

MEDIA JUNKIE

MJ2

FINAL CUT



by Gilles Bussi re

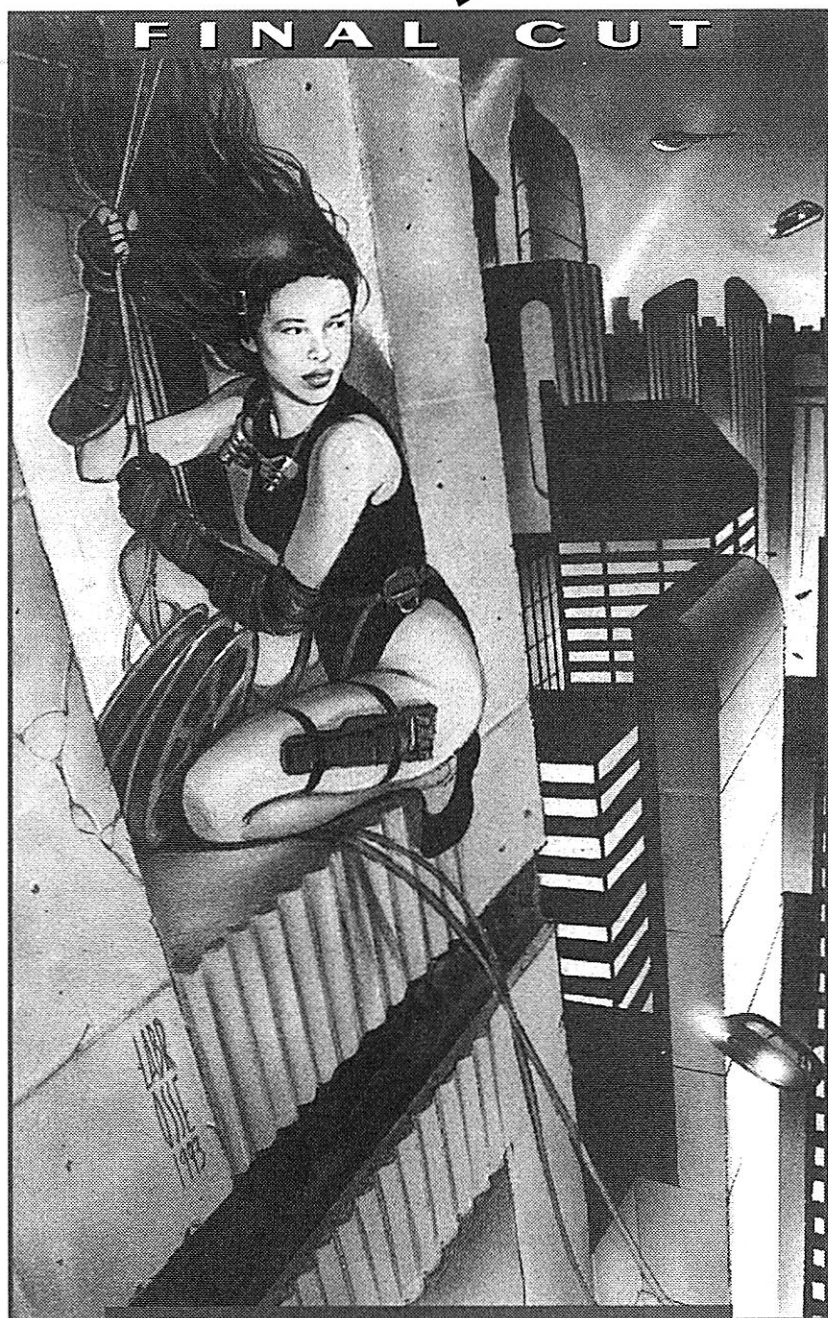
An Alternate Reality Adventure for

CYBERPUNK

LICENSED FROM R. TALSORIAN GAMES, INC.



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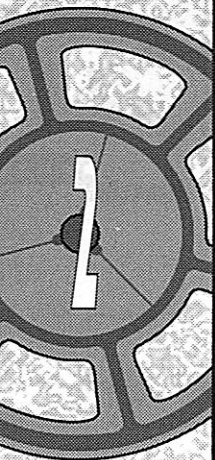
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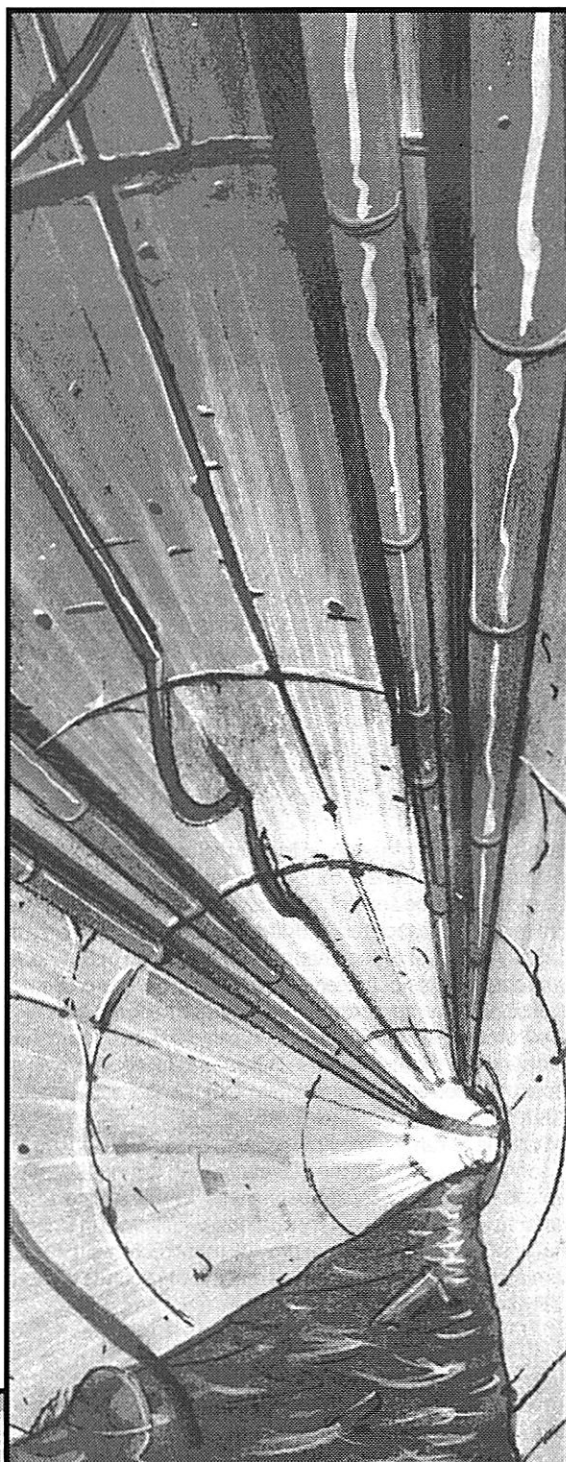
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THESE ARE THE VOYAGES OF THE STARSHIP ENTERPRISE,
ITS CONTINUING MISSION:
TO DISCOVER STRANGE NEW WORLDS,
TO SEEK OUT NEW LIFE, NEW CIVILIZATIONS;
TO BOLDLY GO WHERE NO ONE HAS GONE BEFORE!
- JEAN-LUC PICARD, STAR TREK THE NEXT GENERATION

FOREWORD

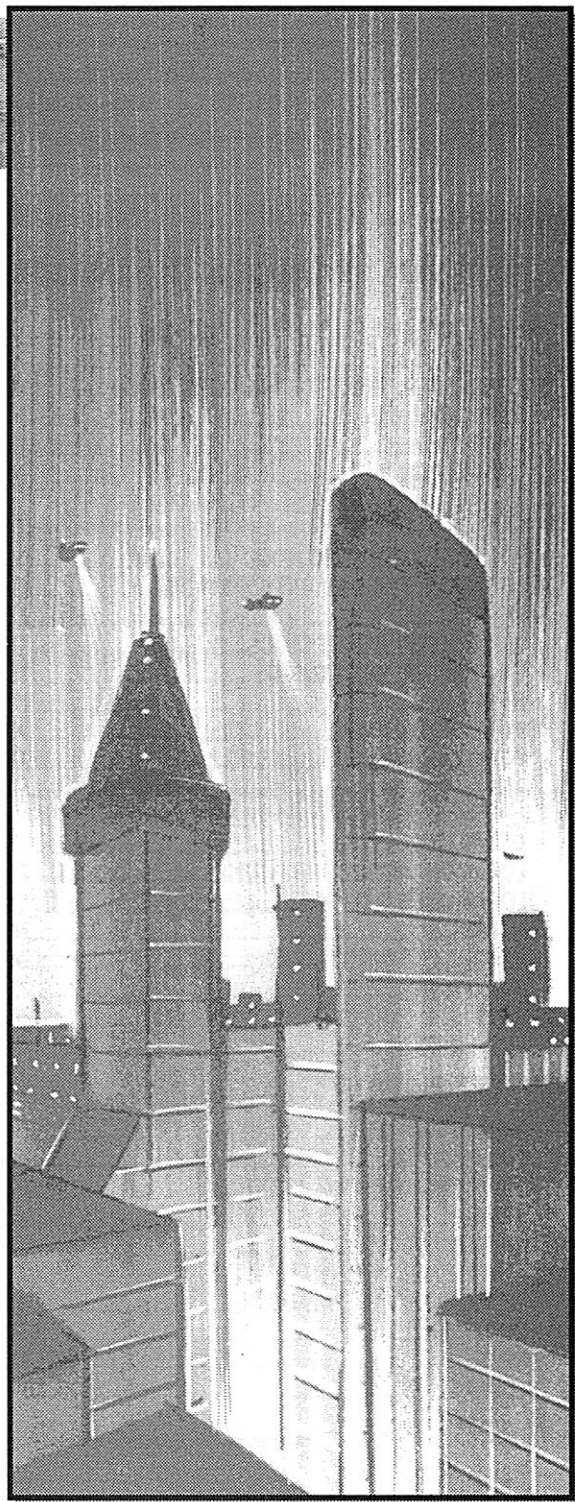
This is the companion to volume I, a collection of small adventures with a common theme. They are designed for use with the *CyberPunk 2020* game and for the alternative reality supplement: *Night's Edge*, although you need not have vampire characters (Only two scenarios feature vampiric adventures, though regular Cyberpunks can find themselves at home in such an encounter, even if overshadowed by these Children of the Night).

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 accommodate more or less players (less being a preferred choice when vampire-characters are present, as they would tend to overpower the opposition in the non-vampire-packing scenarios – which means most of them. Ideal combos are 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 II packs six 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 series 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 be searching for have a special soundtrack or a music type associated with them: Alien (be it 1, 2 or 3), Hellraiser, Night of the Living Dead, Invasion of the Body Snatchers (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...) and Cat People (with theme by David Bowie). Again, low lighting is recommended as it provides great atmosphere and reduces chatter among players. A great idea (if you can get the movies) is to run the movie as you are 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*.

After the PCs have successfully completed two scenarios in *Media Junkie I*, the Mogul will be ready to let them try their hands on recovering the rest of his list of movies.

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 six scenarios of *Media Junkie II* (a more complete story will be given in each individual episode):

- **Nosferatu:** The owner is an old, old vampire (probably the one used as inspiration for the film in the first place!). Of course he won't let on at being so old, (or being a vampire for that matter) and will not part with the movie. Well, nobody did say the players would get all the films... Of course, if someone might not be willing to let that stop them, they might try to steal the damn thing! How much trouble can an old geezer be?
- **Cat People:** Tziganes, Gypsies, Romanichels, Nomads... They own the film (though one might be suspicious as to how they got it in the first place) and, graciously enough, they are willing to part with it (for a suitable amount of money, of course). However, tradition demands that you travel one day and one night with the pack for the deal to be concluded. Nothing wrong with that, right? And it will give you an opportunity to get to know better that black haired beauty you saw earlier, with the ravenous smile and the fascinatingly magnetic green eyes... So much passion flew between you two that you thought for a minute she would rip your clothes off right there... Maybe you could offer her something romantic, like a rose, or better, a long stroll alone in the woods under a full moon... (or maybe you shouldn't... But, then again, you won't know until it is too late that she's not like any other girl... Definitely NOT!)
- **Invasion of the Body Snatchers:** A little trip to SuburbiaLand, where you have a meeting scheduled with the owner: he'll get the movie from his vault at the bank (no, it was not robbed during the night) and sell it to you... Everything should be a snatch, except that the guy you meet has never heard of you and is sure as hell not going to sell you any film, and you'd better leave his property right now, before he calls in the security team... Could it be that this was all a bad joke? Or does this guy have a split personality? Then again, maybe it was all the somber plotting of his evil twin...!
- **HellRaiser:** When you have problems locating the owner of this one, you start looking around, asking questions, checking the places he's supposed to hang out at... Nothing wrong with that, is there? Well... What if the

owner is more than a little paranoid, believing that demons are out to get him... All this asking about him will surely drive him over the edge and he'll do his darn best to keep the party away (which should be quite something since he used to be one of the best solos around town!)... Maybe it's time the group asked themselves if they are being paid nearly enough for all of this...

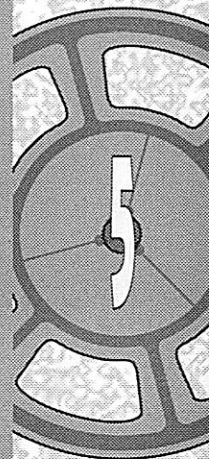
- **Alien:** This film is kept in cold storage in a bio-engineering company, and they are quite willing to sell it to you. In fact, if you ask nicely enough, they might even give it to you, provided you grant them free publicity for it. Unfortunately, as you are about to be rewarded for your efforts, you're hit with shocking news! Someone, or something, has seemingly broken through the walls and left with several containers, including the one with the movie in it. What a revolting development! You immediately set out in hot pursuit of the thieves, fearlessly braving the dark confines of the sewers where they took refuge... Who's afraid of the dark? Who isn't? Hey!, what's that noise?
- **Night of the Living Dead:** Welcome to Pittsburgh! We have the film, and there it is! Wow! As easy as that! Wish it was as easy to remember when you got to this room you are all in now. And why is it that the door is open? And what's with the fog coming in? And what's wrong with all these people outside, wandering aimlessly around, arms extended in front of them? And why are they looking at me now? NO! Get back! Stay away from me... This can't be real! Well, you know what they say about reality... that everything is virtual...

Although the ten scenarios could be played in any order, we recommend that you run *Nosferatu* BEFORE *Dracula* (but, then again, having your players think the *Nosferatu* is a fake like the one in *Dracula* might also be fun...) and keep *Night of the Living Dead* for last. Try also not to have all episodes with *Children of the Night* one after the other, as it could ruin the unknown elements for the players (not to mention your fun!).



(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...



MEETING WITH A MOGUL

As stated before, the Mogul will offer the players up to 25,000eb (plus any 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 movies 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 a 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 finding something goes a long way toward valuing it more. In that case, we assume that the movie studios that produced these films were bought out by some of the entertainment companies of today, which means that their 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 in unlocking 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 an example of fortress)

Remember that in no way are the PCs forced to play each and every scenarios 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 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 may consider that some people in the said companies might be also 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 is more to this film than they thought, especially if they discover that an enigmatic corporate Mogul is behind this...)

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



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. As 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. Darabase (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, Darabaser) - 7 MU.

DEFENSES

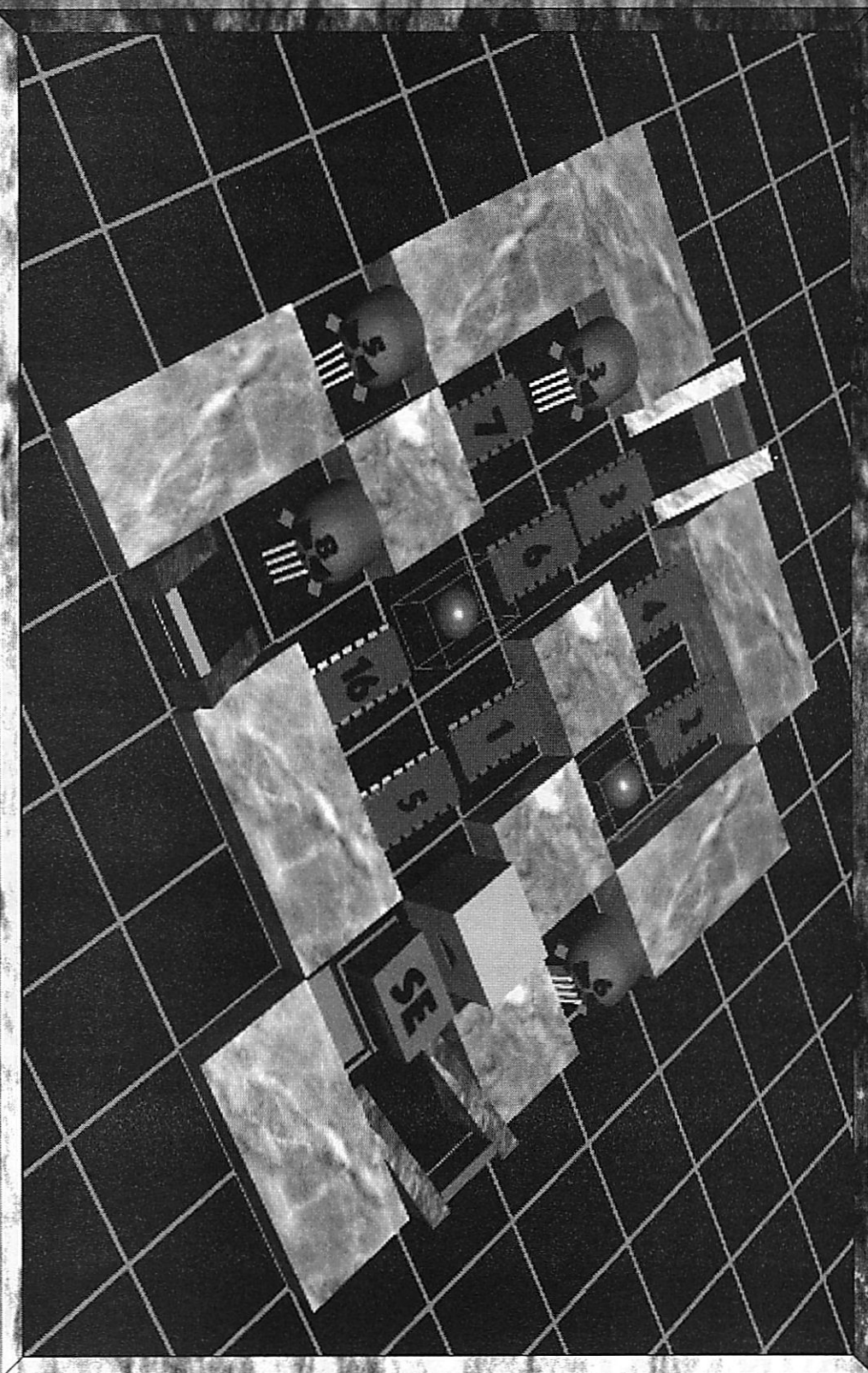
- A. Killer 4 (5 MU)
- B. Knockout (3 MU)
- C. Poison Flatline (2 MU)
- D. Pitbull (6 MU)
- E. Streen (3 MU)
- F. Deckrash (2 MU)
- G. Glue (4 MU)
- H. See Ya (4 MU)
- I. Afreet (3 MU) - w/Killer 5, Replicator, Hellbolt

REMOTES

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



Level 1



Alarm

Camera

Memory

Code Gate

Terminal

Central Processor

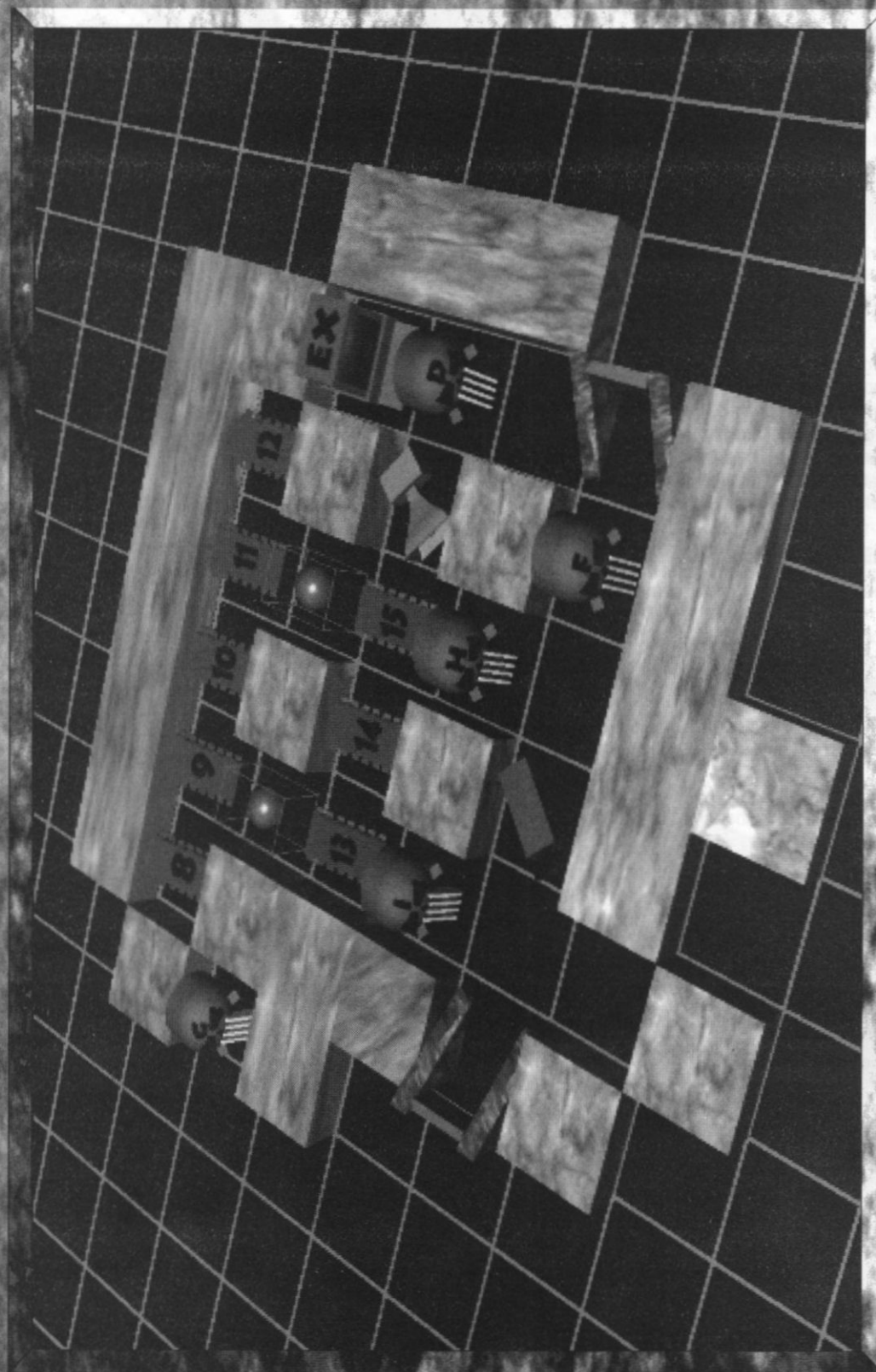
Data Wall

Door

Long Distance Link

Black System

LEVEL 2



Alarm



Camera



Memory



Code Gate



Terminal



Central Processor



Data Wall



Door



Long Distance Link



Black System

SEE the world as it used to be;
When you used to be in it,
When you were alive,
And when you were in love,
And when I took it from you.

I won't let you forget,
The hatred I bestowed,
Upon your neck with a fatal blow.

- Faith No More, *SURPRISE! You're Dead*

THE OLD MAN AND TESSY

The trail of this second flick, *Nosferatu*, will bring your players to the heart of the bayous: Houma, Louisiana, for a terrible tale of madness, fate... and love.

WARNING: This episode contains without a single doubt, the most dangerous encounter your players will ever face! Surprisingly enough, they will not have to cut their way through an army of cyberpsychos, while simultaneously fighting off a horde of deadly Killers in the Net, and reaching level 237 of Super Mario 8! They will simply meet an old man... but if they survive to tell the tale, they will say that, on that day, they met the very *EDGE* they are always walking on.

LOCATION: THE VILLAGE

Some twenty minutes from the city of Houma proper, at the very edge of the swampy bayous, lies the village of Scarlett, home of three hundred souls. They live in a state very similar to what existed during the Civil War, back in the 1850's, nearly 175 years ago! All the trappings of modern life as the characters (and the players) know it are nowhere to be found: Only men, their hands, their souls and the land. For the GM: the entire thing looks fresh out of an episode of *Little House on the Prairie*.

Here are the keys to this place that time forgot:

1. **Lumber Yard:** Owned by Mr. Pearson, this large expanse of land northwest of the village employs about 20 people all-year round, providing the wood needed by the community. The area surrounding the saw mill is almost empty of trees, but the woodcutters are careful not to deplete their resources and select trees all around the village area;
Mr. Pearson: INT: 5, COOL: 8, TECH: 5, BODY: 8, 55 years old, 6', 180lbs, brown skin, grey eyes, white curly hair and smoking a large pipe.
2. **Market Place:** Basically a big hangar-type construct housing the many artisans and farmers' coming to town each week to sell or trade their wares (Something akin to a flea market, but with chickens);
3. **Bank:** Owned by mayor Anthony Godspell, it has more to do with a Wells-Fargo depository than any impregnable fortress of the modern world. (That means no automatic teller-machine!) It has three employees, and the old iron safe is in the basement.
4. **School:** Again, seemingly out of some old western movie, this is where the basics are taught to about 20 children, age 7 to 14 (after 15, you are apt enough to work



for the community, or you can leave and explore the bright lights of the world outside the village), by Ms. Emily, an elderly retired teacher who lives nearby.

NOTE: Scarlett has a high count of old citizens; in fact, almost 70% of the population is above 50 years of age.

This has led some to say that the village is dying, especially when one considers that many adolescents choose to leave the village when they become of age, with most never to be heard from again.)

5. **Ms. Emily's House:** This charming wooden house is the home of teacher Emily Bordeleau. Of Cajun descent, she went to ply her trade in the town of Lafayette, but came back a few years later, disappointed. Teaching was no longer a sacred thing, a calling; it had become something more akin to sales. Aside from her school work, she enjoys the company of her niece Tessy Braddock (see NPCs), who has come all the way from England to visit her aunt.

Emily Bordeleau: INT: 8, COOL: 9, EMP: 9, 63 years old, 5'5", 110 lbs, white hair, brown eyes, Teaching +8, Persuasion +7, General knowledge +7.

NOTE: Should the party explain to her the reason of their visit to old Vanderburger, Emily will inform them that she has a copy of *Gone with the Wind*, and would be willing to part with it for 1,000eb—money she will use to visit her niece in England, something she always wanted to do.

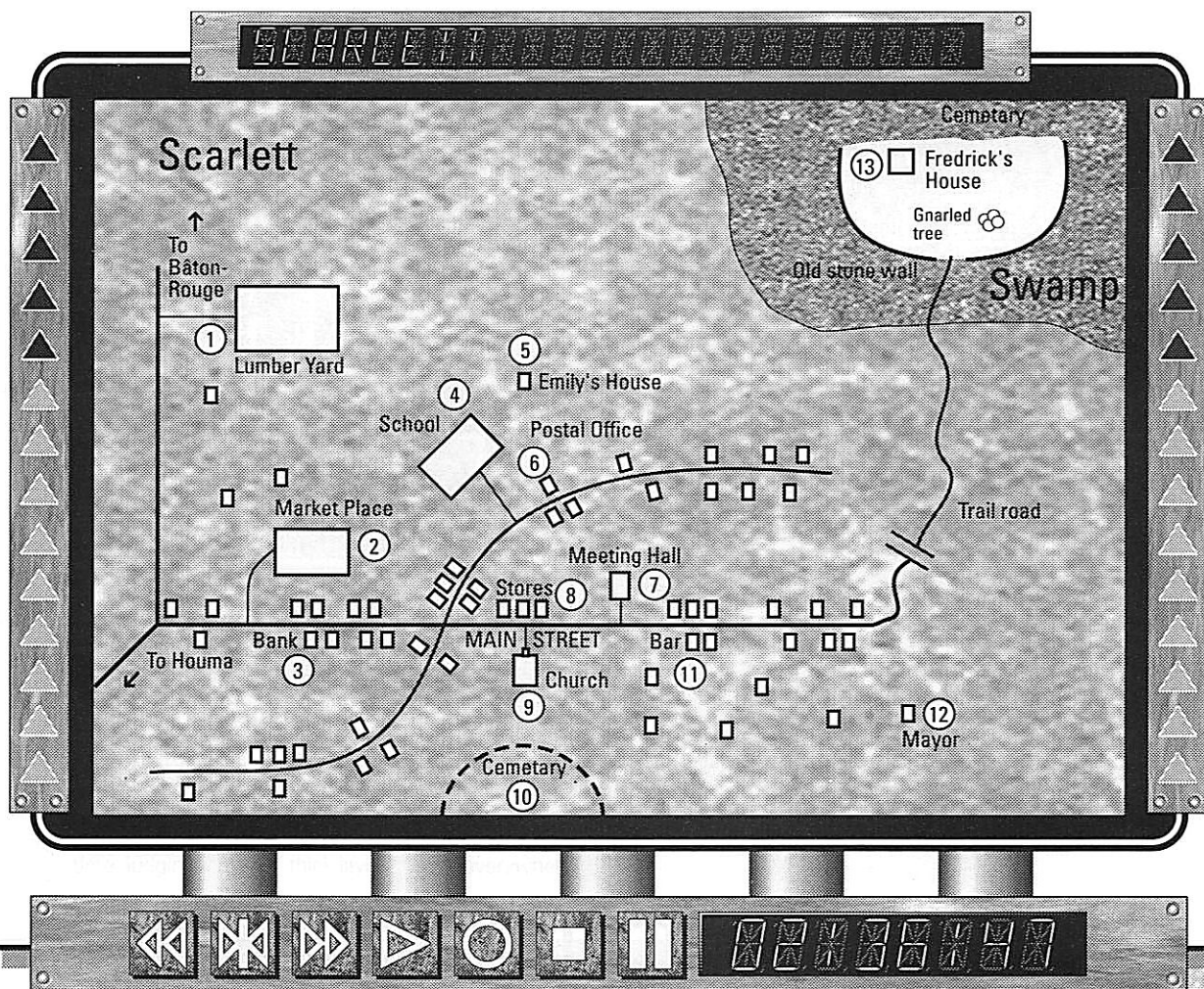
6. **Postal Office:** The only place in town (except for the mayor's house) where you can find any means of communication with the outside world. The "mailman" is a young 15-year old by the name of Todd McKlaven, who is following eagerly in the footsteps of his now

retired uncle, Cliff. Although E-Mail is sent through computers, the Post Office considers it is its duty to hand-deliver mail in the old letter-form fashion, for which the inhabitants of the village wouldn't be so grateful if they knew that good ol' uncle Cliff personally verifies each letter for... hmm... well, grammar errors of course.

Todd McKlaven: INT: 6, REF: 7, APP: 8, LUCK: 10, BODY: 6, blond hair with baby blue eyes.

Cliff: INT: 4, COOL: 2, LUCK: 2, white hair, brown eyes, 5'7", 135 lbs, General knowledge + 10.

7. **Meeting Hall:** For the more mundane and social gatherings, when the Church isn't the best place, the townspeople come to this renovated barn. It has seen everything: from festivals, polls, school reunions to weddings, community meetings and auctions. Remi LeBeau, the bar owner, is the fellow to contact if you want to rent the place.
8. **Stores:** A general store, a bakery and a hardware store (this one deals more with farm equipment than everyday tools), all owned by the same person: Swen S. Olsson, a Swedish immigrant who was enamored by the ancient ways these villagers were trying to preserve. Once a month, he goes in town (actually, anywhere in the state) to purchase the 'antiques' he needs for his business (one would find it difficult to believe that in 1860, farmers were using the latest Decker-Deere



Automated Farmer 2020...). His wife, Olga and his 20-year old daughter, Kata (who is the object of many young men's attentions) run the bakery.

Swen S. Olsson: INT: 6, COOL: 6, EMP: 8, BODY: 6, 47 years old, 6'4", 230 lbs, red hair and beard, blue eyes, Persuasion +7, Streetdeal +6.

Olga: COOL: 3, INT: 5, EMP: 10, BODY: 7, 38 years old, 5'4", 165 lbs, blond hair, blue eyes, Human Perception +9, Cook +8.

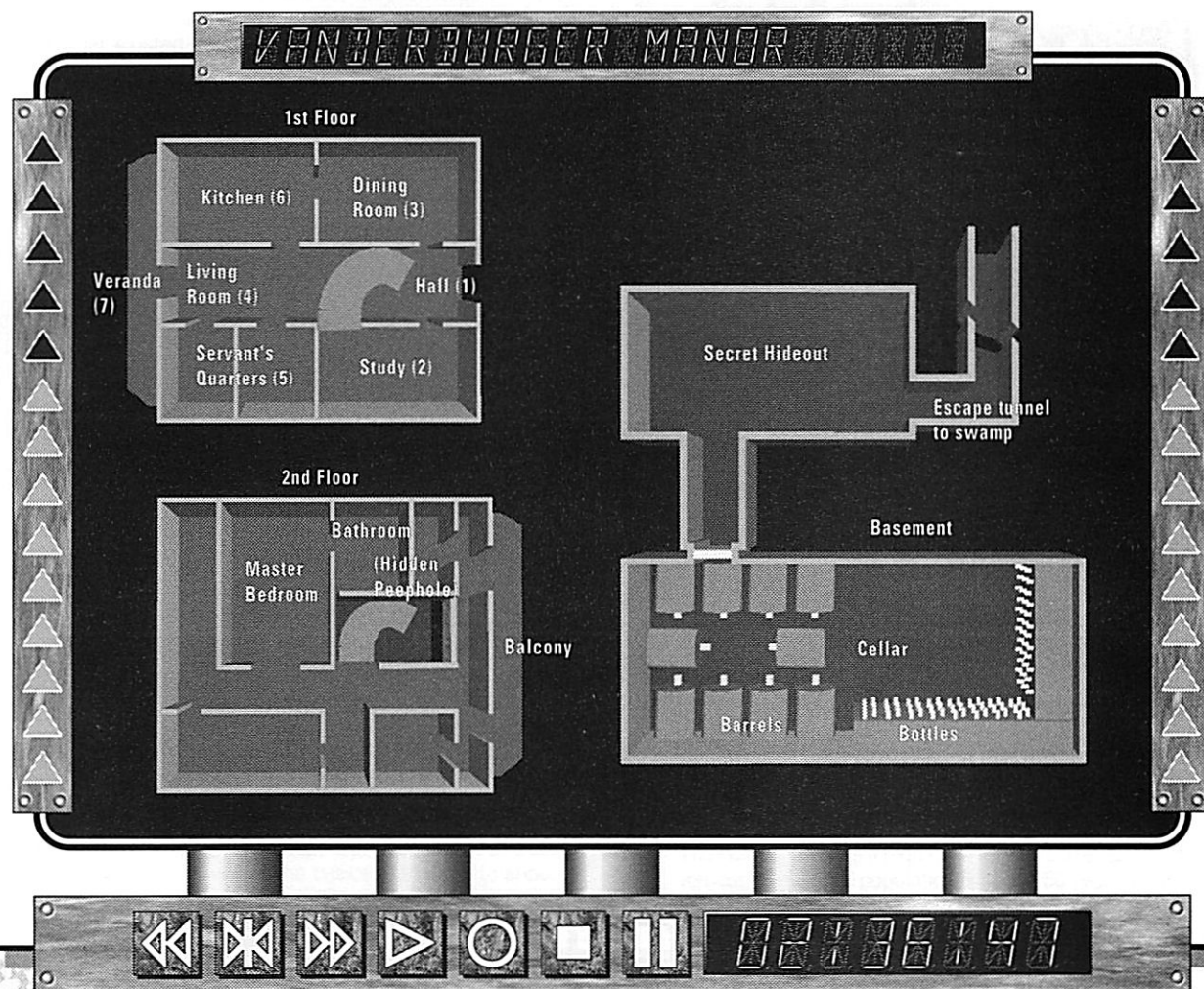
Kata: INT: 7, COOL: 4, BODY: 4, APP: 9, 5'8", 110 lbs, green eyes, long black hair and the cutest accent! Of course, one has to brave the dangerously protective mother, but one of her smile is well worth the hassle.

9. **Church:** Baptist Reverend Collins (see NPCs) tends to the spiritual needs of this backwater community. He was sent as a replacement for Reverend Mullorey, who died last year on a trip to the northern Bayous. Though young, he has been well accepted by the villagers, who come faithfully to his Sunday preachings.

NOTE: Should the party investigate the rumors regarding the manor and come to the priest, he can tell them that Reverend Mullorey's death was somewhat mysteriously covered by the Church. He suspects that the late Reverend's association with certain members of a secret organization, The Holy Order of Azrael, may be responsible for this. In fact, a whole chapter of them is scheduled to come next month to pay homage to their fallen comrade. Although they are quite secretive about

their activities, he believes that they "hunt" alleged sorcerers and other creatures of the night, much like the Spanish Inquisition of old; something he disapproves of greatly, believing that the worst evil man has to face is himself.

10. **Cemetery:** Just behind the church is the local cemetery, somewhat up on a hill, overlooking the village.
11. **Bar:** The Cantina is owned by Cajun (and proud of it!) Remi LeBeau (see NPCs), refugee from New Orleans (although he won't say exactly why), part-time musician, cook (he claims, and perhaps rightly so, to have the best recipe of gumbo or jambalaya in the state), bartender, gym teacher, and all-around womanizer (a trait many mothers and husbands find less than endearing). The place is a bizarre combo of saloon, tea house and pub, but nonetheless the place to hang out for some serious fun!
12. **Mayor's House:** Anthony Godspell, born of black American parents in New Orleans, is the seventh black mayor elected by the community, which was, at one point in time, almost all blacks, and then almost all whites. Today, about 40% are whites, 60% blacks, with a healthy percentage on both sides having Cajun ancestry somewhere in the family lines. Mayor Godspell is very serious about his job, and will always have something to say about any community concern, even if only to reassure them that he will look into it personally.



NOTE: Since no law enforcement agent protects the village, it is the mayor's duty to call in the Houma police when circumstances warrant its intervention – a rare occurrence, since nothing out of the ordinary ever happens in Scarlett.

Anthony Godspell: INT: 5, COOL: 10, EMP: 8, BODY: 6, 65 years old, 5'10", 160 lbs, gray hair, brown eyes, Persuasion +8, Leadership +7, Intimidate +6, Social +6 and Oratory +7 with a James Earl Jones' voice.

13. **Fredrick's Manor:** An old neglected house in the north-east of the village, it was bought some years ago by an old man who has never been to the village. Rumors abound as to who he is and why he came here, but the population is keeping respectfully, if not fearfully, away from the manor's grounds.

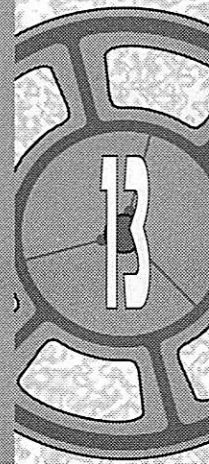
LOCATION: THE MANOR

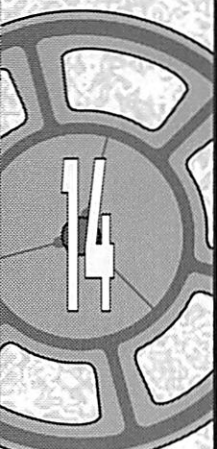
Some twenty minutes northeast of the village of Scarlett, an old trail leads to a seemingly abandoned manor, where the surrounding Bayous threatens to engulf the once beautiful house (to the GMs: imagine the big manor houses as seen in Civil War movies, but with lots of vegetation around and no upkeep in the last five years). The stone wall around the property is ravaged by holes and covered with moss, while the iron gate at the entrance is rusted and the rest of the grounds have more in common with the jungle than a regular lawn. All windows appear to have been boarded. Why someone would choose to live there is beyond understanding.

1. **Entrance Hall:** Great wooden stairs lead to the second floor, while a door beneath them opens up into the bowels of the basement. A great embroidered red curtain hangs in the archway leading to the living room. The lighting comes from two candelabras on the walls and one suspended from the ceiling. A portrait of a beautiful lady hangs on the wall halfway up the staircase (anybody who has seen Tessy and makes an easy Awareness check will notice the uncanny resemblance between the portrait and the young woman).
2. **Study:** A sliding door (locked – the key is in the top drawer of the mahogany desk in the master bedroom upstairs) opens to this area. A single massive oak desk occupies the very center of the room, whose four walls are covered from floor to ceiling, by an astonishing collection of books and manuscripts. A ladder permits access to the top shelves, while lighting is provided by an halogen brass desk lamp. A research check will reveal that many books are in a foreign language – French, German, Arabic, Japanese – while a more thorough investigation – taking at least half an hour – will reveal that most of the books are about history, especially those dealing with legends of the supernatural, and vampires in particular. While searching, a Difficult LUCK check may uncover a genealogical or family tree of the Tzanoskilas, dating back to the Roman Empire, 50 B.C., or an ancient love letter to a certain Natajna, written in Hungarian, and dated 1260.
3. **Dining Room:** The furniture is hidden under white sheets and appears to have been unused for quite some time, judging from the thick layer of dust everywhere.

There is a huge table and 12 chairs, as well as a big buffet – searching inside it will produce some tarnished silverware. A door leads north, to the kitchen.

4. **Living Room:** Adjoined with the entrance hall, this section is bathed in light, with chandeliers on every available surface producing an eerie effect. The ring of light surrounds an old Victorian-style chair with a high back sitting squarely at the inner top of the imaginary circle. A single leather-bound book rests on a table near the chair. The rest of the furniture (a couple of love seats, armchairs and coffee tables) are all hidden under white sheets (there's a 50% chance that the Duke will be here, reading some Hungarian poetry from one hour after dusk to one hour before dawn). A Difficult Awareness check will suggest that under the heavy tapestries on the north wall, one will find the barricaded entrance to the outside porch. Another check will reveal a hidden trap door in the floor, where an airtight container holds a certain number of items, including the sought-after flick: **Nosferatu**. A Difficult Pick Lock check will take care of the opening difficulties...
5. **Servants' Quarters:** These two rooms used to house the resident maids, but only broken remains of a wooden desk and bed attest to this fact. A heavy layer of dust and some cobwebs cover everything, while the air is distinctively stale.
6. **Kitchen:** Much like the servants' quarters, this room is littered with remains of cookware and other stuff, apparently as well as a few resident rodents. Here also the air is stale and the windows are sealed shut. One would begin to wonder how the old geezer eats around here.
7. **Second floor:** Apart from a room at the end of the corridor, the entire floor is more akin to a construction site than anything else. The old man must be doing a lot of renovations in these parts.
8. **Master Bedroom:** A stark contrast with the state of disarray that the rest of the second floor is in, this room is fully furnished with a magnificent four-post bed, satin sheets, velvet curtains and mahogany frame, all in different shades of red and pink, given life by the lights coming from the two chandeliers on each night table besides the bed. A quick search will reveal that a full set of woman's clothing (from nightgown to evening dress) has been placed in the appropriate locations. A door leads to the private bathroom, equally plentiful (vanity, jacuzzi and enclosed shower) and masterfully lighted.
9. **Basement:** Dug into the very earth and reinforced with wooden beams, the descent in the cave gives the impression of going into a mine shaft. It ends in the cellar area, with hundreds of bottles and some barrels laid against the makeshift walls. One of the big barrels is, in fact, a secret entrance to the vampire's hidden lair. The inner door is made of steel and the opening mechanism, inside the barrel, requires voice AND print analysis – Impossible Electronic Security check. Only by tapping the barrels can someone identify the empty one, and unscrewing the tap will open the hatch.





ACTION



Coming to Scarlett, the PCs will stick out like coal in the snow. At first, nobody will be very helpful, until they have somehow ascertained the party's motives toward old Vanderburger. Of prime importance to their being welcomed is the necessity to be non-aggressive (any other behavior will bring in swift intervention by the police). Toward this end, Social Skill checks should be made regularly until trust is earned. The three most helpful people will be Remi (when he is assured they are not coming for HIM), Emily and her niece Tessa (the latter, upon hearing of the old man in the mansion, will offer the group to guide them up there, to get a chance to see this piece of history up close).

After their initial encounter with Vanderburger (see below), the party can either decide to let it go (especially if they can bring back the movie Emily has), or get it anyway. However, this latter course of action will not be regarded kindly by the villagers (although Remi may feel like taking the challenge) nor by Tessa (but on a failed Difficult **COOL** check, she will come along just to have a chance to visit the old mansion) if mentioned to them. As for the Duke, he will NOT take kindly to any invasion of his privacy and will deal harshly with the offenders. Due to his incredible Awareness – PLUS A.L. bonus (see *Night's Edge* p. 34) and any Sensory power use – Stealth checks will be required by each character each time the GM feels it's necessary, but at least once every 5 minutes inside the house, or anytime an action might cause noise. The characters are safe only in the hour before dusk – see *Night's Edge* p. 35 for waking hours rules – but remember he awakens later than usual (15 min. per point of the quirk).

NOTE: With the impact of Tessa on Vanderburger, he might just give them the darn movie if she makes a simple Persuasion roll, letting him know that it would please her. Of course, this puts her in a difficult position, since he will certainly take this opportunity to keep Tessa over for some time (tea or conversation) while getting rid of the troublesome group.

ENCOUNTER: FREDRICK VANDERBURGER

NOTE: Any attempt to access information about this man will simply reveal the basic facts listed on a birth certificate as well as the purchase of the manor 5 years ago and the movie 5 years before that. No account or other commercial lists have his name in their data banks. Only a trip to his alleged birthplace in Vienna (along with a Difficult Research check) to check the original paper-birth certificate, will reveal that Fredrick Vanderburger died at birth!

Except at night, no one will answer the door or give any signs of life. A note on the door says: "Come after dark only." An Average Pick Lock check will gain the party access inside but that will not be well looked upon. The end part of the following occurs only if they visit the house after dark...

Surprisingly, the inside of the house seems to have escaped the deterioration that the exterior has suffered from years of neglect, almost as if the owner was restoring it by himself. A majestic spiral staircase leads to the second floor, and the wooden floor reflects the dancing lights coming from the candelabra on the walls, as well as from the truly magnificent one suspended from the ceiling, bathing the whole

place with an aura of mystery, a tranquillity NOT to be disturbed, a sanctuary of sorts... "WHO ARE YOU? GET OUT OF HERE!" The voice booms in the silence, sharp, precise, demanding... frightening...

Fredrick Vanderburger is in no mood for any kind of visitors. In fact, he will do his utmost to rudely get them out of his house, the sooner the better. He will not listen to half the explanations the PCs may have, stating that money is no big deal and that the film is not for sale, end of discussion. Should there be a vampire in the group, he will be surprised and will allow the group to explain more fully (though he will still not sell the movie), trying to ascertain the vampire's motives in coming to him (he may use his powers against them; this could tip them about the nature of their host).

Should one of the vampires succeed at a Difficult Persuasion roll, he will agree to discuss it further with them. During such discussion (where he will use his Social Skill to banter away – quite a change from earlier on), he will make mental contact with the oldest vampire in the group, asking him if the humans are under his control, and if they know of his nature (he will seek a meeting with him to discuss vampire affairs, without the bothersome humans around, since he rarely has any kindred visits). Should TESSY be with the party during that encounter, he will suddenly stop in mid-sentence, eyes wide with surprise, coming closer and closer to her, until he lifts a trembling hand toward her face and whispers a single word: Natajna... After a moment of uneasy silence, he will apologize softly to her for his rudeness, explaining that she looks quite like his late wife, indicating the portrait hanging above the stairs. From then on, he will be most gracious to her, always looking at her and not paying much attention to anything else.

REACTIONS



Aside from the reactions already discussed above to specific characters' actions, Fredrick Vanderburger is still the main concern of the party. Should they be caught sneaking inside his home, only the presence of Tessa or other vampires may save them from utter destruction. He will have a story prepared when police or villagers come looking for the party after a prolonged absence (say a full day). According to him, they did come to the house, but after he refused their offer, they left in the direction of the deep bayous, talking about some exploration trek. Of course, he did warn them of the dangers, but youths, they wouldn't listen to an elder... Judicious use of psychic powers will insure that nobody ever worries about them again. Tessa, on the other hand, poses a problem. Driven to the edge of insanity by her loss, he will not be separated from her again. He will eventually bestow upon her the gift of immortality, but will more than likely influence her in her dreams – through Hypnological power – then, in her very memory and thoughts to sculpt her into the image of his beloved Natajna. When the deed is done, they will depart to Hungary, to live there happily ever after... For the young woman, using her Psychometry on the old items of the Duke will cause such an intense experience that she may very well come to have difficulty separating her own memory from that of the Russian princess (Ruben will notice the effects on her and probably overload her with items charged with emotional contents).

FREDRICK VANDERBURGER



Real Name: Duke Ruben Tzanoskilas Role: Vampire/Corporate
Specialty: n/a

GAME STATS

INT: 11 REF: 11 TECH: 2 COOL: 4
ATTR: 2 (6) LUCK: 2 MA: 10 BODY: (4) 10
EMP: 2 PSY: 14 SAVE: 10 BTM: -4
DM: +2 SKIN: SP 8

DESCRIPTION

Sex: Male Age (App./Real): 87/799 Ethnic Origin: Baltic
Age lvl: V Hair Color: White Hair Style: Balding
Height: 5'10" Weight: 137 lbs Eye Color(s): Amber
Dress & Style: Old 1890's European garb
Distinguishing Features: Emaciated, long fingernails

PSYCHOLOGICAL

Motivation: the moment ExMode: Aloof
InMode: Alone

Quirks: Very strong (+2 Body), awakens later than usual, stake through heart will destroy him, fast (+2 MA), cannot cross line of salt and fears garlic.

SKILLS

Name	Level	Name	Level
Awareness	+10	Hungarian	+8
Resources	+10	Stealth	+7
Persuasion	+10	Social	+10
Education	+10	English	+8
Human Perception	+6	Composition	+8
Piano	+10	German	+8
Dodge & Escape	+3	Wardrobe & Style	+4
Strength Feat	+6	French	+8
Intimidate	+10	Interrogation	+10
Fencing	+6	Brawling	+3
Hide/Evade	+10	Russian	+8
History	+10	Expert Legends/Myth	+10
Religion	+4		

PSYCHIC POWERS

Name	Level	Name	Level
Charm	+7	Sensory	+5
Psychometry	+5	Psychokinesis	+5
Body Control	+5	Psychic Focus	+5
Hypnological	+8	Illusion	+8
Mania	+8	Mental	+5
Mnemonic	+8	Psychic Assault	+5
Telepathy	+5	Electrokinesis	+6

BACKGROUND

Born in Hungary in the 11th Century, Ruben Tzanoskilas may have led a blessed existence, as the only son of a duke with a vast territory and an equally vast fortune, but fate had decreed that this one would suffer for the sins of his forefathers. Plagued

early in life with a sadistic streak, young Ruben enjoyed inflicting pain on others. Rejected by his own father, Ruben took steps to nonetheless assure himself of his father's title. After many failed marriages (and a lot of missing brides), the Black Duke (as he was called by the peasants) did find himself hopelessly in love with a Russian princess named Natajna Romanova. Much to the astonishment of the citizens, the young princess succeeded in making the duke see the errors of his evil ways and brought about an era of great prosperity and peace. However, the Fates are cruel mistresses and, while giving birth to her first child, the young princess died. Mad with grief, the duke would have succumbed to his inner torment, had it not been for his young daughter Natajna, who bore a striking resemblance to her mother.

Alas, destiny had not yet balanced the scales, and young Natajna died in a terrible fire that destroyed the Duke's ancestral castle, plunging him into the throes of despair. On that day, he disappeared, never to come back again. Almost dead from starvation, he was found by a group of monks who helped him deal with the wounds of the flesh and the soul. Grateful, and having nothing left in the world, he remained in the monastery for many years. Then, after travelling back to the monastery after a pilgrimage, he arrived to find all the monks dead, their faces horrible masks of terror. He never had a chance when the vampire fell on him. Again Fate had something else in mind for Ruben, and he found himself being transformed into a monster of the night, a vile creature of undeath, something his years of religious training could only make him loathe: a vampire! For some time he helped his horrible master regain his vitality (the vampire had been wounded and made him unto a fledgling so he could protect him and feed him). The unholy nature of the feeding he was forced to partake of finally drove him over the edge and he reverted to his old sadistic self, the only personality able to withstand such horror... and even enjoy it! For countless years he roamed the world in search of victims to feed his perverse pleasures, but eventually he grew wary of it all and settled back in Hungary, rebuilding his ancient home and withdrawing from the world of men altogether, except for feeding time. Five years ago, he had an inexplicable dream, in which he saw his old love Natajna calling out to him and he felt an irresistible urge to come to America. He chose a remote village in Louisiana for his new home, and began to wait...



REMI LEBEAU

Streetname: Harlequin Role: Nomad
Specialty: Art & Jewelry thief

GAME STATS

INT: 8 REF: 10 TECH: 4 COOL: 10
ATTR: 10 LUCK: 0 MA: 10 BODY: 8
EMP: 8 PSY: 5 SAVE: 8 BTM: -3
DM: +1 INIT.:

DESCRIPTION

Sex: Male Age: 27 Ethnic Origin: Cajun
 Hair Color: Brown Hair Style: Ponytail
 Height: 6'2" Weight: 167 lbs Eye Color(s): Violet
 Dress & Style: Wet suit with trenchcoat
 Distinguishing Features: Mysteriously handsome; penetrating gaze.

PSYCHOLOGICAL

Motivation: Pleasure ExMode: Charming InMode: Wary

SKILLS

Name	Level	Name	Level
Family	+5	Awareness	+5
Stealth	+5	Seduction	+5
Social	+3	Basketball	+3
Gambling	+5	Education	+3
Human Perception	+4	Cooking & Wines	+3
Dodge & Escape	+5	Tae Kwon Do	+3
Pick Pocket	+4	Electr. Security	+5
Forgery	+3		

BACKGROUND

Remi LeBeau is a character shrouded in a web of clever lies and intrigue. He claims to have travelled a lot, but always comes back to his native Louisiana. Of Cajun descent, he stumbled upon the small village of Scarlett two years ago and took management of the local cantina after winning it at a card game. He has since then used his charm to win over the sympathy of the townspeople. Unknown to them, Remi is on the run from a certain criminal highlord he robbed clean while a guest on his boat in Brazil (he steals only from the criminal element; it has something to do with evening the score).

NATACHA (TESSY) BRADDOCK



Role: Sociologist Specialty: History of the colonization

GAME STATS

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

DESCRIPTION

Sex: Female Age: Ethnic Origin: English
 Hair Color: Red Hair Style: Long braid
 Height: 5'10" Weight: 117 lbs Eye Color(s): Green
 Dress & Style: Retro flowing garb
 Distinguishing Features: Sultry voice, small round glasses

PSYCHOLOGICAL

Motivation: Knowledge ExMode: Studious InMode: Curious

SKILLS

Name	Level	Name	Level
Social Skill	+4	History	+6
Human Perception	+6	Composition	+3
Sociology	+6	Awareness	+6
Personal Grooming	+4	Wardrobe & Style (retro)+4	

PSYCHIC POWERS

Name	Level	Name	Level
Psychometry	+4		

BACKGROUND

Born in England to rich parents, Tessy has always been fascinated by the old ways, being able to sense the history of items she touches. Keeping that ability a secret, she went on to become an expert in old history and customs, having recently decided to come to America in search of interesting material about the Civil War.

NOTE: Unknown to her, she bears an uncanny resemblance to a Russian princess, Natajna Romanova, whom the duke Ruben Tzanoskilas of Hungary was deeply in love with.

CONCLUSION

Depending on the overall actions of the PCs, either they have a movie to sell (even if not the one they were after), or they don't. Fredrick may or may not have been revealed as a vampire (in that latter case, PCs may have paid for that knowledge with their lives, and any miraculous survivor will live in paranoid fear of the night when he will return – and he will – to finish the job), and Tessy will (even if she isn't with the party on this one, she will want to see the house anyway before leaving for England, and Ruben will have her then) slowly begin her transformation into Natajna Romanova, ultimately becoming... the Bride of the Nosferatu! Unless someone can stop the mad vampire's plans! And who else but those nice PCs can answer the pleas of gentle old Emily, when she learns that her niece, acting strangely, speaking... with a Russian accent... plans to live with the old Vanderburger... in Hungary?

My mistress' eyes are nothing like the sun,
My hunger for her explains everything I've done.
To howl at the moon the whole night through,
And they really don't care if I do.
I'd go out of my mind, but for you...
- Sting, *Sister Moon*

LITTLE RED RUNNING HOOD

The players are on the heels of the elusive owner of the film *Cat People*, a notorious gambler going by the streetname Ace of Clubs; a chase that will lead them to Seattle and the wilderness of the Rockies...

WARNING: GMs should be aware that this scenario introduces were-panthers as opponents for the party, making the whole venture quite dangerous for regular characters. As discussed in the **HOOKS** section, a mixed party of vampires and humans should play this adventure. As always, if the GM does not wish to use *Night's Edge*, changes can be made to accommodate that style of play.

LOCATION: THE BAR WITH NO NAME

Located in a seedy part of Seattle, this bar is the local gambling joint as well as the waterhole for a bunch of lowlifes hanging out, always ready to hustle and hassle any newcomers stupid enough to enter the place.

ACTION

CAUTION: This episode contains elements conducive to scenes of nudity and graphic violence. Player discretion is advised. Rated: NC-17 01D.

The party will discover that the owner of the movie they seek is a notorious gambler operating in the Seattle area, mostly from a local joint called "The Bar With No Name". Arriving there, they will meet Ace (his streetname), who will be more than happy to get such an unexpected bundle for a lousy movie. Besides, he needs the cash... badly. His bookie is very upset that Ace didn't make his monthly payment to cover the interest on his outstanding debt at his establishment. The bookie has sent a couple of boys to teach him the errors of his ways. To get the movie, the party will have to defend Ace against the goons and probably end up paying a part (if not all) of the agreed sale price to the bookie. However, Ace is not telling the party that he lost the film a night ago in a poker game to a pair of Nomads who left north with their caravan.

Enlisting the help of Ace, the players will track down the pack to a clearing in the nearby forest where the group is settling down for the night. During that time, a mysterious individual has been asking questions about the nomad pack and has discreetly followed the party.

Speaking with the pack leader, an agreement is reached for the acquisition of the film, but a condition must be met: Tradition demands that the party travels with the pack for a



day and a night to seal the pact. One party member will certainly not mind this solution, as a beautiful black-haired Nomad has taken special interest in him. However, one Nomad is not so thrilled with the choice, having views of his own about the gorgeous lady. Tensions rapidly grow in the camp, finally exploding in gory violence on the next night, when the jealous Nomad and one of his kin try to kill the entire party, while the flirting woman is also trying to get under a PC's skin (quite literally!). The three of them reveal themselves to be creatures of legend: Were-panthers!

Fortunately, amid the ensuing chaos of the pack scattering in the woods, leaving the characters alone to fight this monstrous menace, the mysterious stranger who was following the party reveals herself to be quite an angel of mercy: a werewolf hunter!

ENCOUNTER: ACE OF CLUBS

As you enter the bar, cutting through the thick smoke hanging in the air, intent on reaching the barman to ask him where you could find Ace, you are aware of all the hushed whispers, cold silence and hard stares your presence has caused. Responding favorably to the hundred eb you lay his way, the barkeep indicates a table in the rear, where three men are engaged in a game of chance. Suddenly you are certain that you have indeed found your man, a short plump guy with a taste for Old West clothing: pinstriped trousers with suspenders, white shirt and bow tie, unkempt, a little round hat on his head and an ace of clubs tucked in the rim.

Ace, whose real name is Jonathan Ellis, is a gambler first and foremost, always eager to wage something, play a game, hoping to finally "hit it big!" Of course, like most compulsive gamblers, he is way over his head in debts to people that normal, reasonable people would never get indebted to. The

party will scare him a little at first (he thinks they might be working for Mr. T, his bookie, sent to collect some money), but he won't let it show (at least try – Human Empathy check to notice he is edgy), especially when money comes up in the discussion. Telling himself that Lady Luck is with him tonight, he will gladly agree to discuss a reasonable deal with the party for the acquisition of the sought-after movie. He knows he lost it in a game yesterday, but intends to ask as much money as he can get away with, later saying that a friend of his has the film, giving them phony directions about the Nomad pack that he lost it to; play out the haggling sequence with the PCs, keeping in mind that he will not go so far over board as to risk losing their interest in the matter.

When concluding the deal, Ace will insist on receiving half the money now, the rest when the PCs get the film – take a look at the wording here: when the PCs GET the film, NOT upon delivery! Ace will then be able to tell them that the film is with the Nomads, as he never said he had it with him, and the deal was honestly concluded. Then, before any directions to the Nomad pack are given, Mr. T's collectors will want to talk, privately, to Ace. A Streetwise check will immediately tell the players that those goons are here to break something if cash is not produced quickly. In fact, they will break something, even if they are paid, just for the fun of it.

Mr. T's Collectors (3): INT: 5, REFL: 8, COOL: 6, EMP: 4, ATTR: 6, LUCK: 5, BODY: 10, MA: 5, 6'2", 200 lbs, bald with beard, Brawling +4, Handgun +4, Combat Sense +3, Melee +4, SMG +3, Awareness +3, Intimidate +5, Karate +3, Dodge +3, Cyberarm: mace hand (see *Chrome Book 1* p.

36), adrenal booster, subdermal armor; Medium armor jacket, heavy leather pants, Stermeyer 35 in shoulder holster.

Should the party decide not to indulge in mindless violence and try to talk with the collectors – a Persuasion check will suffice – they will learn that for half of Ace's debt (which, coincidentally, is exactly the total amount agreed upon for the film), they are willing to go easy on the scum (of course, buying them some drinks might help them see things your way). Should mayhem occur and shots fired, police will be brought to the bar (in about 10 minutes), but whatever happens, Ace will definitely want to escape, telling the PCs he will meet them someplace tomorrow, which he has absolutely no intention on doing, especially if he has some money. PCs may be on to him with a Human Perception check, preferring by far that he stays close at hand, which he won't like, but will comply with. He may very well try to escape or lose the PCs if he has an opportunity to safely do so. Either way he will want to put a safe distance between his creditors and himself, say, a couple thousands of miles.

ENCOUNTER: THE NOMADS

We assume that the encounter with the pack will take place either really early in the morning or in the middle of the night, as the PCs will quickly want to follow their trail after the party's meeting with Ace. The next night – which the party will spend with the pack to seal the deal – must be the first of the three nights of the full moon.



You spot the dancing lights of their fire before you can actually see any of them, filtering through the tree branches ahead, and hear the raucous laughter of the pack and the low rumble of their bikes. As you enter the edge of the forest, you can distinguish their camp, a circular collection of five converted trailers and buses, regrouped to provide protection like in the Old West days when wagons would make a circle against attacking Indians. Inside that ring, parked away from the bonfire in the center, a dozen Thundergods waiting peacefully for their masters to call them back into action after a night of revelry: man and machine would once again be one under the Rockies' sun...

Tracking the pack will not be difficult, as they are not moving particularly fast and such a caravan always leaves many tracks in its wake (Easy Tracking check each hour, takes 1d3 hours to catch – A secret Awareness check vs Stealth or Shadow/Track could be made by the GM to have one or more players catch a glimpse of a shadow in the distance: the mysterious stranger).

Upon entering the clearing, they will be hailed by the sentries hidden in trees nearby. Make a Difficult Awareness check to spot them, even with IR/thermographic sights, as they are using IR cloaks (**Chrome Book 1** p. 15). Vampires in the party may puzzle them due to their low body temperature readings on the sentries' thermographs. Persuasion rolls may become necessary to defuse the situation. They will ask for IDs and purpose before letting them inside the clearing, checking closely for weapons.

The Sentries (3): INT: 5, REFL: 6, BODY: 6, COOL: 7, MA: 7, Awareness +4, Brawling +4, Stealth +5, Track +4, Rifle +4, SMG +2, Handgun +3, Melee +2, Wilderness Survival +5, Cyberaudio: radio splice; SmartGoggles: low lite, thermograph, Anti-Dazzle, Image enhancement; light armor jacket; IR combat cloak, Sternmeyer 35 in hip holster and Federated Arms LA 15 (**Chrome Book 1** p. 54).

At this point, Ace's story will begin to crumble and the PCs will learn that he has lost the film in a bet, and that the gypsies are not his good buddies. However, after they learn of the money involved, the pack leader will be willing to sell the film back to the party at the same price. They cannot be held responsible for Ace's lies, and it is only fair that they should have the agreed upon market value of such a rare print. Any openly hostile actions will be dealt with while the alarm is sounded to the rest of the camp. Should the party agree to those terms, they will also have to spend the following day and night travelling with the pack before the deal is sealed, as required by an old tradition to insure the trustworthiness of the sides involved.

This pack of Nomads consists of about 25 members, men, women and children, travelling from place to place as they see fit, under the leadership of one man: Lar TwinClouds, a forty-year old American Indian from an old Cherokee tribe back in his native Wyoming. He has been 'Chief' of the pack for the last five years, and has given its members a new sense of purpose in this crazy world, winning most to his dream of finding a little happiness by following the ancient ways of the Cherokee tribes.

Lar TwinClouds: INT: 8, COOL: 8, BODY: 7, EMP: 10, LUCK: 10, 6', 155 lbs, Leadership +7, Diagnose +6, Herb Healing +9, Human Perception +9, Awareness +8.

Of course, NOT all members are happy with that, and a little group of dissidents are challenging the old ways, wanting to bring the pack back to the 21st century... and all its madness. They are lead by the Chief's son, Garan Thundergod, much to the chagrin of his father. He has been seduced by the dark side of the Edge, feeling restricted by the old customs imposed on him by the rule of his father. With a gang of similarly-minded youths (about eight, aged from 16 to 22) in the clan, he has on numerous occasions risen against the Chief's will at the Council, preaching a decidedly more violent approach to the pack's actions. He has also been repeatedly involved in violent confrontations with outsiders, especially since two other Nomads were found three months ago, wounded in the forest, were accepted in the pack: Jezabelle, a raven-haired beauty with magnetic green eyes and Salomon, an aloof giant with an unnerving yellow stare.

What the rest of the pack is unaware of, is that both refugees are were-panthers on the run from a mysterious hunter. Garan, however, has caught Salomon in the act on a full moon night while following Jezabelle – he wants her bad! – and wanted to use him in his bid for power against his father. However, Salomon didn't like to be blackmailed and killed the pretentious lout... Or so he thought. Garan managed to survive the encounter, discovering also the gift left by the attack: he was now one of them. Even more arrogant now than before, he has reveled in the nights of killings (see **Night's Edge** p. 73 to 75 for more details on were-creatures). Transforming into a panther (shoulder height of (BODY/2) is usually the case for were-creatures) gives the character a REF of 12, MA of 12 and BOD stays the same – unless voluntarily changed by using the Transform power, **Night's Edge** p. 63, but see **RULES ADDENDUM** below. Claws do 2d6 + BOD modifier each, while a bite does 1d6 + BOD modifier.

This time should be used as an opportunity for the PCs to acquaint themselves with the members of the pack, getting at the same time a certain sense of its inner workings and the power struggle going on between the old and the new ways. It is also during this time that Jezabelle will begin to actively seduce one member of the party – preferably the one most physically attractive (both high ATTR AND BODY) and/or alluring.

- **Ace:** He is trying to save his skin, caring little about the rest. Should he see an opportunity to escape in the night, he will surely take a chance, especially during the battle with the were-panthers.
- **Jezabelle:** She has chosen to kill one of the characters, preferably after love-making, when he is defenseless and out of reach of his companions. GMs are encouraged to let the "love birds" have a maximum of "intimacy." She will insist that they to "do it" in the nearby forest, away from prying eyes or jealous ears.
- **Salomon:** He is somewhat at a loss with what happened to Garan and has yet to decide how to deal with him. For now, since it will satiate his killing urge, he has reluctantly agreed to help him move to power by selec-





tively killing the strongest supporters of Lar TwinClouds, while the son deals with the father himself.

Remember that the full moon affects the were-panthers by reducing their EMP and COOL by 1, three days before the full moon, which means all the time of this adventure – see *Night's Edge* p. 74.

- **Garan:** Inebriated with his newfound powers, he wants to take what he believes is rightly his: the control of the pack. To do it he will confront his father, demanding that he steps down and name him Chief, or else... He is also going to do something about the PCs, wanting to get his hands on the money they promised for the stupid movie, as well as killing the one flirting with "his" girl!
- **Karen Blackstone:** The mysterious stranger stalking the PCs is in fact the hunter the were-panthers are running away from! She will take great care to remain unseen at all times. GMs can have PCs think they saw something during the day, but she will only act at night. In fact, a great way to introduce her would be to have her save the guy Jezabelle's about to rip to pieces. Have her burst in and shoot Jezabelle, watching the PC's outraged look turn to dismay when his date turns hairy. Don't kill off the were-panther with one shot! Simply have Blackstone help in the fight, while warning him that Salomon is also one of the creatures... Note that anyone turning out to be a vampire will certainly feel her sting, unless the odds are not in her favor.
- **The Pack:** Most of them will flee in terror when they see the monsters that are upon them, only returning after they are sure the danger is over.

NPCS



SALOMON



Real Name: Unknown Role: Were-Panther/Solo

GAME STATS

INT: 7 REF: 10 TECH: 4 COOL: 7
ATTR: 8 LUCK: 5 MA: 9 BODY: 10
EMP: 4 PSY: 8 SAVE: 10 BTM: -4 DM: +2
INIT.: +5

DESCRIPTION

Sex: Male Age (App./Real): 32/162 Ethnic Origin: Egyptian
Age lvl: II Hair Color: Black Hair Style: Long with pony tail
Height: 6'8" Weight: 267 lbs Eye Color (s): Yellow
Dress & Style: Black leathers, biker style

Distinguishing Features: a piercing gaze and an ankh tattoo on left arm

Quirks: Very Agile (+2 REFL), fear fire and Ankh (as Holy Symbol), believes a silver bullet in the head will kill him.

PSYCHOLOGICAL

Motivation: Power ExMode: Aloof InMode: Arrogant

SKILLS

Name	Level	Name	Level
Awareness	+4	Combat Sense	+5
Intimidate	+4	Dodge & Escape	+6
Brawling	+8	Egyptian	+5
General Knowledge	+6	Archaeology	+5
Driving	+5	Melee	+6
Handgun	+5	SMG	+4

PSYCHIC POWERS

Name	Level	Name	Level
Transform	+5	Body Control	+5
Psychic focus	+6	Regeneration	+4



JEZABELLE

Real Name: Unknown Role: Were-Panther/Nomad

GAME STATS

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

DESCRIPTION

Sex: Female Age (App./Real): 25/155 Ethnic Origin: Hispanic
Age lvl: II Hair Color: Black Hair Style: Long, wavy
Height: 5'8" Weight: 127 lbs Eye Color(s): Green
Dress & Style: Gypsy style or biker style on the road
Distinguishing Features: a magnetic gaze
Quirks: Very Agile (+2 REF), Very Fast (+2 MA), fears fire and won't enter holy grounds, believes a silver bullet in the head will kill her.

PSYCHOLOGICAL

Motivation: Pleasure ExMode: Alluring InMode: Cruel

SKILLS

Name	Level	Name	Level
Awareness	+6	Family	+2
Dodge & Escape	+6	Brawling	+3
General Knowledge	+3	Seduction	+8
Driving	+6	Melee	+3
Handgun	+7	SMG	+6
Persuasion	+7	Wardrobe & Style	+4
Personal Grooming	+7	Human Perception	+7

PSYCHIC POWERS

Name	Level	Name	Level
Transform	+5	Charm	+5

Psychic Focus	+3	Hypnological	+4
Mania	+3	Sensory	+4

GARAN THUNDERGOD



Role: Were-Panther/Nomad

GAME STATS

INT: 5	REF: 8	TECH: 5	COOL: 5
ATTR: 6	LUCK: 2	MA: 7	BODY: 10 (11)
EMP: 4	PSY: 5	SAVE: 11	BTM: -5
DM: +4	INIT.: -		

DESCRIPTION

Sex: Male Age (App./Real): 25 Ethnic Origin: American Indian
 Age lvl: 0 Hair Color: Black Hair Style: Long with pony tail
 Height: 6'2" Weight: 235 lbs Eye Color (s): Blue
 Dress & Style: Black leathers, biker style with feathers headband
 Distinguishing Features: tomahawk tattoo on chest
 Quirks: Very Agile (+2 REF), Very Fast (+2 MA), fear fire and silver items, believes Shaman (Holy Man) blood can kill him.

PSYCHOLOGICAL

Motivation: Power ExMode: Bully InMode: Arrogant

SKILLS

Name	Level	Name	Level
Awareness	+4	Family	+2
Intimidate	+4	Dodge & Escape	+3
Brawling	+5	Driving	+4
Melee	+3	Handgun	+5
SMG	+4	Thai Kick Boxing	+3

PSYCHIC POWERS

Name	Level	Name	Level
Transform	+4	Body control	+2

KAREN BLACKSTONE



Role: Hunter/Solo

Specialty: Werewolves

GAME STATS

INT: 7	REF: 8	TECH: 7	COOL: 8
ATTR: 8	LUCK: 10	MA: 9	BODY: 6
EMP: 8	PSY: 5	SAVE: 6	BTM: -2
DM: -	INIT.: +5		

DESCRIPTION

Sex: Female Age: 28 Ethnic Origin: American-Egyptian
 Hair Color: Blonde Hair Style: Short with bangs
 Height: 5'6" Weight: 117 lbs Eye Color(s): Green
 Dress & Style: Adventuress, Indy-style garb
 Distinguishing Features: An ankh tattoo on right arm

PSYCHOLOGICAL

Motivation: Revenge ExMode: Confident InMode: Unsure

SKILLS

Name	Level	Name	Level
Awareness	+6	Combat Sense	+5
Dodge & Escape	+6	Egyptian	+5
General Knowledge	+6	Archaeology	+7
Riding	+5	Karate	+4
Handgun	+4	SMG	+2
Were-Wolves lore	+7	History	+7

PSYCHIC POWERS

Name	Level	Name	Level
Sensory	+2	Mental	+1
Psychic focus	+2		

EQUIPMENT

Light armor jacket, SmartGoggles: LowLite, image enhancement, anti-dazzle, thermograph, Malorian Arms HFP (*Chrome Book* 1 p. 45, without interface, but user-encoded and using silver flechettes), backup Militech Crusher SSG (*Chrome Book* 1 p. 42), and Motion Restraint bombs (3) (*Chrome Book* 1 p. 48)

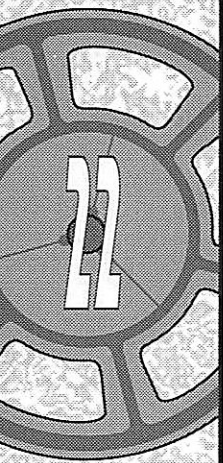
BACKGROUND

Nothing is really known about her, except for rumors about her parents being tragically killed while investigating the location of unknown ruins bearing the mark of the Egyptian god Set. She claims to be tracking down the group of rival archaeologists whom she believes are responsible for their murder. Unknown to her, this rival group had the bad luck of encountering a were-panther who infected a member - Salomon - who himself caused the collapse of the temple, causing their deaths in his killing rage. He fled before Karen, encountering Jezebel along the way, the two deciding to come to America to lose the crazed child (which they obviously failed to do).

RULES ADDENDUM

Since were-creatures were not the main topic of *Night's Edge*, there was not enough space available to address the many special rules when dealing with such creatures. This section will attempt to rectify this.

- **TRANSFORMATION:** The bread and butter of shape-shifters, this remarkable trait is complex on many levels. First, it is mostly an involuntary power which manifests itself during the nights of the full moon. However, it has been speculated that a certain amount of mental training and effort can allow a measure of control over this power.
- In game terms, to voluntarily transform, one must pass a COOL check vs 20 minus Transform power level. This



means that cubs, starting at level 2 – the rules wrongly state that a minimum of six points must be spent on that power (see *Night's Edge* p. 75), FOUR being the minimum – would require a roll vs 18, something somewhat out of their normal range. As you can guess, the normal rules requiring to beat a difficulty number to achieve a level of transformation – see description of power, *Night's Edge* p. 63 – do not apply to were-creatures. However, even if they are automatically able to shift to their animal counterpart, what of the half-man, half-animal of stories?

- Here again speculations points of yet another use of mental training to explain these occurrences: again in game terms, it means that a 'normal' power check – $PSY + level + 1d10$ – is required to shift to an hybrid man-animal form. The difficulty to beat is 15 – for minor animal characteristics like fangs and claws – or 25 – for the full hybrid mode, something which is again out of reach of the younger cubs. Another peculiarity of the transformation is that the time to achieve it is much less than normal. (NOTE that the first and last amount of time in the power description were reversed, so you should read 6 minutes for a minor transformation and 10 for a full one). For were-creatures, those times are divided by their power level – so a level 5 TRANSFORM would allow a full shift in 2 minutes. A hybrid form is considered middle ground, and takes 8 minutes before reduction. Remember that were-creatures must invest at least 4 skill points into their power, making it level 2, so that those times are halved right away!
- Each form has different advantages and penalties: the full creature "mode" allows the possibility to increase height and resistance (+1 to BODY per 3 full levels in the power). However, INT, COOL and EMP are down to animal level (Base 0, +1 per 2 FULL levels in the power, up to the original stat level), which explains the savagery of the beasts, and no skills are retained, except a few combat ones (Dodge, "Brawling", Stealth, Track, Hide/Evade and Awareness, all of which cannot be higher than your current INT score in that form). A young cub will be at 2 in those stats, and have +2 in the skills listed. Note that all skills are gained at this minimum, even if your character doesn't have them on his list (a remnant from a more animalistic time when survival was top priority). Also, don't forget the +2 given for the were-creatures senses (*Night's Edge* p. 75).
- On the other hand, the hybrid form can only have a limited increase in height and resistance (+1 to BODY maximum, available with a level 5 in the Transform power), but permits to retain a lot more in the way of INT, COOL and EMP (Base 0, + level of Transform, up to the original stat) as well as skills (all skills are retained, but their level is restricted to your current INT stat; some manipulation skills may warrant a penalty (-1 to -3) due to the bigger 'hands' at the GM's discretion.)

To the Casanovas out there... Don't fool yourselves, ATTR is an abysmal 0 in both forms, and relation rolls could also warrant an extra penalty (-3 to -10) due to the savageness and horror involved. The girl will indeed faint, but not because of your pickup line... Maybe it's your breath!

- **QUIRKS:** Contrary to vampires, who retain their 'power-form' all along, were-creatures do not, which means that acquired quirks apply only to their Were-forms, although psychological quirks may transfer to the human form at the GM's discretion, especially if the were-creatures spend most of their time in hybrid form. Also, stat-related quirks – most notably REF and BODY – must be linked to the animal form, as a sort of mandatory price to be able to transform into that specific animal type if they bring the stat over 10 (e.g. a bear gives a BODY of 12, which is 2 over the normal 10 limit, so that would warrant a mandatory quirk worth 6 points: +2 to BODY; same thing with the 12 MA for the wolf).
- **SILVER:** Although this vulnerability is attributed to were-wolves only in the stories, all other known were-creatures (wolf, panther, tiger, jaguar, rat, bear and boar) share it too. It seems that something in the chemical composition of silver reacts violently with the cells mutated by the lycanthropic virus, but that prolonged exposure to the unknown element can lessen its effect, somewhat like developing anti-bodies to fight an infection. As a side note, some have speculated that were-creatures are somewhat linked to a genetic memory of a bygone era when man was closer to nature, living on an instinctual plane which is mostly gone today, and that its vulnerability might simply be some kind of allergic reaction to a pollutant. Mercury, also known as Quick Silver, has been frequently mentioned by those same persons as the real culprit. The jury is likely to be out on this one for a long time, but it is a quite interesting debate!

CONCLUSION



If the party manages to stay alive, they will probably gain a few new friends in the Nomad pack, especially the Chief, if they can save him from his son. Sadly, Garan is most likely to die, since he won't have the reflex to quit, but Salomon and Jezabelle will not be so easily dispatched (you don't get to be so old by being stupid), even with the help of the mysterious stranger, which means that somewhere, somewhen, down the line, there will be a reckoning! If Garan is still alive, then the Chief may want the party to help him find a cure, or, if he escaped, he may resign himself to ostracize him from the tribe. Garan will want revenge. With Salomon and Jezabelle? Possibly. Or he may heal himself someplace and start his own pack of rabid dogs to come after the pack. Finally, Karen may or may not decide to help. She also wants revenge, and will surely want to track Salomon and Jezabelle down as soon as possible. Her story could be interesting too. Then, there's the slight problem of any vampires in the party...

DO YOU SEE THE FACE ON THE TV SCREEN
 COMING AT YOU EVERY SUNDAY
 SEE THE FACE ON THE BILLBOARD
 THAT MAN IS ME...
 I'LL GET YOU EVERYTHING YOU WANTED
 I'LL GET YOU EVERYTHING YOU NEED
 DON'T BELIEVE IN THE HEREAFTER
 JUST BELIEVE IN ME
 - GENESIS, JESUS HE KNOWS ME

DOUBLE CROSS

Locating the vintage Invasion of the Body Snatchers will carry the party to LittleRock, Arkansas, where they will face heavenly horrors and hellish angels bent on crushing the dream of an old man.

LOCATION: RETIREMENT HOME

An old-fashioned three-story mansion, white with bright blue window-shutters, and matching fence around a large green backyard, away from the hassle of the downtown area, provides accommodations for golden age citizens not wishing to finish their days in some medical facility where they are nothing more than a number of colored pills on a tray.

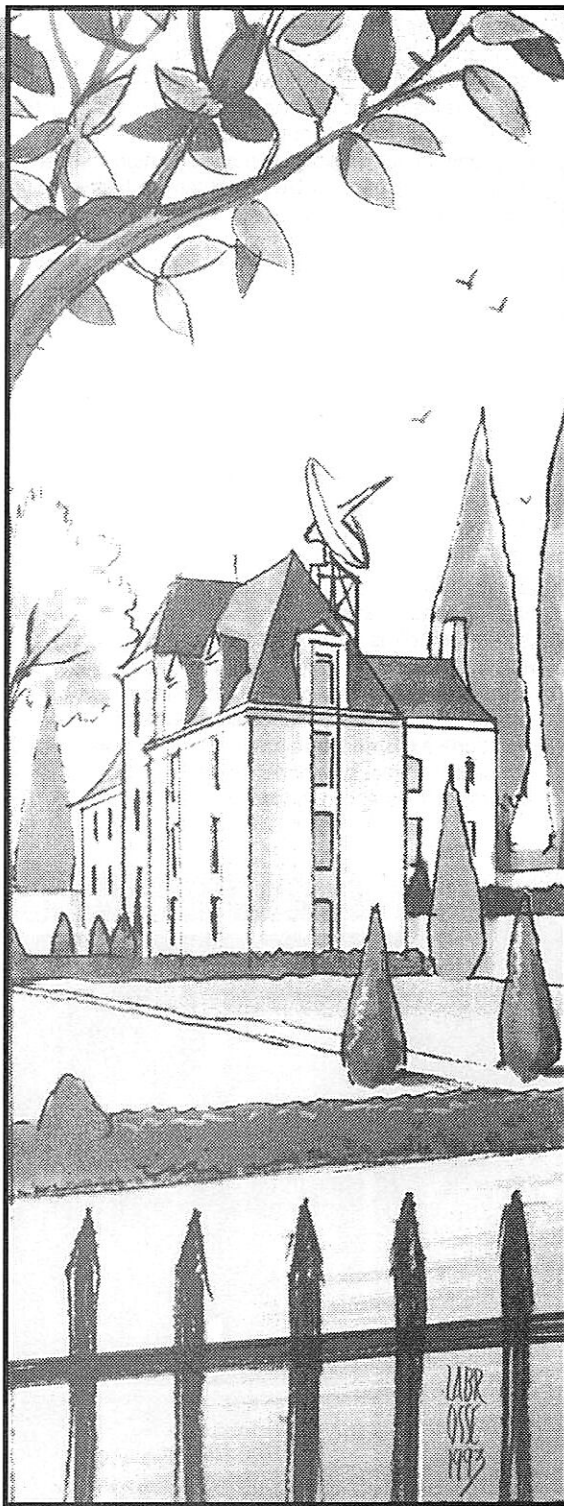
LOCATION: G.O.D.-TV

In the heart of the downtown area, with a view on City Hall and a nearby theater, the seventh story of this gothic stone building houses a new fad: GOD TV, hosted each night by Reverend Bishop from 8 to 9 on the local television station (see map for more details).

1. **Reception area:** Here, two lovely ladies (see NPCs) will answer your questions and check if the Reverend can see you now (hidden cameras – Awareness check to notice – relay info to the control room in case something is amiss and each secretary can alert the local police by using a concealed alarm button – Very Difficult check to notice on their bracelet).
2. **Storage room:** Where the recording stuff is held (and the friday night poker game too).
3. **Control room:** During the business hours, except when the live telecast of the show is on, only the young security guard is checking the cameras, ready to spring to the rescue of the lovely receptionists in room #1. When the show is running, three technicians are with him in the booth, making sure the performance goes smoothly.

Security Guard: INT: 6, REF: 7, COOL: 5, BODY: 8, ATTR: 8, EMP: 5, TECH: 4, Combat Sense +3, Handgun +4, Brawling +4, Awareness +3, Adrenal booster, light armor jacket and Colt Alpha-Omega with a smartgun interface (*Chrome Book 1* p. 43), Mike, 26 years old, 6'2", 180 lbs, blond hair, blue eyes, ruggedly handsome smile with pecs to die for.

4. **Studio:** This is from where the hour-long live program is being broadcasted. An audience of about 40 can sit in



chairs placed in front of the stage, letting the two cameramen enough space to maneuver in.

During each show, up to three people – 1d3 – appear to faint at Reverend Bishop's appearance in the beginning, later joining their fellow spectators. In reality, Takahashi is randomly selecting targets for his experiments, shooting them with tiny needles coated with a fast-action tranquilizer – STUN at -3, adding -2 per round for up to



three rounds, for a maximum of -9, the effect wearing off in about 10 minutes – and seemingly getting them to an office (his own) to lie down a bit. There, aided by the twins, he inserts the behavior modifier at the base of the neck (Difficult check to notice it by touch, but it is visible to scanners and audible on a specific high frequency radio band – Roll for LUCK for them to hear a noise while scanning frequencies).

5. Bishop's Office
6. **Takahashi's Office:** Hidden under the desk is a locked box (Difficult Electronic security to bypass code) with a kind of big hypo syringe and some sealed vials (MedTech to recognize nanite plates, microscopic mechanisms introduced into the body to repair injuries). Searching in the desktop computer will reveal a file (Difficult Programming check or Average Interface to break the entry program) named Ranma, which will give access to a brief description of the process involved in the injection of nanites in the brain (Roll a Difficult Medtech or Electronics to find a way to counter the injection, which uses opposing harmonics and a strobe effect on the TV screen which is used every other night during the telecast to alter the personality of the subjects implanted with the device. The latter increases or decreases a lobe activity of their brain with a specific function – e.g. stimulate aggressivity, moodiness, activity, passivity, pleasure or pain centers to create a new you more sensitive to those stimuli.

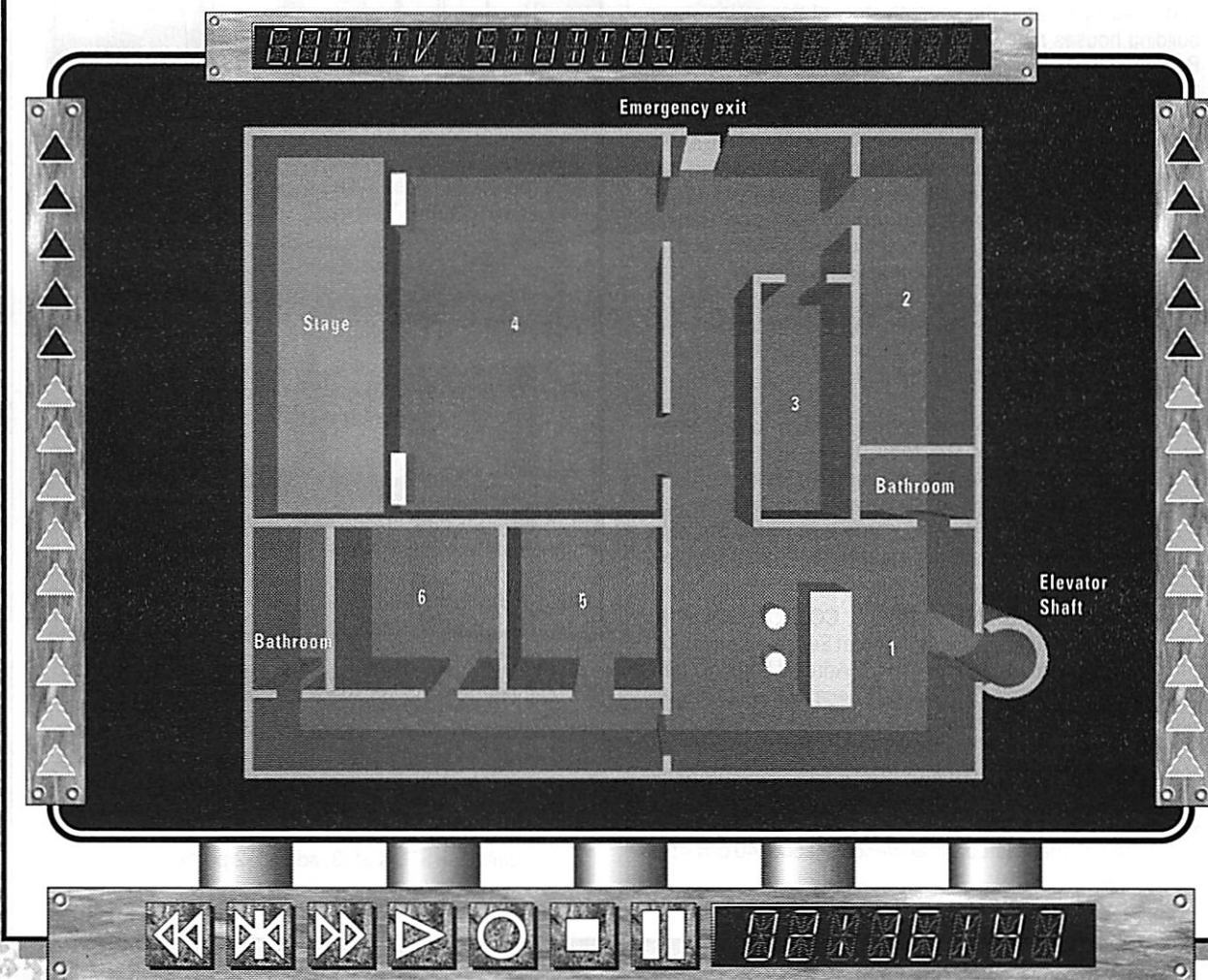
ACTION



The party will easily track down the owner of this movie, Jack Napier, to a city in Arkansas. When contacted, the guy, a retired teacher, will be delighted to sell the movie to have some cash for his old days, agreeing on about 10,000eb with delivery the next day, when the PCs are in town. Talk about a smooth ride! However, when the party does arrive at the White House retirement home, the old Mr. Napier will deny having ever heard of them, OR the movie, and threaten them with police action if they do not leave the premises at once. Meeting William, Ronny, Abe and George, they will learn that Jack has not been the same since he went to that preacher's show a couple of days ago. In fact, with a little investigation, they will learn that a lot of people in town are behaving strangely, and that all have been at the show. Upon meeting a reporter asking questions around about Reverend Bishop, the party will have a new unwanted player in the game as they decide to go to the next show themselves. Trouble will erupt when the nosy reporter decides to sneak into offices during the show, uncovering the awful truth.

ENCOUNTER: JACK NAPIER

Coming around the house to the green backyard up ahead, you cannot help but feel that this place is somehow out of time, with a bunch of old guys and girls playing softball like children, giggling and cheering the name of some bent-over guy with a black



baseball cap who must be pushing 80, like, prehistoric man: Babe, Babe, Babe... The scanting becomes way to a roar when the guy actually puts the ball out of the park. As you wonder about this sight, a man approaches you, and you immediately recognize the voice and face of Jack from your vidphone call yesterday. "George told me you came to see me yesterday about some movie we talked about... I don't know who you are and what you're trying to pull, but I'm not going to stand for it boyos!"

Jack will be extremely adamant about never having heard of the PCs or the film, becoming more and more irritated each time the PCs argue to the contrary, until George asks the party to leave before blows are exchanged. If asked about Jack, he will apologize, saying that he doesn't know what came over him, and that he has indeed been acting strange for the last couple of days. At this point, William and company will enter the picture, saying that he has been like that ever since he went to the preacher's show.

This group is very strange, and yet really quite endearing once you've shared a little time with them:

- George is the handyman of the house, seemingly a little slow, but always coming up with the most incredible common sense remarks appropriate to the situation at hand. He is also quite shy around beautiful women.

George: INT: 6, COOL: 9, REF: 5, EMP: 7, LUCK: 9, TECH: 8, BODY: 5, Jury Rig +9, 6', 150 lbs, 73 years old, white hair and baby blue eyes.

- Ronny is the funny man of the group, always imitating John Wayne and believing in the cowboy credo: poker, whiskey, fist fights and dames.

Ronny: INT: 5, COOL: 6, REF: 5, LUCK: 6, BODY: 5, Acting +3, Seduction +4, Endurance +3, Brawling +4, 6'; 145 lbs, 74 years old, black hair (of course it's not natural, but DON'T say it to his face!) and blue eyes.

- Abe is the peacemaker of the gang, always there to calm the situation and restore tempers to a proper discussion mood - the strong and silent type.

Abe: INT: 8, COOL: 10, EMP: 9, BODY: 5, REF: 5, LUCK: 4, History +8, Diplomacy +9, 6', 148 lbs, gray hair with beard, and brown eyes, 77 years old.

- William Jefferson is the leader, having the knack to take the advice of everyone involved and make it into a coherent plan of action. He likes to keep up on the community events, and has been seeing this whole religious thing with GOD TV as one big ripoff, although he can't exactly say why. He was planning to check it on TV at the local pub, since their set broke last month, but Jack, also suspecting something about that sudden craze in town, beat him to it by attending live to the show.

If the party doesn't suggest it, he will convince them that asking quietly around for unusual behavior in town may help them in this case. And George will say that, then again, maybe Jack is simply going senile on them.

William Jefferson: INT: 7, COOL: 7, LUCK: 8, REF: 6, BODY: 5, EMP: 7, U.S. history expert +9, Oratory +6,

Awareness +4, Leadership +7, 6', 150 lbs, 73 years old, white hair and blue eyes.

REACTIONS

Here's what the party can expect from the cast in this episode:

- Reverend Bishop:** the poor guy doesn't suspect that he is being used by Takahashi and company (only the twins are in on the secret) to demonstrate their new behavior modification chip. Should the party somehow convince him of that fact (Very Difficult Persuasion check, as he doesn't trust city boys; may be reduced if hard evidence is presented as proof), he will denounce the plot at his next show, something that could prove fatal for him.

- Takahashi:** He won't want anyone to mess with his experiments, letting the twins handle any problem that might come up. The one exception to that might be the beautiful reporter. He might be (Difficult COOL check to resist) tempted to modify her personality in order to go out with her since he cannot approach the dangerous twins. If push comes to shove and he feels trapped, he will send a special order with a hidden transmitter that will cause a frenzy in all the subjects within a one mile radius, ensuring total chaos erupts in the city as people tear at each other for no apparent reason - assume 10d% persons are affected, and the crisis will subside in ten minutes, leaving them wondering what the heck is going on...

A twist in the plot might be to have him decide to tranquilize her when she shows up with the party for the live broadcast, implanting the B-Mod chip and have her fall in love with him by broadcasting special orders for her only with a mobile vehicle - the party would then be in big trouble if the lover were to tell her honey that a bunch of bad people are out to get him.

- The Twins:** Aside from obeying Takahashi's orders, even if they find him to be the ultimate nerd, they have special orders to eliminate anyone who might become a liability to the project, including the Reverend and poor Shiro. In a fight, they will always call back up units to have a way of escape in case something goes wrong, so don't hesitate to have them slip through the PCs fingers - even if they are caught by the police, they will be out on bail in a matter of hours, and will disappear in nature if necessary;

- William and Co.:** they will (of course) want to help, even if the PCs are trying to leave them behind due to their age - in fact, it is a sure way to have them around. William will devise some plan to play back-up to the party without them knowing, like getting in by the emergency exit with the help of George's expertise. If a fight erupts, Ronny will surely be in the thick of it, probably trying to save the reporter, or the twins (until he realize his fatal error - the girls are not above using hostages, even killing some to make a point), while Abe is fully capable of saving a life by putting himself



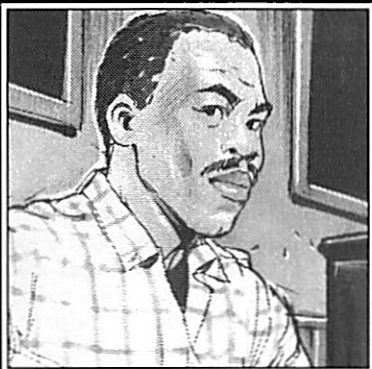


between the bullet and the intended target. Whatever happens, remember that these guys are some kind of heroes and that if they have to die, it should be something courageous and inspiring. They can also die from their wounds on the way to the hospital; that's always quite dramatic and moving, especially if the PCs are starting to like them.

- **Candice:** She's snooping around town trying to pin something on Bishop. She will notice the party asking questions about unusual behavior and will follow them to know more. Even if they don't want to help her, she will stick around anyway, deciding to uncover the truth by herself if need be. Once at the show, she will try to sneak out of the studio during the performance, bent on finding more about the whole affair. By luck, she will catch Takahashi red handed in his office meddling with a spectator's neck. Unfortunately, the twins are also nearby. (From there you could have the party notice her departure and arriving in such time to save her cute derrière, or she could be 'programmed' by Shiro to alter her recent memories and leave for home; from where hopefully she will invite him over later that night.)

NPCS

JACK NAPIER



Streetname: Mayor Role: Retired Teacher

GAME STATS

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

DESCRIPTION

Sex: Male Age: 53 Ethnic Origin: Black American
Hair Color: Black Hair Style: Short
Height: 5'9" Weight: 167 lbs Eye Color(s): Brown
Dress & Style: Relaxed
Distinguishing Features: golden half-circle reading glasses

PSYCHOLOGICAL

Motivation: Stability ExMode: Bossy InMode: Worry-wart

SKILLS

Name	Level	Name	Level
General Knowledge	+5	Oratory	+5
Persuasion	+5	Social	+5
Awareness	+3	Chess	+5
Leadership	+5	Human Perception	+4
Teaching	+6	History	+8

BACKGROUND

"Mayor" Napier has been the head of the town elders for almost a decade and has the strong support of most of the community due to his unyielding concern about the security of the people under his care. He can be quite headstrong about any proposed change, but is always fair, giving you a chance. You better not go an' blow it boyo!



REVEREND BISHOP

Real Name: John Bishop Role: Media
Specialty: Televangelist

GAME STATS

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

DESCRIPTION

Sex: Male Age: 45 Ethnic Origin: American
Hair Color: White Hair Style: Short with bangs
Height: 6'2" Weight: 177 lbs Eye Color (s): Blue
Dress & Style: 1950's Preacher style
Distinguishing Features: Compelling voice and gaze

PSYCHOLOGICAL

Motivation: Change ExMode: Confident InMode: Driven

SKILLS

Name	Level	Name	Level
Credibility	+4(8)	Persuasion	+7
Religion Expert	+8	Social	+5
Oratory	+9	History (50's)	+7
Awareness	+4	Psychology	+6
Teaching	+4	Farming	+4

PSYCHIC POWERS

Name	Level	Name	Level
Mania*	+1		

(*) This power is unconsciously used by the reverend during his preachings, enabling him to raise the collective soul of his audience. As stated in *Night's Edge*, p. 52, powers at the first and second level can – and SHOULD, for the majority of non-mystics unaware of the potential of their mind – manifest themselves only subconsciously. In game terms, this means that in critical/important moments (left to the GM's appreciation) a roll could be made to see if the power would not work on the PCs. The normal check – PSY + level + 1d10 is made by the GM, the player deciding in advance how much LUCK he wants to apply to the roll. It is recommended that the PC first be totally unaware of that power's existence, or, have only a vague hint about having some lucky or weird things happen when it gets hairy. Only by seeking spiritual enlightenment (and never forget that there are many people out there who would just love to make you believe they are the last real yogi) can a PC begin to understand how this is working, let alone train in its use.

BACKGROUND

Raised in one of the last Amish communities in the States, John Bishop has always known that he was to become a shepherd to guide the lost sheep of the world back to the verdant prairies of God's teachings. However, sometimes, even if you want something very much, it doesn't always happen, and John couldn't find many ears for his old values in these times of trouble. However, one person did come to him with a proposition to raise a flock of disciples, all devoutly following him with the aid of some new technology he had designed. It wasn't exactly how John had pictured it, but, then again, God DOES work in mysterious ways!

TAKAHASHI SHIRO



Streetname: Brains Role: MedTechie
Specialty: Behavior modification

GAME STATS

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

DESCRIPTION

Sex: Male Age: 33 Ethnic Origin: Japanese
Hair Color: Black Hair Style: Short with bangs
Height: 5'6" Weight: 147 lbs Eye Color (s): Pale violet
Dress & Style: Lab coat and American college football T-shirt
Distinguishing Features: Heavy Japanese accent

PSYCHOLOGICAL

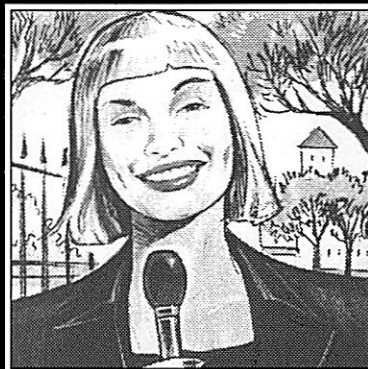
Motivation: Knowledge ExMode: Absent-minded InMode: Confident

SKILLS

Name	Level	Name	Level
MedTech	+8	Biology (Brain)	+8
Chemistry	+7	CyberTech (Chipware)	+9
Pharmaceuticals	+5	Diagnose Illness	+2
Dojinshi Artist	+5	Programming	+4

BACKGROUND

Early in life, Shiro was attracted by two things, technology and women... not necessarily in that order. However, being the nerd-brainy type, he couldn't approach the skin deep girls he yearned for, even if he was kinda cute (how can you compete with artificially induced ATTR 9 and BODY 10). Instead, he focused his energies on finding a way to make the girls see him as a hunk, while indulging in sexy manga drawings during his spare time. Eventually, a research company by the name of Bio Tech Epsilon, who was researching new possibilities for APTR chips (see *Chrome Book 1* p. 75) got him a contract working on some top secret (read illegal) project. It is when confronted with the need to test the new design that Shiro came up with the idea of using the preacher to reach a large audience of subjects.



CANDICE MARTINECKERD

Streetname: Scoop Role: Media
Specialty: Messing your life

GAME STATS

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

DESCRIPTION

Sex: Female Age: 23 Ethnic Origin: American
Hair Color: Blonde Hair Style: Cleopatra style
Height: 5'9" Weight: 122 lbs Eye Color (s): Golden amber
Dress & Style: Latest fashion with a personal touch
Distinguishing Features: Fashion model type with devastating smile and legs to die for

PSYCHOLOGICAL

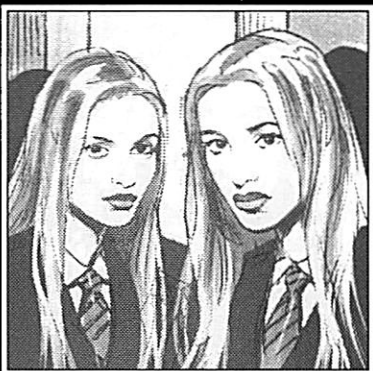
Motivation: Recognition ExMode: Outgoing InMode: Driven

SKILLS

Name	Level	Name	Level
Credibility	+2	Shadow/Track	+2
Photography	+3	Awareness	+5
Streetwise	+3	Basic Tech	+3
Driving	+5	Interview	+6
Persuasion	+3	Seduction	+3
Human Perception	+4	Library Research	+4
Personal Grooming	+3	Wardrobe & Style	+4
Social	+3	Karate	+5

BACKGROUND

A new Network 23 reporter, fresh out from journalism school with high marks, Candice is exactly like everyone of her fellow graduates: wishing to pull the great scoop in her first week, rubbing elbows with the stars, and generally wanting to prove to everyone that she's Pulitzer material. Of course, after a day of this kind of enthusiasm, she didn't understand why her boss was wasting her talent by having her in charge of the small news column. Out to find a scoop on her own, she heard of the success story of Reverend Bishop's show in LittleRock, and decided that this was definitely a place to look for a hidden scandal, something juicy like a mistress, maybe with some embezzlement to top it off. She didn't know what she was getting into.



Streetname: The Barbed Twins
Specialty: Assassination

Role: Solo

GAME STATS

INT: 7	REF: 9	TECH: 5	COOL: 9
ATTR: 10	LUCK: 7	MA: 8	BODY: 8
EMP: 3	PSY: 2	SAVE: 8	BTM: -3
DM: +1	INIT: +7		

DESCRIPTION

Sex: Female Age: 28 Ethnic Origin: European
Hair Color: Blonde Hair Style: Long with bangs
Height: 5'10" Weight: 125 lbs Eye Color (s): Green
Dress & Style: Sexy 40's gumshoe-style men's clothing
Distinguishing Features: Statuesque with well-rounded bodies and a seductive smile

PSYCHOLOGICAL

Motivation: Pleasure ExMode: Dumb Blonde
InMode: Deadly

SKILLS

Name	Level	Name	Level
Combat sense	+7	Shadow/Track	+5
Awareness	+5	Seduction	+5
Streetwise	+4	Driving	+5
Interrogate	+3	Melee	+4
Human Perception	+6	Handgun	+4
Personal Grooming	+5	Wardrobe & Style	+4
Social	+3	Ninjutsu	+5
Rifle	+4	SMG	+5
Disguise	+4	Athletics	+3

CYBERWARE AND EQUIPMENT

Sandevistan reflex booster, cyberoptics: LowLite, Dodgeball (*Chrome Book 1* p. 39), anti-dazzle, target sight, Pacesetter 2000 heart (*Chrome Book 1* p. 37), hidden monoblade knife, garrotte, poison rings or lipstick, and a Malorian Arms HFP with smartgun Interface (*Chrome Book 1* p. 45)

BACKGROUND

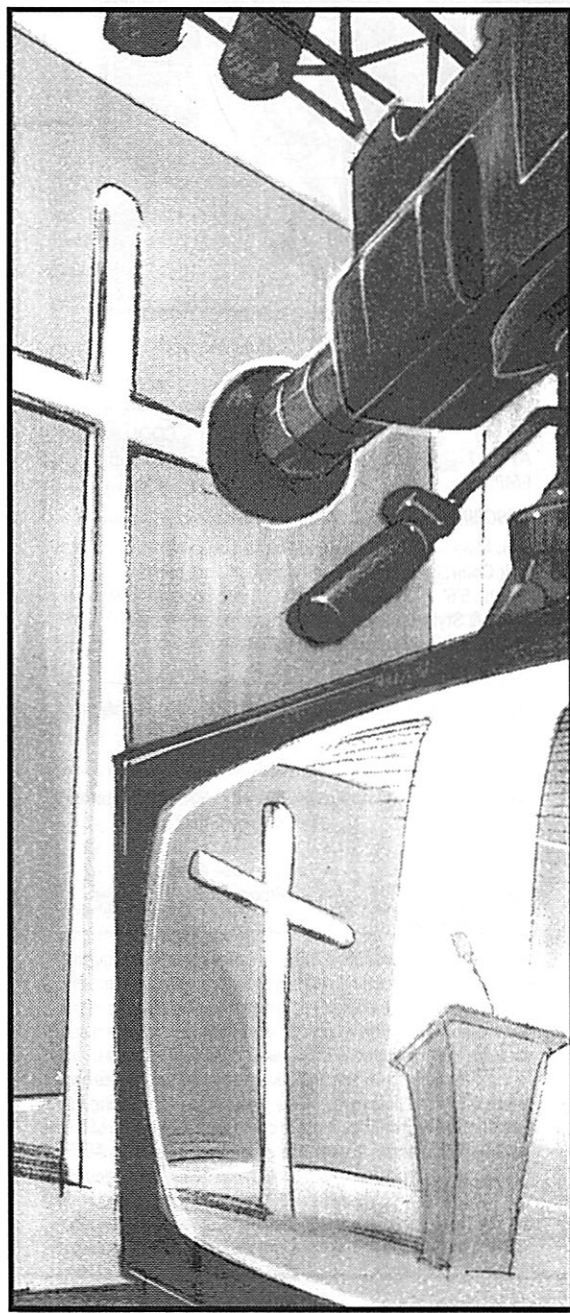
Very little is known about these twin solos, except that they are very beautiful, very expensive and very dangerous!

CONCLUSION



After exposing the sordid mind-control scam on TV, with the help of Candice (you didn't think you would rob her of her story) and see it last a whole day on national news (need I remind you that corporate interests are the main power in this world), rumors will come up that, using the recent scandal rocking the Bio Tech Epsilon company, a still unknown major corporation has seemingly engaged in a hostile take-over of their stocks.

On the other hand, any vampire character in the party may very well find that Miss Martin is asking too many questions about them, and that refusing to answer them is not a solution, especially if she's sniffing another scoop!



When you were a child,
You were afraid of looking under your bed,
Thinking there were monsters lurking under it.
Well... you were right!
- XTRO, MOVIE TEASER

SHOWDOWN AT O.K. CARNIVAL

Searching for a rare print of Hellraiser, the party will track its owner in Dallas, Texas, only to find out that it has been recently purchased by an avid fan, and that still others are apparently looking for it...

LOCATION: DILLON'S ELECTROSHOP

Located in the downtown commercial area of the city, this shop caters to the needs of the local techno-freaks, carrying a wide range of gadgets for all tastes and wallets, as well as having a speciality 'shop' for those 'custom' jobs you might need. The security is good (a set of hidden cameras, bulletproof glass and alarm system - Difficult Electronic security to bypass, same level check to find the cameras) and the neighborhood relatively calm. The backstore holds Dillon's small office, computer, storeroom and workshop, all pretty messy.

When the PCs return here after the robbery, they will want to investigate the place to find out clues. A Difficult Electronics check will be required to see that he was working on some custom high-tech job. Also, a Difficult Awareness check will uncover the fact that his computer was hooked to an old 35mm film unit, without a roll in it...

LOCATION: CARNIVAL GROUNDS

Near the combat zone south of the city, lie the ruins of some old carnival grounds, with their buildings mostly down and used by many gangs as a sort of neutral zone to conduct trials by combat between opposing members or factions. The Maze is the only structure apparently kept in good condition with this in mind (see maps for further details).

All traps and walls can be remotely controlled by the operator in the control room, who's following the players' progress via a complex array of motion sensors hidden all over the place. a slow inching (MA 1) or a burst of automatic fire will confuse the sensors for a few moments. Note that the walls will not move from a casual contact. They require an applied pressure to engage the mechanism.

- They are reinforced to SP 6 to avoid being easily blown.
- Traps are activated by pressure plates (floor) or IR beams (ceiling), the latter being quite obvious with enhanced vision aids and the former making an audible click (Very Difficult to hear in combat situations). There is only a second to clear out - Difficult REF + Dodge check. What the trap actually does is up to the GM, who could roll it randomly on the table below, or decide what's appropriate, bearing in mind the usual goal in the game: stop the opposition!



ROLL EFFECT

- | | |
|-----|--|
| 1 | Mini-grenade * HEP |
| 2-3 | Mini-grenade frag |
| 4-5 | Mini-grenade tear gas |
| 6-7 | Pit (10', 1d6 pikes, 1d6 dmg each, floor only, or Ceiling only, act as motion restraints-see <i>Chrome Book 1</i> p. 48) |
| 8-9 | Mini-grenade smoke |
| 10 | Mini-grenade AP flechettes net |

(*) See *Chrome Book 1* p. 46. Note that radius effect in confined areas covers more grounds. Take a string to circle the normal radius and then compress its shape to conform to the walls around it. Corridors inside the maze are about 4' wide by 8' high.

Locations 1, 2 and 3 on the maze map are gun emplacement (treat as APEX system, with only 100 ammo - *Chrome Book 1* p. 53) that will open fire on any target moving in front of them, one burst at a time, allowing the PCs to stay down and breathe. MA 2+ will set it off again, so a slow crawl is still possible. Also note that it fires at a region between shoulders and knees, allowing movement above and below, but still under fire (a good way to have it deplete its ammo), unless the operator overrides it. It cannot be taken out of its niche.



Locations 4 and 5 are trap rooms, where the door locks itself after the PCs, flooding the room with Stun Gas (-1 cumulative per turn to stun save, must hold breath until out or make saves each round).

ACTION

SEQUENCE OF EVENTS: For time schedule purposes only, we assume that Hickock bought the film, say Monday night, a day before the PCs get to Dillon, and that he – Dillon – gets killed late Tuesday night, after telling the players about the sale. The Marquis will rendez-vous at the carnival on Wednesday night.

Upon finding the owner in Dallas, one Michael Dillon, owner of an electronic shop, the party will learn that he doesn't have the film anymore, having just sold it a couple of days ago to some crazy fan who offered him 20,000eb for it. Since it was paid in cash, he didn't bother to inquire much about the guy, only remembering the man's name: Hickock! Following that lead, the PCs will learn that he was once one of the greatest solos of the area, but has recently begun behaving quite strangely; some say the dreaded word: cyberpsychosis...

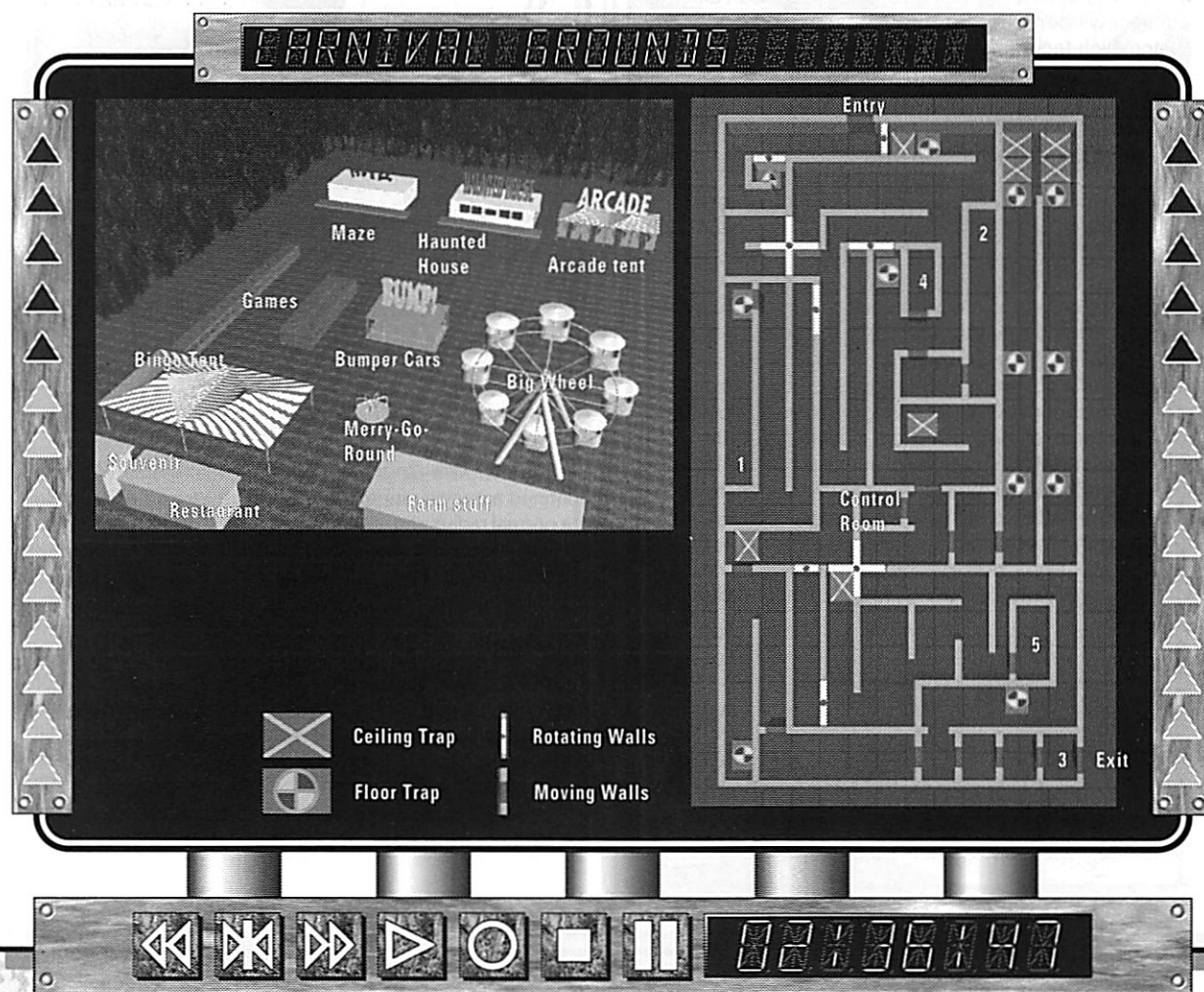
Meanwhile, as seen on the late news, a robbery at an electronic shop downtown has cost the life of the owner Michael Dillon. Nothing was apparently stolen and the police are wondering about the motive for this violent crime, the

234th of the year in Dallas. Investigating the murder scene, the party will come across a young street gang member who will tell them he saw a gang hanging around the place, the Marquis, looking for some new designer drug called 'Payne3', unaware that the gang was hired by unknown rival corporate interests to 'acquire' a piece of the technology that Dillon was working on, a contract for Kiroshi...

Uncovering the fact that Dillon seems to have transferred vital information about the new technology digitally on the film, info that will disappear after a few viewings, the group will be hard-pressed to find Hickock before the Marquis do. All of this will come to a showdown in an abandoned carnival outside the city, where a paranoid Hickock has chosen to confront his perceived tormentors by having them walk into a deadly trap. The problem is that the party has been informed that the gang is heading toward the place and is hot on their heels, unaware that they are about to meet their doom.

ENCOUNTER: DILLON

The cool neon sign on the side of the building promises the best prices available on the latest techno-gizmos, while a quick look around seems to promise some trouble for the would-be looter: at least this guy knows how to protect himself, characteristic of a very thoughtful man, or one who had one hold-up too many. Quickly getting inside, you absent-mindedly go over the myriad of products advertised on the shelves, noting the latest Tritech



linozap sharing space with a DataTel's Mapmaker and Image Wallet while you get to the counter where the clerk is making his sale pitch to a 14 year-old intent on buying a new SegAtari game console.

As stated before, Dillon will be unable to sell the film to the party, since a guy bought it yesterday (he will be surprised to see so many people coming for it, though). On a successful Persuasion check, he will tell them the little he knows about the guy, while trying to coax any tech-looking PC to buy some of his available stuff. He has most of the new stuff, unless it's too expensive – these he can order for advance payment – and has a 'custom' service for those special needs, although he won't dabble in anything obviously illegal.

As a side job, Dillon has been doing contracts for many corporate clients wishing to have a good tech work on some projects without asking too many questions about it. Lately, through connections with an inside engineer, he was able to get such a lucrative contract with Kiroshi, testing the resistance of some components for a new interface processor. However, being a bit curious about what it was really for, Dillon transferred some specs over for later studies. Not having any memory chip available at the time, he hooked-up a digital printer to an old 35mm movie masterboard, intending to get it on a more proper medium later on. However, that same night, Hickock came to buy the film, and, between the cash and his curiosity, he decided that he could get the specs another time.

Checking on Hickock will uncover some disturbing facts: it appears that the guy was actually a respected solo in the area, one of the top, until he took a beating from a crazed cyberpsycho gang in the Combat Zone. Stories say that he went and augmented himself a lot to be able to get revenge for the death of the partner he lost that night and that he never was quite the same after blowing them to bits in their hideout. Now people shun the solo, saying he's completely paranoid due to cyberpsychosis, believing everyone to be a demon out to get him. The police are starting to study his file, in case they have to send the C-SWAT unit after him.

ENCOUNTER: TOMMY LEE

The flashing lights of the metrocops' vehicle bite intermittently into the deep shadows of the alley behind the scene of the crime – a place where you were just a few hours ago. The cop at the security line was talkative enough, once you showed him your 'credentials', all hundred of 'em. Still, nothing seemed to make much sense in a robbery with no robbing! As you ponder upon the recent events, planning to distract the cop long enough for a quick peek inside Dillon's shop, you feel a pair of eyes boring into your back. Casually, lighting a Malboro, you spot a young punk, eyeing you silently for a few seconds, making sure contact has been made, before disappearing back into the alley; a clear invitation to follow...

Tommy Lee has some info to sell if the party is willing to front the euros he'll ask (250eb, negotiable with a Persuasion roll). Any Rockerboy in the party with a rep for serious music will make an easy task of it, but will have to endure the barrage of questions and reflections about how tough it is for real musician right now.

He will direct them to the Marquis, a weird gang who were hanging around down the street from Dillon's, at a bar he played tonight. Streetwise check will indicate they are posers with no real home base, getting together on weekends and based on some aristocrat from Europe with a taste for S&M practice. Tommy heard them talk about some new hot designer drug, 'Payne3', where they were gonna get at Dillon's. He's sure they did the poor guy in, just for the fun of it.

Tommy has misinterpreted the name of the thing they sought at Dillon's, which is called the 'Pain Cube', that they were hired to recover, with a promise to have a sample to test for their own twisted purposes.

Finally, at the GM's choice, if the players fail a Difficult Streetwise check to locate the Marquis going out of town to the old carnival grounds, have Tommy call them with the tip. To further complicate things, have him follow the party and get into big trouble in the maze.

ENCOUNTER: THE MARQUIS

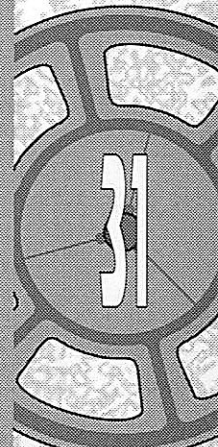
Raising an eyebrow in surprise, you shake your head in disbelief and once again put your eye on the macrobinoculars eyepiece to confirm the weird vision. There, at the entry of a seemingly sturdy building, are the famous Marquis Tommy told you about: seven men and women getting off some luxury imported car, dressed in silly Renaissance clothing, complete with wigs and stuff. Zooming in for a closer look, you notice that some of them are wearing leather leashes with iron spikes, acting submissively toward their 'owner', while others sport what looks like acupuncture needles on a shaved part of their head or neck. Truly sick! However, seeing the glint of gun metal shine under silk robes and velvet coat, you know that whatever their taste in entertainment is, these guys mean business.

Depending on the strength of the party, the GM can decide to leave a few of them waiting outside in the cars, looking for intruders, or to provide a quick escape if things turn out badly. Remember that fighting hand-to-hand with those S&M'ers can be disturbing, as one can suddenly smile wickedly after receiving a blood-drawing blow in the face, urging you for more. Have the PC make a difficult COOL check to avoid losing an action to surprise. On the other hand, if one of them is having a field day with a PC, have him make a COOL check not to lose an action in retrospective pleasure over the pain inflicted.

REACTIONS

The following person or group of persons will react to the events described above, in the following manner:

- **The Dallas P.D.:** While investigating the robbery at Dillon's, the cop will interview a young witness who claims that he was there to buy a CD game and saw a group of suspicious looking people entering the store and waiting to talk with the owner, Dillon. Descriptions given match those of the PCs, and an APB will be posted





for the apprehension and interrogation of those suspects – the youngster has exaggerated the dangerous looks of the group members, especially those already mean-looking and any potential vampire-PCs – This should be out in the afternoon before the carnival night rendez-vous, and any PC outside has a 50% chance each hour of being intercepted by the police. Anyone with a criminal record or outstanding warrant will be in big trouble. Note that the cop will also want to know where that pale friend – if any vampires are present and they get caught in the afternoon – of theirs is! Interrogation should take from one to two hours per PC, depending on their level of cooperation and the attitude they have toward you. Make the PCs role-play their character during the first minutes of the interrogation to have an idea of how long it will be. Unless they do something stupid, like punching the cop's lights out, they should be released afterwards.

- **The Marquis:** They have been handsomely paid (in more senses than one) to recover the pain cube element from Dillon's. However, they got carried away a bit too far when Dillon stupidly decided not to tell them where it was. They have to find a way to recover that chip without their employer knowing they goofed on the mission, although some of them are kinda looking forward to the punishment.

Incredibly enough, one guy managed to let them know he was in possession of the thing they sought, and was willing to discuss terms at a rendez-vous to take place this very night at the old carnival grounds outside town.

- **Hickock:** The guy has seen the edge and went right over it! Suffering from paranoia, his demented mind makes him see everyone as demons out to get his soul. A crackpot logic loop had him decide to purchase the film *Hellraiser*, certain that secrets were hidden inside that would give him power over his enemies. Thus, he tracked down Dillon and bought the film, but also saw the Marquis hanging around the place, mistakenly taking some of their members for demonic envoys out to get their instrument of darkness back. Not wishing to take chances – he has not been able to decipher the digital data appearing in the movie each time the mysterious cube is shown. He has prepared an ambush for them in the maze at the old carnival.

Should any vampire character display any form of power or ability that he can see, Hickock will shift his entire attention to that PC, intent on destroying him forever to save his own soul. He may very well use some classic anti-demon medicine, like crosses and holy water, which will work quite fine with the poor vampire. If, however, things are starting to go wrong for him, he may threaten to blow up the movie – which will tip the Marquis about being had (remember they are after some cube) and maybe give the PCs a chance to reason with or neutralize Hickock without a .44 Magnum HEP shell. In case things turn ugly for the party, you can manage to have them saved by a timely intervention of the Dallas C-SWAT team, who got a tip from an anonymous caller that Hickock was out to no good in this sector. Appearance of monstrous and inhuman creatures – read vampires – may also contribute to a trigger frenzy in those already edgy cops.

NPCS



THE MARQUIS
(TYPICAL GANG MEMBERS)

GAME STATS

INT: 6 COOL: 6 BODY: 6 ATTR: 7
EMP: 4 REF: 7 MA: 7

SKILLS

Name	Level	Name	Level
Awareness	+3	Handgun	+3
Brawling	+4	Social	+4
Seduction	+4	Endurance	+3
Interrogation (physical) (usually stiletto, whip)	+4	Melee	+5

DESCRIPTION

wear leathers under clothing (SP 4), carry Malorian Arms Sliver Gun (*Chrome Book 1* p. 42) and are usually under the influence of some touch-sensitivity altering drugs.



THE MARQUIS (LEADER)

Streetname: The Marquis
Role: Corporate

Real Name: Corey Wilhemy

GAME STATS

INT: 9 REF: 9 TECH: 5 COOL: 9
ATTR: 9 LUCK: 7 MA: 8 BODY: 8
EMP: 3 PSY: 2 SAVE: 8 BTM: -3
DM: +1

DESCRIPTION

Sex: Male Age: 48 Ethnic Origin: European
Hair Color: Black Hair Style: Long wavy
Height: 6'4" Weight: 195 lbs Eye Color (s): Green
Dress & Style: Renaissance aristocrat clothing
Distinguishing Features: small round glasses and goatee, carries a cane

PSYCHOLOGICAL

Motivation: Power ExMode: Confident InMode: Arrogant

SKILLS

Name	Level	Name	Level
Resources	+7	Seduction	+5
Interrogate	+5	Melee	+4
Finance	+6	Handgun	+4
Personal Grooming	+5	Wardrobe & Style	+4
Social	+3	Awareness	+5
Fencing	+6	Resist Torture/Drugs	+4

CYBERWARE AND EQUIPMENT

Sandevistan reflex booster, rippers, biomonitor, rapier, cane with hidden taser in pommel, armored opera cloak (SP 16), personal Trauma Team card.

BACKGROUND

Bored to tears with running his corporate holdings, this gentleman has brought these people together for an occasional night of revelry on the scum of the earth, on which they inflict pain after paying them to do so (sometimes they do get carried away, but who's gonna miss those poor fools anyway).

THE COUNTESS



Real Name: Alexa Chamberlain Role: Solo
Specialty: Bodyguard

GAME STATS

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

DESCRIPTION

Sex: Female Age: 28 Ethnic Origin: European
Hair Color: Black Hair Style: Long with bangs
Height: 5'10" Weight: 125 lbs Eye Color (s): Green
Dress & Style: Renaissance style robes, with leather jumpsuit under it.
Distinguishing Features: large piercing eyes and husky voice

PSYCHOLOGICAL

Motivation: Money ExMode: Innocent InMode: Dangerous

SKILLS

Name	Level	Name	Level
Combat Sense	+6	Driving	+5
Melee	+4	Awareness	+5
Human Perception	+6	Handgun	+4
Personal Grooming	+2	Wardrobe & Style	+3
Social	+3	Karate	+5
Athletics	+3	Dodge/Escape	+7

CYBERWARE AND EQUIPMENT

Sandevistan reflex booster, cyberoptics: LowLite, Dodgeball (Chrome Book 1 p. 39), anti-dazzle, Pacesetter 2000 heart (Chrome Book 1 p. 37), hidden monoblade knife, and a Malorian Arms HFP with smartgun interface on a tight holster (Chrome Book 1 p. 45).

BACKGROUND

She was Wilhem's lover and bodyguard back home, and has chosen to follow him in this crazy venture, even if he thinks she has no active participation in their relationship.



WILLIAM HICKOCK

Streetname: Wild Bill Role: Solo
Specialty: Demolition jobs

GAME STATS

INT: 6	REF: 10	TECH: 6	COOL: 3
ATTR: 6	LUCK: 7	MA: 8	BODY: 10
EMP: 0	PSY: 2	SAVE: 10	BTM: -4
DM: +2	INIT.: +7		

DESCRIPTION

Sex: Male Age: 38 Ethnic Origin: American
Hair Color: Brown Hair Style: short with bangs
Height: 6'2" Weight: 225 lbs Eye Color (s): Gray
Dress & Style: Leathers and jeans
Distinguishing Features: twin cowboy-style hip holsters for Colt Revolvers (old-style, real cased ammo).

PSYCHOLOGICAL

Motivation: Revenge ExMode: Paranoid InMode: Paranoiac

SKILLS

Name	Level	Name	Level
Combat sense	+7	Shadow/Track	+5
Awareness	+6	Demolition	+5
Streetwise	+6	Driving	+5
Melee	+4	Disguise	+4
Handgun	+8	Stealth	+6
Thai Kick Boxing	+5	Dodge/Escape	+4
Rifle	+5	SMG	+5
Disguise	+4	Athletics	+3

CYBERWARE AND EQUIPMENT

Sandevistan reflex booster, cyberoptics: LowLite, anti-dazzle, target sight, thermograph, Pacesetter 2000 heart (*Chrome Book 1* p. 37), cyberaudio: enhanced hearing, radio splice, scrambler, subdermal armor, biomonitor, nasal filters, cyberarms: gas jet (*Chrome Book 1* p. 34) and flashbulb (*Chrome Book 1* p. 35) and twin Colt .45's (*CyberPunk 2020*, p.66) with smart interface (*Chrome Book 1* p. 45) and COT sight system both in cowboy-style Speedholsters (*Chrome Book 1* p. 13)

TOMMY LEE



Real Name: Tommy Lee Arukimushi Role: Rockerboy

GAME STATS

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

DESCRIPTION

Sex: Male Age: 18 Ethnic Origin: American-Japanese
 Hair Color: Black Hair Style: Long with bangs
 Height: 5'10" Weight: 135 lbs Eye Color (s): Pale blue
 Dress & Style: Leathers and torn anarchist-style jeans and shirts
 Distinguishing Features: Androgynous look

PSYCHOLOGICAL

Motivation: Recognition ExMode: Driven InMode: Driven

SKILLS

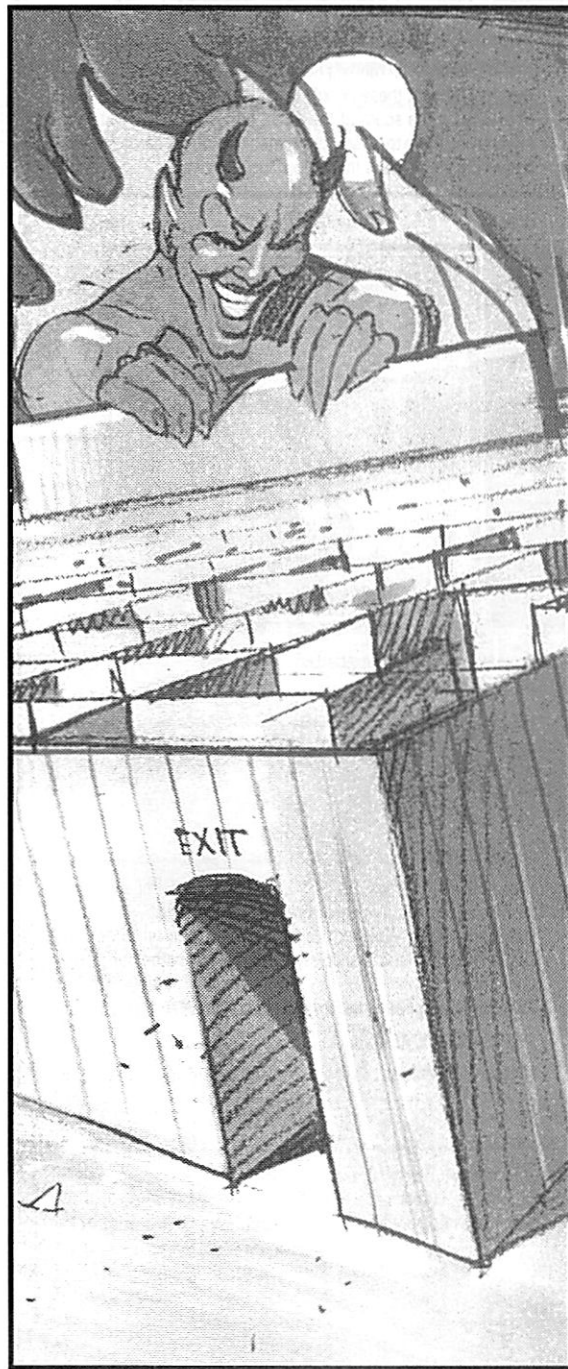
Name	Level	Name	Level
Play Guitar	+7	Charismatic Leadership	+2
Personal Grooming	+5	Composition	+6
Motorcycle	+4	Sing	+6
Streetwise	+3	Persuasion/Fast Talk	+5
Awareness	+4	Kung Fu	+2

BACKGROUND

Tommy Lee is a young anarchist rockerboy out to make a name for himself with his music even if, right now, his band isn't on the best of terms with him. You know how it is when they don't understand the importance of your music, and that playing is more important than money, especially if the darn boss wants you to play some yuppie beat with no guts!

Tommy may decide to stick around any fellow rockerboy in the party, and leave the town to broaden his horizons.

Finally, players must not forget the matter of the mysterious backer of the Marquis and the even more mysterious 'pain cube', especially if they discover, in the police report, that a corporate from Kiroshi was on the scene a mere two hours after the PCs, with a squad of techs to clean Dillon's workshop, pretending that he was working on an urgent project for them and that the material was theirs (with signed documents to prove it, of course). All digital info on the film is gone since Hickock played it too much over the last few days (the roll can be found in the control room of the Maze, in a protected casing).

**CONCLUSION**

After the PCs have escaped the traps of the Maze, the Marquis gang and a cyberpsychoed Hickock, they will likely want to bunk somewhere for a couple of weeks. Nevertheless, if Hickock is still alive, one might wish to have him put in a rehab program to deal with his paranoia.

HE CAME FROM WHERE THE WINDS ARE COLD
AND TRUTH IS SEEN THROUGH KEYHOLES
... STRANGE LONGINGS NEVER SLEEP
NOW HE'S COME WHERE NO HEARTS BEAT

... THE SUNKEN-IN EYES
AND THE PAIN IN HIS CRIES
A SHAPE IN THE DARK...

Cry Wolf

TIME TO WORRY NOW...

- A-HA, Cry Wolf

THE BEAST WITHIN



On their way to Rochester, Vermont, to take delivery of one mint print of the legendary movie *Alien*, the 8th passenger, the party will experience first hand the 'magic' of special effects, but, this time, not while sitting in the spectator's seat!

LOCATION: SFC-CRYOMAX

At the edge of the industrial park section of town lies a set of two identical red warehouses bearing the name SFC-CRYOMAX in huge gold letters (for CRYOgenic engineering MAtRiX). The company is into cryogenics (which means they keep things at a low temperature to prevent decay, including human bodies). They have a large warehouse where they store their clients' precious cargo and special underground facilities for the few humans they keep in cryogenic hibernation.

Due the nature of their work, security on the site is rather tight, with guards patrolling the grounds and plenty of security cameras. Visitors are allowed in by invitation only and must wear special badges in the buildings Reception is in the first warehouse, with most of the offices located on the second floor.

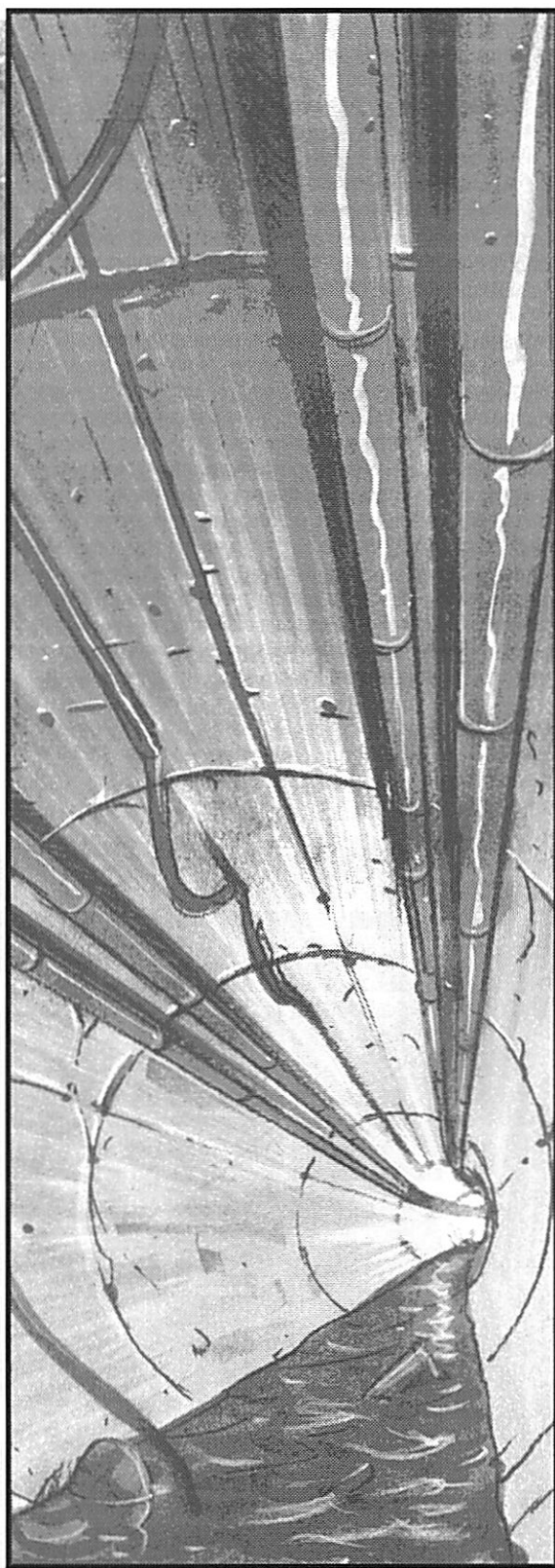
The film is held in a cold-storage tank in the other warehouse.

LOCATION: SEWERS

The hole in the wall of the storage tank leads to a main sewer pipe, which connects with the city's system. While the main pipes allow easy passage (8' diameter), the side tunnels are somewhat more cramped (6' diameter) and the maintenance shafts even more so (4' diameter).

While moving in tunnels, only two persons can walk side to side and even then have to watch for cumbersome items they may carry. In maintenance shafts, a party member must walk in a single file, cannot really run (-2 MA) and watch his head... (see detailed map next page).

Of course, aside from the terribly bad (maybe even toxic) smell and the occasional rats, sewage water is always present in the main pipes (about 2-3'), while the other tunnels may have a rush. Roll 1d10 each 5 minutes in the system. These rushes can be heard 1 round ahead as rushing waters come down in the tunnel, with an Awareness check. At a junction, echoes created by the tunnels will make it Difficult to pinpoint the location:



- On a result of 1-2 there will be a major rush, which will last 1d5 rounds, filling 1d5' in diameter of any tunnel you are in, requiring a Difficult REF check not to lose footing



(modified by 5 for each foot the flow is over 3' and the tunnel's diameter – a 2' flow is a normal (20) check, a 5' flow a Very Difficult one (25), while the same 5' flow in a maintenance shaft would be Impossible (30).

- On a result of 9-10 there will be an average rush, which will last for 1d3 rounds, filling 1d3' in diameter of any tunnel you are in with effect as above.
- On any other result, there will be a minor rush, which will last 1 round, filling 1' in diameter of the tunnel.

Note that the tunnels are smooth, reinforced plastic (SP 14) with no handholds except for access ladders to upper manholes. The REF check is made each round the flow is going on. You can make BODY checks two difficulty levels lower if you can grip something solidly anchored. Failure means you will be drawn to the next connecting tunnel where you may attempt another check or be swept even further into the main tunnels. If the PCs are under water for some time, GM can check for drowning or holding breath unless they have cybergills. Also, rushing waters slow movement down – about -1 MA per foot over 2, subtracting an additional 2 MA if the water is higher than the tunnel's diameter; eg. wading in 3' is -1 MA, -3 MA in 5', which would be -7 MA in an access shaft due to the 4' diameter AND the -2 penalty for small size.

Finally, for dramatic purpose, GMs are advised to remember that wet plastic is slippery, and that a well-timed REF check to avoid slipping in a hot pursuit is very dramatic...

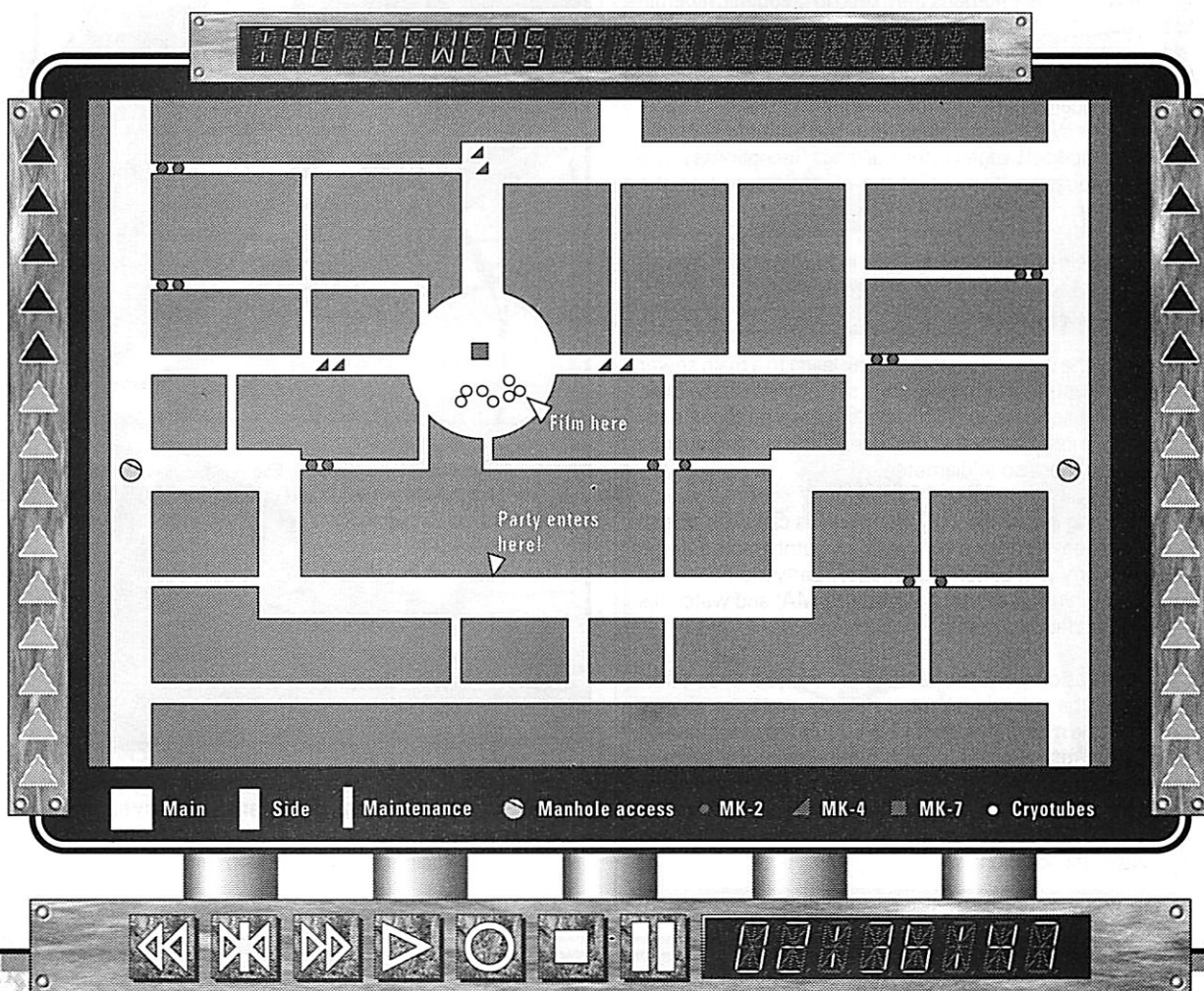
ACTION



On learning of the whereabouts of the movie *Alien*, the party will head to Rochester, Vermont, where it is registered to the name of a company specialized in cryogenics. Getting a meeting with the CEO, Jeffrey Stromann, will be easy once the nature of the deal has been revealed. The company has no objections to selling the film, which was bought five years ago from a collector to test their cold-storage tank efficiency in handling fragile and old material, such as a 35mm film.

Upon concluding the deal, Stromann will take them to the storage area, all the while giving them some sort of tour of their facilities. as usual, something will go wrong: on site, a siren will suddenly howl, indicating loss of pressure in one of the tanks. The technical crew will rush in, only to find a huge hole ripped in the wall with some kind of heavy machinery; the holding tubes gone. Alas, one of them had the movie in it. Stromann will alert the police, who will be unable to send any car for half an hour because of a parade downtown. The party, not wishing to let go of their bounty, should decide to chase the thieves, they are given breathing apparatus by a technician, because of the possible presence of toxic emanations coming from the freon chambers in the tubes and from the sudden opening of the storage area.

PCs will find themselves in a maze of sewer conduits, trying to pinpoint the location of the thieves. However, they are unaware that all this is but an elaborate setup designed by the technician who gave them the gas masks to prove to his



superiors that they are wrong! Unknown to the PCs, SFC-Cryomax also has a small bioengineering lab on the second floor of the administration building where a couple of techs are creating Sci-Fi Creatures for the holo industry. One such tech has seen his project terminated by Stromann, who told him that the creatures he designed were not usable by the company who contracted for them.

In order to prove his boss wrong, he has sent his biospecimens to steal the contents of the storage area and made them escape into the sewer system below. Having mixed the oxygen in the characters' gas masks with a subtle hallucinatory drug, he hopes to be able to create a realistic rendition of actors encountering his critters in a movie. The dark tunnels, the echo and the tricks played on their minds by their imagination, with a little aid from the drug are the perfect ingredients to make a good thriller. He will film everything through his pets' electronic eyes and through the cameras mounted on the PCs' helmets.

ENCOUNTER: JEFFREY STROMANN

As you are shown inside the waiting room and told to wait a few moments for the CEO, you cannot help but look through the window panel at the science-fiction characters walking by outside: men and women, wearing baggy white full-body suits with backpacks and visored helmets, moving around slowly, manipulating black tubes of unknown material from which crisp white fumes are cascading down toward the floor, in the eerie red of a strobing light on top of some kind of airlock... The scene seems taken right out of a documentary on the old NASA space program. You could also almost swear that, for an instant, through the dense cloud of gas, back inside the room behind the airlock-like door, inside another black tube, you saw a face. Someone was inside those black cylinders... those black... coffins...

The CEO of SFC-Cryomax will be willing to sell the film to the party for a reasonable amount, since, as stated before, they don't need it anymore. In fact, should someone make a Human Perception check during the dealing period, they will notice that getting money out of this is not really an issue for Stromann. A further check – through Psychology, Business or Streetwise – can give a hint about publicity for the company responsible for preserving a classic. On a successful Persuasion roll with this idea, Stromann will even go so far as to GIVE it to the players.

After the meeting, as a way to seal the deal, he will lead the PCs on a tour of the installations, explaining along the way the advantages of cryogenics, especially in the event of manned space flight to distant worlds, which would take literally decades. He will also show them some of their 'residents', people who were put in hibernation to preserve them from some incurable disease or affliction.

Just before getting to Area 23, alarms will go off and techs will rush to a tank while the PCs are taken away in case of a possible freon gas leak. A few minutes later, they will be able to follow Stromann to the damaged tank, the one that held the film. Inside, aside from the mess caused by the mildly explosive decompression and the torn tube casings, what

holds attention is a 3' diameter hole in the floor and wall, which seems to have been made by inhuman claws.

Since the police cannot be here before half an hour (making sure that the thieves do get away) Stromann will ask the PCs if they would chase them before it is too late, mentioning that besides their own film, he seems to recall that this vault also stored a small Leonardo DaVinci drawing worth around 1,000,000eb (he has confused the tanks, but the PCs do not know that – he will get the right info only after they are gone). If the players accept, a technician will bring them lightweight clear plastic gas-masks with miniature oxygen tanks on the sides and a small light on the top. These will be good for about 1 hour, and the light beam has a range of about 35 feet. (If the PCs refuse, make them do a Human Perception check to notice how Stromann is disappointed, and have a security guard whisper – loudly enough so that a nearby PC can hear – that these guys may be in league with the thieves for all they know and that interrogating them would be the advisable thing to do. If they still don't accept, have them deal with a trial for aiding and abetting in a theft, along with other minor offenses. Too bad if some of them are wanted! Let's hope they didn't think they would get away forever.

What is not known to the PCs is that the technician has staged all this as a way to promote his biospecimens to his boss who earlier rejected them for a movie contract. The oxygen tanks have been injected with a dose of an hallucinatory drug, which will enhance the PCs' hearing, but at the same time decrease their visual acuity, making them see things and inducing acute paranoia. (The drug provides +1 to Awareness – hearing only – per 5 minutes breathing it, up to +5, while at the same time reducing by the same amount visual Awareness, COOL and EMP. Roll a BODY check to fight the effects at -1 cumulative for each 5 minutes the victim is breathing the stuff. The effects last for 2d6 hours after the last breathing and the victim experiences a hangover after it's over.) The drug gives the oxygen mix a strange strawberry scent, which the tech will explain away by saying it is a special mixture to counteract any exposure to heavy gases used in the cryogenic tanks, which have a tendency to cling to the workers' suits for extended periods of time and are quite lethal to inhale. That should be enough to satisfy anyone, but the GM may let a suspicious character make an INT check after experiencing the drug effects to link the two together. We suggest you do that only to avoid having a party of lunatics chasing monsters in the sewers, armed with heavy weaponry and thinking that their old friend is one of THEM! A dose of adrenaline (you can have a rush of it in combat if you fail a COOL check) or a strong stimulant may give you a free BODY check to fight the effects, requiring one success per +1 lost to your Awareness. Alternatively, characters with drug expertise (Medtech, pusher or user) could identify the problem with a Difficult check versus an appropriate skill, adding a +1 bonus for each 5 minutes observing the effects on the group. Characters with special cybernetics allowing increased drugs resistance, like a cyberliver, toxin binders, nasal filters, etc (*Chrome Book 1* p. 37) should not forget to take their bonuses into account, same with any Vampire, who is a special case less susceptible to drugs (see *Night's Edge* p. 28): the maximum effect would be +1 to Awareness, lasting 2d6/5 hours and the vampire would get a -1 to their BODY check each 25 minutes breathing it.



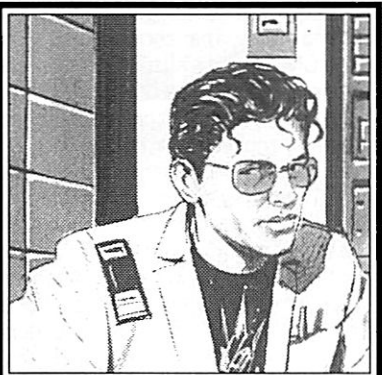
REACTIONS

Aside from the above mentioned moves, here's the low-down on what the cast of this scenario will likely do:

- **Stromann:** Upon learning of his mistake about the DaVinci thing, he'll try to check on the PCs, remembering about the cameras on their mask. Witnessing their peculiar behavior and wishing they had radio contact, he'll be on to Derek's scheme when the critters start to appear. Stromann will send security to get him and have him confess the whole thing, including the drug in the oxygen. If you really want to mess things up, have a group of security personnel, dressed in white protective suits, go after the party to rescue them. Watch the result when they reach them and the hallucinating PCs start to fire at those monsters!
- **Derek:** He's out to make the best movie ever, starring his critters. Through their eyes (IR, Thermograph, lowlite and motion sensors), he will witness it all in glorious color, bypassing their program only if necessary for the 'scenario' (he will not overly damage a PC, preferring to inspire fear; this is the GM's task here).
- **Biospecimens:** these have a combo of real brain and programming, with INT measuring their cunning and COOL their ability to counteract instinctive reactions in the face of a threat to their 'life'. After a combat with one, an INT check can reveal to a PC that the creatures are holding back, that they are obviously of limited intelligence and possibly controlled by someone. On a lucky INT check (any amount will do), one could also think that they are observed via their own cameras (see sewers map for location of the critters).

NPCS

CHRIS DEREK



Streetname: SpiderMan
Specialty: Bioengineering

Role: MedTechie

GAME STATS

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

DESCRIPTION

Sex: Male Age: 18 Ethnic Origin: American
Hair Color: Black Hair Style: Short wavy
Height: 6' Weight: 135 lbs Eye Color(s): brown
Dress & Style: lab coat and jeans
Distinguishing Features: small round glasses and heavy metal T-shirt

PSYCHOLOGICAL

Motivation: Recognition ExMode: Bold InMode: Insecure

SKILLS

Name	Level	Name	Level
MedTech	+2	Seduction	+3
Personal Grooming	+3	Wardrobe & Style	+3
Carousing (Partying)	+5	Awareness	+2
CyberTech	+6	Bioengineering	+6
Cryotank Op	+4	Motorcycle	+4
Play Bass Guitar	+3	Composition	+1
Sci-fi trivia	+4		

BACKGROUND

The youngest in the company, he is hated by all except Stromann because they say he thinks he is smarter than them... and he IS! And he's out to prove it, be it by creating biospecimens in his own free time or by cruising the boss' wife. Truly a BOY wonder...



ARACHNID 2

GAME STATS

INT: 2	REF: 7	COOL: 4	MA: 12
BODY: (8)	SAVE: 8	BTM: -3	DM: +1

DESCRIPTION

Height: 1'4" Weight: 5 lbs Eye Color(s): Greenish red
Distinguishing Features: small round body with eight metal legs and a 2' long segmented tail, walks on walls due to molecular adhesive on tip of legs.

SKILLS

Name	Level	Name	Level
Hide/Evade	+8	Awareness	+4
Stealth	+4	'Brawling'	+4

PROGRAM

Those are the scouts of the hive, hiding in dark places and ready to spring on unsuspecting passerby whom they will try to suffocate with their tail (1d6 damage per round, Difficult BODY check to escape - during real movies, they are not putting strength into the strangling, although accidents can happen...) They will cease to function after receiving over twice their body in damage.

The BTM reflects their dual nature as both organic and cybernetic construct. See *Chrome Book 2* p. 32 for optional microwaver effects on these critters' brains.

**GAME STATS**

INT: 4 REF: 9 COOL: 6 MA: 10
 BODY: (10) SAVE: 10 BTM: -4 DM: +2
 INIT.: +2

DESCRIPTION

Height: 4'4" Weight: 95 lbs Eye Color (s): Red
 Distinguishing Features: horrid combo of four-armed torso with wicked claws on top of a scorpion-like body with six legs and covered with a chitinous hard shell.

SKILLS

Name	Level	Name	Level
Hide/Evade	+4	Awareness	+6
Stealth	+4	Brawling	+6

PROGRAM

Responding to the scouts' reports, these will ambush intruders, simply trying to rip them to pieces with their claws. Those do 1d6/2 dmg, plus BOD, each – for a max of twice per attack. They will cease to function after receiving over thrice their BODY in damage.

**GAME STATS**

INT: 6 REF: 7 COOL: 8 LUCK: 7
 MA: 4 BODY: (12) SAVE: 12 BTM: -5
 DM: +4 INIT.: +3

DESCRIPTION

Height: 8'4" Weight: 295 lbs Eye Color (s): Green
 Distinguishing Features: alluring upper female torso on top of a giant spider body with eight legs, carrying a huge two-handed sword... one handed.

SKILLS

Name	Level	Name	Level
Dodge	+4	Awareness	+4
Sword	+4	Brawling	+4
'Intimidate'	+5		

PROGRAM

She will defend her hive from all intruders, pinning them on the ground with her web, by spitting a blast of polymer material similar to that found in motion restraints (see *Chrome Book 1* p. 48), but with only half the difficult level to escape. She has enough for ten bursts. She can also dispatch them with her sword. Although wicked-looking, this is still a prop, only doing 2d6 dmg. She will collapse after receiving over 48 pts of damage.

CONCLUSION

After getting the film back, the PCs may need medical attention, not only for the cuts, but also for the drug in their system.

The party should also be careful about any vampire in the group who ended up on film, as explanations would prove difficult. The police, if they look at the film, will not believe they are real, rather thinking they were extras in the scenario. Stromann, not interested in seeing it, won't object to the party taking the tape as a souvenir of this whole adventure, preferring to sternly lecture Derek. Since the images Stromann saw were transmitted from side cameras on helmets, it is recommended that vampire actions – if any – went unnoticed in the chaos of battle. However, if the young boy has indeed seen them in action, he may very well try to find them, after his stint in jail.

Nothing is True
Anything is Possible
Everything is Permitted
—William S. Burroughs

DREAM POD 9

Looking for the classic *Night of the Living Dead* will carry the party to Pittsburgh for a little taste of un-reality.

IMPORTANT NOTE FOR GMs: This is a very special episode, partly because the players are thrust into the action without very much to say, but also because they are unaware that they are already IN the scenario. From the moment the players start this scenario, everything that will happen to them is not for real! From the opening sequence to the very conclusion, all their perceptions are false. For this reason, some of the action is left to the imagination of the GM running it, to build from the pointers we are giving. Read the real conclusion for the story behind the story.

LOCATION: PITTSBURGH HOTEL

A modest five-story building located in downtown Pittsburgh, the hotel caters to the needs of the occasional tourist as well as the many businessmen in the area. Almost all the major services found in medium class hotels are available here. Check the *Night City Sourcebook* for information on possible accommodations.

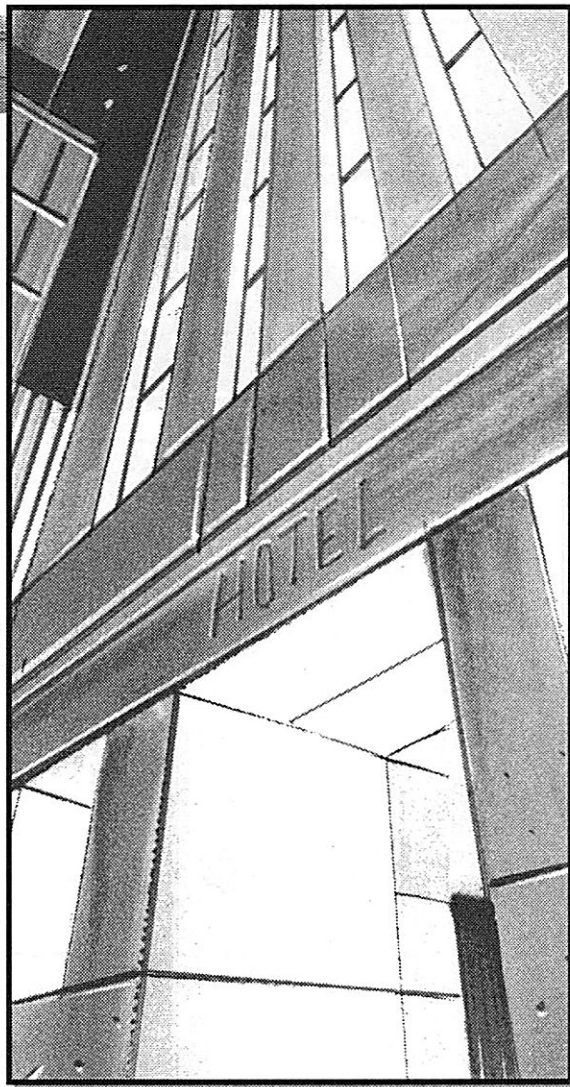
LOCATION: PITTSPEED DELIVERIES

Found on the first floor of West Pittsburgh Mini-Mall, the little company, which isn't even listed in the yellow section of the dataterms, offers an old-style fast delivery service for packages; between the electronic messages network of today and the giant transporters in the business, one wonders how they can continue to operate. See map for layout.

- 1. Reception area:** Jennifer, the receptionist, will answer your questions while the gentleman at her side will take your packages. Rooms 1a and 1b are men and women bathrooms. A hidden camera allows the tech in room 3 to see incoming visitors and sound an alarm if need be.
(Jennifer, 5'4", 105 lbs, blonde, blue eyes, COOL: 5, ATTR: 8, EMP: 7, Social +4 and Gary, 6', 170 lbs, brown hair with matching eyes, COOL: 8, BODY: 7, REF: 8, ATTR: 7, Awareness +4, Combat Sense +3, Handgun +3, Brawling +2, Sternmeyer 35 in hip holster)
- 2. Central Computer Core:** This is where the main computer running the VRX unit is. It is a marvel of design, combining virtual reality, braindance and memory biochemistry with the power of an Artificial Intelligence to provide the subject a near-perfect simulated environment. Roll against difficulty 30+ to notice discrepancies over a period of time. Treat as CPU: 5, INT: 10, Memory: 80—only 5 for active running—Speed +4, Data Walls +5, Code Gate STR 4. Freddy (its name) is not connected to the Net yet, forcing a 'runner to access it via its own terminal. Security programs would have to be chosen by the GM.

- 3. Control Room:** Here, three techs monitor the feedbacks from the subjects in the VRX units, implementing program changes with Freddy;
- 4. Infirmary:** This is where the subjects are treated if something goes wrong in the VRX unit, complete with a mediblock and most other resources available to a Trauma team. The staff of four on standby is led by a competent doctor (Medtech + 6, Diagnose Illness +6, Cybertech +5) as well as nurses (ATTR: 8, Medtech +3, First Aid +4);
- 5. VRX Units:** The main part of the program, where up to six people are linked to Freddy for the ultimate experience in virtual reality. However, the subjects are not conscious, being put in a deep sleep-like state, where the reality program is applied directly to their minds via Freddy, using the subjects' own brain to relay the experiences to ALL the senses;

(NOTE: All doors leading to the hidden part of the place, behind the phony reception area for Pittspeed Deliveries, are coded and require the use of a special magnetic card to get in and out (Very Difficult Electronic Security roll to bypass))



40

EPISODE SIX

ACTION

The PCs have made contact with the owner of the film **Night of the Living Dead**, who has agreed to sell them the movie for 15,000eb. The transaction will be concluded at his hotel in Pittsburgh.

After a nice, if short, meeting with Brian Murdock, the party will have the film in hand, and he'll offer them rooms for the night, courtesy of the house. However, while investigating the seemingly deserted underground parking lot, an unmarked van will suddenly open to reveal a squad of armed thugs who will proceed to fire on the PCs with fast acting knockout darts, swiftly departing with the fallen as soon as they have pinned any still-standing PCs remaining to cover their retreat.

Brian Murdock: INT: 7, COOL: 8, ATTR: 7, EMP: 8, 6', 175 lbs, blond, hazel eyes, Social +6, Management +7. He is quite busy with an upcoming convention.

Unable to successfully follow the kidnappers, the remaining players (if any) will begin to use their street skills to locate the mysterious van. After a few hours, they will have traced it to a mini-mall, where everything seems quiet – after closing time – except for a light in a little fast-delivery service.

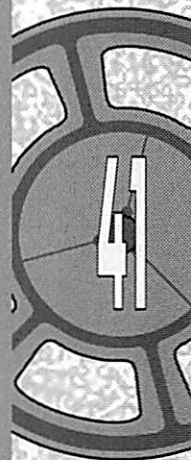
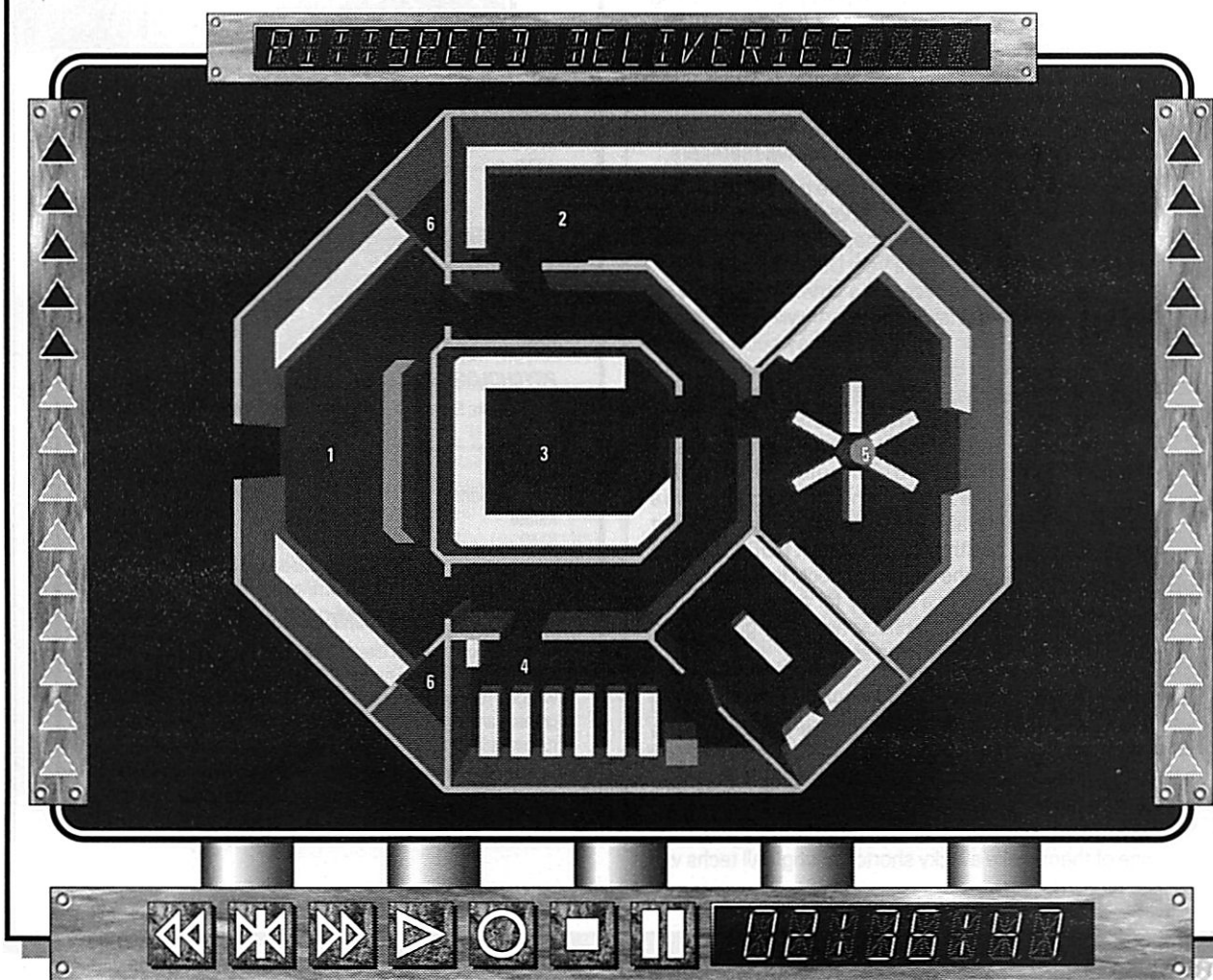
In the meantime, the rest of the party will wake up in their hotel rooms, wondering what happened to them. Investigating, they will find that the hotel is completely empty, and that

a dense fog has risen outside, making it impossible to see further than a few feet. However, they won't have much time to think about the situation as the hotel is suddenly attacked by a horde of zombie-like people, bent on killing every living being in the place!

ENCOUNTER: THE LIVING DEAD

Quietly trying to peer through the dense fog, you suddenly hear strange noises echoing around you, akin to lamentations, reverberating inside the fog, accompanied with the shuffling of feet, getting closer to you. Suddenly, shadows dance in front of you and you take a second to try to distinguish the newcomers, gasping in surprise when they finally emerge from the white barrier some ten feet from you. The stench of decomposed flesh hits you first while your stomach buckles under the strain of the vision: tattered clothes, arms raised straight in front of them, sharp black nails grasping at the air in anticipation, thin sickly greenish skin over an easily recognizable skull, patches of hair clinging to a rotten scalp, eyes sunk deep into their orbits, teeth showing through the very stubs of flesh that used to be lips and a purple tongue sticking out their open mouth to wail their anger at your existence...

This is a fun part for the GM. He can enjoy killing off PCs without actually doing it for real. Be sure to use all the classic scenes from the undead movies: bullets do not stop them,



only slowing them down. There are always more coming if you manage to destroy some; gang up five or six against one cornered PC, like the stupid one in the elevator; have two arms burst out of the door the PC was foolishly leaning against, strangling him; have the one trying to escape in his car have an accident due to the fog and see a gang of them coming while he is pinned under the wreck. Better yet, have him run over a few and crush his hope of getting away by springing one from behind the drivers' seat. See NPCs for game stats you might need, but go with the effect rather than sticking to numbers.

REACTIONS

Here's what is likely to happen during this scenario:

- Pittspeed Deliveries is a front for a secret SegAtari research team exploring the possibilities of total environmental simulation using the latest braindance and virtual reality technologies coupled with a few medical applications related to brain chemistry and the direct stimulation of the senses. Subjects are randomly 'chosen' to experience a totally fabricated universe, providing valuable feedback for the researchers. Once the process is fine-tuned, the next step will be to have the experiences fed to the memory of the subjects, making it a real one for him. Marketing department has already a few catchy names for this new fad, which they hope will be more appealing than the depressing new flatlining hype, allowing the customer to live a fantasy weekend as anyone he/she wishes, anywhere in the world and beyond, and to remember it all as if it was real. Corporate authorities have also manifested interest in the rehabilitation value of memory manipulation to help convicts reintegrate society as productive members.

While in the VRX units, characters are totally unaware of their surroundings. However, should they notice discrepancies in the program and begin to suspect they are experiencing virtual reality, a Very Difficult COOL check may allow them to 'surface' for a time. This will not be apparent to others 'inside' as the AI will compensate and 'play' the part of the player. If they succeed, give them a free Difficult BODY check to fight the knockout shot. If this should happen, it will register on the tech's monitors who will come and see. This means the PC will have to act fast. Moving while under the drug is at half COOL, REF and INT for 1d10 minutes. Also, sudden death in the VRX (like falling from the roof, crashing in a car, being killed with an ice pick) can have adverse effect on the subjects' health. Make a Difficult BODY check or suffer a stroke from the apparent shock. In these cases, medics will rush you to a sickbay for appropriate treatment. If one succeeds the check, he will be given a free BODY check to fight the drug as above.

- Should any PC escape from the kidnapping attempt and come after the rest of the gang, they will not meet a great resistance from Gary (the security guy will surrender to superior firepower), but they will trigger the alarm while trying to break inside the compound (Gary doesn't have a card - after an unsuccessful attempt or two, have one of them make a lucky shortcircuiting). All techs will

simply wait for the police to come to their rescue, which will happen only after the PCs have successfully escaped. You can also have a nice car chase if you like, but it should be always be clear to the party that they must hurry.

The rescuing party will arrive when the other players are deep in battle with the zombies and it could be nice to have them suddenly shut the program at the instant one or more player is about to get 'killed' by an undead.

NPCs

In the description, ExMode refers to how a character acts outwardly to people, while InMode refers to his/her true feelings.



KIDNAPPING TEAM (4)

Role: Solo

Specialty: Covert ops

GAME STATS

INT: 6	REF: 8	TECH: 6	COOL: 7
ATTR: 6	LUCK: 4	MA: 8	BODY: 8
EMP: 5	PSY: 2	SAVE: 8	BTM: -3
DM: +1	INIT: +4		

DESCRIPTION

Sex: Male Age: 28 Ethnic Origin: American
 Height: 6' Weight: 175 lbs Eye Color (s): brown
 Dress & Style: Black overall
 Distinguishing Features: Red goggles

PSYCHOLOGICAL

Motivation: Money ExMode: Bold InMode: Confident

SKILLS

Name	Level	Name	Level
Combat Sense	+4	Awareness	+5
Karate	+3	Handgun	+4
SMG	+4	Stealth	+6
Dodge	+3	Shadow	+5
Driving	+4	Evade	+4

CYBERWARE & EQUIPMENT

Adrenal Booster, nasal filters, SmartGoggles, biomonitor, stun grenades (3) Gibson Sneaksuit (*Chrome Book 2* p. 28), Taser webgun (*Chrome Book 2* p. 37, ONE in the team), Flashbang grenade and Glock 30 MP (*Chrome Book 1* p. 43, one mag being rubber bullets doing Stun only beyond 3m, and half real).



Streetname: Zombies Role: Scare people
Specialty: Being Gross

GAME STATS

INT: 2 REF: 4 TECH: 2 COOL: 12
ATTR: 0 MA: 3 BODY: 5 (12) EMP: 0
SAVE: 12 BTM: -2 DM: +4

DESCRIPTION

Sex: No more Age: Passed date Ethnic Origin: Any
Hair Color: Sick yellow Hair Style: Dishveled
Height: 6' Weight: 115 lbs Eye Color(s): red
Dress & Style: disgusting
Distinguishing Features: Walking dead

PSYCHOLOGICAL

Motivation: Kill ExMode: Dead InMode: Dead

SKILLS

Name	Level	Name	Level
Awareness	+6	Brawling	+3
Melee	+2		

BODY 12 is ONLY for strength and save. Remember that they are immune to Stun and will simply collapse when out of hits, even if you have to dismember 'em before they do.

CONCLUSION

In case the whole group gets caught and submitted to the VRX units without anyone being able to escape, they will be released in the parking lot of the hotel after about 12 hours. They won't recall exactly what happened although they might dream about undeads for a few nights. If an escape is attempted (it should succeed easily), the group may want to investigate Pittspeak Deliveries for clues. However, they are in for a surprise! All incriminating material will be gone, the backstore being just that: a backstore! Even the receptionist and the security guard will be different. Police will not have much to go on, somehow thinking the PCs are taking them for fools. All that is left is to go home and try to forget about the whole matter.

REAL CONCLUSION

As the party rides into the sunset to their next adventure, they don't realize that they are still in the VRX units!

In truth, from the start of what they perceived as the beginning of this scenario – getting in touch with Murdock at the Pittsburgh Hotel – they were experiencing the VRX effect through Freddy. Actually, those events did occur, but only until after the meeting with Murdock. As the PCs were getting in the elevator, either to go to their room or to get their stuff in the underground parking lot, they were exposed to a point blank EMP blast (hidden on the roof of the elevator case) which knocked them all out. Treat it as a blast from a Techtronica M40 (*Chrome Book* 2p. 39) with medium range effects on electronics and cyberware, even if shielded, and point blank range effects on humans, without a death save – you are automatically unconscious. They are then transported to a hidden lab on the third basement. It doesn't appear on the elevator controls, being accessible only through the service lift and requiring a voice code.

Using already existing events to build on is a perfect way to fool the brain into thinking all the rest is also real, even an escape attempt. Freddy detects the characters' suspicions and shapes the program around it, allowing the PCs to think they have surfaced, or, in the case of high-willed PCs, makes them believe they have escaped the kidnapping and runs a side program where they hunt for their friends...

Really ending this adventure can be accomplished in two ways:

- The PCs simply awaken in a deserted area with no memory of what really happened in the last 12 hours. Technicians used their new memory implant technology to erase the memories, with effects similar to using the Mnemonic power (*Night's Edge* p. 59). At this time, the techs are only able to force them down into the unconscious – difficulty 20 – but they should be able to erase them in a few months and to insert new ones in a year or two. What if they start remembering...?
- OR, one or more of them will actually 'surface' during the process and really escape with the rest of the group. It will also proceed like in the illusory escape and all incriminating evidence will be gone. An unknown company will come for the stuff the next day, fooling the cops into giving them the material left behind. Using the events as they appeared to be before is sure to raise some paranoia. What if they are STILL in the VRX units...?

Vampires can cause some problems if rigged to the VRX units' biomonitors. GMs can either decide that the techs are only checking brain monitors, putting any weird readings on the newness of the equipment, or they can be tempted to take a closer look at that special individual, which could mean that the party could be missing some members when they wake up. Then again, they might not remember right now that they were with them.



*Life is the ultimate vid-show.
You NEVER KNOW WHAT THE WRITER
will THROW YOUR WAY EACH EPISODE.
SOMETIMES it's good, SOMETIMES it's bad, MOST of it is UNREAL.
JUST HAVE TO HOPE YOU WON'T GET KILLED OFF NEXT EPISODE...
- Johnny X., NETWORK 54 Vid-STAR*

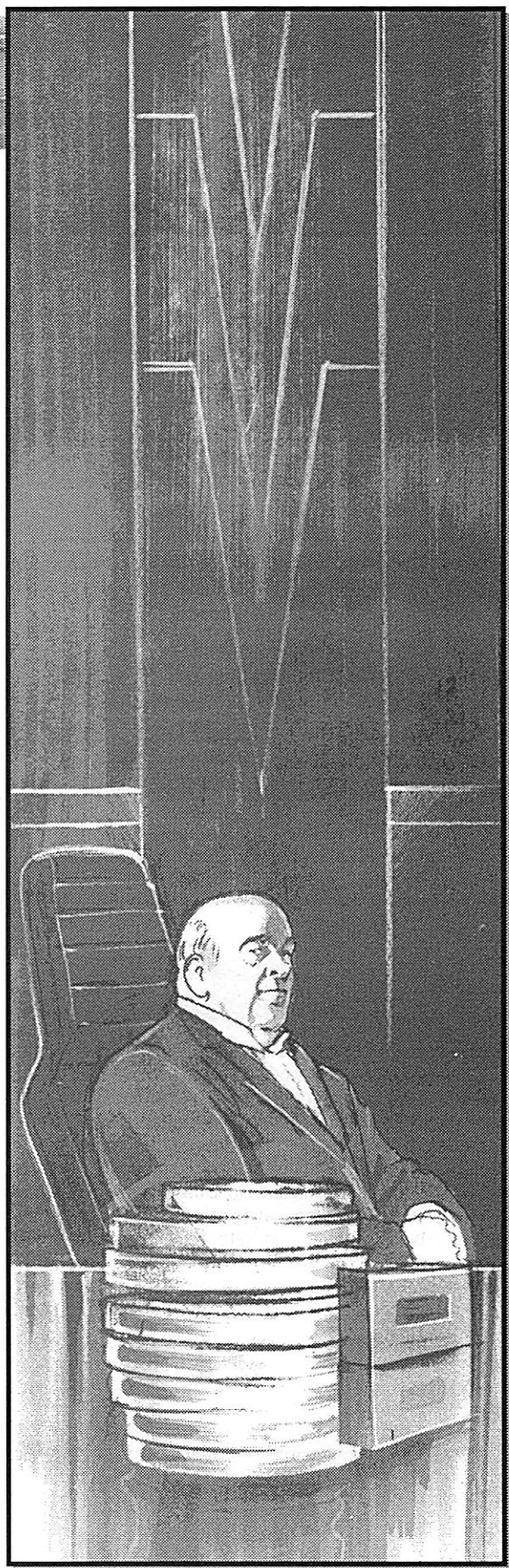
TO BE CONTINUED...

Whether or not the party successfully retrieves the ten movies on the Mogul's list, they WILL have gained a powerful ally (that is if they don't try to double-cross him): not only is he able to provide substantial loans if he feels they are justified, but his contacts can get them most hard to find do-hickey the PCs might wanna get their greedy hands on. However, he will not deal with weapons of any kind (or anything inherently harmful).

Of course, such services will require a counterpart of equal value, and he expects people to try for themselves before resorting to him (and even then, you need a pretty good story to get him involved). However, once he is, you can count on the best.

After each successful retrieval, a henchman will meet the group for payment. If told in advance, money might be replaced by one or more items the party is interested in acquiring, which are of equal value to the intended reward – save weapons as noted before – and a final meeting with the Mogul will be arranged after the last attempt (i.e. the Dream Pod 9 adventure). At this point, vampire-PCs may come to realize the true nature of their employer, and the consequences of such are left to the GM, depending on the actions – or lack thereof – initiated by the party. The Mogul will not mind that trusted personnel is aware of his true self, but will deal with adventurers seeking to take advantage of his resources.

One thing to remember is that for each force, there is an equal and opposed force at work. This means that others might take personally to the party working for the Mogul, however irregularly, and initiate plans to counteract their effect on the balance of power.



Name _____
 Role _____ Apparent Age _____
 Real Age _____ Age Level _____
 Character Points _____

INT[]	REF[]	TECH[]
COOL ..[]	ATT[]	LUCK[]
MA[]	BODY[]	EMP[]
PSY[]	SAVE[]	BTM[]
Run[]	Leap[]	Lift[]

Quirks: _____

Feed Rate: _____ Healing: _____

Special: _____

Psychic Powers: _____

SKILLS

(• indicates a new skill; √ indicates a change to the skill)

SPECIAL ABILITIES

Authority[]
 Charismatic Leadership[]
 Combat Sense[]
 Credibility[]
 Family[]
 Interface[]
 Jury Rig[]
 Medical Tech[]
 Resources[]
 Streetdeal[]

ATTR

Personal Grooming[]
 Wardrobe & Style[]

BODY

Endurance[]
 Strengh Feat[]
 Swimming[]

COOL/WILL

Interogation[]
 Intimidate[]
 • Meditation[]
 Oratory[]
 Resist Torture/Drugs[]
 Streetwise[]

EMPATHY

• Animal Handling[]
 Human Perception[]
 Interview[]
 Leadership[]

Seduction[]
 Social[]
 Persuasion & Fast Talk[]
 Perform[]

INT

Accounting[]
 Anthropology[]
 Awareness/Notice[]
 Biology[]
 • Body Language[]
 Botany[]
 Chemistry[]
 Composition[]
 Diagnose Illness[]
 Education & Gen. Know ...[]
 • Eidetic Memory[]
 Expert[]
 √ Gamble[]
 Geology[]
 Hide/Evade[]
 History[]
 Language[]
 Language[]
 Language[]
 Language[]
 Library Research[]
 Mathematics[]
 Physics[]
 Programming[]
 • Psychology[]
 Shadow/Track[]
 Stock Market[]
 System Knowledge[]
 Teaching[]
 • Vampire Lore[]
 Wilderness Survival[]
 Zoology[]

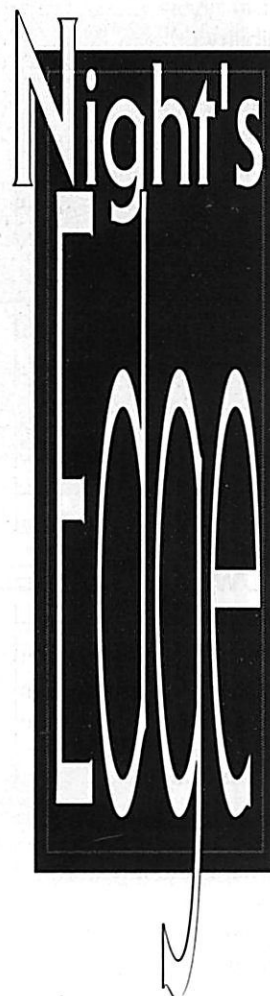
REF

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 Athletics[]
 Brawling[]
 Dance[]
 Dodge & Escape[]
 Driving[]
 Fencing[]
 Handgun[]
 Heavy Weapons[]
 • Magic[]
 Martial Art[]
 Martial Art[]
 Martial Art[]
 Melee[]
 Motorcycle[]
 Operate Hvy. Machinery ..[]
 Pilot (Gyro)[]
 Pilot (Fixed Wing)[]
 Pilot (Dirigible)[]
 Pilot (Vect. Thrust Vehicle)[]
 Rifle[]
 Stealth[]
 Sub-Machinegun[]

TECH

Aero Tech[]
 AV Tech[]
 Basic Tech[]
 Cryotank Operation[]
 Cyberdeck Design[]
 CyberTech[]
 Demolition[]
 Disguise[]
 Electronics[]
 Elect. Security[]
 First Aid[]
 Forgery[]
 Gyro Tech[]

Paint or Draw[]
 Photo & Film[]
 Pharmaceuticals[]
 Pick Lock[]
 Pick Pocket[]
 Play Instrument[]
 Weaponsmith[]



Name _____
 Role _____ Apparent Age _____
 Real Age _____ Age Level _____
 Character Points _____

INT[]	REF[]	TECH[]
COOL ..[]	ATT[]	LUCK[]
MA[]	BODY[]	EMP[]
PSY[]	SAVE[]	BTM[]
Run[]	Leap[]	Lift[]

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Feed Rate: _____ Healing: _____

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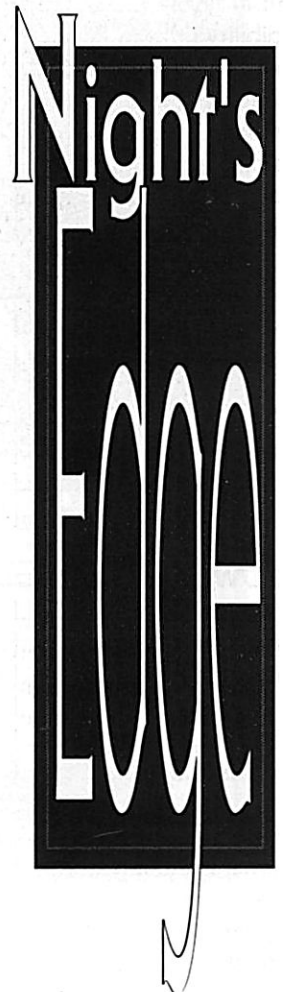
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 Dodge & Escape[]
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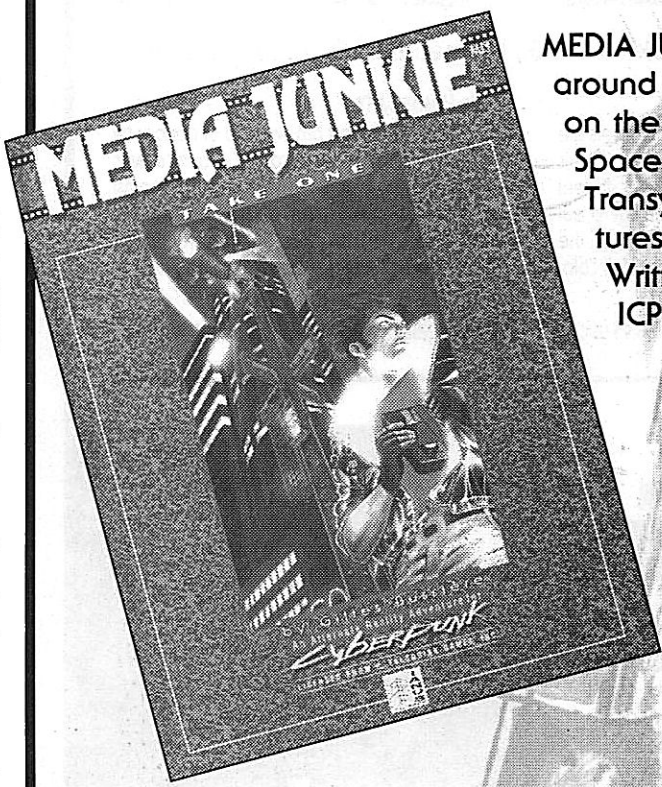
Paint or Draw[]
 Photo & Film[]
 Pharmaceuticals[]
 Pick Lock[]
 Pick Pocket[]
 Play Instrument[]
 Weaponsmith[]



MEDIA JUNKIE

ALTERNATE UNIVERSE MODULES FOR CYBERPUNK 2.0.2.0.

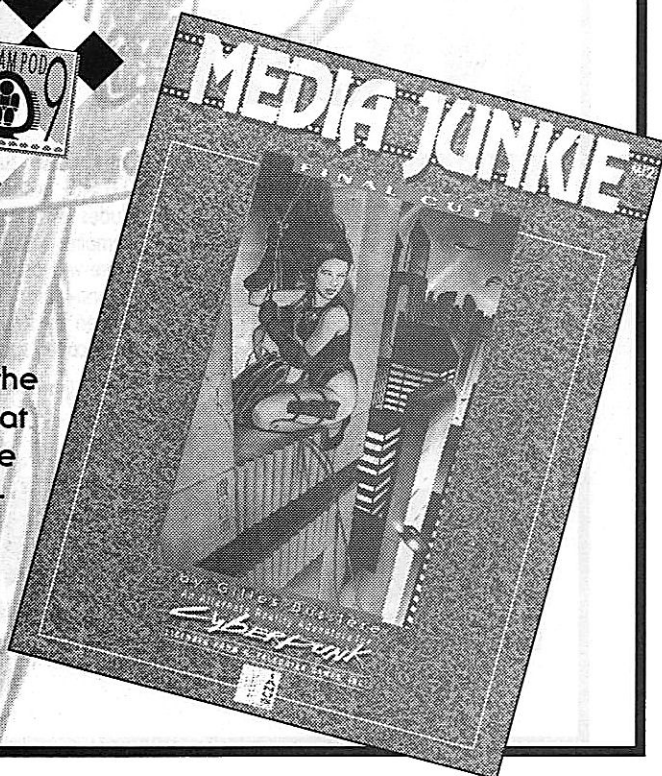
A SIMPLE ENOUGH JOB: FIND 10 MOVIES FOR THIS TOTAL MEDIA JUNKY. WELL PAID TOO. AS AN ADD ON, NO REAL DEADLINE. SOUNDED TOO GOOD TO BE TRUE. MAYBE IT WAS. EVER SINCE YOU TOOK THIS JOB, YOU'VE HAD THE STRANGEST THINGS HAPPENING TO YOU. LIKE THAT CREEP YOU MET IN HIS CASTLE WHEN YOU "RECOVERED" THE COPY OF THE ORIGINAL "DRACULA". AND YOU STILL HAVE THE FEELING THAT SOMEONE IS FOLLOWING YOU. THE NEXT MOVIE YOU HAVE TO GET IS "ALIEN". AND YOU DON'T EVEN WANT TO THINK ABOUT WHAT MIGHT HAPPEN...



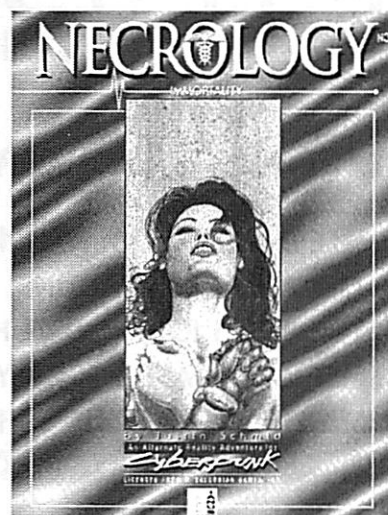
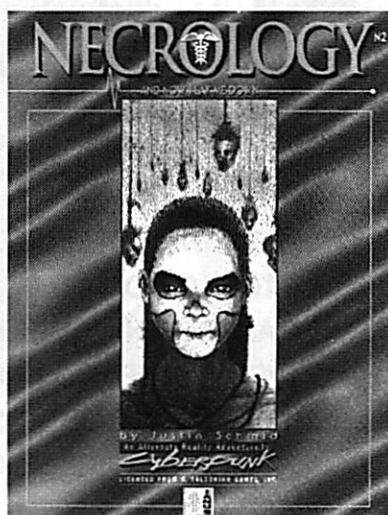
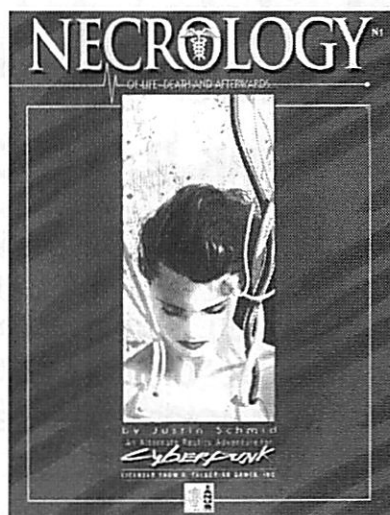
MEDIA JUNKIE is a collection of 10 small adventures centered around different movies. Part I contains four adventures based on the movies "M" (Alice in Gangland), "Plan 9 from Outer Space" (The Case of the Missing Flick), "Dracula" (Castle Transylvania 6), and "The Exorcist" (P.S.Y. Co.). The adventures can be played independently or as a mini campaign. Written by Gilles Bussière. 40 pgs, full color cover. Product # ICP-107. \$9.95 US/Can.



This is Part 2 and it offers 6 adventures based on the movies "Nosferatu" (The Old Man and Tessa), "Cat People" (The Little Red Running Hood), "Invasion of the Body Snatchers" (Double Cross), and "Hell Raiser" (Showdown at O.K. Carnival), "Alien" (The Beast Within), and "Night of the Living Dead" (Dream Pod 9). The adventures can be played independently or as a mini campaign. Written by Gilles Bussière. 48 pgs, full color cover. Product # ICP-114. 48 pages. \$9.95 US/Can.



NECROLOGY



A complete trilogy of Alternate Reality Adventures for CYBERPUNK 2.0.2.0., licensed from R. Talsorian Games.

N1: NECROLOGY

There's a new fad in 2020: flatlining! Now anyone can experience life after death without any real risk to themselves. Sounds too good to be true? It is up to the players to find the catch. Written by Justin Schmid. 32 pgs, full color cover.

ICP102 (CyberPunk 2020 Module) \$8.95 US/Can.

N2: NOW I LAY ME DOWN...

There's a killer on the loose! Mass murderers are quite common in 2020, but this one (if it is indeed only one person) does it in different ritualistic manners. Can the players figure out what is going on before they are next on the list? Written by Justin Schmid. 32 pgs, full color cover.

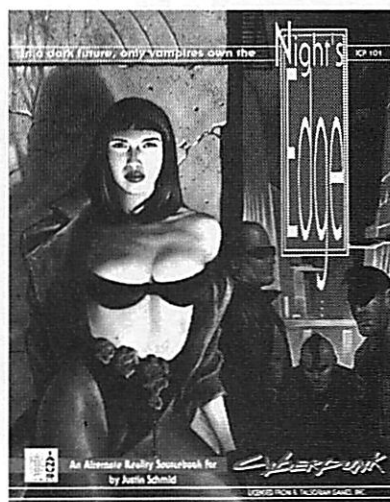
ICP104 (CyberPunk 2020 Module) \$8.95 US/Can.

N3: IMMORTALITY

This time the players are warned of danger by a voodoo priest who, of course, wants to help them out. Knowing that they were up against such a priest in the last adventure, can they trust him? Will he help them defeat the larger menace? Written by Justin Schmid. 32 pgs, full color cover.

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NIGHT'S EDGE



An Alternate Reality Sourcebook for CYBERPUNK 2.0.2.0., licensed from R. Talsorian Games. Includes everything you need to know about vampires, vampire hunters, lycanthropes and were-wolves. The ultimate sourcebook for techno-horror in the Cyberpunk world! Written by Justin Schmid. 96 pgs, full color cover, squarebound.

ICP101 (CyberPunk 2020 Sourcebook) \$14.95 US/Can.



SURVIVAL OF THE FITTEST

An Alternate Reality Adventure for CYBERPUNK 2.0.2.0., licensed from R. Talsorian Games. Rumors abound of a mysterious stranger and of his ties to blood drained corpses found around Night City. When the players are hired to find a missing person, do they really know what they are getting into? To play with NIGHT'S EDGE. Written by Gilles Bussi re. 32 pgs, full color cover.

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

MEDIA JUNKIE

FINAL CUT

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!

MOVIE COLLECTOR SEEKS GENTLEMEN FOR RETRIEVAL EFFORT-25000EB/JOB-CONTACT MOGUL-SKYPNET 90210

This single ad found among myriad others on the local Jobs Bulletin Board will send your party on a wild chase around the continental U.S. to recover ten precious movies of old, wanted by a mysterious collector known as The Mogul... JUST find them, and you can cash in 25,000eb for each. A real piece of cake! Right?! Right...

- "And DON'T COME BACK!" – The Old Man and Tessie;
- "Oh my God!...SHOOT IT!" – Little Red Running Hood;
- "I don't know what you're talking about..." – Double Cross;
- "YES...YOU DO!...You're with THEM!" – Showdown at O.K. Carnival;
- "Sweet Jesus, they're EVERYWHERE..." – Alone in the dark;
- "NOOOOOOOOOO!..." – Dream Pod 9;

MEDIA JUNKIE II is a collection of six 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.

IANUS PUBLICATIONS, INC.
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H1V 2L1



A CYBERPUNK ® 2.0.2.0
Alternate Reality Adventure

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