest, and a little subtle probing will reveal that he would be willing to let go of the movie for about 2,000eb! – he bought it on the advice of a friend, for investment purposes, at an auction ten years ago, for 500eb.) He had completely forgotten about still having it! Upon their arrival at Walker's house, things will not turn out as they were supposed to: a local police car is parked in front of the house! (See the **ENCOUNTERS** section below for more details.)

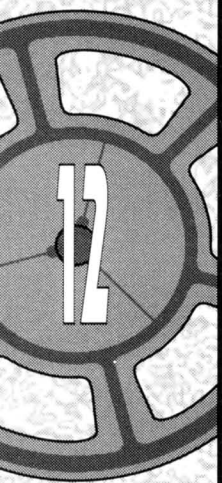
After learning of the disappearance of little Alice, and Walker's offer to get her back against the movie for free, the group should set out to find her. The first step would be to retrace her activities of the day, which will reveal the following:

- Alice went to school this morning, as usual, had lunch there, and took the school bus to a friend's in the north of town on her way back around four o'clock p.m. She never showed up.
- Inquiring to this friend (a cute little girl called Myriam) will reveal that Alice's visit was NOT expected!
- Further inquiries at school will only reveal something if the PCs are able to suitably impress the kids (either by being COOL to the guys, or CUTE to the girls – and with an appropriate Persuasion check), while evading the school's authorities, which do not recognize the party as legal law enforcement agents, but rather a bunch of hoodlums they'd better keep an eye on – as far as they know, they might be the vile kidnappers! Once they have succeeded with the kids, they will learn from a shy little boy named Charlie (he has an obvious crush on Alice) that she left the bus near Myriam's house, although NOT at her usual place, and that she was behaving strangely, her eyes vacant and walking stiffly. She was heading away from the bus, toward the north... and Gangland!
- Investigating the street where she was last seen will reveal nothing, but a look at the entrance of the old road

leading to the atomic plant will uncover (on a successful Awareness check) a single little red shoe, an earring shaped like the word BEWARE... and two sets of footprints going inside the perimeter. (The earring is a symbol worn by the members of a local juve gang: The Lost Boys. A Streetwise check will uncover that piece of info, and the fact that NO one will mess with those weirdos!)

- What the party doesn't know is that young Alice has been caught smack in the middle of an ideological conflict within the Lost Boys. One member, Jason, has been caught in town by Alice, quite by accident, when he was leaping from a roof down into an alley. Needless to say, the young girl was quite impressed by the dashing 14 year-old. Unfortunately, the leader of the pack, Victor, was NOT amused, and has decreed that the child MUST die! However, such an edict was not received well by all members of the gang and Jason has devised a dangerous plan to save the innocent child: he would mesmerize Alice and flee to Night City with her, hopefully losing Victor. But, alas, Victor had wind of the traitorous intent and sought to get to Alice first. Caught with his back to the wall, Jason decided that only one option was left to him, however revolting: make sweet little Alice one of them! However, not being used at all to the process, Jason failed to give enough of his blood (only 15%) to the young girl, so she's now hovering between two states, and within 14 hours, ONE will emerge victorious. (See **Night's Edge** p. 21 for checks to make each hour. She has a BODY of 4, so it is possible





the change will occur in as soon as 11 hours, starting the countdown from 6 o'clock pm!)

(Should the party want to spoil your fun by NOT accepting the deal and by requesting the film, Walker will be angry and ask 20,000eb for it – he plans to hire rent-a-cops to find his child. He will NOT negotiate, and any action against him will bring in the police. Remember, at this point the party doesn't know where the film is. Only Walker knows, and right now he ain't feeling like talking. EVEN if they do pay up the 20,000eb, have them arrested by the police while driving out of the town – put in a mighty chase with lots of police cars, just like in the movies, if they try to escape – using any traffic violation as an excuse, making one if necessary. Let's say that the cop is really peeved at having bloody outsiders comin' into town and tryin' to teach him how to do his job! Use any old callous cop stereotype from TV you can dig up and give them hell. Whatever you do, just don't let your players find out you did it deliberately. While it might not be good adventure, it is good business.

ENCOUNTER: WALKER

Finally the long trip is coming to an end as you drive down the road leading to Larry Walker's home in Springfields. You pass by dozens upon dozens of prefab houses neatly aligned on each side of the street, each only distinct from the others by a number on the door and the people on the front lawn, be it a guy walking his mechanical pet, a lady tending some flower pot, a bald guy chasing a kid, or a little girl playing the sax on the porch... Somewhere deep inside you're beginning to miss the City and its madness. Everywhere you look people stare back at you, puzzled by your presence... Man! You're sticking out like a knife in the back!

Upon arrival at Walker's house the group will notice that something is amiss since a patrol car is parked in front of the house and a man is having an argument with an officer. As they park behind the police car, the cop still inside will check out the group. (He will immediately run a check on the license plate, if they are from outside the state, or, if it's a rented car, send a hardcopy of the characters' mugs down to central, in case they are wanted for something – any player with a criminal record and/or a warrant for his arrest valid outside his home state will be in big trouble. The cop will call for immediate back-up, which will arrive within 1d6 minutes. Of course, since nothing much happens in Springfields, they will come sirens screaming and ready to blow them away at the slightest move.) In the meantime, his colleague puts on his mirrorshades and walks back to the vehicle.

The man outside the house is indeed Larry Walker, and, if they haven't done it yet, the PCs can state their business. As mentioned before, he is willing to settle for 2,000eb. If asked about the police, he will tell the players that his ten year-old daughter, Alice, has been missing for 5 hours now (it's 9 o'clock p.m). This is not the first child disappearance. Over the last few months, a number of children have vanished from their homes, and the police have yet to solve these cases (most of them think they are runaway kids gone to the big city, like Denver, and, therefore are not trying very hard, especially since none of the families involved have any political or economical influence whatsoever). He is quite angry since the police say that they cannot do anything until

the kid is missing for at least 24 hrs. He will offer to GIVE the group the film if they agree to help find his precious little darling. He will also give them a complete description as well as a recent picture.

ENCOUNTER: THE LOST BOYS

Before actually encountering the Lost Boys, the party may stumble upon one or more of the other gangs' members. Failure to ascertain the location of the gang is one sure way to get in trouble. While meeting the Bartsters is in no way threatening, an encounter with the Colombians packing a truck for delivery, or some Death-Watch members out to teach a lesson to the establishment, may prove to be another matter...

To insure there are no problems, have the party make three Stealth checks on their way to the Boys' hideout; any failure will attract unwanted attention; two will mean a random group appearance to "check 'em out", and three will mean an ambush. (In the two latter cases, the odds will be from 2 to 4 against one... in favor of the bad guys, of course!). Remember that the Death-Watch is trying to teach society a lesson. They will target any apparent wealthy/authority figure first (yes, your brand new Katana 2000 might get torched), but will be very quick to acknowledge they are on the losing side of an argument if the going gets tough. Also, any apparent supernatural incident will get them runnin' for their mamas. On the other hand, the Colombians are heavily armed (if somewhat lightly armored) and bent on shooting first, and asking questions later (it would not be such a bad idea to run from such a fight). Of course, any skirmish will surely attract the attention of the Lost Boys... I guess that's one way to bring them out...

As you stealthily make your approach along a crumbling wall of the ancient plant, you listen intently for the telltale signs of activity that will alert you to the presence of your quarry ahead. You wonder why everything is so quiet around this building, why you haven't seen any sign of life, and why this other group that's been tailing you since your entry on the grounds has just abandoned their prey when you got to this building... Suddenly, up ahead, you feel, more than you see, the object of your quest: a glimmer of light being reflected off a glass panel... someone is home... Knock, knock... the Havok lady is here!

The Lost Boys are one of four groups inhabiting the old atomic plant (almost anyone in town can give you pointers about the different gangs hanging out there, as well as their respective spots. A Streetwise check will give you more info on the gangs themselves, as detailed below). Although they are a very recent addition to the juve gangs that dwell in these parts, they have insured for themselves quite a large portion of territory, which, for reasons that will become clear in a minute, the other gangs will not challenge for any reason (see the map below for a layout of the place. A suitable example of such a locale is the gang hideout in **Robocop**, or the factory in **Terminator II**: plenty of steel girders, access ramps, industrial robots, exposed plumbing, with the occasional burst of steam to make the place look dangerous... Most post-apocalyptic films also have something of the kind in one form or another). What sets this group apart from the others is the fact that the Lost Boys are vampires... They have

established headquarters in this building because of its relative good maintenance and the fact that it has three sub-basements, making it an ideal haven.

The current leader is Victor, a 17-year old on a personal vendetta against those who betrayed him. The rest of the group is made of six teenagers (age 14 to 16), all friends of Victor who survived the slaughter of their old gang: Jason, Mike, Sandra, Tom, Malcolm and Brenda. All of them are pretty overconfident due to their newfound powers, believing that no one can stand in their way (they may be right!) However, the recent decision of Victor to kill young Alice



Walker has caused dissent in the group: hardliners against isolationists. But this latter group is afraid of Victor's new tendencies and powers (With good reason, because Victor is now **INSANE**, having failed his check when passing from fledgling to young – see **Night's Edge** page 45). Jason, Malcolm and Brenda form the opposition group and are planning to flee to Night City soon.

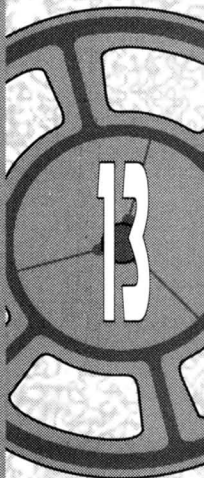
The assault on the party will be a further strain on their group, as the isolationists will prefer to flee rather than fight. On the other hand, Victor and the others will be more than willing to start a bloodbath. Depending on the presence of vampires in the party (or the lack thereof), reactions might differ (see **REACTIONS** section below for more details).

SPECIAL NOTE: If you are planning on playing this adventure without vampires, then the following adjustments to the story should be made:

- Victor was found by a rogue cyber-doc who transformed him into a Vampire Poser through cybernetic implants. However, his fragile mind snapped under the strain and is now undergoing cyberpsychosis. The other members of the group were all given similar enhancements on request.
- Alice discovered the location of the cyber-doc shop in town, and the psychotic Victor wants to keep her from telling!

The other three groups in Gangland are:

- The Death-Watch: a band of 15 teenagers (mostly age 16 and 17) up to no good. Neo-nazis and hard-core punkers rebelling against anything made by adults (which would include them also). They are into smashing things and other destructive endeavors (killing isn't messy enough for them) as well as a healthy abuse of illegal substances, which are kindly provided by their neighbors, the Colombians;
- The Bartsters: a band of 10 teenagers (mostly 13 to 15 years of age) under the leadership of one Bartster, bent on general mischief and aggravation, but mostly annoying instead of being really dangerous. They usually travel about on heavily modified skateboards. Their leader is currently thinking about leaving this bunch of losers, and moving into the big league. So far, he has been rejected by the other groups and is gathering the courage to ask the Lost Boys to be a member.
- The Colombians: real criminals! This is a branch of their operation which numbers about 30 people (from techies to muscled) and is on the rise. Their headquarters are heavily fortified and defended day and night. They are currently providing drugs to the Death-Watch to gain their confidence and are planning to do so with the Bartsters (making them their couriers) and the mysterious Lost Boys. (**NOTE:** Victor has come to learn of the Colombians' plan and was planning a warning strike against their stronghold in the near future. He doesn't want to have his coven contaminated.)



REACTIONS

When the characters storm the Lost Boys' hideout, Victor will have just learned about Jason turning Alice into a vampire. Jason will be bloodied and on the ground, shaken, but Brenda and Malcolm will prevent any more violence to their comrade by interposing themselves between him and the raving Victor. When the group barges in, Victor is sure that they are the direct result of Alice talking, and he will make sure nobody escapes alive... including the three traitors. However, if any PCs are vampires, Victor will call off the melee, being overjoyed to see others like him. He will greet them and ask them the reason for their visit (he has become quite megalomaniac and considers humans and the other members he created beneath his notice). He will not understand the need to save Alice, but a Persuasion check will let him drop the matter. (NOTE that any contempt or ridicule directed toward him will instantly put him in a blind rage. He will order his followers to attack human members of the party first, leaving for him the one responsible for his burst of anger).

The other group will flee to the basement (a difficult Tracking check to locate them) where young Alice is. No one will want to fight unless provoked and Jason will do his utmost to save Alice, having Brenda flee with her during the combat (Three Difficult Tracking check to locate them; failure of any means that the PCs lost them).

In order to save the young child, her infected blood must be removed and replaced by untainted blood (this will require hospitalization) within the 24 hour period of her disappearance. The girl is in shock from gaining vampiric senses and the trauma of the entire sordid affair. If no vampires are present to know what to do, Jason will tell them about this possibility (if, of course, he is still alive to speak. If not, the change will be irreversible.)

NPCs

In the description, ExMod refers to how a character acts externally with people, while InMode is how he/she really feels.

VICTOR SHEEAN



Streetname: Victor Sheean Real Name: idem
Role: Vampire/Solo Specialty: Gang member

GAME STATS

INT: 6 REF: 11 TECH: 4 COOL: 3
ATTR: 6 LUCK: 2 MA: 8 BODY: (7) 8
EMP: 3 PSY: 7 SAVE: 8 BTM: -3
DM: +1 INIT.: +4

DESCRIPTION

Sex: Male Age (App./Real): 17/17 Ethnic Origin: American
Age lvl: I Hair Color: Blond Hair Style: Mohawk
Height: 5'10" Weight: 147 lbs Eye Color (s): Blue
Dress & Style: Leathers
Distinguishing Features: 'V'-shaped scar on face

PSYCHOLOGICAL

Motivation: Revenge ExMode: Confident
InMode: Scheming
Quirks: Fast (+1 REF), stake through heart will destroy him, cannot enter churches, acute hearing (+1 Awareness).

SKILLS

Name	Level	Name	Level
Combat Sense	+4	Awareness	+7
Stealth	+7	Intimidate	+5
Dodge & Escape	+6	Brawling	+4
Melee	+4	Handgun	+3
Endurance	+3	Tae Kwon Do	+2

PSYCHIC POWERS

Name	Level	Name	Level
Body Control	+3	Psychic Focus	+3

BACKGROUND

A year ago, Victor Sheean was left for dead in the forest area near the old atomic plant, after a gang war. There he was found by a wandering Child of the Night who tended to the wounded kid. However, it quickly became apparent that he would die soon and medical attention was not easily reachable. That fateful night, the young Sheean was saved and damned at the same time... he became a vampire. For three months, his guardian taught him in the ways and then bade farewell to Victor. Relishing his newfound powers, he exacted sweet revenge against the gang that had left him for dead. Then, he offered those same powers to the remnants of his old gang. Soon, rumors were spreading fast in Gangland that the Lost Boys were a group to be given a wide berth.



SANDRA TWOYOUNGWOMAN

Streetname: Crazy Eagle Real Name: idem
Role: Vampire/Solo Specialty: Gang member

GAME STATS

INT: 8 REF: 8 TECH: 2 COOL: 9
ATTR: 8 LUCK: 12 MA: 7 BODY: 4
EMP: 3 PSY: 10 SAVE: 4 BTM: -1
DM: -1 INIT.: +3

DESCRIPTION

Sex: Female Age (App./Real): 16/16
 Ethnic Origin: American Indian Age lvl: 0
 Hair Color: Black Hair Style: Long Braided
 Height: 5'10" Weight: 107 lbs Eye Color (s): Pale Blue
 Dress & Style: Leathers
 Distinguishing Features: Wears 2 eagle feathers on armband, and facial red warpaint

PSYCHOLOGICAL

Motivation: Power ExMode: Driven InMode: Nihilist
 Quirks: Fast (+1 REF), very lucky (+2 LUCK), stake through heart will destroy her, cannot enter churches and fear silver/wood.

SKILLS

Name	Level	Name	Level
Combat Sense	+3	Awareness	+5
Seduction	+7	Persuasion	+5
Dodge & Escape	+5	Brawling	+4
Melee	+4	Handgun	+3
Swimming	+3	Tae Kwon Do	+1

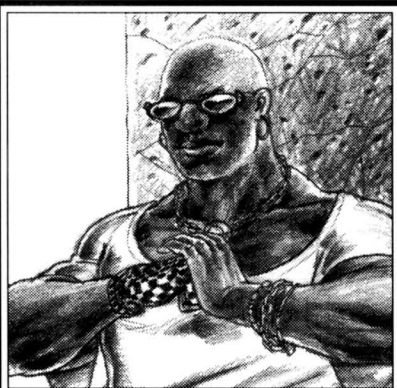
PSYCHIC POWERS

Name	Level	Name	Level
Charm	+3	Psychometry	+2
Illusion	+2	Electrokinesis	+2

BACKGROUND

Sandra is Victor's lover, and they fuel each other's passions (in this case, sparks literally FLY between them!).

MIKE BOONE



Streetname: Black Rage Real Name: idem
 Role: Vampire/Solo Specialty: Gang member

GAME STATS

INT: 4	REF: 10	TECH: 2	COOL: 4
ATTR: 7	LUCK: 5	MA: 4	BODY: 12
EMP: 3	PSY: 5	SAVE: 10	BTM: -5
DM: +4	INIT.: +5		

DESCRIPTION

Sex: Male Age (App./Real): 16/15
 Ethnic Origin: Afro-American Age lvl: 0
 Hair Color: Bald Hair Style: -
 Height: 6'6" Weight: 247 lbs Eye Color (s): Blue
 Dress & Style: Rapper outfit
 Distinguishing Features: Mirrorshades and dark complexion

PSYCHOLOGICAL

Motivation: Power ExMode: Bully InMode: Insecure
 Quirks: Very Strong (+2 BOD), Stake through heart will destroy him, Cannot enter churches, Acute hearing (+1 Awareness), Slow (-1 INT)

SKILLS

Name	Level	Name	Level
Combat Sense	+5	Awareness	+5
Stealth	+2	Intimidate	+7
Dodge & Escape	+4	Brawling	+3
Melee	+4	Handgun	+1
Endurance	+8	Thai Kick Boxing	+6

PSYCHIC POWERS

Name	Level	Name	Level
Body Control	+3	Regeneration	+2

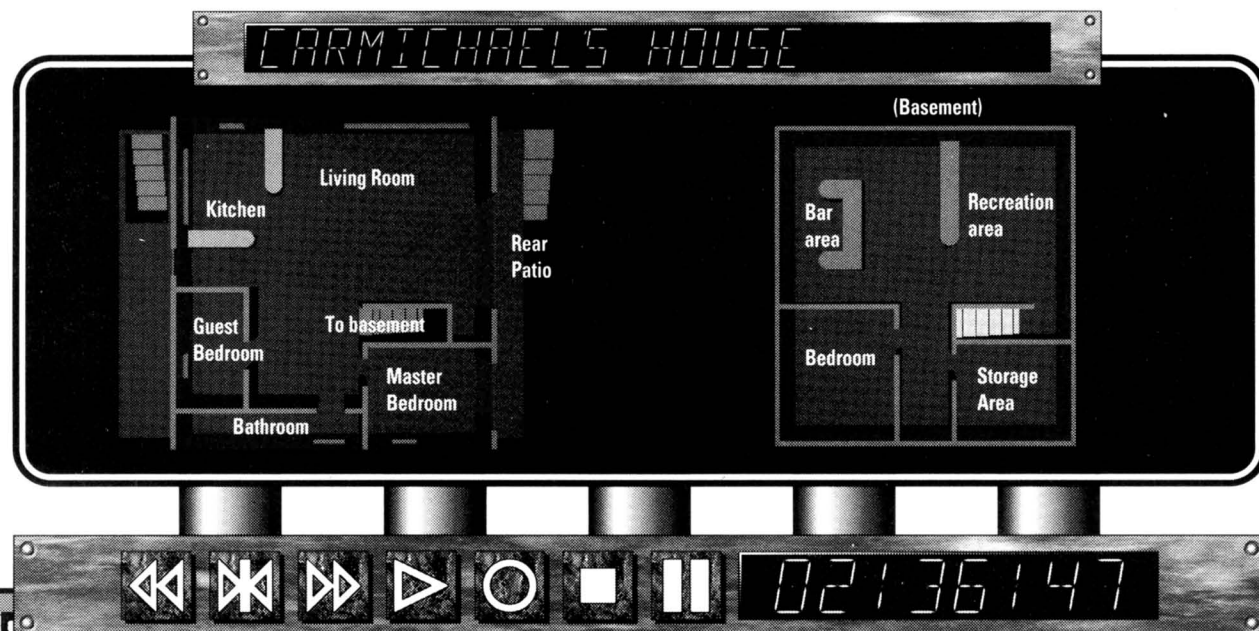
BACKGROUND

Mike used to be the champion of a street gang called The Black Furies until he was thrown out after beating the second in command to a pulp over a girl. He had just joined The Fatal Boys when they were attacked by a rival gang from Denver, on the very night Victor was 'killed'. He is a mean and vicious combat machine despite his age (being a vampire has put him in the extremely dangerous state.)

The other members of the Lost Boys are all Fledglings whom you can easily create using the rules in the **Night's Edge** sourcebook, pages 66 and 67. Take note that all members can have the same basic quirks as Victor (as per the rules outlined in the **Survival of the Fittest** adventure), and that in making Jason, don't forget to give him the Telepathy power (to account for his ability to mesmerize Alice into coming with him after leaving the school bus).

CONCLUSION

Bringing back little Alice will certainly create quite a commotion in Springfields. How are the PCs going to explain her condition? And how are they going to avoid police questioning and the investigation? What about Victor? (If he is still alive, he may want revenge on the players, or, if the bloodshed was averted, the team may feel they must eliminate him anyway to stop his insane plans of setting the city afire with senseless violence.) The best way around the situation is to have the PCs pay for a private treatment and fabricate some story about the girl stumbling upon a crime in progress, being taken hostage in Gangland, and rescued by the party with the help of an anonymous caller. This leaves the psychic sequels of the adventure for Alice to explain. People will not be willing to believe her stories of vampires (although some might). Instead, they will feel sorry for the poor thing! A vampire with the Mnemonic power could be quite handy for this occasion. If treatment cannot be given in time, Jason will come to Alice in the night, taking her with him, Brenda and Malcolm, en route to Night City...



- Lots of bills (many are Final Notices. It seems Mike likes the finer things in life, and it is beginning to take its toll. Arrears amount to over 5,000eb). An average Awareness check will uncover a receipt dated last week, from The Frisco Group Company, in the amount of 1,679.32eb (actually a life insurance company, the kind who will insure EVERYBODY, for a price).
- A crumpled piece of paper in the basket near his bed (actually a letter from a certain Sharon, quite angry at being stood up, and threatening to do nasty things to his manhood with an ice pick! Checking in the black book will reveal five names beginning with S: (1) S. A. 3267890 5-7-6-8-5; (2) S. H. 3266684 7-3-8-8-11; (3) S. U. 3285523 6-8-5-5-8; (4) S. Y. 3291234 9-3-9-9-5; (5) S. L. 3272332 7-10-7-8-7;

LOCATION: FIRST NATIONAL BANK

A massive black square of a building, with a golden revolving door entrance on the front and a single service door in the back. Only authorized personnel will have access to the bank after the robbery (a Cop-PC will be a definite advantage, requiring a Persuasion/Authority check to get in, possibly with any person he vouches for – although non-police ‘snoopers’ may be kept under strict surveillance). Asking around will reveal the following facts:

1. - The two thieves wore Halloween masks and ambushed the security guards as they were transferring money

from the vault just after closing hour. They swiftly cleaned every valuable in sight, including the contents of the many safety deposit boxes in the vault (one of them had the film the PCs sought).

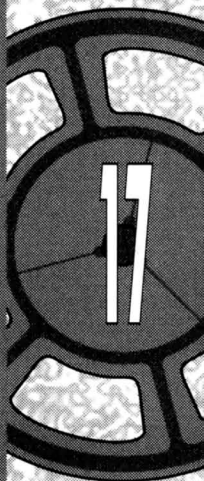
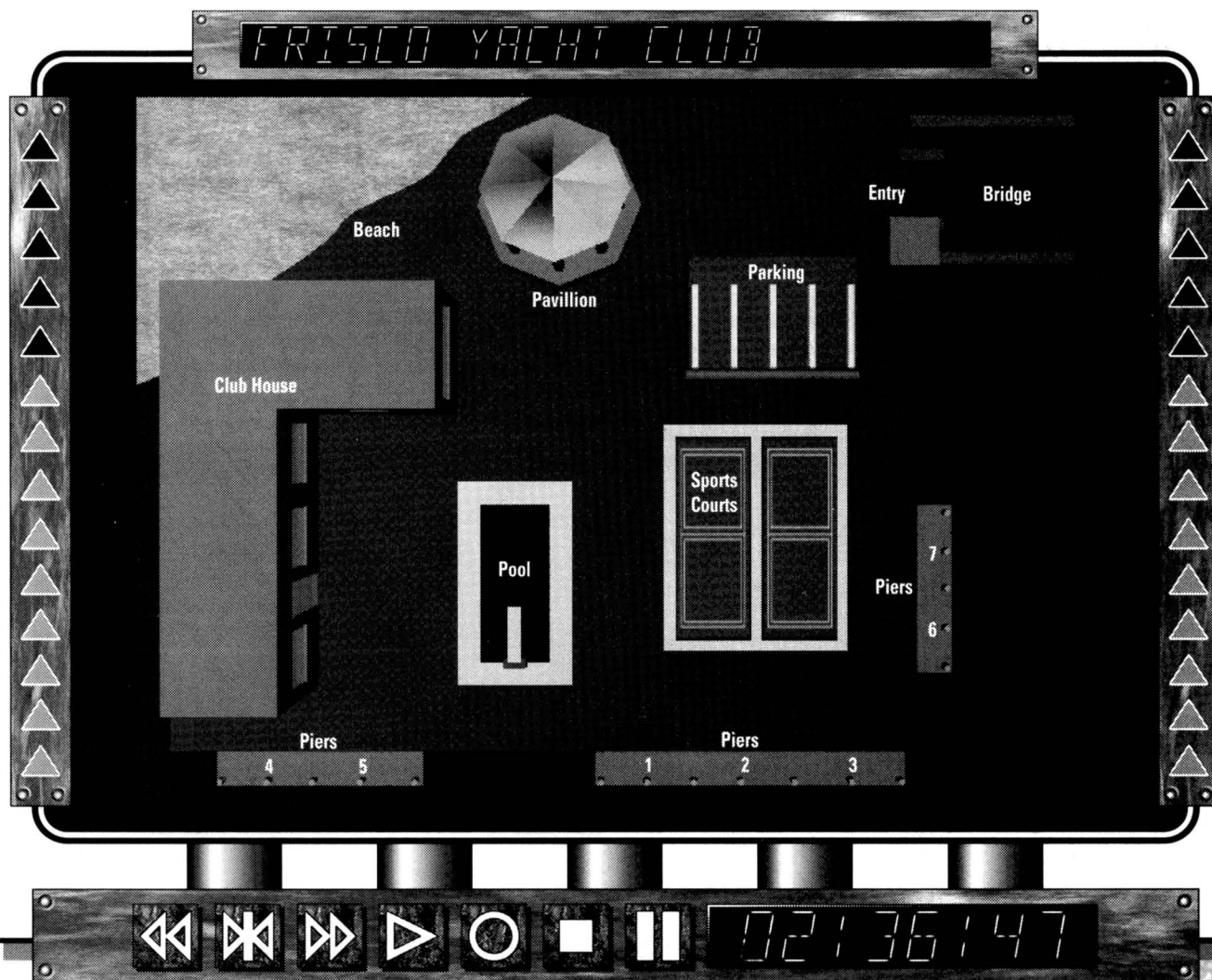
2. - This was a carefully laid out plan, executed by professionals within 15 minutes. They made their escape in some red sports car driven by another masked, third person.
3. - They escaped with over 2,000,000eb in cash and other valuables, not counting the safety deposit boxes which were also stolen.

LOCATION: FRISCO YACHT CLUB

The rich and/or famous enjoy their boat in this picturesque locale, complete with a vast club house (including a restaurant, a bar, an indoor pool and private teachers), an underground parking and, of course, lots of security. Only members and their registered guests are allowed on the grounds, trespassers being courteously shown the way out.

Nolan Riker owns a 65' sail boat: the Little Mermaid. She is presently moored at Pier 6. Asking around (if the PCs have found a way to circumvent the patrol problems) will yield the following bits of info:

1. - Riker throws numerous parties on his boat, even if the elite is shunning them (lots of wanna-bes are attending).



2. - He leaves the Pier each Tuesday night at around midnight for an unknown destination, returning Wednesday mornings around 4 o'clock.
3. - He lives on his boat, most of the time conducting his business on it, even though he wouldn't say exactly what his business is, anyway.

LOCATION: LT. CARMICHAEL'S HOUSE

A very nice beach house (see map, p. 16) with view on the Bay, something akin to those in the Pacifica area near Night City: costs a bundle, but is the IN way to get out of the city hell and relax comfortably, enjoying the calm provided by a local contingent of Militech boys, all very eager to please. (Easy enough to access the beach areas in the day – unless you look the unsavory type – but another matter at night. Patrols are regular and most residents are well-known by the security guards – better have a pretty waterproof story if you get caught sneaking around a house with apparently no business there.) Getting inside the deserted home will take an Average Electronic Security check and PCs will have to watch their use of lights, as they could alert the patrols who know nobody should be there. A little bit of searching the place will unearth these clues:

1. - A six-pack of Molson Export in the fridge, with one can freshly thrown in the garbage (still some beer in it, not yet flat). PCs who have access to a forensic lab may think to pick this up for fingerprints. A neat set will indeed emerge, belonging to one Peter Santini, currently... deceased.
2. - A Very Difficult Awareness check will reveal, hidden between two boards in the floor, an old pass for the Frisco Yacht Club Pier 6. Enterprising PCs with the Forgery skill may be tempted to reproduce this little bugger and get access without hassle (requires an Average Forgery check and access to the appropriate colored plastic card – available by the dozen in any store specializing in business cards and other such things. Of course, knowing the right color to use will require some investigating first.)

LOCATION: SHARON'S CASTLE

A couple of streets north of Marto's place, in a well-off corporate sector, amid exotic trees imported from Japan encircling stone walls, rainbows produced by sprinklers watering this greenery, and everpresent Arasaka security forces, lives Sharon Heston-Winters.

Entering the estate is on an invitation basis only. Guests are issued a special security pass valid for the duration of their stay (maximum 3 days), but renewable at the Security building. Residents of this corporate haven are required to carry an ID card at all times so that security scanners scattered around the sector can verify their authorized presence on the grounds. A very Difficult Awareness check is required to notice the scanners. Forging an ID card requires a Very Difficult Forgery check along with a Difficult Electronic Security check. Since codes are changed each day, fed to a special machine installed in each resident's house, such a card would be valid only for the day. Many, fearing theft of loss, have it surgically implanted, with a jack for code link-ups. In case of unauthorized individuals, a discreet signal is



relayed to the security personnel; removal procedures are swift and efficient.

ACTION

The players have traced the owner of **Plan 9 from Outer Space** and have contacted him at his house in San Francisco. Mike Marto will be surprised that someone would want such a flop, but upon hearing of substantial money for it, he will be eager to hear more. Whatever the PCs first offer, he will ask double that, planning to milk the party for all they are worth. Unknown to them, he is in serious financial trouble, and he will not play so hard as to lose everything – GMs should play out the haggling game with the player on the phone with Mike (a Average Human Perception will reveal Mike's urgent need for cash). As soon as a price is agreed upon, he will set a meeting at a local bank (where the film is stored) for the transaction to take place. Unfortunately, either by listening to the late news, the morning screamsheet, or upon their arrival at the site, the PCs will learn that the bank was robbed clean and that the movie is also gone. Mike will be devastated (he just lost a bundle) and will demand that the police find the thieves. If the players decide to let the authorities handle the case, well... you can start the next adventure. Months will pass before the investigation finally grinds to a halt, and the file closed: **UNSOLVED**.

Should they decide to investigate on their own, things will begin to take an unexpected turn:

- the thieves more than probably had inside help for their crime, but all the employees, either of the bank or the security company, are above suspicion;
- a witness (although drunk at the time and as such dismissed by the police) claims he saw the thieves' faces briefly as they sped past him. The only problem is that the descriptions of the two men he saw match those of individuals who died two years ago.

Checking leads will uncover an intricate web of intrigue, involving a rich widow, a businessman with a dark secret, a young playboy out for cheap sex and a fast buck, and a clever pair of ghosts...

(SEQUENCE OF EVENTS: For time frame purposes, we assume that the bank robbery took place on Thursday night, the PCs getting to the site Friday morning. Mike's Porsche will be repossessed Saturday morning and Sharon plans to kill Riker next Tuesday night. The body will be recovered Thursday.)

ENCOUNTERS

NOTE: Unlike the usual encounter descriptions, this time, due to the extensive nature of the data involved, space considerations and a desire to retain the detective novel feeling, the following will present each possible lead the party may follow to solve this mystery, along with the appropriate outcome. GMs should read this section very carefully, as it is the core of the adventure. As noted before,

a judicious use of some of the subplots presented herein may drag in the story players otherwise bored by the whole concept of an investigative adventure: socialites may end up caught in the fantasies of Sharon Heston-Winters, the drug smuggling operation of Nolan Riker, or the disappearance of police officer Carmichael...

- **POLICE REPORT:** Of limited access, it will nonetheless have the statements from all witnesses, including the bank and security company employees, the street beggar who claims having seen the criminals, and a host of others questioned by the police during their routine investigation. It will also have a list of owners of red sports cars of similar design to the one used in the theft – 500 names long!

For someone inside the force, an Average Persuasion/Authority check is required to gain access to this report, but bear in mind that it will not be fully completed before a whole week after the event. For others, things may just be a little more difficult. Entering the compound and stealing it is one way of doing things – in that case the GM will have to devise the precinct headquarters, maybe along the lines of the one in Night City, and what security access the police have on their computers' databanks. Of course, getting friendly with the officer in charge or someone close enough may very well do the same job, without the added aggravation of the first solution.

- **THE POLICE:** This major bank robbery has been given to Lt. Francois Chateau, a hard-nosed, strong-jawed member of San Francisco's finest (INT 7, COOL 10, EMP 4, BODY 10, ATTR 8, REFL 8, MA 8, LUCK 3, TECH 7, Authority +5, Handgun +6, Intimidate +7, Awareness +5, Streetwise +6, Tae KwonDo +4, 6'2", 180 lbs, 33 years old, black hair with blue eyes). He is very determined to find the culprits and bring them to justice and will not look favorably to outsiders snooping around – if he finds out about any PC asking questions, he will most likely run a check on them to see if they are "clean". Fortunately for the players, Lt. Chateau's distinctive methods are not so well seen by the mayor's office, and any incident will give them a reason to keep him out of the investigation, giving it to someone more "politically correct."

On the other end, corporal Dimitri Kostetoropoulos (INT 5, COOL 7, EMP 6, ATTR 7, TECH 2, REFL 6, MA 4, BODY 6, Authority +2, Streetwise +4, Awareness +3, 5'10", 160 lbs, 25 years old, black hair, hazel eyes) is always more than willing to lend a helping hand, provided a suitable incentive is offered (money or drugs can do the trick, usually of value equal to the 'service' done – from minor (1,000eb) to major (10,000eb). Dimitri has a certain flair for these opportunities, and there is a 50% chance that he will come to the party if they are looking for information he can provide.

In between, lab assistant Susan Lee (INT 6, COOL 4, TECH 7, EMP 7, BODY 5, MA 7, REFL 5, ATTR 8, shoulder-length black hair with green eyes, 5'6", 125 lbs, 24 years old) may be inclined to give certain specific information she might have chanced upon – although she won't do anything illegal or dangerous to her job – provided the one asking is the tall and handsome kind



(Persuasion rolls made after successful Seduction rolls are made at +5. A failure, however, will get you a quick exit and a "You're just like my ex, Mike! Always something in the back of your mind... GET OUT!" **NOTE:** For those wondering, she's number five in Marto's little black book. The similarity between the 9-digit string and the vidphone number she will give to the lucky player is a dead giveaway – Awareness check to recall that fact).

Inquiring about the old Meyers and Santini case (see **JERICHO** below) will reveal that the file was closed as stated, but – if someone should ask that very question – that it was a young lieutenant by the name of Carmichael who was in charge of this case! (He was reported missing in service three months ago while investigating a routine call of domestic violence in a seedy district. His patrol car was found stripped, with no trace of officer Carmichael except a little blood on the windshield. The investigation has no leads at this moment, but organized crime involvement is not ruled out as the young officer made several enemies during the Meyers-Santini case; this info is available with an Easy Library Research check.)

Finally, asking about Nolan Riker is a sure way to attract attention. The ongoing investigation is hush-hush and anyone caught snooping in this soup is going to have a lot of explaining to do, especially since Lt. Chateau believes that a mole is working inside the San Francisco PD, supplying information to Riker (he is right, that being our buddy Dimitri who is on the "take" since the Academy days. He will report anyone asking questions about his boss).

- **BANK & SECURITY EMPLOYEES:** Only three employees were in the bank at the time of the hold-up:
 - Ms. Lowdun, the manager, a 50 years old lady now talking about retiring sooner than she taught after that infernal experience. She was on the floor most of the time, not daring to look up in fear of being shot or taken as hostage. She won't come back to work until a week later, and won't be available for comments in the meantime. However, in her statement to the police, she will mention poor old Mr. Carmichael going through all that, you know, with the disappearance of his son and all...
 - Sandy McCallister, a 26 years old young cashier, is in a state of shock at the San Francisco Memorial. She didn't see anything, but the trauma of a 12-gauge sawed-off shotgun pointed at her head was too much for her (who can blame the poor thing? Certainly not Mike Marto, who will visit her at the hospital the very next day. Yes, she is number 1 in his little black book, and no he hasn't dated every pretty woman in town – although he does try to).
 - George Carmichael, a 65 years old part-time security guard. He did not have a chance to see anything as he was neutralized with knock-out gas like the other two guards doing the transfer. He certainly hopes that the police will catch those punks! He will not talk about the recent disappearance of his son James.

- The two security guards from Militech are unavailable for comments as they are undergoing an internal investigation. Like Carmichael, they didn't see anything.
- **JERICHO:** An old street beggar who hangs out around the city was at the site when the robbery happened. He claims to have seen it all, especially the faces of the two thieves, of whom he gave a pretty accurate description. After checking in the data banks for look-alikes, he positively identified the two men. Unfortunately, they were DEAD. After insisting that he was right, the police finally decided to dismiss his testimony altogether when he confessed being under heavy alcohol influence at the time. PCs may recall seeing him at the scene of the crime, or on TV. He will be wary of anyone trying to steal his glory, but the right approach (that being money or booze) will have him eating out of the palm of your hands. He can tell the party the name of the two men he saw: Iyan Meyers and Peter Santini (An Average Library Research check will uncover the two years old story: city workers on the garbage run, they were killed in the explosion of their van when a bomb planted inside exploded. Rumors were that Santini was under police surveillance for suspected drug dealings. After a few days, the incident was forgotten and the file closed: Vendetta – someone wanted to make sure Santini kept his mouth shut!) As an added bonus, if asked about the red sports car, he will vaguely remember seeing a logo identifying it as being a Porsche 998se! Suddenly, the 500 names list (taken from the police report or by infiltrating the customer list of the local Porsche dealer – an Easy task for any skilled Netrunner or computer hacker) drops to only 50, including a certain Mike Marto (whose car is on its way to being repossessed the day after the robbery, explaining why the PCs will not see it at the studio if they drop by to investigate), a Sharon Heston-Winters (whose vid-phone number may have the players click if they got hold of it), and one Nolan Riker, apparently living on Pier 6 at the Yacht Club.
- **MIKE MARTO:** He is a young playboy (INT 6, COOL 4, BODY 7, ATTR 8, REFL 6, EMP 9, 6', 170 lbs, black hair with green eyes, Driving +5, Seduction +5, Persuasion +5, Social +5, Maximum Lover chip (**Chrome Book** p. 74) out to have some serious fun. However, all that fun is costing a bundle, and his incomes as a conman are currently not up to par – a tell-tale sign that it is time to emigrate to greener pastures. In order to lose any unhappy "customers", Mike has elaborated a complex scheme to bury his tracks: armed with a false medical report stating he is suffering from a terminal illness, he begins to circulate the news to some close friends (people to whom he owes money might be tempted to accelerate the process if they get to know too soon), making sure to get some special life insurance policy payable after a certain number of years in the event the body of the deceased is not recovered. The proceeds are to be paid to a trust fund in Switzerland; the trust is to be managed by a dummy corporation which he fully owns with his brother. All that is left to do is take a flight seemingly out of the country to see some master herbalist, never to return, leaving girls to cry and others to spit on his grave (well, you can't win 'em all...)

- **SHARON HESTON-WINTERS:** A pretty face with lots of money, a very dangerous combination in certain circles, but not for the one you might think. This lady is no pushover! Even if she did marry a rich guy, informed parties (a Social and Interview check, or a Library Research one) are fully aware that she is the woman behind – even though some may argue that she never was the behind type – the fortune of her late husband, corporate film-maker Jonathan P. Winters (he committed suicide three years ago when his film company was victim of a corporate takeover. Police suspected foul play when the young wife inherited the vast fortune, but nothing could be proved). Sharon likes the way she lives, always flirting with danger. She is particularly fond of the power money has over people, and enjoys flaunting her power, almost as much as her body (she is quite aware that sex is also a powerful weapon). She had a number of affairs with many socialites (tabloids are always fighting over the latest scandal involving this "Lucrece Borgia"), including corporate heads, holo stars, and political figures. Her latest whirlwind romance was reportedly with business tycoon Nolan Riker and ended abruptly (that's one way to put it) when she ended up in the Bay during a party on his boat (tabloids sources say that he threw her overboard when he caught her in the "act" with a young sailor in a life boat, almost in full view of anyone coming onboard – in fact, a vidtape of the "action" was recorded by police officers doing surveillance on Riker at the time. Illegal copies of this hot little number are said to circulate in the police department.)

Quite angry at being so humiliated, Sharon has vowed to take revenge on the man. Being a little neurotic, she wants him dead (she thought about testifying against him, exposing his drug smuggling operation, but she knows that he will have her killed before anything goes to trial), and has selected a suitable guinea pig for the dirty deed, a certain Mike Marto. She met the pathetic playboy at one of her parties, noticing they had the same taste for cars. They had a couple of wild nights together, and she learned of his money problem. Playing the innocent, she loaned him a couple of thousands and later, pretending to discover he was seeing other women, she dumped him in anger. Sharon plans to hide on Riker's boat next Tuesday night when he departs to see his little friends, wait until they are alone at sea and kill him, dumping his body into the sea. Returning in scuba gear, she will plant the gun and a briefcase full of drugs and money in Marto's place. She will return to a party, making sure everybody is quite positive she was there all the time, waiting for the police to storm Marto's place (she did hire an actor sporting a very convincing synthflesh mask to portray Marto having a violent discussion with Riker over her, and conveniently threatening to kill him. Unfortunately, this was his last role, as he is now laying under tons of cement in one of the city's newest construction sites). Mike will have no alibi, having been stood up by a date (actually a loan shark who refused him money) and spending the night walking around (remember, no more fancy car!) with no real purpose.

- **NOLAN RIKER:** One of those business men specializing in import-export, making apparently lots of money from owning a large number of small companies all over the world, always with some charity cause to support,

being a model corporate citizen. Of course, the police want to nail him, suspecting him of drug activities for years, but never being able to pin so much as a parking ticket on the guy! Riker is involved in the drug biz, among other profitable ventures, and is quite aware of the police scrutiny he is under, planning to do something about it soon (that will happen sooner than he thinks, see **REACTIONS** below). For now he is content with his current operation, although it was threatened two years ago when two of his best couriers were about to be caught by the cops (he is smuggling the drugs under the cover of waste management. Garbage trucks are used for deliveries in the city, while his Tuesday night rides are only a lure for the cops). He engineered the fake deaths, putting them on ice out of the country for a couple of years while things cooled down (or so he thought).

- **JAMES CARMICHAEL:** Always the arrogant one, James thinks himself above everyone else. Not surprising that he chose to become a symbol of power: a cop! He wanted to make a name for himself, make sure he wouldn't end up like his pathetic father, a lousy guardian in a lousy bank, making lousy money. No, he would be somebody! And a chance to do just that came with the Meyers-Santini investigation, but the damn fools blew themselves away and young Carmichael was out of the limelight once more. He spent many hours trying to find the culprits, but eventually gave up, bitter and resentful of being a nobody again. Over the years he began to hatch a plan to take revenge on those he felt wronged him: he would rob the bank where his dad worked, taking what was rightfully his! Feigning reconciliation with his father, he got all the info he needed to execute the hold-up, lacking only the accomplices he would need to pull it off. It was then an ironic twist of fate that had him recognize Meyers and Santini (GMs: Use any basic goons you may have for those two) while on vacation in France. Even more obsessed with revenge, seeing that those criminals were enjoying the good life, he blackmailed them into helping him with the robbery (they have been hiding in James' beach house until the heat goes down a bit. He plans to kill them both before escaping with all the loot by the end of this week. For those wondering, the Porsche was an ego trip on the part of James, being rented from a Night City dealer just for the occasion and returned afterwards, no questions asked (paid handsomely AND in cash!))

REACTIONS

Aside from the already discussed reactions to specific events, the major characters the party will have to deal with are Sharon, James and Nolan:

- Sharon will play the unconcerned socialite in the event of anyone starting to ask questions. However, she is liable to seduce one or more party members so that she may know just how much he/she really knows about her involvement in this case. Should the PCs begin to feel threatening to her, chances are they will be targeted for elimination, unless she thinks she may not get away with it; in that case, she will simply escape to Europe,

taking all her money with her. (NOTE: A successful Human Perception check in any private (not necessarily that kind of private, but out of the limelight) encounter, will reveal that she is one sick puppy! Unless, of course, the PCs are also into decadence...)

- Mike will certainly freak out when accused of murdering Riker, especially with witnesses (and a police surveillance tape of the whole thing) identifying him on the scene. With his heavy background and inability to take pressure, he will most likely be found guilty.

NOTE: There is however some way to suggest a frame-up, as a computer enhancement analysis of the police surveillance tape will reveal small discrepancies – Very Difficult Awareness check to notice – such as voice pattern, height and weight, etc. However, if he didn't do it, who did?

- Nolan Riker is not about to let anyone interfere in his operation. Since he has the cooperation of the local yakuza, he is considered unarmed yet extremely dangerous! In dealings with authorities or others outside the underworld, he's always posing as the benevolent philanthropist, ready to help any way he can. Ordering a "hit" on any target (be it to eliminate or teach a lesson about an unhealthy case of curiosity) is always made in such a way as to never been able to trace it back to him (he uses lots of middle men), explaining why the police are having such a hard time pinning something on him.

Sharon's plan to kill him will provide him with a golden opportunity to ease the police scrutiny he is presently under. Since he is always wearing bulletproof clothing, the wound will not be fatal. He will wait until she departs, then climb back aboard, calling friends for a very special delivery. Taking the idea from his successful faking of the deaths of Meyers and Santini, he will have a copy of himself take the fatal shot (actually a helpless beggar, biosculpted to match the looks of Riker, including fingerprints and all) and have the police recover the body while he's peacefully enjoying the show in Europe.

Should he learn of the unexpected return of Meyers and Santini, he will not be pleased, sending them back as soon as possible. As for lieutenant Carmichael, he will offer him a place in his little organization, dealing with him later if he proves too bothersome. (NOTE: There's a 1% chance per day that contacts will report to him having seen either Myers and Santini. There is also the possibility he might learn from Dimitri if the PCs talk to him about it.)

- James Carmichael will simply NOT surrender in any case. Going through such another humiliating experience is too much for him to handle. He will certainly not hesitate to kill both Myers and Santini to insure they do not talk (he plans to do so anyway). They are currently hiding in an abandoned warehouse on the docks, but will be staying at Carmichael's beach house from Monday to Wednesday night when they will book passage on a cargo ship heading for Japan (it is while at sea that James intends to get rid of Myers and Santini, insuring the bodies are never found). Santini was previously at

the beach house on Friday night, being angry at both Myers and Carmichael about the loot division. By the way, the said loot is already in a container, the only one with a Fragile mention on it, ready to embark on the ship (the Kobayashi Maru) Wednesday afternoon.

NPCs

In the description, ExMod refers to how a character acts externally to people, while InMode is how he/she really feels.



JAMES CARMICHAEL

GAME STATS

INT: 8 REFL: 9 COOL: 5 ATTR: 8
LUCK: 5 MA: 8 BODY: 10 EMP: 4

DESCRIPTION

Sex: Male Age: 27
Hair Color: Blond Hair Style: Short
Height: 6'2" Weight: 207 lbs Eye Color(s): Blue

PSYCHOLOGICAL

ExMode: arrogant

SKILLS

Name	Level	Name	Level
Authority	+4	Handgun	+5
Awareness	+6	Melee	+5
Streetwise	+3	Intimidate	+5
Brawling	+4	Tae Kwon Do	+5
Driving	+5	Rifle/Shotgun	+4
Dodge/Escapes	+4		

CYBERWARE AND EQUIPMENT

Biomonitor, Adrenal booster, cybersight x2: low lite, anti-dazzle and dodgeball (Chrome Book p. 39), Kevlar vest, billy club, Stermeyer 35 in hip holster, 2 stun grenades.

NOLAN RIKER



Streetname: The Captain
Role: Corporate

Real Name: idem
Specialty: Crime Lord

GAME STATS

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

DESCRIPTION

Sex: Male Age: 57 Ethnic Origin: American
Hair Color: Gray Hair Style: Short
Height: 6'2" Weight: 167 lbs Eye Color (s): Blue
Dress & Style: Relaxed sportswear
Distinguishing Features: a third nipple

PSYCHOLOGICAL

Motivation: Power ExMode: Friendly InMode: Scheming

SKILLS

Name	Level	Name	Level
Resources	+4	Awareness	+4
Streetwise/Deal	+8	Intimidate	+5
Dodge & Escape	+4	Brawling	+2
Trade/Stocks	+7	Handgun	+3
Persuasion	+4	Kung Fu	+3
Social	+6	General Knowledge	+6
Driving	+5	Sail boating	+6

SHARON HESTON-WINTERS



Nickname: Lolly Pop
Role: Corporate

Real Name: idem
Specialty: Socialite

GAME STATS

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

DESCRIPTION

Sex: Female Age: 34 Ethnic Origin: American
Hair Color: Blond usually Hair Style: Varies
Height: 5'9" Weight: 117 lbs Eye Color (s): Blue
Dress & Style: Excentric and provocative fashion statement
Distinguishing Features: alluring smile, digs body language!

PSYCHOLOGICAL

Motivation: Pleasure ExMode: Hedonist InMode: Decadent

SKILLS

Name	Level	Name	Level
Resources	+7	Awareness	+4
Seduction	+10	Persuasion	+5
Handgun	+3	Social	+10
Karate	+3	Personal Grooming	+6
Wardrobe and style	+8	General Knowledge	+4
Dancing	+2	Driving	+4

CONCLUSION

Depending on the party's actions, they may find themselves heroes after catching the thieves, thwarting an attempted murder, and possibly help them to expose a crime lord (if they find a way to make Sharon spill it), all that coming with a just reward (say, 50,000eb). On the other hand, bodies may start to pile up and sooner or later, someone will realize that all that begun... exactly when the PCs got in town!



*All the world's a stage,
And all men and women merely players.
They have their exits and entrances,
And one man in his time plays many parts.
- William Shakespeare, As You Like It.*

CASTLE TRANSYLVANIA 6

Running after a copy of **Dracula**, the players will track the owner, one anonymous buyer going under the initials V.T., to a small town near Kansas City boasting a replica of a 16th century Slavic town as its main tourist attraction.

LOCATION: HOMLETT

Located near the state park, this small medieval town is like time travel in a can, something quite popular with the nostalgia-hungry, a certain jet set, and kids (although they DO prefer old western town renditions which offer more action). Hidden by a nearby forest and built around a rocky spire, there is a feeling of 'outworldliness' which is quite complete, especially if you are wearing appropriate costumes (available in town at a range of costs). From the opening of the business hours at 9 o'clock, to the closing at midnight, everyone is trying his very best to make you experience what was the life in the 16th century: from old cuisine to talking (almost everyone fakes an accent and knows a few slavic words), and even the money (standard euro bucks are exchanged for tin, copper and pewter pieces, as all prices are in those currencies while in the 'village' – however, inside restaurants and inns, and if your villager does not want to miss a sale, you can almost always use normal cash) – everything is masterfully orchestrated by the owner (Stokers Co.) to leave the tourist with an irresistible urge to come back!

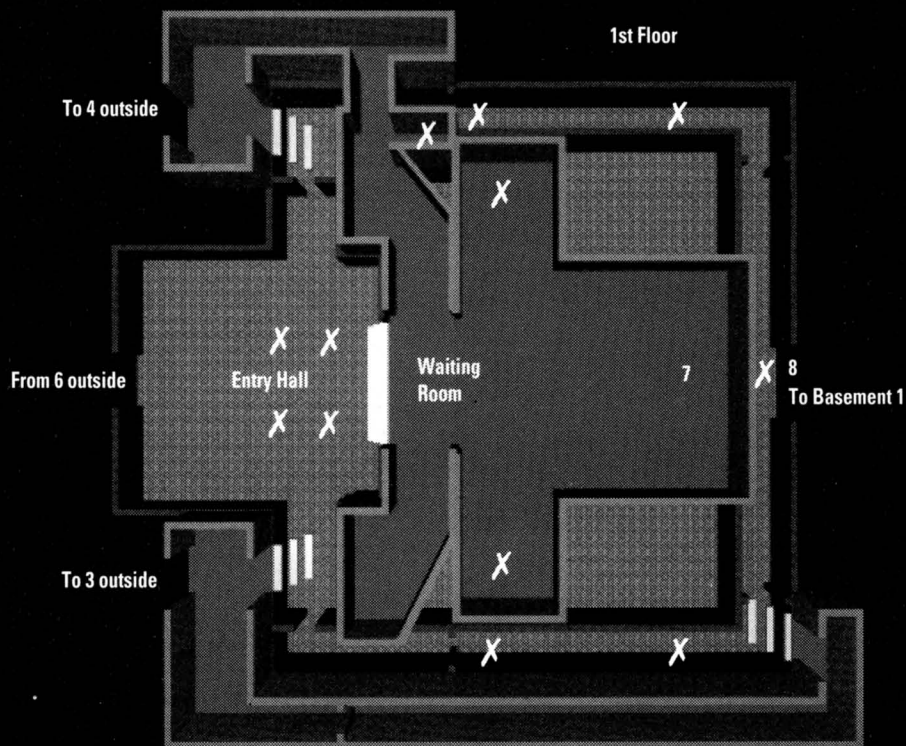
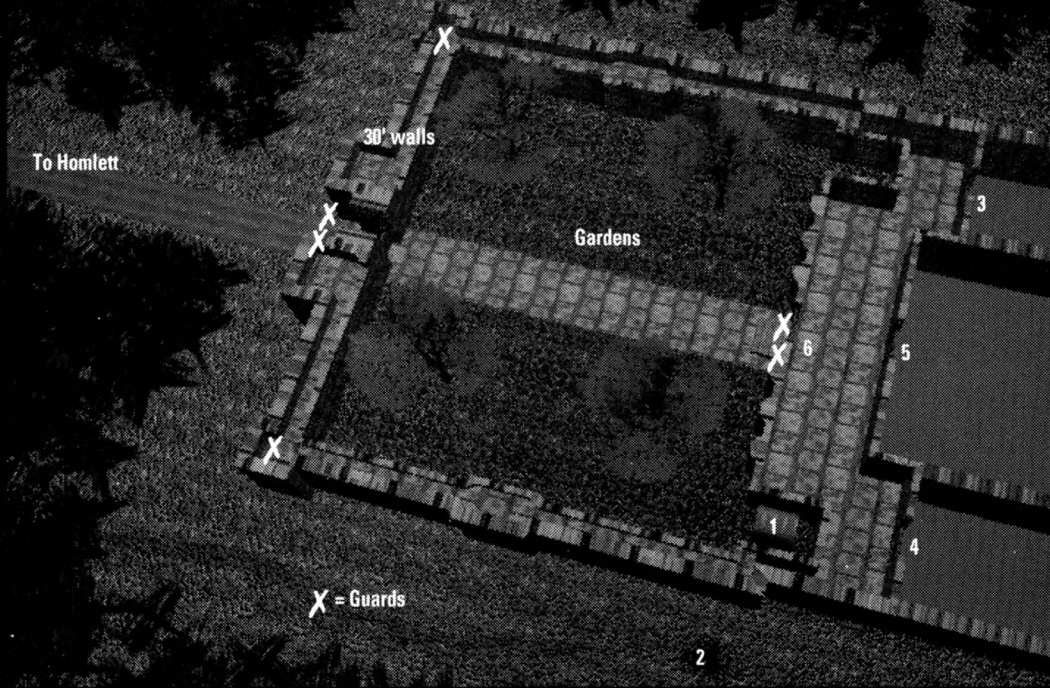
There are two ways to enjoy a trip to Homlett: as a regular tourist (meaning you simply come to see the sights, buy a few souvenirs and leave after a day or two, usually staying outside of town), or as a 'citizen' (this special accomodation package lets you act the part of someone in the town, complete with costumes and accessories – prices vary depending on who you want to play, from a lowly farmer (100eb/day) and shop owner (300eb/day – some real merchants are paying this fee for the privilege to sell their trade to tourists, so, when checking out that antique clockmaker shop, don't be surprised if he also happens to have in stock the latest digi-holo watch as well), to townsguard (250eb/day, complete with at least a tavern brawl for you to "disperse") and even burgmaster (1,000eb/day). Each role comes with advice on playing it, as well as explanations of your relationships with the rest of the community. The 200 roles available (there may be only one burgmaster, but a bunch of you can play guards) are handed down by reservations, so it is not uncommon to have a new contingent of guards each week. However, the majority of residents are always the same, as are most of the GCs (Gentle Citizens, recognizable by their red armband) working each season at the 'theme park'. These GCs are the heart and soul of this enterprise: they are the ones responsible for all the major activities as well as the well-being of the tourist, especially the ones playing a part in the town as part of their vacations (for them they must provide opportunities to interact with the rest of



the town in a manner suited to their chosen role and their personality).

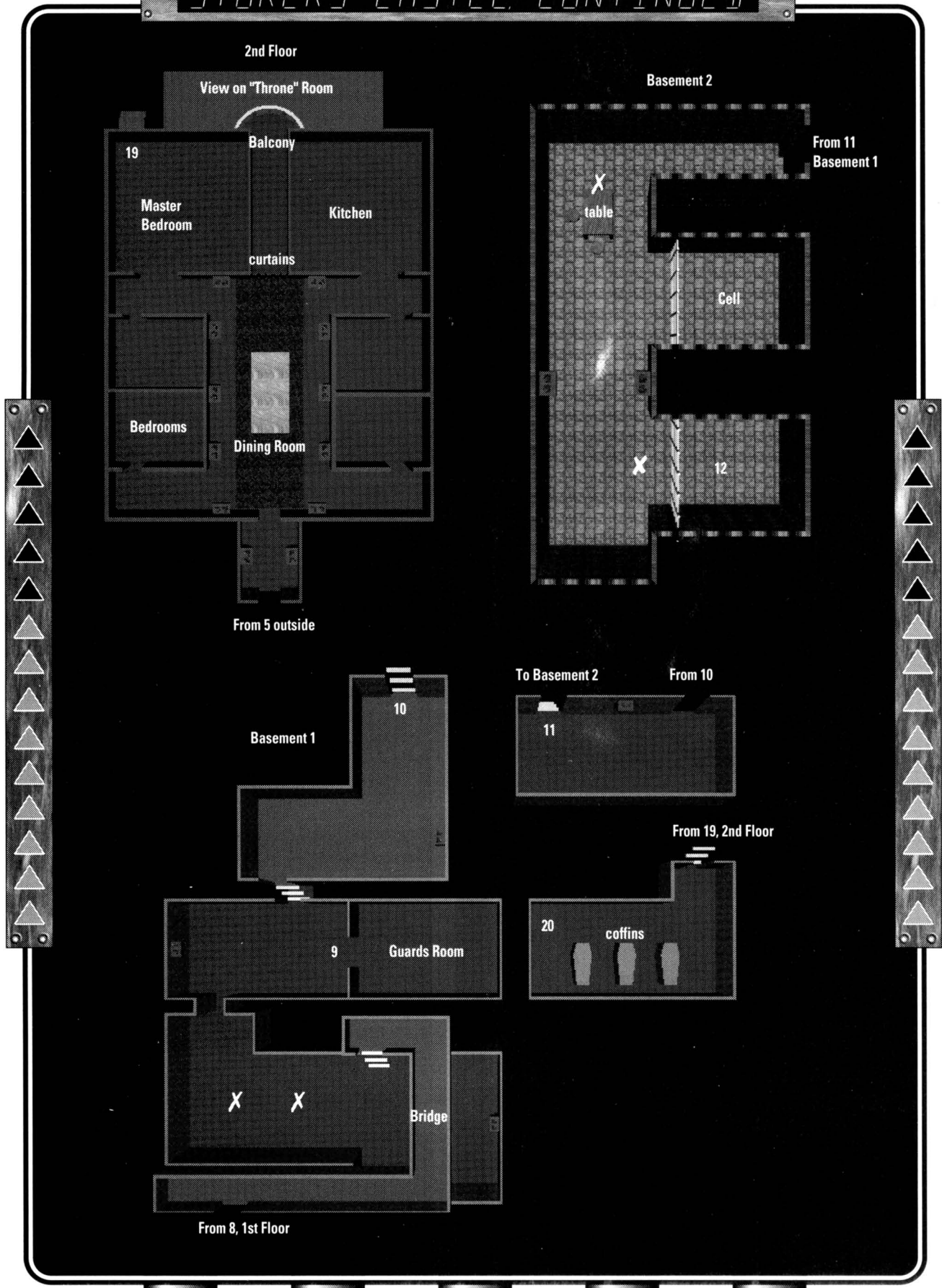
NOTE: The whole thing is similar to a large scale live role-playing adventure, except that there is no dragon and other stuff, as it is a realistic medieval recreation – if somewhat romanticized. Real life in those times was not such a great thing, unless you were one of the rich feudal masters. The replica is built around a central plaza, where the flagstone streets meet in the middle. Around it are placed the major places to see, as well as many boutiques, restaurants, motels and houses for the GCs and their family. Here's a look at the most interesting spots in town (See map below for details on the layout. Note that only the major buildings are shown):

STOKERS' CASTLE





STOKERS' CASTLE, CONTINUE 3

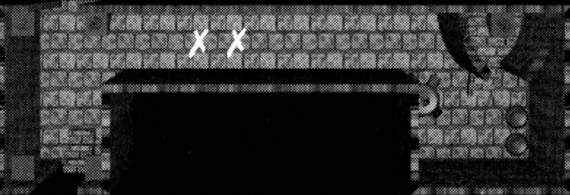


STOKERS' CASTLE, CONTINUE 3

Secret entrance



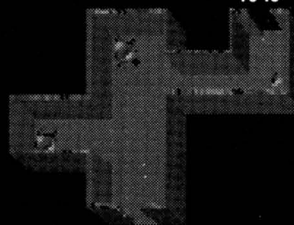
From 10 Outside



To 1 Outside

Secret Escape Route

To 13



From 7, 1st Floor

From 16

17

Lever

Lever

18

Vitrails

Altar

Benches

To 17

Rocks, 4'

16

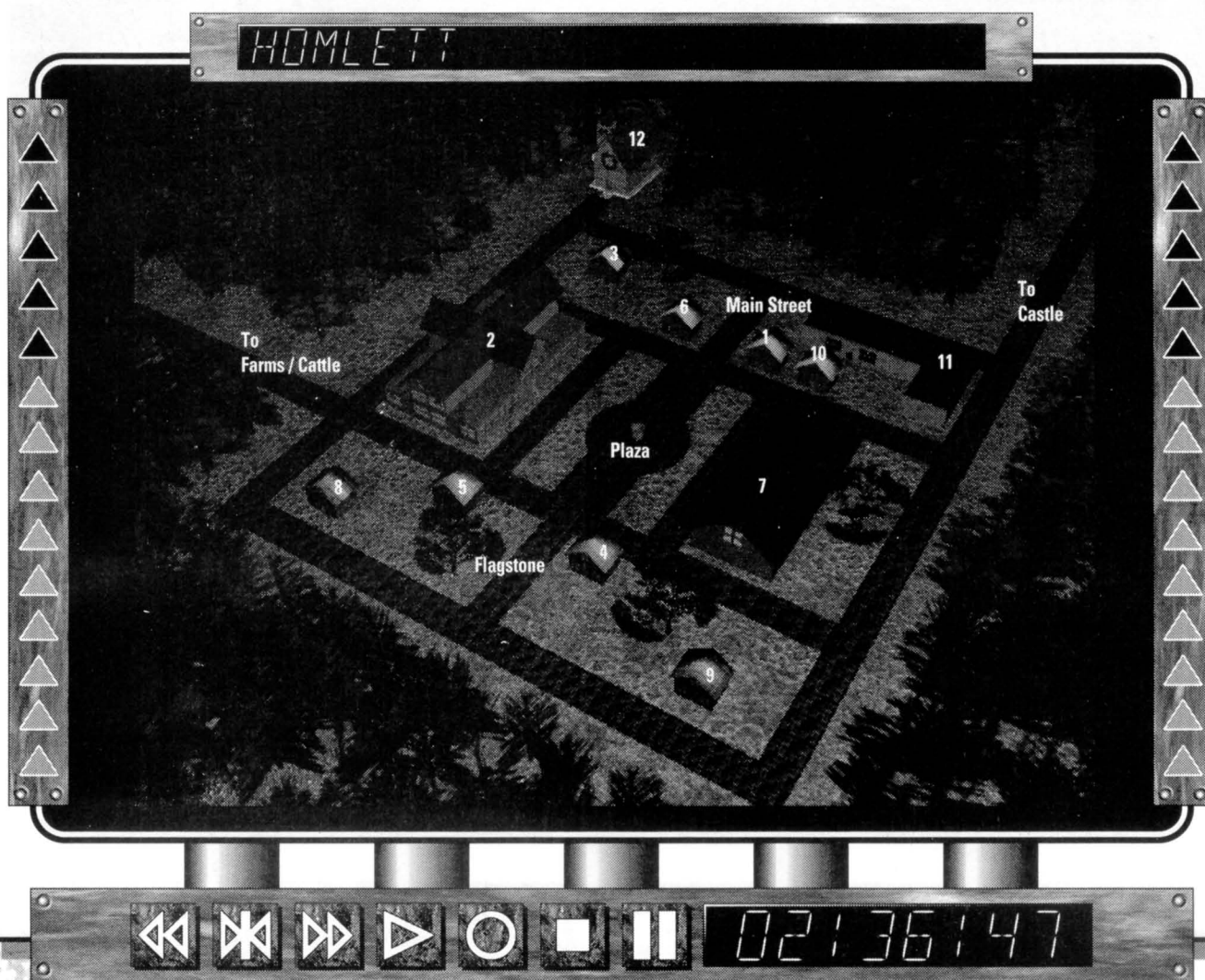
15

Water, 2'

14

13

1. - **Burgmaster House:** Usually occupied by some corporate family not wishing to stoop down to the population level even while vacationing here. They are arrogant and snob most of the time, meaning that any Burgmaster is unanimously not liked – which is good for the part. He/she will conduct any official affair in town, arbitrate conflicts between citizens and enjoy the spotlight during festival week (a celebration of crops in August).
2. - **Inn:** The biggest accomodation facility in town, the Green Griffin Inn can provide rooms for fifty guests at a time, including an ill-reputed "common room" (50eb/night, 10eb in the common room). Meals are also served in a big dining room, complete with a fireplace and a bard providing entertainment in the evening. The owner is a certain Otto (INT 6, COOL 9, EMP 7, BODY 6, 5'6", 170 lbs, 42 years old, gray eyes with white hair, Social +4, Awareness +3, Cook +5), who manages the place with three very nice waitresses (Sonja, Tanya and Bella).
3. - **Blacksmith:** Sergai Gurevich (INT 5, BODY 10, REFL 6, COOL 4, 6'6", 280 lbs, 37 years old, black hair and beard with blue eyes, Strength Feat + 5, Endurance + 5, Awareness +3, Brawling +7, Intimidate +5) operates this antique shop where you can get yourself easily reacquainted with this old profession.
4. - **Costume shop:** Vera (INT 7, COOL 7, ATTR 7, EMP 7, 5'4", 100 lbs, 32 years old, Acting +5, Wardrobe/Style +6) owns this shop where you will get any kind of time-appropriate costumes to dress-up in.
5. - **Brothel:** This is not advertized on the travelling brochure, and not known to the general population of Homlett. A group of Stokers Co. corporates wanting to tend to the needs of a seedier bunch; this place is well hidden as an ordinary house. Only those asking discreetly on the street may find out about this place (Difficult Streetwise check), or through Bella and Tanya at the Green Griffin Inn – Otto is unaware that these new employees are also prostitutes informing potential clients of their base of nocturnal operations.
6. - **Bank:** Actually more of a collection of safe deposits boxes you can rent by day (8eb) to put in any stuff you do not wish to carry along (like those pesky illegal weapons).
7. - **Tavern:** Mikoyan Gurevich (Sergai's twin brother, but more sociable) manages this old-style tavern where all the town's nightlife happens (if 9 to midnight, curfew time, is your idea of nightlife...) Two of the six waitresses are also prostitutes trying to sell their 'wares', but lately, Mik is beginning to suspect that something weird is going on with Ola and Barda. Friday nights at the Red Tzar are especially eventful: it is the night of the staged all-out brawl!
8. - **Museum:** The local gifts and souvenir shop, with all the brochures and info you need on the town, as well as a few authentic antiques from the period, imported from Baltic countries.



9. - **Guard House:** About fifteen guards are stationed here, patrolling town, and generally making sure the population behaves (that is more directed towards tourists than GCs). Even if most of these men and women are playing that part, it is usually sufficient to maintain security. However, there are about ten real security guards watching the town through hidden cameras (Difficult Awareness check to locate one), ready to intervene should any serious case occur – all are well-trained for crowd control and can be well-armed if the need be (Typical real guard is: INT 5, REFL 8, BODY 8, COOL 8, MA 7, EMP 5, 6', 180 lbs, 25 years old, Awareness +4, Combat Sense +4, Handgun +4, Rifle +2, SMG +3, Brawling +5, Melee +4, Karate +3, Intimidate +4, equipped with skinwatch, adrenal booster, Cyberaudio: Radio splice and scrambler, light armor jacket, 3 stun grenades, BudgetArms Auto 3, 2 clips, hip holster, 3 motion restraint bombs (**Chrome Book** p. 48) and three of them will have Stundart pistols (**Chrome Book** p. 49)). They are under the command of Jim Rhanes, the captain of the guard (INT 7, REFL 10, BODY 9, EMP 7, COOL 9, ATTR 8, TECH 7, LUCK 6, 6'2", 190 lbs, black american, brown eyes and hair, Awareness +5, Combat Sense +6, Handgun +5, Rifle +4, SMG +5, Stealth +4, Strength Feat +4, Thai Kick Boxing +3, Brawling +5, Melee +4, Driving +4, Dodge/Escape +5, equipped like his men, except that he also carries a Militech MP Shotgun (**Chrome Book** p. 48)).

IMPORTANT NOTE: No weapons, except those of the guards, are allowed on the grounds. Detectors are placed at the entrance of the town and in each establishment open to the public.

10. - **Merchant's Guildhouse:** This is the place where you can get the necessary paperwork if you intended to buy or lease a shop in the village as a 'craftsman'. The lobby also has a large holo map of the town, providing directions to any place you want to go, as well as current profiles of all registered shop owners. Finally, any complaint about business deals are made here and settled by a representative of Stokers Co. (**NOTE:** The basement of this building holds a secret facility used by the company to experiment with diverse methods of influencing people coming into town via subliminal messages. We were not kidding when we talked about irresistible! An average COOL check is required to avoid talking about coming back again, adding one to your roll for each point of INT over 5, but subtracting one for each full day spent in the town. Cyber-enhancements allowing one to see in the ultraviolet and/or hearing in the subsonic range may allow a person to notice the messages, on a Difficult Awareness check. Vampire PCs may notice that sooner due to their enhanced senses).
11. - **Movie theater:** Another anachronism in the town, this joint is designed for parents wanting to drop off their kids in order to be able to enjoy the rustic cachet of the town. The latest holos are available in five mini-projection rooms, as well as an arcade and a restaurant.
12. - **Church:** A replica of those from that period, it is not really in use, except when some tourists expressly want to.





LOCATION: STOKERS CASTLE

The castle is a recent addition to the village setting, having been imported stone by stone from Hungary (even loads of earth were paid for) in order to have something truly authentic. Construction was finished only three months ago and costs are said to be in the tens of million eurobucks. However such a massive investment must bring its share of profits, or heads will roll. (see **REACTIONS** below for more details). Build on a rocky spire, overlooking the town, Stokers Castle is both an impressive and foreboding presence, with its thirty foot high walls and overall Gothic feeling (lots of gargoyles, etc). Here's a list of the special points of interest, as detailed on the maps below:

1. - This little stone arch is the exit to the "secret passage" outside the castle's walls (see #2).
2. - Hidden under some bushes, an unused well leads underground. (Awareness check to notice it.) You can climb down using the ladder inside, but will have to jump the last 10' to the bottom – when the castle will be fully completed, a rope will be provided, hanging from the big tree nearby.
7. - A big wooden case draped with the castle's banner hides a secret escape route out of the castle. (Very Difficult Awareness check to notice it, it requires a combined Strength of 10 (add BODY) to move it aside, and only from left to right. NOTE that the route is not lit, and PCs will have to provide their own light – to this end, a number of braziers are on the path, waiting for the players to light them).
9. - Guards Room: This room is where the guards are waiting for assignment in this section of the castle. There will be eight of them (those robotic "guards" are actually the top half of a suit of armor put on a hover mechanism – thus they stand 2m tall, but the hover sound is a dead giveaway inside the castle's echoing walls, so Awareness checks are made at +2. They wield assorted weapons – swords, spears, halberds, battleaxes, morningstars – but are not using them against opponents. Instead, they advance threateningly and zap their target with a low level taser (STUN at +2) if they would be able to reach him with their weapon. To incapacitate them long enough to escape the room, one needs only to hit the big red button they have on their chest). A hidden passage leads to area 20 (Very Difficult check to notice; you need to push the stone to gain entry). (See **Protect & Serve** for more information.)

NOTE: All guards have cameras which relay their feedback to a control room in the basement of the merchant's guildhouse. Should they notice something amiss, such as PCs opening fire with projectile weapons, they will alert security, which will storm the castle fifteen minutes later and put the guards on a special high realism level, where they actually USE their weapons at +4, and their tasers are full strength: INT 2, REF 6, BODY 8, Init. +3, SDP 25, SP 8. They then cannot be deactivated by the button, and will follow their target – they usually don't leave the room they are in.

11. - The stairs are hidden behind a statue of an armored knight. One must move the statue to the right to gain

entrance. (Awareness check to spot it; it will put itself back in place when someone steps on the first step leading back up, i.e. to area 10 – Very Difficult Awareness roll to hear the click sound of the pressure plate.)

12. - Dungeon Cells: This is where the prisoners are kept. Aside from the ordinary guard, there's a bigger one posted there. He is whirling a big mace and chain, preventing anyone to come within 2m of himself – Difficult Dodge to get inside his guard – and has a double-bladed battleaxe (INT 4, BODY 12, REF 8, Weapons +5, SDP 50, SP 15).
14. - The path ahead appears blocked by a line of statues, but the middle one can be pushed north to give access.
15. - This wall is cracked on both sides, allowing anyone to bash it in and reveal the other room. However, since the castle is not ready, nothing is available to reward the players.
16. - Unlike the statues in area 14, those rocks cannot be moved; you can climb over however.
18. - The lever on the right will shift a part of the south wall, revealing a secret door leading to the church – #12 on the map of Homlett. The other lever will bring in a dozen mechanical giant rats, when the castle is finally completed.
19. - Inside the master bedroom, hidden behind a tapestry, is a secret passageway to the vampire's lair (a Difficult Awareness check to notice it under there).
20. - Vampire's lair: Completely in the dark, this is where the count rests before sunset. The three coffins are there to provide him with a chance to awaken if the players choose the wrong one to open (he changes each night, requiring a successful check to hear the players). A secret passage exists to the guard room west of this area (Awareness check to spot it).

NOTE: All doors in the castle are locked (Easy Pick lock check), but will eventually only respond to the appropriate color-coded key or the master key, once it is completed. Should security be on the PCs' tail, the doors will be locked magnetically (Difficult Electronic Security check to bypass, but you can always barge through them).



Checking to trace the owner of **Dracula**, the party will find out that a certain V.T. has bought the film some months ago, having it shipped to an address in Kansas: Stokers Castle, Homlett! Informations will reveal that this castle is near a tourist center, Homlett, where a 16th century Slavic town has been rebuilt.

Getting to the town, the PCs will begin to ask about the mysterious V.T., learning that there is indeed a newcomer in the region who goes by the name of Count Vladymir Van Tepec. Rumors abound that he is a rich corporate who had his



Hungarian castle transferred stone by stone from his home country, some saying he even got his own earth back! Further questioning will indicate that he is never seen in the day, always going about business after sunset, and that the few who have seen him say he is very pale-looking, possibly very sick, although he does not let on that he is...

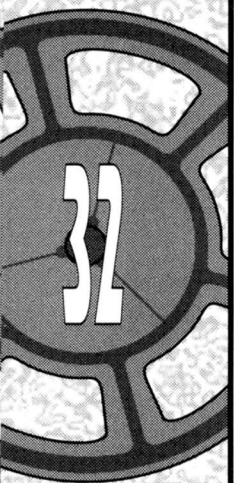
Inquiring about the possibility to see the Count about the movie they are after, the PCs will face a calm but firm no. Will they simply let the matter drop and go home empty-handed, or will they investigate the strange rumors circulating about the count and the castle, rumors that may indicate he is indeed a vampire! Will the party be willing to face one of that accursed ilk? Can they afford not to, especially when tales of the kidnapping of young women for deeds most foul are still whispered by scared citizen?

ENCOUNTER: COUNT VAN TEPEC

NOTE: This encounter will only occur after sunset, at the castle. PCs will first have to take an appointment with the count's secretary, Igor, stating the reason of their visit. He will say that the count is unavailable at the moment, but that he could discuss business at the castle, say, around 9 o'clock tonight!

Even inside the castle walls the wind does not cease to bite; unnaturally cold for this time of year. You progress through lush gardens toward the main entry, sensing in your backs the penetrating stares of the guards who just let you pass; you wonder if their sickly, gaunt faces, are the result of a bad flu or something more sinister. The sentries at the double doors look like ghosts in the distance, floating suits of armor, unnerving in this gothic environment, until you realize they are nothing more than robots. You have but moved your hand toward the learing bat-like ringer on the oaken door that it swings suddenly open, screaming horribly on its hinges, letting a towering shadow engulf you, as a deep hollow voice says: "The MASTAH will see you NAW!" You reflexively step back, your hand going to the familiar place where your gun normally is, but you finally relax after a second, letting the deformed behemoth lead the way amid the many torches lighting the inner hall, following a red carpet to a majestic stairs wrought in the very stone and flanked on its top by blue banners. Then your eyes make contact with fire... a deep fire, burning with unbridled passion in the black pools of his eyes, contrasting vividly with the palor of his skin, the gauntness of his face. And you have no doubt that the man gazing intently at you from above, draped in a cape of darkness is indeed the man you came to see: COUNT VLADYMYR VAN TEPEC!

The Count will graciously listen to the offer of the party, being an extra courteous to any woman on the team, but, in the end, Igor will hum discreetly, nodding to the Count, who will say: "I am sorry, but this jewel is not for sale, at any price! Please excuse me now, as I have urgent matters to attend to. Igor will escort you to the door". (Adding to any woman present, kissing her hand: "Please come back tomorrow my dear, I would be most honored by your radiant presence in my humble abode").



The 'Count' is playing his role up to the hilt (womanizing, accent, all the little details). In fact, Ronald (his real name before changing it) is a little too caught up in his fantasy, preferring by far to be the Count than plain old Ronald Myrykhan, retired corporate executive...

REACTIONS

Ronald Myrykhan's (the Count) son is the new C.E.O. of Stokers Co., a company built by his father, who started out as a research facility and, over the years, through the passion of its head for vampires, slowly became involved in many things vampire-related (even if most serious corporate heads are laughing at him behind his back): from movies and literature, to the merchandising bizz and medical research (this is a new department created in the wake of some research papers published in the *Cryptozoological Studies Institute's Journal* – see *Night's Edge* p. 13 and 15). Their latest venture is Castle Stokers, fulfilling an age-old dream of the father to own an authentic slavic castle, while taking advantage of an already existing slavic town to shape a new kind of theme park.

To insure a proper investment return, Stokers Co. had to come up with a winning combination or their shareholders would have their heads at next year's board meeting. The plan is to have a giant murder-party game going on at the same time the tourists are visiting the place. Already, the marketing department is aware of the popularity of the dress-up weekends available and plans to take it one step further by making the castle the home of a vampire! Of course, having everyone know it would ruin the mystery part, so they have planned to have the GCs carefully hint at something weird about the owner of the castle, things that would make players want to investigate further, setting the way for the vampire-hunting game in the castle. (The entire castle is a giant playground, and once completed in a few months, will contain guards, treasures, hidden doors, secret passages and even a lovely young woman to rescue from the evil clutches of the vampire!)

The problem is that the party has just stumbled upon a rehearsal of that game, and that, somehow, they are being mistaken for the actors supposed to play the "hunting party" (actually, these guys were side-tracked from their original mission by promises of sweet pleasures at the tavern and will be out for some time – GMs may use their arrival at the castle as a way to prevent any unfortunate misunderstanding, like the party disemboweling poor Ronald, thinking he IS a vampire). To top it all, the company is also pushing the game a little further by having subliminal messages confirm the rumors the players are receiving from the GCs, resulting in an even more believable tale, since the players have this "gut-feeling" that it is true.

The vampire hunt should begin by having the party learn of the rumors about the Count, taking care not to say he is a vampire directly, but hinting at that possibility, and then, talk about the disappearance of a couple of young women, each having been invited to the castle before. (Having the female member(s) of the party invited to dinner at the castle and one of them chosen by the Count as a victim – Igor will kidnap her on her way back, when she is alone, using fast-action

knockout drugs – could be a wonderful idea, having that PC imprisoned in the cell below (#12, Basement 2 on the map), discovering that the Count is a vampire and plans to take her as a bride!)

Next, they should be told about a hidden entrance to the inner garden, somewhere outside the walls (#2 Outside on the map). From then on, they are on their own (GMs should make sure that they don't find the entrance during the day – have many workers sit on it – or at least not until about an hour before sunset, so as to give the Count the time to "wake-up" and catch them "in the act"), until they discover the bride-to-be in the dungeons (if not one of the player, then an actress for the role – ATTR 9, BODY 4, COOL 6, Acting +6) who will tell her rescuers the horrible truth about the Count, and at the appropriately dramatic moment – i.e. when chased by the Count and Igor (have him discover that the bride is gone only a few moments after the party rescued her, the echo of his rage filling the castle walls) – that she overheard Igor say something about an escape route in the throne room (#7 1st floor on the map).

Try to have the party avoid confrontation, especially with the Count, having the actors suspect that something is terribly



wrong only if they start to 'kill' for real! (Should the Count or anybody be killed, the son will not rest until they are put behind bars – having tapes of the whole thing is also a good thing for his case, and major bad news for the PCs involved.)

NPCs

In the description, ExMod refers to how a character acts externally to people, while InMode is how he/she really feels.

IGOR



GAME STATS

INT: 3 BODY: 10 (12) REFL: 8 COOL: 9
EMP: 4 ATTR: 3

DESCRIPTION

Hair Color: - Hair Style: Bald
Height: 7'2" Weight: 340 lbs Eye Color(s): Black

PSYCHOLOGICAL

InMode: susceptible to strong personas (-4 to resist confusion in face of forceful command from charismatic opponent).

SKILLS

Name	Level	Name	Level
Brawling	+6	Combat Sense	+4
Intimidate	+6	Strength feat	+5
Endurance:	+5		

CYBERWARE AND EQUIPMENT

Adrenal Booster, Subdermal armor, Muscle graft (+2 BODY, strength only)

COUNT VLADYMIIR VAN TEPEC



Real Name: Ronald Myrykhan Role: Corporate

GAME STATS

INT: 9 REF: 7 TECH: 4 COOL: 10
ATTR: 8 LUCK: 5 MA: 6 BODY: 7 (9)
EMP: 6 PSY: 4 SAVE: 7 BTM: -2

DESCRIPTION

Sex: Male Age: 52 Ethnic Origin: European
Hair Color: Black Hair Style: Short
Height: 6' Weight: 167 lbs Eye Color(s): Black
Dress & Style: Black suit and cape with red lining
Distinguishing Features: a piercing gaze

PSYCHOLOGICAL

Motivation: Acting ExMode: Confident InMode: Shy

SKILLS

Name	Level	Name	Level
Resources	+5	Awareness	+4
Intimidate	+4	Seduction	+5
Dodge & Escape	+4	Brawling	+3
Persuasion	+4	General Knowledge	+6
Acting	+6	Vampire Lore	+6
Social	+6	Fencing	+6

CYBERWARE AND EQUIPMENT

Sandevistan booster, cyberoptics: low lite, cybervision: enhanced hearing, fangs, muscle graft (+2 BODY, Strength only) – the low humanity cost of those came from having them 'installed' in Europe, using their famous biotechniques to lessen the shock of cyberware implants. (NOTE: Should he learn of the true existence of vampires, he will stop at nothing to capture one and have himself transformed into his fantasy. Vampires in the party may have difficulty guessing the true nature of the enhanced actor also, although a successful MENTAL power use (at 25 +) will reveal the masquerade!)

CONCLUSION

One way or the other, the characters stand a great chance of NOT getting what they were after, namely a print of the film *Dracula* (one possibility to get it is to steal it – it is in the vault at the First National Bank in Kansas City – but the Count may give it to the party on one condition, especially if he has learned that they exist: bring him a LIVE VAMPIRE!) Instead, it is more than likely that they will run into some trouble during their stay at Homlett, if nothing more than looking like complete fools for having thought the Count was a real vampire. There is also the possibility of "A return to Homlett", pitting the party against the manipulations of Stokers Co., as some of their members, acting on the subliminal suggestions implanted in their unconscious mind, come back next year for the weekend...

*THERE EXISTS A LAND,
 BOTH VERY FAR, AND VERY NEAR,
 WHERE EVERYTHING IS POSSIBLE,
 SHINING BRIGHTNESS AND LOATHSOME DARKNESS,
 CONJURING IMAGES OF COURAGE, OR UTTER VILENESS,
 THERE EXISTS A LAND,
 IN THE MIND OF MAN...*
 - **GABRIEL HUNTER, WAR JOURNAL, ENTRY #38**

P.S.Y. CO.

Back to the steel jungle, under the towering shadows of the Manhattan skyline, for a shot at a movie with an history: **The Exorcist!**

LOCATION: BLOCK 17A

A ruined four-stories building in one of the so-called new development zones for the monetarily-challenged members of society, designed by politically correct council members bent on an excess of do-gooding. The worst slum of the city, filled with dregs and lowlife, feeding on poverty and vice amid tons of debris littering the streets, unsafe housing and uncleanness so strong it hits you in the face with an aluminium bat. This is probably the next part of town that the combat zone will claim...

LOCATION: PROJECT'S SAFE-HOUSE

Located in the basement of an abandoned warehouse near Block 17A, well hidden and guarded by electronic surveillance, this is the training grounds for Project: P. S. Y. Co. - Psychic Slave Yeomen COnTrol - (see map for details):

1. - **Entrance:** The trapdoor hidden in the floor (Difficult Awareness check to notice) leads to the main area below. It will open only with the proper security code (Difficult Electronic security check to bypass). Note that camouflaged cameras (IR/UV/thermograph) provide constant surveillance, relaying their images to the guards posted in the security room below (Difficult awareness to spot them (3), and Very Difficult Electronic Security check to bypass them while entering the grounds. Failing a security check will trigger a silent alarm inside and a welcoming committee will wait for the intruders).
2. - **Locker room:** A dozen small lockers in rows on the walls, used by the Project's personnel to store items, mainly excess baggage. A bulletproof one-way mirror allows security to check on incoming visitors, while x-ray scanners detect any threat to the complex. A solid steel vault door gives access to the rest of the complex (it can only be opened or closed from the security room).
3. - **Security Room:** Monitors line-up the walls, providing a tight security net on all the complex. Four heavily armored and armed guards man this station in shifts of two at all times (INT 6, COOL 8, BOD 10, REF 9, LUCK 5, MA 7, EMP 5, 6'2", 200 lbs, Combat Sense +6, SMG +6, Handgun +6, Rifle +5, Melee +5, Tae Kwon Do +5, Awareness +6, Dodge +4, Intimidate +6, equipped with biomonitor, adrenal booster, cyberaudio: radio splice, scrambler, nasal filters, subdermal armor, one



cyberarm: tazer grip (**Chrome Book** p. 38), Camo Battlegear (**Chrome Book** p. 62, with hard breastplate, shoulders and tights), nylon helmet, SmartGoggles, 2 stun grenades, 2 motion restraint bombs (**Chrome Book** p. 48), Militech M31a1 (**Chrome Book** p. 45), and a Sternmeyer 35 in hip holster). They are under orders to capture intruders for interrogation (health conditions are not specified).

4. - **Main Observation Room:** Computers are displaying a variety of facts on the subjects held behind the bulletproof glass panel in the middle. Up to four subjects can be seated inside and a fast-acting knockout gas is available at a moment's notice to incapacitate any uncooperative subject (Very Difficult BOD check).

5. - **Conference Room:** A table large enough to seat twelve, each with a data terminal access to the central screen used for information displays.

6. - **Sleeping quarters:** Small cubicle-like spaces with minimal accommodations for the twenty members of the staff (which includes the eight security guards) and a few extra ones for visiting personnel.

7. - **Security cells:** Eight individual cells where the subjects are returned after their tests, each with electrified wires (same effect as taser) on solid, bulletproof plastic containment walls. The four other guards (same as above) man this section, flanking any subject scheduled for testing until they are inside the observation room and similarly bringing them back afterwards.

a) Subject 4 (Tommy): INT 5, COOL 4, BODY 4, LUCK 2, EMP 5, PSY 6, 12 years old, Radikinesis +1. **NOTE:** Scheduled for termination due to nature of power and failure to control it.

c) Subject 1 (Lisa Mary): INT 9, COOL 8, BODY 4, LUCK 10, EMP 9, PSY 8, 14 year-old, Teleportation +1, Mnemonic +1. **NOTE:** She has been implanted with a proximity detonator, set to kill her should she teleport outside the building.

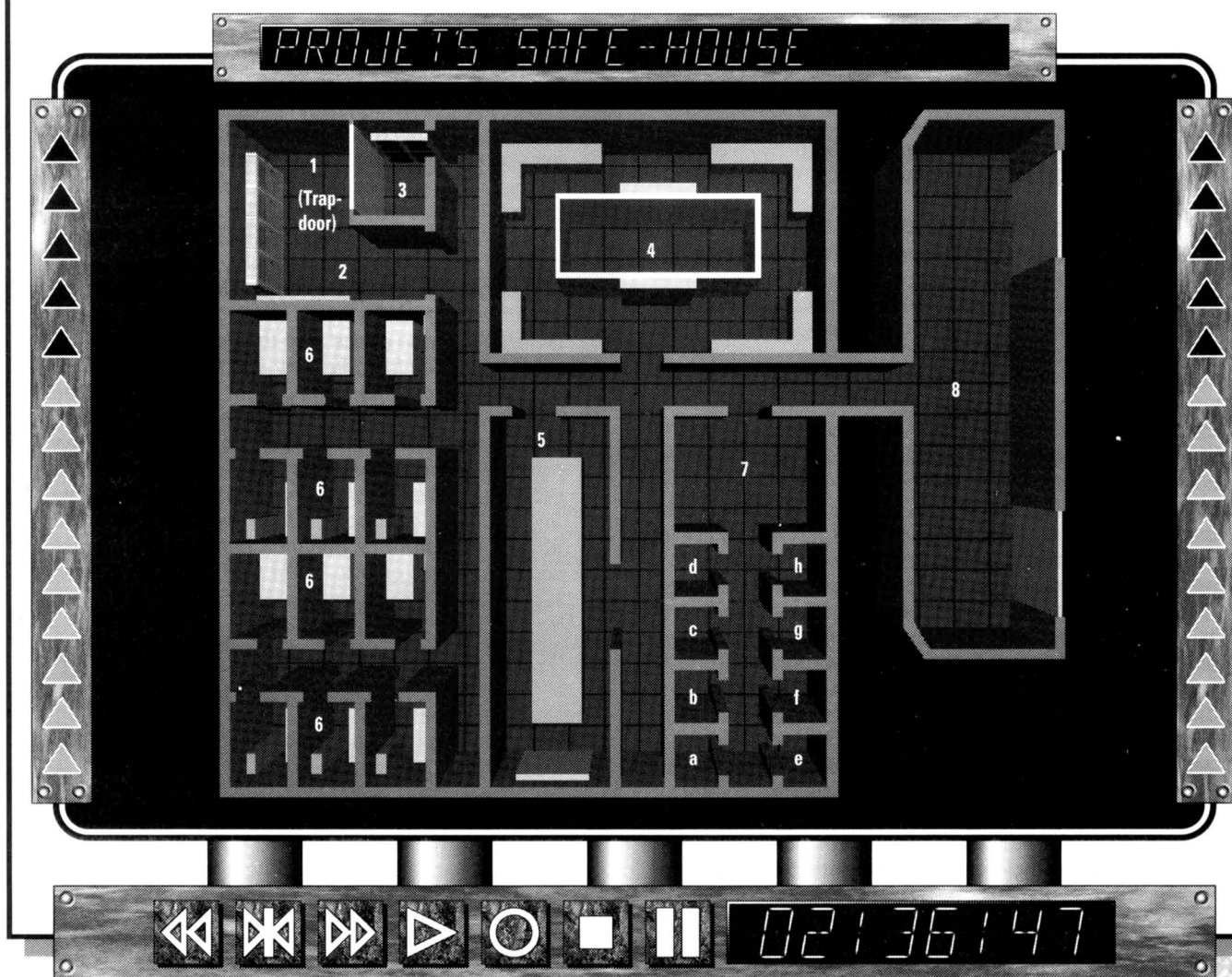
e) Subject 3 (Mickey): INT 4, COOL 7, BODY 7, LUCK 6, EMP 5, PSY 8, 16 year-old, Illusion +1. **NOTE:** Always blindfolded when not on tests to avoid the monitors from being tricked by illusions.

g) Subject 2 (Ann): INT 6, COOL 3, BODY 4, LUCK 7, EMP 7, PSY 10, 15 year-old Electrokinesis +1, Psychic Focus +1, Hypnological +1. **NOTE:** The personnel are unaware of Ann's Hypnological powers.

8. - **Hangar:** Leading in an alley outside the building, it holds one AV-4 to transport personnel, and one Ambunaught (**Chrome Book** p. 23) for less conspicuous driving.

LOCATION: URBAN CHURCH

Father Leonid Kalashnikov (INT 5, COOL 5, EMP 6, REFL 4, BODY 5, TECH 3, 6', 167 lbs, 50 years old, white hair, balding, and blue eyes, Religious zealot +9, Persuasion +4, Credibility +3, Awareness +2, Rifle +2 (owns a shotgun for protection, used to scare rather than harm)) is the padre responsible for the well-being of Block 17A's little community, even if almost nobody does turn out for Sunday masses. The "Church" is actually an old YMCA gym refitted for the occasion: the padre lives in the coach's office upstairs, while a small basement serve as a storage area.



ACTION

SEQUENCE OF EVENTS: For time frame purposes only, we assume that the party will find Roberts the next day they arrive in New York, witnessing the strange powers of Catherine in the evening of that same day. Next morning, when the PCs are at their hotel discussing what to do, Father Leonid will meet the girl and convince the parents to take her to church for an exorcism. That night, while performing the ritual, the scout from PSY Co. will plan the kidnapping which will happen the next night.

Finding Jeremiah "Jesus" Roberts is going to take some time, as he is one of the poor souls who have been relocated a number of times over the years, always further and further away from the city itself, closer and closer to the combat zone. A Difficult Streetwise check will lead the party to Block 17A where he lives with his mother and his young daughter (his wife died a few months ago in a drive-by shooting). Upon learning that they want to buy the film, he will be very happy to oblige, but will ask them a favor in return: it seems his young daughter Catherine is acting very strangely and needs help. A quick session with the girl will indeed produce spectacular results, but also prompt the zealot father to seek the padre for what he believes is the work of the devil. Unknown to them, the girl is actually a psychic coming to grips with her strange abilities, but psychologically unstable due to the death of her mother.

One night, after a failed session with the priest (the girl is now in a very confused state as she is beginning to hear voices, and, through the religious zeal of her parents and the priest, is developing a sort of split personality disorder, believing herself responsible for the death of her mother), and being alone with the family, Leonid will convince the parents that an exorcism is the only solution, and that he must take the girl with him to church, making them promise that they won't tell the party what happened to Catherine.

Meanwhile, a scout for the P.S.Y. Co. project has heard rumors that weird things are happening at the church nearby. After the exorcism ritual, he will be convinced that the girl is a psychic and prepares to kidnap her the next night, framing her for the murder of the priest which he will commit to insure her cooperation.

ENCOUNTER: JESUS ROBERTS

Climbing the rotting stairs, eyeing the enflamed graffiti covering the walls, inside and outside, you step over the bottles, the garbage and the squatters lying around this dreaded place, wondering how someone can actually live in a building like this, let alone eat (and not be sick) or move (and not be shot) by the gangs just itching to prove their superiority by smashing the head of an old woman. These people are trying to survive as best they can, because they don't have any choice in the matter.

The little family lives in a small apartment with one bedroom and a living room-kitchen area. They seem to warm-up food with an old battery-powered microwave and lighting is provided by flashlights at night. Roberts will be initially wary of the party, not wishing to open up to strangers – a Persuasion check (Difficult if any PC look threatening – don't forget the reaction rolls for vampire characters, **Night's Edge** p. 44) will

be required to gain entrance, stating the party's business about the film. At first, he won't even remember having won the thing more than ten years ago in a poker game, until his mother remembers about an old box he never was able to open (actually the coded display case in which the print is stored – an Electronic security check to bypass), and uses as block to hold the bathroom door closed.

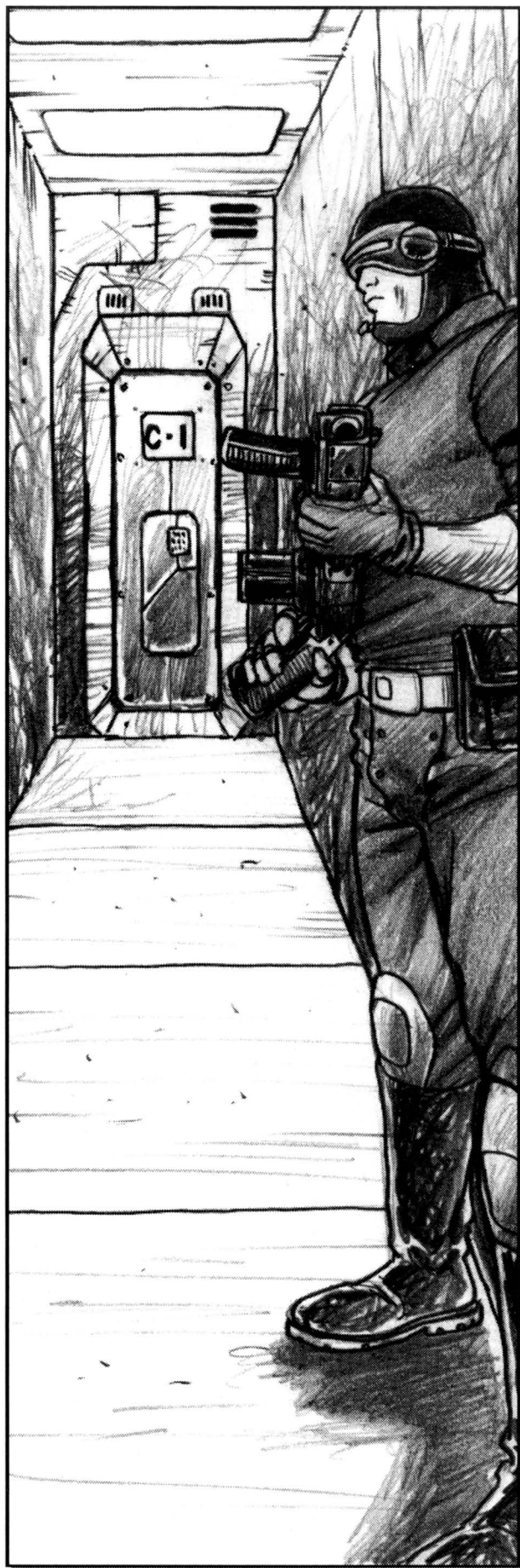
No need to be a great psychologist to know that this guy has no idea of the value of the film and that he will gladly take any amount offered (even a mere 1000eb is more money than he makes in a year! Have the PCs fail an easy EMP check not to give him at least 1,000eb for it). If they are generous (over 1,000eb), Roberts and his mother will cry, thanking the hand of God for leading the party to them and for answering their prayers. On impulse, Jeremiah will ask the party if they could check on his young daughter Catherine, who is acting strangely ever since her mother died a few months ago: she won't eat much, staying alone in the dark for long hours, seemingly talking to herself and, there's the... the things happening around the house... strange unholy things... The mother, intruding in the conversation, will cross herself and whisper "...the work of the devil!" As it can plainly be seen, religious fervor is a trait possessed by both parents, and it is verging on the obsessive, although one might understand that living in such conditions might be a factor to increase one's hope to be rescued by divine intervention, and that years of such degradation does leave psychological scars.

Hard neon light filters from the slits between the wooden planks set to close the window of her room, playing tricks with the shadows, making them seem almost alive. The girl has heard you come into her sanctuary, a shiver showing in the way she holds her doll ever so closer to her heart, a tattered blanket protectively held high to her eyes... You see the eyes now, pools of darkness intently gazing at the intruders you are, wide with fear... a fear almost palpable in the whispered words of the old woman, "her-etic..." Too late you catch a glint in her eyes, as if sparked by this single hateful word, a repressed fire raging from within, and suddenly, they glaze over and the whole world explodes. Objects fly around you, crashing on the walls, circling madly in the air in some frenzied dance with the devil, while the old woman is lifted from her feet and thrown out of the room, a muted scream still caught in her throat. The girl is looking straight at you, eyes aflame with unbridled fury, traits impossibly contorted by anger, her doll resting seemingly alive on her shoulder, whispering words into her ear, when you hear the low rumbling, coarse sound coming from her mouth in a final gesture of defiance before she collapse sobbing on her pillow. "I AM NOT THE DEVIL!"

REACTIONS

Here's the follow-up to the action section, involving the following NPCs:

- **Father Leonid:** He is convinced that the little Roberts is possessed by the devil and will do everything in his power to save the child's soul from the Vile One (this



includes killing the host body as a last resort). He will, immediately after convincing the parents to leave her with him, get her to the church, where he will prepare himself for the exorcism. The child will be sedated and unable to offer much resistance during the day, only beginning to come around during the ceremony itself – 8 o'clock – at which time she will completely freak out, with consequences similar to what the PCs witnessed, but on a greater scale. The priest won't let anyone interfere with his sacred duty, trying to scare any intruder. (NOTE that if vampire characters reveal themselves, he will act accordingly, treating them like demons coming for the soul of the girl – expect heavy use of cross and holy water.)

- **The Roberts:** Lost in their religious zeal, they will not want to give the party any information as to the whereabouts of the girl, refusing to talk to them if they insist. The party can learn of what's going on at the church through the Wire – i.e. a Streetwise roll – but that will be too late. Contacts will talk of weird things and gunshots. On the other hand, Jeremiah is having second thoughts about the exorcism, and may, depending on the money offered for the film, call in the PCs for help, especially if you make him do it after trying to call the church in vain, and getting strange tales from a neighbor at the site. Persuasion checks may be required to get anything out of him (the mother is too far gone).
- **PSY Co.:** Those guys have received reports from Shadowdancer (see **NPCs**) about Cathy and are more than willing to integrate her into the group of subjects they have, especially since one of them is scheduled for termination in the near future. They will send Tanaka in the Ambunaught with two guards to secure the girl and deal with the priest, later bribing the local authorities to have the child take the rap for the murder, thus insuring her cooperation.

However, the old priest is more resilient than they think and will be able to say a few dying words to the first PC who arrives on the scene: "...Warehouse... near... Ambu... soldiers... taken her... save her soul..." Tracking those guys based on this will take a Difficult Streetwise check, pointing to an abandoned warehouse near Block 17A where they are hiding out. The PCs will have to come up with an attack plan of some kind, entering either from the warehouse's trapdoor or from the rear garage doors, which are similarly equipped with cameras and security pads. One option is to wait until the next morning, around 5 o'clock, when the Ambunaught will depart with a drugged Tommy, on the way to an illegal organ-leggers operation where he will be "donated". Only one guard and one tech are in for that ride. Rescuing Tommy will give them info about the hideout and the activities of the military, while providing a Trojan Horse to enter the grounds. A Very Difficult Persuasion check will be required to have him talk since he distrust everyone.

Should security be judged compromised by the project director, he will initiate a self-destruct sequence that will blow-up the whole building in the next 60 seconds (corrupted authorities will conclude a gas main leak), core-dumping all data into another computer at another

safe-house somewhere else in the state. An Awareness check is required – Difficult in the heat of combat – to notice the countdown on a computer panel.

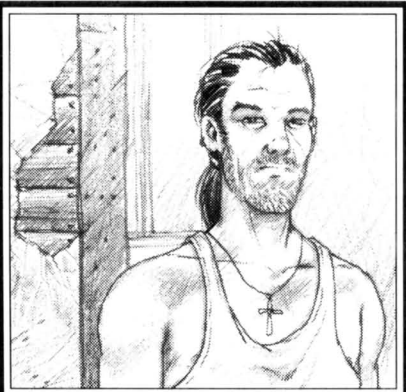
NOTE: The subjects are all sedated when in their cells, which will be the case with Cathy until they are able to assess the nature of her powers and take appropriate actions. On a Difficult COOL check, she may be able to use her gifts to help a PC in need, especially if another cellmate is helping them too. When under sedation INT, COOL and EMP are halved. Simultaneously, the children are subjected to an experimental psychic booster compound for the experiments, usually from 10 to 2 o'clock in the afternoon (Add 3 to PSY and EMP for 4 hours). However, use of powers can cause accelerated tissue deterioration and aging (1% cumulative chance of aging a year, automatically losing 1 BODY each 10 years of accelerated aging. A double dose has 50% chances to increase PSY by another 2, but side effect chances are now 2%). Of all the subjects, only Lisa Mary and Mickey are actually enjoying the feeling of power given by the drugs, and it is likely that they will try to find the military again if rescued. In a close fight, they may even use their powers against the party in exchange for a dose of the Psychotropic formula.

- Finally, Ann is responsible in part for Cathy's state of confusion, as she was trying to contact someone outside the complex to enlist their help. However, she didn't know that due to her receptive mind and her nearness, Cathy would suffer from bizarre dreams where a voice would ask her to release her from her plight, a voice she thought was her mother's.

NPCS

In the description, ExMod refers to how a character acts externally to people, while InMode is how he/she really feels.

JEREMIAH ROBERTS



Streetname: Jesus Role: Beggar/Ex-Fixer

GAME STATS

INT: 5	REF: 4	TECH: 6	COOL: 7
ATTR: 5	LUCK: 5	MA: 4	BODY: 5
EMP: 7	PSY: 2	SAVE: 5	BTM: -2

DESCRIPTION

Sex: Male Age: 32 Ethnic Origin: American
Hair Color: Black Hair Style: Long with pony tail

Height: 6' Weight: 147 lbs Eye Color(s): Blue
Dress & Style: old rags
Distinguishing Features: unkempt, clear eyes

PSYCHOLOGICAL

Motivation: Survival ExMode: Calm InMode: Resigned

SKILLS

Name	Level	Name	Level
Scrounging	+6	Begging	+3
Streetwise	+4	Streetdeal	+1
Melee	+2	Religious zealot	+7



MATHILDA HILARY ROBERTS

GAME STATS

INT: 4	REF: 3	TECH: 2	COOL: 3
ATTR: 3	LUCK: 5	MA: 3	BODY: 3
EMP: 4	PSY: 2	SAVE: 3	BTM: -1
DM: -1	INIT.		

DESCRIPTION

Sex: Female Age: 82 Ethnic Origin: American
Hair Color: White Hair Style: Held under a cap
Height: 5'2" Weight: 117 lbs Eye Color(s): Green
Dress & Style: old rags
Distinguishing Features: a disturbing gaze, Parkinson disease

PSYCHOLOGICAL

Motivation: Salvation ExMode: Wary InMode: Insane

SKILLS

Name	Level	Name	Level
Cooking	+4	Religious zealot	+9



CATHERINE ROBERTS

Role: Psychic

GAME STATS

INT: 7 REF: 5 TECH: 2 COOL: 4
ATTR: 7 LUCK: 2 MA: 5 BODY: 4
EMP: 8 PSY: 9 SAVE: 4 BTM: -1
DM: -1

DESCRIPTION

Sex: Female Age: 13 Ethnic Origin: American
Hair Color: Black Hair Style: Short with bangs
Height: 5'2" Weight: 97 lbs Eye Color(s): Black
Dress & Style: Old rags
Distinguishing Features: a Raggedy Ann doll

PSYCHOLOGICAL

Motivation: Survival ExMode: Afraid InMode: Guilt ridden

SKILLS

Name	Level	Name	Level
Scrounging	+2	Hide/Evade	+5

PSYCHIC POWERS

Name	Level	Name	Level
Psychokinesis	+1	Mania	+1
Kinesis	+1	Transform	+1

TANAKA REN



Streetname: ShadowDancer Role: Ex-Hunter/MedTech
Specialty: Scout

GAME STATS

INT: 10 REF: 8 TECH: 9 COOL: 8
ATTR: 8 LUCK: 10 MA: 9 BODY: 7
EMP: 5 PSY: 9 SAVE: 7 BTM: -2
DM

DESCRIPTION

Sex: Male Age: 28 Ethnic Origin: Japanese-American
Hair Color: Black Hair Style: Short
Height: 5'8" Weight: 147 lbs Eye Color(s): Green
Dress & Style: Sportswear with black jacket, or Ninja-like outfit
Distinguishing Features: A dragon tattoo on chest

PSYCHOLOGICAL

Motivation: Knowledge ExMode: Confident InMode: Calm

SKILLS

Name	Level	Name	Level
Awareness	+5	Medical Tech	+3
Dodge & Escape	+3	Meditation	+2
Kung Fu	+3	Disguise	+4
Handgun	+3	Melee	+4
Vampire lore	+2	Streetwise	+4
Hide/Evade	+4	Endurance	+2
Psychic *	+4	Diagnose Illness	+3
Pharmaceuticals	+2	Electronic Security	+3

Stealth	+3	Shadow/Track	+3
Motorcycle	+4	Eidetic Memory	+3

(*) The Psychic skill as described in the rules (Night's Edge p. 16) may confuse some readers, as to what purpose it serves. It is, in fact, the equivalent of a lore skill applied to psychic phenomenae, allowing one to understand the workings of power use as well as being able to recognize its presence when in use. Consequently, most PSY-using beings should be given an automatic skill equal to the number of categories – ESP, Telepathy, Psychokinetic or Self Control – they have powers in. The skill should also be used to determine success when learning a new power (Difficult check with any appropriate modifiers depending on the GM)

PSYCHIC POWERS

Name	Level	Name	Level
Sensory	+2	Illusion	+2
Psychic focus	+2	Psychometry	+2

CYBERWARE & EQUIPMENT

Biomonitor, nasal filters, cyberoptics: Dodgeball (Chrome Book p. 39), TimesSquare Plus with Techie, Corporate, Police and Military Recognition chips (Chrome Book p. 38 and 76), Optishields (Chrome Book p. 31), adrenal booster, SmartGoggles, IR Combat Cloak (Chrome Book p. 15), 3 stun grenades, Malorian Sliver Gun (Chrome Book p. 42), 3 motion restraint bombs (Chrome Book p. 48) and a pair of Kendachi Mono-Two's with a violet laser (Chrome Book p. 55)

BACKGROUND

An ex-Rook from New York's Sun Knights (he couldn't stomach all the carnage), his search of knowledge has led him to the military where he acts as a hound for the PSY Co. project, using his special awareness to report findings of potential subjects to the head of the project. However, he is not totally won over by the ethics of it all, and would prefer to recruit on a voluntary basis.

CONCLUSION

After rescuing the young Catherine from the clutches of the military, the party will probably want to dwell further into this top secret project, but will surely hurt themselves on the brick wall of misinformation that is going to emanate from the military. Meanwhile Catherine (and the rest of the project's subjects) will need special psychological and medical attention to deal with her newfound powers and her guilt over the death of her mother, while her family tries to cope with their daughter's abilities or decides to abandon her to her fate.

MEDIA JUNKIE

TAKE ONE

You are about to enter a strange new world... A world of darkness and light... A world of motion and stillness... A place where hope and despair are commonplace, and where the word of one man is the first and final word the pawns in his game will hear... Welcome to the world of the MEDIA JUNKIE!

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- "Please, find my daughter..." – Alice in Gangland;
- "I told you, I've SEEN them!" – The Case of the Missing Flick;
- "You CANNOT escape ME!" – Castle Transylvania 6;
- "Why are you doing THIS to me?" – Psy Co.;

MEDIA JUNKIE I is a collection of four scenarios for use with (or without) the Night's Edge alternate reality sourcebook for Cyberpunk 2020. It is recommended for a party of 4-6 experienced players.

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A CYBERPUNK ® 2.0.2.0
Alternate Reality Adventure

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