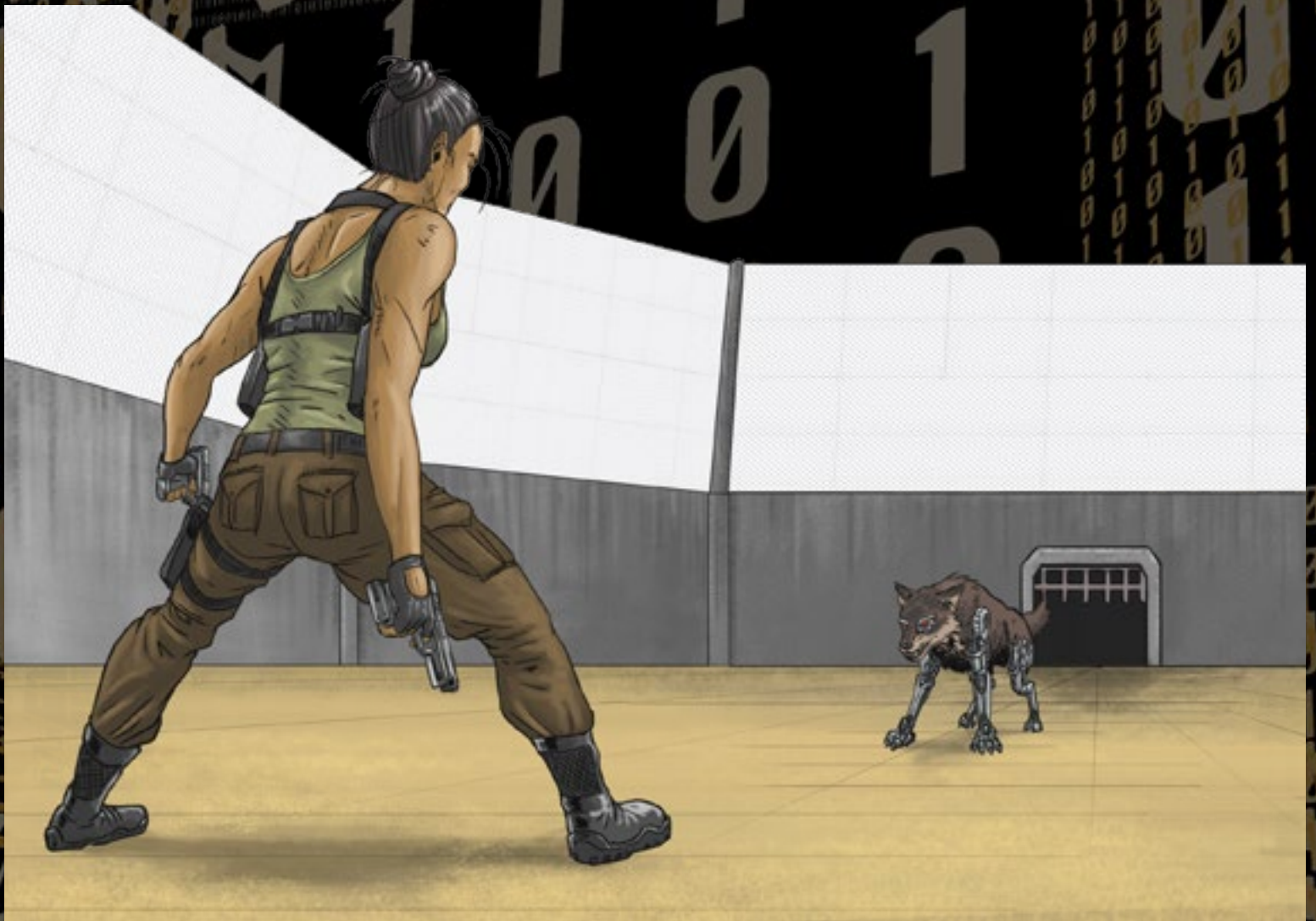




PSI-PUNK

World's Edge Arena



By
Jacob Wood

Old Meets New

In the southernmost city in the world, thousands of people come and brave the unforgiving weather to watch the *World's Edge Arena*, a televised bloodsport for the modern era. Thanks to the Arena's success, the once-quiet town of Punta Arenas is now an industrious boomtown where warriors compete for prize money, entrepreneurs compete for a share of the tourism, and locals compete for the scraps of what's left.

Have you come seeking fame and fortune at the risk of finding an early grave, or are you an old-timer who wants to see the city returned to its old ways? Whether you're here to compete or you're just trying to eke out a living in this rapidly changing city, one thing's for certain: your life will never be the same thanks to the *World's Edge Arena*.

This book includes:

- A detailed look at the city of Punta Arenas, Chile, in the year 2096. A look at its interesting places, people, night life, and other features which make the city a prime place to set a campaign.
- Guidelines for running an Arena tournament using *Psi-punk*. Characters battle in ever-shifting terrain against all manner of beasts and warriors.
- A new "Fan Favor" mechanic for players to earn bonuses by wooing crowds and earning fan loyalty.
- New statblocks for over two dozen opponents, including psychically-controlled, cybernetically enhanced beasts such as kodiak bears and komodo dragons. Plenty of human opponents for use in any *Psi-punk* game.
- Sample background hooks for new character archetypes such as the Beast Trainer, Controller, Promoter, Street Rat, and Security guard.
- 6 new adventure seeds set in and around the city of Punta Arenas. Inspiration for Game Masters who'd like to craft non-combat encounters.





Credits

Writing, Layout: Jacob Wood

Editing: Brian Cooksey, Andrew Young

Interior Art: Enmanuel Martinez

Cover Art: Melissa Gay, Enmanuel Martinez

Graphic Design: Ruben Smith-Zempel

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The Most Dangerous Game

At the edge of the world, in the largely untamed land of Patagonia, there is a place where athletes, soldiers, street runners, and thrill-seekers gather to test their mettle. The land is harsh, with relatively low average temperatures and intense winds, but that's not what draws these people here. In this remote and unforgiving landscape lies a gladiatorial arena where men, women, and animals of all stripes compete in deadly blood sports far from the watchful gaze of governments and mega-corps.

Known as the World's Edge Arena, this 50,000 square-foot stadium of death was built in 2085 by young trillionaire Steve Donohue. When asked why he built the complex in Patagonia, Donohue responded:

"I heard about this place in Chile called Punta Arenas. Arenas. That's just perfect for an arena, you know?"

The fact that Punta Arenas means "Sandy Point" was completely lost on Donohue.

Regardless of his motives, Donohue built the World's Edge Arena to sate the public's growing hunger for blood sports. In an interview, he once said that athletic competitions throughout the world are too safe, and what the public really wanted to see was blood and gore and death. World's Edge offers all three.

"Why do people watch American-style football, or ice hockey, or rugby?" asked Donohue rhetorically. "For the violence, man! Deep down, we all want to see people get crushed. And with the restrictions on cybernetics in contact sports, we're just not getting that anymore."

"Sure," he added, "you can always tune into the cyberweight kickboxing leagues, and that's cool. I really love Tommy 'Two Tons' Thompson as much as the next guy. But it's like, at the end of the day, those guys just get slapped with a couple stem packs and they're good as new. Everyone knows there's no risk. People like risk. It's exciting!"

At World's Edge Arena, contestants enter a stadium with constantly shifting terrain and environmental hazards. Men and women from all

walks of life enter in teams of one to eight and battle against carnivorous animals, androids, and—during the Season finals—other teams of live humans.

Each event is broadcast worldwide to millions of viewers in any country where the matches haven't yet been banned. An additional 100,000 rabid fans pack the stadium each night. Despite the broadcast already being in its 11th Season, World's Edge ratings are still climbing at a steady rate.

"I moved to Patagonia just to get to attend every match live," says super-fan Mike Wood, 30. "I just couldn't justify the travel expenses to my wife anymore. It's like, I was spending so much time here, I might as well just make Argentina my home."

When corrected about Punta Arenas being in Chile, not Argentina, Wood added: "Oh, right. Chile. Whatever. Hey, is this going to be in the news? Hi Lisa! Wish you were here!"

The Real Full-Contact Sport

Donohue's arena features what he claims to be "the most realistic blood sport since Roman times." Indeed, he modeled the competition after ancient gladiatorial combat, albeit with a modern twist.

"We just replace spears and nets with guns and Tasers. Instead of just throwing people to mundane lions, we pit them against cybernetically enhanced, mind-controlled beasts capable of human reasoning. Those old-fashioned lions wouldn't be much of a challenge against modern weapons, you know?"

It isn't just an open battlefield where opponents clash and claw at each other until only one is left standing, either. Donohue's arena emulates natural terrain with plenty of room to maneuver and hide. It takes a skilled hunter to track and kill his enemy and an alert hunter to avoid getting mauled to death by a panther.

The varying terrain would make for a terrible viewing experience if it weren't for the chase cams each contestant (including the animals) wears. Viewers are treated to a first-person view of all of the action, and real-time predictive algorithms are in place to ensure the best view at all times.

"I just love when they cut to a shot of a panther stalking up on some guy," says Alita Monroe, 24. "The last thing he sees is his life flash before his eyes, but we get to see the back of his exposed neck as the cat rips into it!"

"It's a jungle in zere," remarks Gunther P., a college student from the GEU. "You never know who ist going to get ze drop on whom."

One might wonder how the Arena manages to attract so many contestants when they each know their life may be forfeit just for entering. To date, World's Edge has a death toll of 257 men and women, not to mention many more animals. Despite the decreased life expectancy of anyone who enters, the sport's numbers aren't diminishing.

"We offer great cash prizes to all of the winners," explains Donohue. "If you win an evening at the World's Edge, you're set for a year at least. The lucky few who take first place might be set for life. However long that may be."

When asked about the supply of animals, many of which are endangered species, Donohue reveals his secret: "The animals, they're all clones. We've got those stupid animal rights activists barking at us all the time as it is, there's no way we could get away with using the real thing. But clones, there's an endless supply of those. And we recycle the parts."

Never Back Down

Despite its popularity, many world powers have tried to bring an end to Donohue's operations. Governments, mega-corps, and local authorities have all made unsuccessful attempts to shut down the World's Edge but Donohue isn't worried.

"We're a totally legit operation, you know?" Donohue said. "We pay our one-percent tax to Chile, and blood sports were totally made legal just before we moved in."

Donohue continues: "But other countries and companies want to shut me down. MarkeTech doesn't like that I run a sporting event they don't own. The NAU doesn't like that I'm an expatriate and spending all my money in a foreign country. And Punta Arenas, well, their cops are a bit concerned about the increased crime rate as children emulate what they're seeing on TV and at our stadium."

Even though he has a lot of enemies in high places, Donohue has a lot of friends in high places, too. World's Edge is a popular sporting event in the Oceanic League, the Asia-Pacific Union, and throughout the Greater European Union. Only the Arab League and Sub-Sahara seem to have any complaints about his broadcasts, and Donohue doesn't seem bothered by that.

"You know, they don't have to like it. If it's not for them, that's cool." Says Donohue. "But the NAU, you know. They eat this stuff up, but their government just wants to collect. They're not getting any from me."

The Future of World's Edge

World's Edge Arena is in its 11th Season and still going strong. This year they expect to see less growth than in previous years, but Donohue believes that's because they've already reached their saturation point. Despite that, World's Edge Arena is constantly looking for new recruits to participate in the sport.

"We'll take anyone with combat training, whether it's formal or informal," says Donohue. "We've had everything from GEU soldiers to cab drivers with a lot of pent-up road rage."

Donohue assures us the next Season of World's Edge is going to be huge. "It's going to be bigger and bloodier than ever. We're still looking for a few more teams for next Season. And we have this big new event planned that I don't want to give away but let's just say it goes 'RAAR!'"

*This story brought to you by Ronald Pyatt,
Independent News Network*

World's Edge Arena

1

The World's Edge Arena is a popular place for thrill-seekers and warriors to visit. There's nothing like the real threat of death in exchange for the real promise of money to get people out of their urban slums and into the stadium.

As it relates to your game of *Psi-punk*, the World's Edge Arena is a great place to set a game. The players may form a team of combatants to enter the Arena and test their mettle in exchange for getting some cold, hard, Neu-marks. It's like doing a run for a dealer but more prestigious. The fame alone may lead to endorsements and other mercenary gigs if the players are able to catch the eye of the right person or group.

For players and Game Masters who prefer a combat-heavy game, the World's Edge Arena makes a great setting backdrop. There's plenty of room for story and intrigue, though. Betting, match fixing, fan service, and all manner of events might take place in and around the stadium. There's plenty to do at World's Edge that doesn't involve fighting for one's life.

The Arena

World's Edge Arena is 50,000 square feet of ever-shifting terrain. Each Season is notable for having a unique terrain theme, though it isn't unheard of for a theme to be revisited over time. In the past, the Arena has had desert, jungle, mountainous, cavernous, urban, and even lunar terrain themes. Next Season's terrain is anyone's guess.

Using sophisticated *control animate/inanimate* tech, the Arena is capable of altering its form dramatically in just a few hours, ensuring a new layout for each match. Though teams may get used to battling in a certain type of terrain, they'll never truly get comfortable with their surroundings.

The Arena itself is located about 20 miles outside the town of Punta Arenas, Chile, in far southern Patagonia. A single access road leads to the Arena complex from Punta Arenas, and

it's usually packed with traffic moving into and out of town.

The outer structure of the Arena is built to withstand a nuclear blast. A carbon-nanotube frame supports the structure, while kinetic and thermal dampening magic reduces the intensity of any blast by about 90 percent. Not that Mr. Donohue expects anyone to assault the Arena, but the same tech is used within to keep the structure safe from all of the potent psionic and ballistic damage being done to the interior on any given night.

Fans of the show watch from the relative safety of the stadium seating areas, which are separated from the battle zone by about 1,000 feet and a magically-reinforced barrier. Despite being there to see the show live, the audience watches through 160-foot view screens which show the same action anyone at home would be privy to. The benefit to attending a live show is having the option to see the contestants before and after the match, and the option to vote on which contestants were the stars of the evening.

Match Structure

Each Season, eight teams of contestants enter the Arena and vie for the top spot. For their first match, every team faces off against psychically controlled, cybernetically enhanced animals. If they survive their entry-level match, they'll face even tougher creatures in a second round.

After two matches, any leftover teams face off in a single-elimination tournament. If the starting number of teams at this tier is odd, the result could be a three-team Battle Royale to determine the winner.

Teams may start with as many as eight players but anyone who dies during the Season may not be replaced. If a team enters with eight contestants and makes it to the final match with only four remaining, that's their problem. Each match is a last-man-standing fight. A team must incapacitate or eliminate all opponents to achieve victory and win that night's cash prize.



Once a team enters the Arena, no team member may leave until the fight is over. Forfeit is not an option.

The events are televised live. Every match represents one Episode of the Season, and only one match is aired each night. That means there may be several days, even up to a week, between matches for any given team. What that team does with its downtime is entirely up to them, but if they don't show up for their next scheduled match it could spell bad news.

Earnings

Contestants are awarded a certain amount of money for each match they win. They're paid nightly, because in many cases the contestants only have a few days of downtime to spend their cash before they're eliminated permanently.

The amount of money contestants earn is based on how many matches they've won thus far and how many members are on their team. The amount of Wealth given on the following chart must be divided evenly (round down) amongst all living team members.

Table 1.1: Arena Earnings

Match #	Earnings
1	Great [16]
2	Superb [32]
3	Wonderful [64]
4	Phenomenal [128]
5	Extraordinary [256]

Clearly, the fewer contestants on a team, the more money each individual earns as they rise through the ranks. That's by design. Crowds love to root for the underdog, and watching an eight-man team slaughter a bunch of animals is less exciting than watching a grueling match between a four-man team and the same pack of creatures.

It's unlikely that all members of a team will be killed during one of their first two matches. In the history of the World's Edge, this hasn't happened. That means every Season to date has culminated in an 8-team single-elimination tournament. Of course, not every team has as many members in their later matches as they had in their earlier fights.

Rules of Engagement

One simple rule governs each match: the last team standing wins. Death is real, and the Arena's kill count is significant, but an incapacitated character is just as defeated as one whose grey matter is removed from its case. Beyond that, anything goes. Contestants may use any tool at their disposal to achieve victory over their opponents. Psionics, cybernetics, massive firepower, and other weapons are not just allowed but encouraged.

With that being said, no weapons or gear of any kind are supplied to any contestant. They must bring their own equipment before the games begin. World's Edge Arena has an extensive armory of tools and toys available for purchase (at full price, of course) should any of the contestants need to buy new equipment before or between matches.

World's Edge does not, however, have a cyber clinic on site. Nearby Punta Arenas has a facility run by Nuevo Horizonte Medico, a leading medical services company in South America. Bear in mind though, it takes time to have new cyberware installed. Depending on the implant, there may not be enough time to have them installed and functioning with enough time to recover before the next match begins. *In game terms, any cyberware requiring two Gifts or more cannot be installed between matches.*

Gaming the Fans

Millions of people worldwide tune into World's Edge each night, and roughly 100,000 others come to watch the games live. With all of those eyes on the contestants, it's in a warrior's best interest to increase their team's fan appeal. Well-liked teams and warriors may even gain small benefits from pleasing the crowd.

Fan Favor is a numeric bonus given to warriors and their teams for performing certain actions. Each team begins with 0 Fan Favor but that number may increase quickly as they wow the audience. Fan Favor is cumulative and carries over between matches, so a truly impressive team may have plenty of Favor by the end of the Season.

Below is a short list of actions characters may perform to alter their team's Fan Favor. Warriors are part of a team, so their actions reflect upon their team as a whole—increases and decreases to Fan Favor apply to the entire group.

Table 1.2: Fan Favor

Action	Fan Favor
Incapacitate or Kill a Wounded Opponent	+1 Favor
Incapacitate or Kill an Unwounded Opponent	+2 Favor
Incapacitate or Kill Two or More Opponents in One Round	+2 Favor ¹
Astonishing Degree of Success on a Roll/Check	+1 Favor
Do Something that Makes People Cheer ²	+1 Favor
Victory Against Overwhelming Odds ³	+2 Favor
Heal a Creature During a Match	-1 Favor
Execute an Incapacitated Creature ⁴	-2 Favor
Spend Fan Favor	Special ⁵

¹ In addition to the bonus gained for killing each opponent.

² This is a meta-game element. If you describe an action that makes everyone at the table shout, give high-fives, etc., your GM may award you with +1 Favor. As with any subjective reward, GMs should be careful not to allow players to game the system. Optionally, a character may spend an action to make a skill check specifically designed to wow the crowd; a Superb success may grant the team this bonus.

³ If a single warrior faces three or more opponents at once and comes out on top, they are awarded +2 Favor.

⁴ The crowd may be bloodthirsty but it's not as interesting to watch an execution as it is to watch a fair fight. Taking the time to kill someone who's already down is considered bad form.

⁵ See "Spending Fan Favor" below.



At least one player (and possibly the GM) should keep track of the team's Fan Favor throughout the Season. Fan Favor carries over between matches.

Spending Fan Favor

Warriors may spend some of their team's Fan Favor to gain temporary benefits. Unless otherwise noted, characters may spend Fan Favor to alter a roll *after* the initial roll is made.

Below is a short list of uses for Fan Favor. GMs are encouraged to allow other creative uses.

Spending Fan Favor

Action	Fan Favor
Add +1 to a roll	-1 Favor
Re-roll all dice and take the better result	-2 Favor
Force opponent to re-roll all dice and take the worse result	-3 Favor
Reduce an Incapacitated Wound to a Very Hurt Wound	-2 Favor

Bestiary

Every team must face two rounds of combat against psychically controlled, cybernetically enhanced predators. These cloned animals range from big cats to birds of prey, and they don't act on instinct. Someone with *mind control* power (or magic) is assigned to each creature to give the animal human-level decision making skills. Add to that the fact that these creatures were built (from an evolutionary perspective and in the lab) to hunt and kill, and you have one hell of a challenge.

For the combatants' first match, they're pitted against smaller and more agile creatures, such as hawks, cougars, and wolves. For the second round, should they make it that far, competitors face off against eagles, tigers, brown bears, and other large and powerful beasts. The Season's writers try to match creatures to their terrain theme, so warriors are more likely to face panthers in a jungle and Kodiak bears in a sub-arctic climate.

In the first round, warriors face one creature for each member of their team (so if there are five team members, they face five creatures). In the second round, they face one creature for every two members of the team. If the number of team members is odd, add a weaker First-Round creature (so if the team has five members, there are two creatures from the Second Round list and one from the First Round list).

Cyberware and Psionics

All of the creatures' natural bodies are augmented with state-of-the-art cyberware. Razor-sharp talons become titanium talons, a weak hide becomes rhino hide, and a panther gets thermal vision to go with his naturally keen senses. After a great deal of experimentation, the scientists working on building better beasts learned to enhance a creature's natural strengths rather than to alter the animal for some unintended purpose.

Round One Creatures

Black Bear

Terrain: Temperate Forests

ODFs: +3; **DDFs:** +4

Survival: Superb;

Specialization: Tracking by scent

Notice: Fair or Wonderful (smell);

Specialization: Smell

Combat (Melee): Great

Gifts: Titanium Claws/Teeth, Advanced Olfactory Augmentation

Weapons: Claws, bite

Wound Levels: 1-2 (Scratched); 3-4 (Hurt); 5-6 (Very Hurt); 7+ (Incapacitated)

Black bears are smaller than their brown-furred cousins but are nevertheless powerful and frightening creatures. They reside primarily in temperate forests and usually only attack humans if they feel threatened, unless they happen to be psychically controlled and bred for such purposes.

Black bears stand about four feet tall at the shoulder and weigh around 500 pounds. When standing on their hind legs, they reach heights of about seven feet. Their immense strength allows them to lift objects of around 400 pounds, and even when not being mind-controlled by a super genius, they've been shown to possess reasoning skills on par with most canines.

Coyote

Terrain: Coyotes are highly adaptable and survive in almost any temperate or arid climate

ODFs: +3; **DDFs:** +3

Combat (Melee): Great;

Specialization: Bite

Notice: Superb;

Specialization: Smell

Combat (Non-Physical): Great;

Specialization: Pack tactics

Covert: Good

Gifts: Titanium Teeth; *Sonic Howl* (*sonarkinesis* device PR 1, capable of making a sonic attack against all creatures within Mediocre range.)

Weapons: Bite

Wound Levels: 1-2 (Scratched) ; 3-4 (Hurt); 5+ (Incapacitated)

Individual coyote attacks on humans rarely result in a loss of human life, but coyotes are pack animals and rarely hunt alone. Several coyotes, attacking in unison, can bring down much larger prey, especially when using their keen instinctual tactics.

Coyotes are smaller than wolves. They weigh about 75 pounds and are roughly three feet in length, not including the tail. They stand roughly two feet at the shoulder. Despite their relatively smaller size, they are expert predators and use their keen sense of smell and pack-hunting tactics to their advantage.

These coyotes are outfitted with *sonarkinesis* PR 1 devices which allow them to emit ultrasonic howl attacks. They deliver a *sonarkinesis* attack to all creatures (not including other coyotes) within Fair range. A pack of coyotes howling simultaneously may make a single attack and combine the PR of each. For example, three coyotes howling together can make three PR 1 attacks or one PR 3 attack.



1

Jackal**Terrain:** Desert, grasslands, coastal regions**ODFs:** +3; **DDFs:** +3**Combat (Melee):** Great;**Specialization:** Bite**Notice:** Great; **Specialization:** Smell**Combat (Non-Physical):** Great;**Specialization:** Pack tactics**Covert:** Great**Gifts:** Titanium Teeth; Diseased Bite**Weapons:** Bite**Wound Levels:** 1-2 (Scratched); 3-4 (Hurt); 5+ (Incapacitated)

Smaller than coyotes but even more vicious, jackals live and thrive in a variety of habitats including deserts, grasslands, and marshy coastal regions. They occasionally hunt alone but are particularly formidable pack hunters.

Jackals are about 1-½ feet tall and three feet long from nose to rump. They weigh about 30 pounds. Though they're relatively small compared to other predatory dogs, they are incredibly vicious and dominate many larger species.

These creatures are known for spreading diseases such as rabies. When a jackal bites a character, that character must make a Great (+2) Body check or contract a fast-acting form of rabies designed especially for Arena contestants. Failing the check means the character takes a -1 penalty on all checks as the disease begins to take hold of their nervous system. Within one hour, the character must make a second Great (+2) Body check to shake off the disease. Failure means the character takes a -2 penalty to all checks.

If the affected character isn't vaccinated within 24 hours, they must make a final Great (+2) Body check. If the character fails this check, they die a rather painful death. Luckily, the vaccine only costs a Fair [4] amount of Wealth.

Jaguar / Black Panther**Terrain:** Jungle, forest, grasslands, mountains**ODFs:** +4; **DDFs:** +3**Combat (Melee):** Superb;**Specializations:** Claw, bite**Covert:** Superb; **Specialization:** Stealth**Athletics:** Great (+1 when jumping);**Specializations:** Jump; Swim**Notice:** Great**Gifts:** Titanium Claws/Fangs; cybernetic legs;*photokinesis* collar (**PR:** 3; reduce light only)**Wound Levels:** 1-2 (Scratched); 3-4 (Hurt); 5-6 (Very Hurt); 7+ (Incapacitated)

Jaguars are spotted creatures which inhabit a variety of territories. Most of the jaguars at World's Edge are of the rarer "black panther" variety and appear almost completely black. They are stealthy hunters and possess some of the strongest jaws in the animal kingdom; their teeth, even when not augmented by titanium, are capable of piercing turtle and armadillo shells, bovine skulls, and other incredibly tough objects.

Jaguars are the third largest of all cat species. They stand about 3 feet at the shoulder, stretch 6-½ feet from nose to the base of the tail, and can weigh up to 350 pounds. The jaguars at World's Edge are bred (or cloned) to be on the upper range of size for their species.

Once a jaguar gets hold of its prey, it doesn't let go. Any opponent who receives a Hurt Wound from a jaguar is grabbed by the creature. That target cannot move away from the jaguar, takes a -1 penalty to ODFs, and cannot use large weapons. If the creature is still alive on the following round, the jaguar automatically deals it another Hurt Wound in addition to any other attacks the jaguar may make that round. Forcing oneself free from the jaguar's grasp requires a Good (+1) Body check or some other creative means of escape.

Ocelot**Terrain:** Tropical forests, swamps, savanna**ODFs:** +3; **DDFs:** +2**Combat (Melee):** Great;**Specialization:** Claws**Covert:** Great; **Specialization:** Stealth**Notice:** Great**Athletics:** Great (+1dF re-roll when jumping)

Gifts: Titanium Claws; cybernetic legs

Weapons: Claws, bite

Wound Levels: 1-2 (Scratched); 3-4 (Hurt); 5+ (Incapacitated)

Ocelots are among the largest of the wild cats but they're still smaller than cats classified as "big cats" such as leopards, lions, and tigers. They're fast, stealthy, and capable of extremely high jumps. These cats are about three feet long (not including the tail) and weigh about 40 pounds.

Ocelots naturally inhabit most regions of South America, including forests, swamps, and savannas. They make great predators in many different terrain types, but they need someplace with tall grass or dense vegetation to hide.

Raven

Terrain: Any

ODFs: +2; **DDFs:** +1

Combat (Melee): Good; **Specialization:** Claws

Covert: Great; **Specialization:** Stealth

Athletics: Great; **Specialization:** Fly

Notice: Good

Gifts: Titanium Claws; Brainwave; swarm tactics

Weapons: Claws, bite

Wound Levels: 1-2 (Hurt); 3+ (Incapacitated)

Ravens are versatile creatures who live in nearly every environment on the planet: swamps, forests, mountains, tundra, deserts, grasslands, and everything in between. They tend to prey on smaller creatures but aren't above eating carrion or swarming a larger opponent.

As birds go, these ravens are quite large. They average about three feet long, have wingspans nearing six feet, and weigh up to 30 pounds. Though a single raven would be no match for a human with a gun, these ravens come in large packs and swarm their opponents, making them deadly adversaries.

When determining the number of creatures in a match, ravens count as one-third of a normal creature; that is, you may use three ravens

in place of one other creature, such as a black bear, jackal, or ocelot. The controllers of these ravens are capable of controlling up to three at a time thanks to their Brainwave implants, and they may easily communicate with other controllers via the Brainwave.

Up to nine ravens may attack a human-sized target in melee (as opposed to the normal three melee opponents at once).

Round Two Creatures

Harpy Eagle

Terrain: Jungle or Rainforest

ODFs: +4; **DDFs:** +3 (+5 while flying)

Athletics: Superb; **Specialization:** Flying

Notice: Superb; **Specialization:** Sight

Combat (Melee): Great

Covert: Great

Gifts: Titanium Talons/Beak (+1 ODFs), exceptional flier (+2 DDFs while flying)

Weapons: Talons, beak

Wound Levels: 1-2 (Scratched); 3-4 (Hurt); 5+ (Incapacitated)

Harpy eagles are among the largest of all eagles and make their homes in what's left of the world's rainforests. The Amazonian Luddites would throw a fit if they knew these regal creatures were being outfitted with cyberware, but those guys don't watch TV, so what they know won't hurt them.

These creatures are exceptional fliers and gain +2 DDFs while in flight. Their titanium-enhanced talons and beaks make their already-fearsome attacks all the more deadly, and their keen sense of sight allows them to detect prey at a distance and in the darkest conditions.

Kodiak Bear

Terrain: Sub-arctic

ODFs: +5; **DDFs:** +6

Survival: Superb;

Specialization: Tracking by scent

Notice: Fair or Wonderful (smell);

Specialization: Smell

1

Combat (Melee): Superb

Gifts: Large and in charge (because of their size, Kodiaks get +1 ODFs/DDFs and additional Wound Levels); Rhino Skin

Weapons: Claws, bite

Wound Levels: 0-1 (Not Wounded); 2-3 (Scratched x3); 4-5 (Hurt x2); 6-7 (Very Hurt); 8+ (Incapacitated)

Kodiaks rival polar bears for the world's largest bear species. Only the largest are cloned for the Arena, so expect to face bears that are 10 feet tall and weigh 1,800 pounds. Though they only see and hear about as well as an average human, their sense of smell is approximately four times better than the average dog's.

These creatures are most often found in sub-arctic coastal regions in the wild, notably Kodiak Island in Alaska, but they fight well in just about any temperate and moderately open terrain.

Komodo Dragon

Terrain: Dry grasslands, savanna, tropical forests

ODFs: +5; **DDFs:** +7

Notice: Wonderful; **Specialization:** Smell

Combat (Melee): Superb

Covert: Great

Gifts: Diseased Bite; Large Size (+1 ODFs/DDFs); Tail Slap

Faults: Poor hearing and poor night vision

Weapons: Bite, claws, tail slap

Wound Levels: 0-1 (Not injured); 2-3 (Scratched x3); 4-5 (Hurt x2); 6-7 (Very Hurt); 8+ Incapacitated

Komodo dragons are giant, carnivorous reptiles. In the wild they are solitary creatures, but at the World's Edge they get along just fine in groups of three to four. These formidable opponents count as two creatures when determining the number of animals in a single match.

These captive-bred lizards average about 11 feet long, with a tail adding an additional 11 feet, and weigh around 300 pounds. They stand a squat 1½ feet tall at the shoulders. They have one-inch long teeth ridden with disease and

bacteria, and their scaly hide creates a tough natural armor.

Any creature bitten by a komodo dragon must make a Superb Body check or contract a painful disease which cripples the body. Upon failing the check, the character takes a -1 penalty on all physical checks. One minute later, the character must make another Superb Body check or the effect increases to a -2 penalty on physical checks and a -1 penalty on mental checks. If the character isn't vaccinated within 24 hours, they die. Vaccination for a komodo dragon's bite costs a Good [8] amount of Wealth.

Komodo dragons attack with their claws, bite, and powerful tails. Once per round, a komodo dragon may make a powerful tail slap in addition to a claw or bite attack. The tail slap deals normal damage (+5 ODFs) and if the target is wounded, they must make a Great Body check or be knocked down. A downed opponent takes a -1 penalty on all physical checks until they spend their action to stand up.



Tiger

Terrain: Any forest or swamp

ODFs: +6; **DDFs:** +5 (+6 vs. tearing, piercing, fire, and cold)

Combat (Melee): Wonderful;
Specializations: Claws, bite

Athletics: Superb;
Specializations: Jump, swim

Notice: Superb

Covert: Great; **Specialization:** Stealth

Gifts: Titanium Claws/Fangs; Cyber Eyes (Thermal Vision); Rhino Skin; Large Size (+1 ODFs/DDFs)

Weapons: Claws, bite

Wound Levels: 1-2 (Scratched x2); 3-4 (Hurt x2); 5-6 (Very Hurt); 7+ (Incapacitated)

Tigers are the largest of all cats and are among the largest land-based predators in the world. They stand about 4 feet tall at the shoulder, are about 11½ feet long from nose to the base of the tail, and weigh around 700 pounds. That's all *before* augmentations.

These creatures are apex predators and hunt by stalking their prey from the cover of dense underbrush. They can adapt to many terrain types but are best suited to forests of any variety.

Once a tiger gets hold of its prey, it doesn't let go. Any opponent who receives at least a Hurt Wound from a tiger is grabbed. That target cannot move away from the tiger, takes a -1 penalty to ODFs, and cannot use large weapons. If the creature is still alive on the following round, the tiger automatically deals it another Hurt Wound in addition to any other attacks the tiger may make that round. Breaking free requires a Superb (+3) Body check or some other creative means of escape.

Wolf

Terrain: Temperate and arctic forests

ODFs: +4; **DDFs:** +4 (+5 vs. cold attacks)

Combat (Melee): Superb;
Specialization: bite

Notice: Superb;
Specialization: Hearing

Covert: Great (Superb in snowy areas)

Gifts: Titanium Teeth; *Cryobreath* (cryokinesis device PR 3, capable of making a cold breath attack in a cone-shaped area extending up to Mediocre range)

Weapons: Bite

Wound Levels: 1-2 (Scratched x2); 3-4 (Hurt); 5-6 (Very Hurt); 7+ (Incapacitated)

Wolves are cunning pack animals who hunt with deadly ferocity. They're highly resistant to cold and hide especially well in snowy climates. Unlike most canines, wolves don't have a highly developed sense of smell but they do have incredible hearing.

Wolves at the World's Edge are clones of the largest specimens of their species. They weigh around 100 pounds, are about five feet long from head to hind quarters, and stand about three feet tall at the shoulder. These wolves have a PR3 *cryokinesis* device in their throats which allow them to breathe a gust of freezing air at Mediocre range. The attack is treated as a PR3 *cryokinesis* attack and may strike up to three creatures standing in front of the wolf. While other wolves are not immune to this attack, they are highly resistant to its effects.

Human Warriors

You may mix and match these generic warriors to create thematic teams or you can select from the list at random. These NPCs may be scaled up or down in power to reflect their ranking in the tournament. For example, high-ranking teams may have ODFs and DDFs of +5 or +6 where low-ranking warriors may have +2 or +3.

Common Gunman

ODFs: +3; **DDFs:** +2

Combat (Ranged): Good;
Specialization: Lg. Handguns

Weapons: Lg. Handgun (**Damage:** Great; **Range:** Great; **RoF:** S; **Reload:** 3; **Cost:** 16)

Armor: Leather jacket (**Protection:** Good; **Cost:** 2)

Wound Levels: 1-2 (Scratched), 3-4 (Hurt), 5+ (Incapacitated)

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Common Magic User

ODFs: +2; **DDFs:** +3

Combat (Ranged): Great

Weapons: One magic device capable of making a projectile attack (*pyrokinesis, cryokinesis, sonarkinesis, etc.*) at **PR:** 1; **Med. Handgun (Damage:** Good; **Range:** Good; **RoF:** S; **Reload:** 3; **Cost:** 8)

Armor: Leather jacket (**Protection:** Good; **Cost:** 2)

Wound Levels: 1-2 (Scratched), 3-4 (Hurt), 5+ (Incapacitated)

Common Mind Bender

ODFs: +2; **DDFs:** +2

Manipulation: Superb;
Specialization: Bluff

Social (Informal): Great

Gifts: *Telepathy* (Great +2); *mind control* (Great +2)

Weapons: Sm. Handgun (**Damage:** Fair; **Range:** Good; **RoF:** S; **Reload:** 3; **Cost:** 4)

Wound Levels: 1-2 (Scratched), 3-4 (Hurt), 5+ (Incapacitated)

Common Psionic User

ODFs: +2; **DDFs:** +2

Gifts: One psionic power at a level of Fair (+0), or 2 less than his ODFs

Weapons: Med. Handgun (**Damage:** Good; **Range:** Good; **RoF:** S; **Reload:** 3; **Cost:** 8)

Armor: Leather jacket (**Protection:** Good; **Cost:** 2)

Wound Levels: 1-2 (Scratched), 3-4 (Hurt), 5+ (Incapacitated)

Common Shotgun Thug

ODFs: +3; **DDFs:** +3

Combat (Ranged): Great;
Specialization: Shotguns

Weapons: “Room Broom” double-barrel shotgun (**Damage:** Superb; **Range:** Great; **RoF:** S or 2 in one round; **Reload:** 2; **Gifts:** Increased Ammo Capacity; **Cost:** 48).

Armor: Leather Duster (**Protection:** Good; **Cost:** 4).

Wound Levels: 1-2 (Scratched), 3-4 (Hurt), 5+ (Incapacitated)

Common SMG User

ODFs: +2; **DDFs:** +2

Combat (Ranged): Good

Weapons: Lg. SMG (**Damage:** Great; **Range:** Great; **RoF:** S, B, FA; **Reload:** 4, 3, 2)

Wound Levels: 1-2 (Scratched), 3-4 (Hurt), 5+ (Incapacitated)

Common Stealthy Warrior

ODFs: +3; **DDFs:** +3

Covert: Great;
Specialization: Stealth

Weapon: Sm. Handgun (**Damage:** Fair; **Range:** Good; **RoF:** S; **Reload:** 3; **Gifts:** Sound Suppressor—Notice checks made to hear this weapon fire are made at -2; **Cost:** 8)

Magic: Invisibility Belt (**PR:** Superb; see page 57 of the *Psi-punk* core rulebook)

Wound Levels: 1-2 (Scratched), 3-4 (Hurt), 5+ (Incapacitated)

Common Thug with Tear Gas**ODFs:** +2; **DDFs:** +3**Combat (Ranged):** Good;
Specialization: Lg. Handguns**Equipment:** Gas mask (immune to gas and scent-based attacks)**Weapons:** Lg. Handgun (**Damage:** Great; **Range:** Great; **RoF:** S; **Reload:** 3; **Cost:** 16); 2 Tear Gas Grenades (**Damage:** Mediocre; **Range:** Good; **Blast Area:** Fair; **Gifts:** Tear Gas—all creatures in the area who are not immune to gas must make an opposed Body check or suffer -3 to all actions while in the cloud and for 3 rounds thereafter.)**Wound Levels:** 1-2 (Scratched), 3-4 (Hurt), 5+ (Incapacitated))**Common Tough Thug****ODFs:** +3; **DDFs:** +4**Combat (Melee):** Great**Gifts:** Rhino Skin (+1 DDFs vs. piercing and tearing weapons, +1 to resist fire and cold attacks)**Weapons:** Brass knuckles, clubs, knives, etc. (See page 49 of the *Psi-punk* core rulebook)**Wound Levels:** 2-3 (Scratched), 4-5 (Hurt), 6-7 (Very Hurt); 8+ (Incapacitated)**Expert Brenner****ODFs:** +4; **DDFs:** +4**Knowledge:** Superb;
Specialization: Psionics**Gifts:** *Pyrokinesis* (Great)**Weapons:** Uses *pyrokinesis* as a projectile attack; Med. Handgun (**Damage:** Good; **Range:** Good; **RoF:** S; **Reload:** 3; **Cost:** 8)**Armor:** Leather jacket (**Protection:** Good; **Cost:** 2)**Luck Points:** 1**Wound Levels:** 1-2 (Scratched x3), 3-4 (Hurt), 5-6 (Very Hurt), 7+ (Incapacitated)**Expert Changeling****ODFs:** +2; **DDFs:** +4**Covert:** Superb; **Specialization:** Stealth**Manipulation:** Great;
Specialization: Bluff**Combat (Melee):** Good**Gifts:** *Control animate* (Great)**Weapons:** Brass knuckles, clubs, knives, etc. (See page 49 of the *Psi-punk* core rulebook)**Luck Points:** 1**Wound Levels:** 1-2 (Scratched x3), 3-4 (Hurt), 5-6 (Very Hurt), 7+ (Incapacitated)**Tactic:** Attempts to impersonate rival warriors.**Expert Gunman****ODFs:** +5; **DDFs:** +4**Combat (Ranged):** Superb;
Specialization: Lg. Handguns (note this stacks with his weapon's Ocular Integration Gift to give a +2dF re-roll)**Combat (Non-physical):** Great;
Specialization: Tactics**Survival:** Great**Gifts:** Cyber eyes (HUD, Thermal Vision)**Weapons:** Lg. Handgun (**Damage:** Great; **Range:** Great; **RoF:** S; **Reload:** 3; **Gifts:** Ocular Integration; **Cost:** 32).**Luck Points:** 1**Wound Levels:** 1-2 (Scratched x3), 3-4 (Hurt), 5-6 (Very Hurt), 7+ (Incapacitated)**Expert Magic User****ODFs:** +4; **DDFs:** +4**Combat (Ranged):** Great**Weapons:** Two magic devices capable of making projectile attacks at PR 3;**Armor:** Reinforced Vest (**Protection:** Great; **Cost:** 6)**Luck Points:** 1**Wound Levels:** 1-2 (Scratched x3), 3-4 (Hurt), 5-6 (Very Hurt), 7+ (Incapacitated)

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Expert SMG User**ODFs:** +4; **DDFs:** +4**Combat (Ranged):** Great;**Specialization:** Lg. Submachine Guns**Combat (Melee); Covert; Survival:** Good**Weapon:** Lg. SMG (**Damage:** Great; **Range:** Great; **RoF:** S, B, FA; **Reload:** 4, 3, 2)**Armor:** Reinforced Vest (**Protection:** Great; **Cost:** 6)**Wound Levels:** 1-2 (Scratched x3), 3-4 (Hurt), 5-6 (Very Hurt), 7+ (Incapacitated)**Expert Survivalist****ODFs:** +6; **DDFs:** +4**Covert:** Great**Specialization:** Hide**Combat (Ranged); Survival:** Great**Weapon:** Elephant Gun (**Damage:** Phenomenal; **Range:** Great; **RoF:** S; **Reload:** 1; **Cost:** Superb 32)**Armor:** Reinforced Vest (**Protection:** Great; **Cost:** 6)**Wound Levels:** 1-2 (Scratched x3), 3-4 (Hurt), 5-6 (Very Hurt), 7+ (Incapacitated)**Intuitive Leader****ODFs:** +4; **DDFs:** +6**Combat (Non-Physical):** Wonderful;
Specialization: Tactics**Manipulation:** Superb**Combat (Ranged); Social (Formal):** Fair**Gifts:** *Precognition* (Wonderful); Master Strategist**Weapons:** Sm. SMG (**Damage:** Great; **Range:** Good; **RoF:** S, B, FA; **Reload:** 4, 3, 2; **Gifts:** Energy Weapon; **Cost:** 32)**Armor:** Nanoweave Three-Piece Suit (Impenetrable Armor; **Protection:** Phenomenal; **Gift:** Nanoweave, negates penalties of impenetrable armor; **Cost:** 80)**Luck Points:** 1**Wound Levels:** 1-2 (Scratched x3), 3-4 (Hurt x2), 5-6 (Very Hurt), 7+ (Incapacitated)**Stealthy Leader****ODFs:** +6; **DDFs:** +6**Athletic:** Superb**Covert:** Superb;**Specialization:** Stealth**Combat (Ranged), Survival:** Great**Gifts:** *Sonarkinesis* (Superb); Quiet as a Mouse**Weapons:** Laser Assault Rifle (**Damage:** Wonderful; **Range:** Great; **RoF:** S, B, FA; **Reload:** 4, 4, 3; **Gifts:** Energy Weapon, Increased Ammo Capacity; **Cost:** 64); Shadow Grenades x5**Armor:** Nanoweave Catsuit (Impenetrable Armor; **Protection:** Phenomenal; **Gifts:** Nanoweave, negates penalties of impenetrable armor; **Cost:** 80)**Luck Points:** 1**Wound Levels:** 1-2 (Scratched x3), 3-4 (Hurt x2), 5-6 (Very Hurt), 7+ (Incapacitated)**Warrior Leader****ODFs:** +6 ranged, +5 melee; **DDFs:** +6**Combat (Ranged):** Superb;**Specialization:** Sniper Rifle (note this stacks with her weapon's Ocular Integration Gift to give a +2dF reroll)**Athletics; Combat (Melee):** Superb**Covert; Survival; Technical:** Great**Gifts:** Cyber Eyes (HUD, Thermal Vision)**Weapons:** Sniper Rifle (**Damage:** Wonderful; **Range:** Wonderful; **RoF:** S; **Reload:** 4; **Gifts:** Increased Ammo Capacity, Energy Weapon, Ocular Integration, Stabilizer; **Cost:** 88); Two-handed Sword (**Damage:** Superb; **Range:** Poor to Mediocre; **Gifts:** Morphing; **Cost:** 32)**Armor:** Powered Body Armor (Durable Armor; **Protection:** Superb)**Luck Points:** 1**Wound Levels:** 1-2 (Scratched x3), 3-4 (Hurt x2), 5-6 (Very Hurt), 7+ (Incapacitated)

Punta Arenas

Punta Arenas is a mid-sized city in the extreme south of Chile which has recently begun experiencing rapid population growth, due primarily to the appeal of the World's Edge Arena. The city isn't yet overrun by the influence of mega-corporations, but World's Edge Arena has about as much influence here as the Chilean government.

Despite its remoteness, Punta Arenas has most of the modern niceties people have come to expect from urban living: sprawling shopping centers, dive bars, cyberware clinics, gun shops, and nano-food cafés are as abundant here as anywhere else in the civilized world. The city has its share of gangs, but most of them are small upstarts who terrorize locals as a means of practicing to one day enter the Arena.

Because it is so close to Cape Horn, Punta Arenas is constantly bombarded by winds

reaching 60+ miles per hour. In the past, the city simply learned to cope with the weather, but with the influx of foreigners, the city has begun building domes around new housing projects to create weather-controlled living conditions. Only the wealthier citizens get the luxury of living in constant comfort, a fact which doesn't go unnoticed by those who are stuck on the outside looking in.

If only one word could be used to describe Punta Arenas, it would be "contrast." Everywhere you look there are stark differences between the old and the new: historic buildings and mega skyscrapers; traditionalists and forward-thinkers; generational poverty and overnight millionaires. The arrival of the World's Edge heralded a new era for the venerable city, but that era isn't coming without a fight.



Interesting Places **Favelas**

Like most cities, Punta Arenas is comprised of several districts. It doesn't have any suburbs to speak of, but there are several distinct zones, including the new domed housing subdivisions, commercial districts, and, of course, the World's Edge Arena.

Dome City

Not technically a separate town, Dome City is where the newest housing is being built in Punta Arenas. This district gets its name from the enormous environment-controlled domes which surround each neighborhood within the area. Because the domes are sealed from the elements—especially Punta Arenas' tempestuous winds—Dome City is a desirable place to live. Unfortunately, it's also outside the price range of the average local citizen.

Over 95% of the residents of Dome City are foreigners who only moved to town after the Arena arrived. These people were either wealthy before arriving, or they were among the rare few who showed up just in time to take advantage of the economic boom. Either way, most of the residents of Dome City now make their livings on the backs of people who have lived in Punta Arenas for decades.

Inside any one of the dozen or so domed neighborhoods, the climate is a constant 72 degrees Fahrenheit (22 Celsius). Wind, rain, snow, and other inclement weather are only issues that need to be contended with when one of the citizens leaves the domes to enter another part of the city. Since these domes are interconnected by underground rail and they contain all of the retail and office space necessary to sustain most of the residents, leaving the comfort of Dome City is something of a rarity for those who've grown used to its luxuries.

The Dome City Resident's Association has hired a private security firm in an effort to keep unwanted individuals out of the neighborhood. Only card-carrying residents and workers with permits are allowed to enter any of the domed areas or to use the underground railway to gain access. The firm, Lobo Seguridad (Wolf Security), is a vigilant guard against would-be trespassers, but a few groups do slip by unnoticed.

Scattered throughout Punta Arenas are a dozen or so favelas—shantytowns where destitute citizens live in small shacks and cardboard houses. These neighborhoods are stricken with extreme poverty and blighted with disease, and they are home to some of the fiercest gangs in town.

These neighborhoods aren't grouped together in any meaningful way; they simply spring up wherever impoverished people happen to find themselves. Many are in the Inner City (see below), but other favelas exist throughout the city. In addition to shacks and huts, denizens of the favelas make their homes in condemned buildings, burnt-out businesses, and in the homes of people who've long since vacated the area. Favelas are a paradise for vermin but hell for the people resigned to live there.

Although these neighborhoods are poor, they often generate a sense of community among the folks who dwell in them. Survival isn't a sure thing, but you can improve your chances if you band together with others and strive for mutual success. It's this notion that gives rise to so many street gangs and, ironically, means more violence and lower life expectancies for members. At least they can say they didn't go down without a fight.

When the Arena came to town, several gangs were quick to enter. Crime rates spiked as they battled to scrounge up the entry fee for their members, but having a shot at quick and easy money doing something they were good at was enticing. To date, no single gang has ever come out of the Arena on top, but many have earned enough cash to drag themselves and their families out of the gutter and into more reasonable accommodations.

Though most people who live in favelas aren't there by choice, a small number of folks enjoy the anonymity of the slums. Police almost never visit these parts of the city, making them prime locations for shady business deals. Favelas are great places to find someone willing to perform just about any job for a bit of cash, and they're prime locations for finding someone who can hook you up with illegal weapons and magic.

Inner City

Downtown Punta Arenas is a bizarre mix of antique and ultra-modern. Many of the inner city buildings are old, dilapidated, and in need of a good demolition team. Side-by-side with some of these ancient structures stand newer skyscrapers built with the latest manufacturing techniques and home to companies with some serious wealth. In some ways, this district represents everything Punta Arenas is today.

Though not as upscale as the establishments in Dome City, many of the newer buildings are fine places to live and work. Middle-class citizens, especially those who work in Dome City but can't quite afford to live there, make their homes in these newer buildings.

In the shadow of the new skyscrapers lie the older and often rundown buildings where the low-income people live. Most of these citizens make an honest living in the ship yards, as taxi or bus drivers, and as retail workers in nearby shops. These people don't have it easy, but at least they still have a roof over their heads (even if that roof does leak).

In the even darker shadows of the streets and alleyways are the true have-nots. With no employment and nowhere to live, these people often beg for handouts or scavenge for whatever they can find. Most of them aren't genuine criminals but they're not above pilfering or pickpocketing if it means their continued survival.

There have been initiatives to clean up the streets of the inner city—that is, to remove the homeless (and even the low-income people) and to reduce crime—but so far, none of these have taken off. The middle-class residents simply don't have the money to make it happen on their own, and they're the only ones who seem to benefit from street clean-up in the short term.

That being said, there have been a large number of mysterious disappearances among the homeless population of downtown, but because these people tend to lack ties to anyone of importance, their loss goes largely unnoticed. Rumors are spreading about a group of human traffickers snatching up street dwellers and shipping them out to sea, but these rumors have yet to be validated.

Puerto de Punta Arenas

The Port of Punta Arenas is one of the few places where long-time residents can still find lucrative work. The city has always been a port town, serving researchers bound for Antarctica and tourists packed aboard cruise ships. To this day it still handles a large percentage of regional shipping traffic.

Like Cape Town in South Africa, Punta Arenas is a hub of global shipping activity—at least for items which still need to be physically shipped, as opposed to being 3D-printed on site. Unlike Cape Town, Punta Arenas is in fierce competition with the city of Ushuaia in Tierra del Fuego, Argentina. The two cities have long rivaled for the right to call themselves “the southernmost city in the world,” and each uses its proximity to Antarctica and other points of interest as a means of attracting tourists, researchers, and shipping companies.

Thanks to heavy seafaring traffic, the port is constantly abuzz with activity. Ships arrive and depart from the port at all hours, and workers handle cargo around the clock. It's fast-paced and back-breaking work, but it pays relatively well for anyone willing to subject themselves to the labor.

Due to the sensitive and often fragile nature of the cargo, psionics and magic are seldom used to ease the workload here. Only the most skilled telekinetics are capable of maneuvering large crates without rattling their contents, and shapers are shunned for their potential to tamper with the goods. Dockworkers still use good old-fashioned robotics to grab, lift, carry, and deliver most of the freight that passes through the port.

The one power which does see common use, however, is *sonarkinesis*. Most of the machinery used to handle cargo is extremely loud, so sound-dampening devices are affixed to the equipment to tone down the volume. Not only does the decreased noise level help the dockworkers communicate, it allows tourist ships to use the same docks without the noise getting in the way of their fun.

As with any port, not all of the business that takes place here is on the up-and-up. Smugglers, human traffickers, political dissidents, and all manner of other criminals frequently use Puerto de Punta Arenas because of its remote location. Far from the watchful gaze of any meaningful authority, Puerto de Punta Arenas is a great place to go if you're looking to escape from the law or even just work outside of it.

World's Edge Arena

Not technically within Punta Arenas city limits, the World's Edge Arena sits about 20 miles (32 kilometers) to the northwest of the city. The Arena complex spans a massive 20 square miles (51.8 square kilometers) of land, though only a fraction of that is used for the events which take place there. Most of the land includes hotels, gift shops, and even an Arena theme park where children can play paintball and laser tag against augmented squirrels and spider monkeys.

Only one road leads to the Arena, but public transit ferries people to and from the town every 30 minutes (and every 15 minutes within three hours of a match). The air space around the Arena is restricted to prevent unwelcome aerial vehicle access, and the Astral space around the Arena is patrolled by a team of specialized security guards.

During the off season, the Arena grounds become a training site for up-and-comers. A season pass to the training grounds costs a Good [8] amount per person or a Superb [32] amount for a team of up to eight people. Day passes are sold for a Fair [4] amount with no group rate.

Teams may be randomly chosen, or a group of warriors may register and fight together. In either case, these training matches are still quite real; though the warriors only face First Round animals during these fights, teams practice with live ammunition against ferocious predators. There may be a small audience of devoted fans who come to watch these events, but Fan Favor doesn't factor into these matches so the teams are on their own.

Between the Arena and its resorts, it employs about 15% of all working residents of the nearby city. Even in the off season, the Arena is a hub of activity and tourism.

Economy

Before World's Edge moved into Punta Arenas, the economy was struggling. Being so remote, the city had a difficult time attracting new revenue sources. There wasn't much by way of corporate sponsorship, and agriculture dried up as far back as the Great Famine.

After the Arena moved in, Punta Arenas's economy grew quickly. Suddenly tourism was a huge market, and thousands of small shops popped up to support the influx of visitors and new residents. Nearly every aspect of the economy revolves around the Arena, so the city's government bends over backwards to ensure it doesn't pack up and leave town—a fact which World's Edge management is eager to exploit.

The sudden turnaround has caused a rift between the poor and the wealthy. Many of the long-time residents are destitute because they were around during the economic slump. The new money in town was brought in by outsiders, those same people who now own vacation homes in their domed neighborhoods. A few of the old-timers hit it big when they saw the potential to sell goods and services to tourists, but those who didn't get in when the boom began are still fighting for a piece of the action.

Despite the disparity, Punta Arenas is a great place to be for anyone looking to make a quick buck—provided you have the right talents. Naturally, heading to the Arena and competing is one way to earn fame and fortune, but street runners have begun moving into town to profit from all of the action. Wealthy tourists want protection from would-be street thugs, shady businesses want their competition shut down, and those domed neighborhoods must contain a wealth of secrets worth selling.

Some speculate that the popularity of the Arena has reached critical mass, which would mean the economy is about to take another downward turn. Economists are at odds on whether or not these projections are accurate, but they have put many people on edge. What would happen if the boom town suddenly went bust?

Demographics

Punta Arenas is not a large city, but it does have a healthy and growing population. As of the 2090 census, 938,703 people called Punta Arenas their permanent home. This was an enormous 47% increase over the previous decade, and recent 2096 estimates place the number at somewhere around one million.

The reason for the growth is, without question, the World's Edge Arena. Its popularity draws numerous tourists, which means a lot of money for anyone who can capitalize on the influx of outsiders. During "Arena Season," it is estimated that an additional 200,000 people stay in the city at any given time, with a total of 600,000 tourists passing through the town during a Season. Although Arena Season is the primary tourist time, the town continues to serve a steady population of cruise passengers and other sight-seers throughout the year.

Up until around 2080, the population was primarily Chilean, although the city has had a high number of ethnic Croats dating back to the gold rush of the late 1800s. Since then, the city has culturally diversified. While native Chileans still make up about 57% of the population, people from all over the world now call Punta Arenas their home. The remainder of the population is about 13% North American, 10% ethnic Croat, 8% European, 8% Asian, and 4% other (including other South American countries, Sub-Saharan, Australians, and Pacific Islanders).

The population boom is responsible for the obvious and sudden shift in the town's architecture and culture: old buildings with a distinct South American flair now exist alongside modernist NAU and European fashions, classic holidays share the calendar with imports from countries and religions from across the globe, and new musical fusions mingle traditional Chilean instruments with synthesized sounds popular in other parts of the world.

All of this co-mingling isn't without its issues. Racial tensions sometimes run high, especially between natives (who are typically poorer) and newcomers (who had to be wealthy enough to move here in the first place). While the majority of citizens do try to get along, there is a growing

number of frustrated locals who would rather see the Arena booted out of town so life can return to its old ways. Some of these people gather in front of the Arena to protest, but their pleas tend to fall on deaf ears.

In 2094, one fed-up group of protesters became violent. They assaulted visitors to the Arena and raised quite a riot. Unfortunately for them, the Arena holds a lot of firepower. Though the outburst was swiftly dealt with, a number of people were incited to anger because of the violent actions taken against the protesters. It wouldn't surprise anyone if a more formal attack against the Arena were being organized.

Crime

Being on the frontier of society, Punta Arenas has a high per-capita crime rate. Without mega-corps and their police forces to keep constant watch over the town, it's up to the Chilean government and Punta Arenas city officials to supply the law enforcement power. Recently, they've begun putting proceeds from the World's Edge to work for them, but they're facing an uphill battle.

Several local gangs have developed a lucrative business model in muscling money from local tourists and merchants. Most of these gangs are small-time outfits not connected to any larger organization, but with the relative lack of security in the city, they're still powerful enough to be dangerous.

As if mugging and extortion weren't bad enough, the gangs also battle for turf. Punta Arenas is a fair-sized city, but it's geographically small and there aren't many suburbs to create natural territories for the hoodlums. Gang wars in Punta Arenas tend to get out of control quickly, and a lot of innocent bystanders get hurt when that happens.

Gangers and street thugs aren't the only criminals in town, though. While most gangs steer clear of the new domed districts, which tend to have greater security than most other neighborhoods, these upscale subdivisions are prime targets for highly skilled street runners and mercenaries.

All of the lawlessness has led to several vigilante groups delivering their own brand of street justice throughout town. A few of these vigilante groups, such as the renowned Soulcrushers, are comprised of former Arena participants who've taken a liking to Punta Arenas but aren't fond of the criminal element. Others are Punta Arenas natives who were born and raised in the city and are especially put off by the influx of crime since the Arena came to town.

Lobo Seguridad protects Dome City from outside threats, but they're a private security agency hired specifically for that purpose. The rest of Punta Arenas is on its own to defend against criminal activities.

Night Life

The Arena's matches are televised in prime time TV spots, meaning they take place around 20:00 (8:00 p.m.) local time. Once the match has ended and the last spectator has left for the evening, the night life in Punta Arenas really heats up.

After a night's match, thousands descend upon the city's many clubs, concert halls, and dance rooms to party the night away. These loud venues filled with energetic youth are breeding grounds for shady characters wishing to exploit them.

A new sonarkinetic drug known as "Sonic Chronic" has recently appeared on the scene. Its effects cause the smoker to hear new frequencies not normally audible by the human ear, which many musicians and D.J.s have begun to take advantage of. Though many insist the drug is harmless, a small percentage of the population becomes hypersensitive to noise when taking the drug, and these people experience sound-induced seizures. Despite these potential issues, the drug is still common in the clubbing scene.

Partiers and ravers aren't the only ones awake until the early morning. Underground gambling dens are practically fashionable among middle-aged adults. Bets are often placed on tomorrow's Arena match, but patrons of these establishments also play card and dice games.

Some of the more upscale gambling dens employ *antipsi* equipment to prevent a variety of cheating methods commonly used by mentals in the low-rent districts. Between *precognition*, *telekinesis*, *control inanimate*, and *mind reading*, it's pretty easy to bend and even outright break the rules of these classic games. Of course, being caught cheating has always been bad for one's health, but doubly so if you're cheating by the aid of psionics.

Underground fight clubs are also popular in Punta Arenas, perhaps moreso than any other city in its population range. These clubs are a great place for teams to recruit new members before fighting in the Arena, and many hopeful young ruffians make them their nightly haunts.



Hooking into the Setting

Player Hooks

There's a lot to see and do near Punta Arenas in 2096. Whether you're there to watch the matches or take part in the bloodshed, you're bound to find some thrill and excitement. Below are some short hooks for players to help inspire you to create a character who fits right into the setting.

Beast Trainer

You came to Punta Arenas with your fresh new Veterinarian degree and have been taking care of the animals in the bestiary for several years. You know every critter's strengths and weaknesses, and you're fairly certain you could make short work of them. Then it's just a matter of surviving against the other teams.

Are you ready to put your knowledge to work for you? Perhaps you can join a team comprised of other insiders.

Suggested Gifts: Animal Handler, College-Educated

Controller

You've battled in the Arena hundreds of times but always as an animal controller. Your *mind control* powers are second to none, and your tactical and reasoning skills have proven deadly on more than one occasion. Perhaps it's time to exploit your insider knowledge and take a shot at the trophy yourself.

Your mind is keen, but is your body up to the task of fighting in the Arena? Perhaps you could convince them to allow you to bring a pet with you if you don't ask for its share of the earnings.

Suggested Gifts: Arena Employee, Tactician

Former Fan

You haven't always been interested in shooting things for a living, but you've been watching every Season with awe. You can name every former contestant along with their kill counts, and now you're ready to join their ranks. The winners, not the dead. You hope.

Is this your first time picking up a gun, or has it just been years since you last took a shot at anything? Have you figured out where you're going to meet your team?

Suggested Gifts: Arena Historian, Plucky Go-Getter

Ganger

You've been on the mean streets of Punta Arenas for several years, and it's all you've been able to do to get by. Mugging people and whacking other gangs has helped you earn a bit of cash and some respect, but perhaps it's time to graduate to the big leagues.

Are you leaving your gang behind in search of wealth in the Arena, or can you convince your whole group to join your team? You already work well together, but fame and fortune may not be for everybody.

Suggested Gifts: Friends in Low Places, Local Connections

Hired Gun

You've been a street runner for some time, and you're comfortable wielding a weapon. There's a lot to be done around town, especially with the new money in Dome City just waiting to be exploited, but is this really what you want to do for the rest of your life?

Are you and your team content to capitalize on the booming market, continuing to perform odd jobs for a cut of the profit, or are you considering a trip to the Arena this Season?

Suggested Gifts: Crack Shot, Team Player

Opportunist

You were one of the first to show up in Punta Arenas when the Arena came to town, recognizing it for the gold mine that it would become. Perhaps you've made your Wealth by selling goods and services to tourists and locals, or perhaps you're a real estate baron who's cashing in on Dome City properties.

The money isn't coming in as readily as it used to. Perhaps it's time to buy yourself some new body parts, a sidearm or two, and a team of meat shields so you can enter the Arena and see what all the fuss truly is about.

Suggested Gifts: *Precognition*, Wealthy

Promoter

You've never been much of a fighter, but you're great at getting a rise from an audience. If you can just keep yourself on the correct end of the barrel, maybe you can use your fan manipulation skills to your favor inside the Arena.

You'd probably do best on a larger team filled with brawny types, but for someone like you it shouldn't be hard to convince them to let you join.

Suggested Gifts: Crowd Pleaser, Smooth Talker

Security Specialist

Either you've been stationed at the gates of the World's Edge for a while or you're part of Lobo Seguridad, the company responsible for keeping riff-raff out of Dome City. Whichever the case, you're familiar with a gun and with wearing bulky body armor. Oh, and you're familiar with making other people very disappointed.

Are you content just to do your job? Perhaps shutting down street runners and potential security threats is a thrill-a-day and all you need. Or maybe it's time to take your training and put it to even better use.

Suggested Gifts: Heavy Armor Expert, Stoic

Street Rat

You're sick of living in the shadow of the new buildings in the Inner City. You may not be trained with a gun, but you've had a hard life and you're built of sturdy stuff. You also know a few useful tricks about hiding and evading when you need to make yourself scarce.

You've managed to scrape up enough money to pay the entry fee, but how did you come by your gear? Were you able to join a more professional team, or are you entering the Arena with a bunch of other street rats?

Suggested Gifts: Resilient, Street Savvy

Vigilante

Crime is out of control in Punta Arenas, and if you don't stop it nobody will. You may be fed up with the filth that the World's Edge has brought to town, or you may secretly revel in the thrill of being a masked good guy. Either way, you're no stranger to violence.

Are you tired of fighting low-brow thugs and ready to move on to battling beasts and experienced warriors? Or are you part of a group of local old-timers who simply want to clean up the scum on the streets?

Suggested Gifts: Hardened Hero, Secret Identity

World's Edge Warrior

You've traveled to Punta Arenas for one specific reason: to take first place this Season at the World's Edge Arena. Fame and fortune are on the horizon for you, if only you can survive long enough to grab hold of them.

Did you come fully equipped and ready to fight, or did you take the slow road to town because you're all out of Neumarks? Are you already part of a team, prepped and ready to go, or is that a detail you figured you'd sort out when you got here?

Suggested Gifts: Reputation Precedes You, Seasoned Warrior

Game Master Hooks

There's a lot more to see and do around Punta Arenas than just visiting the World's Edge. You can easily set an entire campaign in and around the town without ever involving the Arena, but chances are good that you'll want to mix a bit of both.

Contestants at the World's Edge often have several days of downtime between matches. To avoid having every game session turn into just another string of fights, it's important to consider what happens during these off days. By playing out the events that take place between matches, your game is transformed from a war game into a fun experience filled with player buy-in.

Remember, your players have backgrounds—they all came from somewhere. Whether they're new to Punta Arenas or they've been living here since birth, have fun exploring their stories with them.

The following are some adventure hooks to get your imagination flowing. You can string them together or simply pull from them at random to help you fill in your own adventure ideas.

Cheating Husband

Isadora Campos, a woman from Dome City suspects her husband, Javier, is up to no-good. She doesn't know who to turn to for help, so she puts out a distress call for a team of private investigators. She wants her husband tailed and wants to know what he's up to after he leaves at night. The woman is wealthy and willing to pay the team a Great [8] amount of Wealth if they can figure out what he's up to and report back to her.

Javier is a shaper, capable of using the *control inanimate* power to alter inorganic materials. Recently, his wealthy lifestyle took a turn for the worse when he started gambling and losing money.

On some nights, he leaves the comfort of Dome City and heads downtown to a grungy dive bar and gambling parlor. It's the sort of place where "security" means the very real threat of having your limbs busted and your spare parts removed if you're caught cheating. Thankfully for him, he hasn't been caught... yet.

Complication

If the team shadows her husband to the dive bar, they may observe him gambling. He hits a winning streak, but obviously doesn't seem to know when to stop. He could come across as greedy, but he's actually just desperate to make back all of the money he has lost.

Naturally, tonight is Javier the man gets caught cheating. He's in the process of changing a 4 of Hearts to an Ace of Spades when someone catches him, and he's in no shape to defend himself.

Do the players jump in and try to mediate, or do they simply continue to observe? What will the man's wife say if they report back to her that he's been cheating at cards, has been badly beaten for it, and they didn't do anything to help?

Sub-Plot Ideas

- The players save the man's neck, but it costs him a lot of money. He's grateful to the players, but now he's just as broke as ever. When the players find out he's not very wealthy anymore, they may realize his wife probably can't pay them the promised amount. What do they do?
- The players observe Javier getting beaten senseless. They report his misfortune to Isadora, who refuses to pay them because they didn't do anything to help. Saving him wasn't part of the deal. Do the players insist she pay up? What happens when she finds out she can't?
- The players don't help Javier and report to Isadora that he was having an affair (or they feed her some other lie). How does she respond? What happens when she tries to pay them but discovers she can't?

Follow-Up Hooks

Did everything work out according to plan, or are the players left without pay? How do they respond? Do they turn on the couple, or do they demand the couple pay them back over time? Do they demand favors instead of money?

Ghost of the Past

One of the players is contacted by a hacker known as Ultimate Nieves, a former acquaintance who has been watching him on TV every night. They're impressed with how well he's doing in the Arena, and they want to call in a favor. This hook works especially well for anyone with an "Owes Favors" or "Troubled Past" type of Fault.

The former pal is a Ghost, capable of projecting his consciousness into the 'Net and tampering with technology on a very intimate level. Unfortunately, he's gotten himself into trouble and needs some back-up.

Ultimate Nieves has either traveled to Punta Arenas to track down the player, or the two may be from the area originally. Regardless, the Ghost shows up in person after a night's match

and the player recognizes his old companion. He was caught hacking into a cartel's network, and now they want his head.

Complication

This is probably an inopportune time for the player, since he's just between matches and will have to get back to the Arena soon. It also isn't wise to get caught up with a cartel at any point in one's career, let alone while trying to focus on a tournament.

Ultimate Nieves isn't content to just be smuggled out of town, since he was perfectly capable of getting *into* town to begin with. He doesn't want to remain on the run and, if pressed, will remind the player of an occasion where he saved the player's life; he carried him away from a gun fight, hacked a security camera that would have alerted guards to his presence, etc.

The player may need to deal with flunkies from the cartel showing up in Punta Arenas. They may need to be paid off, killed, or otherwise dealt with.

Sub-Plot Ideas

- The player's old friend is a former member of a ghost cartel such as Ghost-Sec, Legion of Death, or Neurotech (see *Psi-punk: Corps and Criminals* for details about these cartels). He wanted out, but they aren't in the habit of letting loose strings dangle and now they want him terminated. Instead of armed thugs, the cartel sends androids or robot drones to eliminate the friend, and they use a variety of ghosting techniques to mess with anyone who gets in the way.
- Nieves some security work for an arms cartel out of South America. When the job was finished, he siphoned off a bit of extra cash for himself and skipped town. Since he was already on the continent, he headed to Punta Arenas to catch up with the player, only to find out that the cartel had figured out what he had done.

- The old friend owes money to a cartel for a Superb [32] amount of gambling debt. When he saw the player on TV and realized he was making a ton of cash in the Arena, he traveled to Punta Arenas to see if he could bum some Neumarks. Now the cartel he's indebted to has tracked him down and is ready to collect.

Follow-Up Hooks

What connection does the player have with this person who tracked him down to Punta Arenas? Does the player agree to pay his debts, fight his battles, or otherwise save his skin? If so, are the two characters now even (no more favors owed) or does the old friend owe him something in return?

Missing Person

One of the players who is local to Punta Arenas just found out one of his family members (mother, father, brother, sister, cousin—try to find out ahead of time if any of your players have close family connections in town) has gone missing. Everyone suspects foul play, and their family needs the player's help in locating their lost loved one.

Complication

There are only three days left until the next Arena match. If the player doesn't show up for the match, they forfeit. But if they show up to the fight before their family member is found, they may lose precious time in tracking down their lost relation.

Sub-Plot Ideas

- One of the other teams has ordered the player's family member kidnapped in an effort to tamper with their ability to participate. Can the player connect the disappearance to the other team and, if so, how do they handle it? Fighting with other teams outside the Arena is strictly prohibited and fiercely enforced.

- A wealthy person has been betting against the player's team and is disappointed that they're doing so well. He's not bold enough to tamper with the team in the Arena, so he opted for a more subtle approach.
- The player's family member is about to be put on a ship bound for the slave trade in Australia. What happens if the player doesn't discover their whereabouts before they leave the port?

Follow-Up Hooks

Were the player and their team able to save the family member in time? Who kidnapped them, and what were their motives? These questions may need to be answered, but first there's another match to attend.

Running Amok

While the team is at the Arena, they hear emergency sirens sound. Lights flash and the public begins to panic. Eventually the source of the issue becomes apparent: somehow, the animals in the bestiary have gotten loose and are terrorizing the place.

Ordinarily the animals are kept in cages in on a lower level of the Arena, but somehow they've made their way out and are attacking people left and right. Without controllers to keep their instincts in check, they're just cybernetically enhanced predators.

Complication

Calls go out over the loudspeakers for pedestrians to evacuate, but it's obvious that the animals are overwhelming the security guards who are trying to keep them at bay. If the players leave with the rest of the crowd, there's a good chance many more people will die. There's also a good chance the Arena will be shut down for the Season and they won't get to continue their winning streak.

If the players join the fray, they may need to contend with several critters. They need to help get things under control if they have any hope to achieve ultimate victory.

Sub-Plot Ideas

- One of the security guards or animal controllers sees the players trying to help. They suggest the players try to incapacitate the animals in a non-lethal fashion, which will save the Arena considerable time and expense because it means not having to replace the creatures. Of course, that's easier said than done when you're caught between a Kodiak bear and a komodo dragon.
- Nobody is sure how the animals managed to escape. In all of the years of the Arena, nothing like this has ever happened before. Was it a hardware malfunction or was it foul play?
- The players see a rival team helping with containment. The team looks like it's getting overwhelmed. Do the players lend a hand, or do they let them get mauled in hopes that it will make life easier for them when the Season picks up again? Will the Season be canceled if a team is taken out because of an event like this?
- After the animals are contained and the mess is cleaned up, the Arena calls in a group of investigators to find out what happened. They pay a lot of attention to the player characters and question their motives. A few of the investigators seem interested in twisting the PC's words to make sure they appear to be the culprits. Is someone framing them?

Follow-Up Hooks

Did the players successfully corral the beasts, or did they simply walk away from the fight? How did the other teams make out? Will the rest of the Season be canceled, or are there enough combatants left to continue? How were the beasts able to escape and climb to the upper levels of the Arena?

Rising Star

Camilo Contreras, Chile's premier pop singer, has flown in from Santiago to watch this Season of the World's Edge Arena in person. With him is an entourage of back-up singers, stylists, agents, and personal bodyguards. He's promised to put on a special performance at the end of the Season, and he'll honor the winners with back-stage passes and front-row seats.

Camilo is outspoken in his love of the Arena and of one team in particular—whichever team is the player characters' biggest threat. His fans hang on his every word, and that has a big impact on Fan Favor. In game terms, every time the opposing team does something to gain Fan Favor, they double the amount gained for that action. Whenever the players do something to lose fan favor, their loss is doubled.

It isn't certain why Camilo seems to be so antagonistic toward the players' team, but he doesn't do much to hide his disdain for them. In fact, whenever an opposing team earns Favor, the Arena's view screens close in on Camilo's obvious delight, and whenever the players' team does something to lose favor, the cameras close in on his laughter and sneers.

One thing is for certain: it's going to be difficult to get anywhere in this tournament if the team doesn't do something about this nuisance. It may be possible to win the fight without winning the fans, but it sure won't be easy.

The Rumor

As it turns out, someone else doesn't like the players' team either. Someone close to Camilo started a rumor about one of the players' team members, and Camilo bought into it completely. If the players want things to go more smoothly for them this year, they'll need to uncover what was said and figure out how to convince Camilo to ignore those blasphemous lies.

Below are a few possible rumors to play with. Try to find one that closely matches one of the player's backgrounds or Faults to help further hook them into the story.

- Wolf Bergenheim, Camilo's chief bodyguard, once served in the military/on security detail with one of the players. They didn't get along, and Wolf has

spun a tale that the player is directly responsible for the deaths of three fellow soldiers/guards.

- Elena Flores, a back-up singer, is one of the players' former lovers. Things didn't end on great terms, and now she's started a rumor that the player is a liar, a cheat, and unfaithful to boot.
- Mauricio Lagos, Camilo's personal stylist, once overheard someone say that one of the players didn't like Camilo's outfits, make-up, and overall appearance. It may have just been a case of mistaken identity, but he's certain his cousin's friend's neighbor wouldn't lie about something like that.
- Magdalena Donoso, Camilo's agent, once tried to strike a deal with one of the players. For whatever reason, that deal didn't go through, and she wasn't pleased by the outcome. She told Camilo that the player backed out on the contract after the deal had already been signed, and Camilo doesn't like a person who goes back on their word.
- Come up with another rumor if you have an idea for one that fits your players better.

Sub-Plots

- What did the player actually do to earn this person's wrath? Could they possibly patch things up with their old acquaintance and get them to straighten things out with the pop star? Or better, can an old flame be rekindled, a former brother-in-arms become an ally, or a former contract be revisited?
- What happens when an attempt to patch things up goes wrong? Is there a greater campaign to turn fans against the players?

- Rumors spread to the streets and the entire town turns against the team. Some are even calling to have the players banned from the tournament and removed from Punta Arenas entirely. Can the team smooth things over before being run down, or worse, gunned down?

Follow-Up Hooks

Are the players able to put an end to the rumor and win the favor of the pop star, or are they forced to fight through the Season against overwhelming odds? Were they able to rebuild a past relationship along the way or did they just widen the gulf between two former acquaintances?

Zero Signal

Power has been completely cut at the Arena. Given that the place has redundant local generators and doesn't use remote power of any kind, that's not a typical occurrence. Because no power means no broadcast, crews are scrambling to find the problem so they can begin working on a solution. Oh, and tonight's supposed to be the Season finale.

The broadcast is supposed to go live in eight hours. With so little time to spare, Arena management has no choice but to put out an open call for help. There's a Superb [32] bounty for any person or team who can uncover what happened and get the power up and running in time to start the show.

Complications

Swarms of scientists, mechanics, and researchers descend upon the generators in an attempt to find the cause of the system failure. With so many people being investigators, it's hard to get your hands on the equipment to check it out.

Both generators had to have failed simultaneously for power to be completely cut. Arena-employed mechanics are working on getting at least one of them up and running, but everything they try seems to yield no result. The generators are Magicorp-designed *electrokinesis* devices and the nearest expert is thousands of kilometers away in Santiago.

Sub-plot Ideas

- Practically everyone suspects foul play. The questions on everyone's minds are: who did this, what were their motives, and how did they possibly manage such a feat?
- Some powerful people and governments don't like what the World's Edge Arena stands for. Was one of these entities involved? If so, to what extent?
- Many of the teams who entered this year's tournament have already been eliminated. Could one of them be to blame?
- While some people investigate the scene of the crime, others are looking for culprits. Is there a witch hunt going on and, if so, is anyone safe from scrutiny?
- A *psychometric* sweep of the generators reveals nobody physically touched any of their key components before the power failed. What else could have caused the problem?
- The equipment isn't connected to any network outside the Arena. Did a ghost access the generators directly? If so, how did they avoid the intense electrical currents which would ruin their ability to remain ghosted?
- Someone discovers the generators were overloaded, but there are no signs of tampering or malfunction. Did someone simply trick their sensors into thinking they were overloaded?

Follow-Up Hooks

After the problem is solved, does the show get to go on as normal or is an investigation still underway? Was someone trying to sabotage the Arena and, if so, why?

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