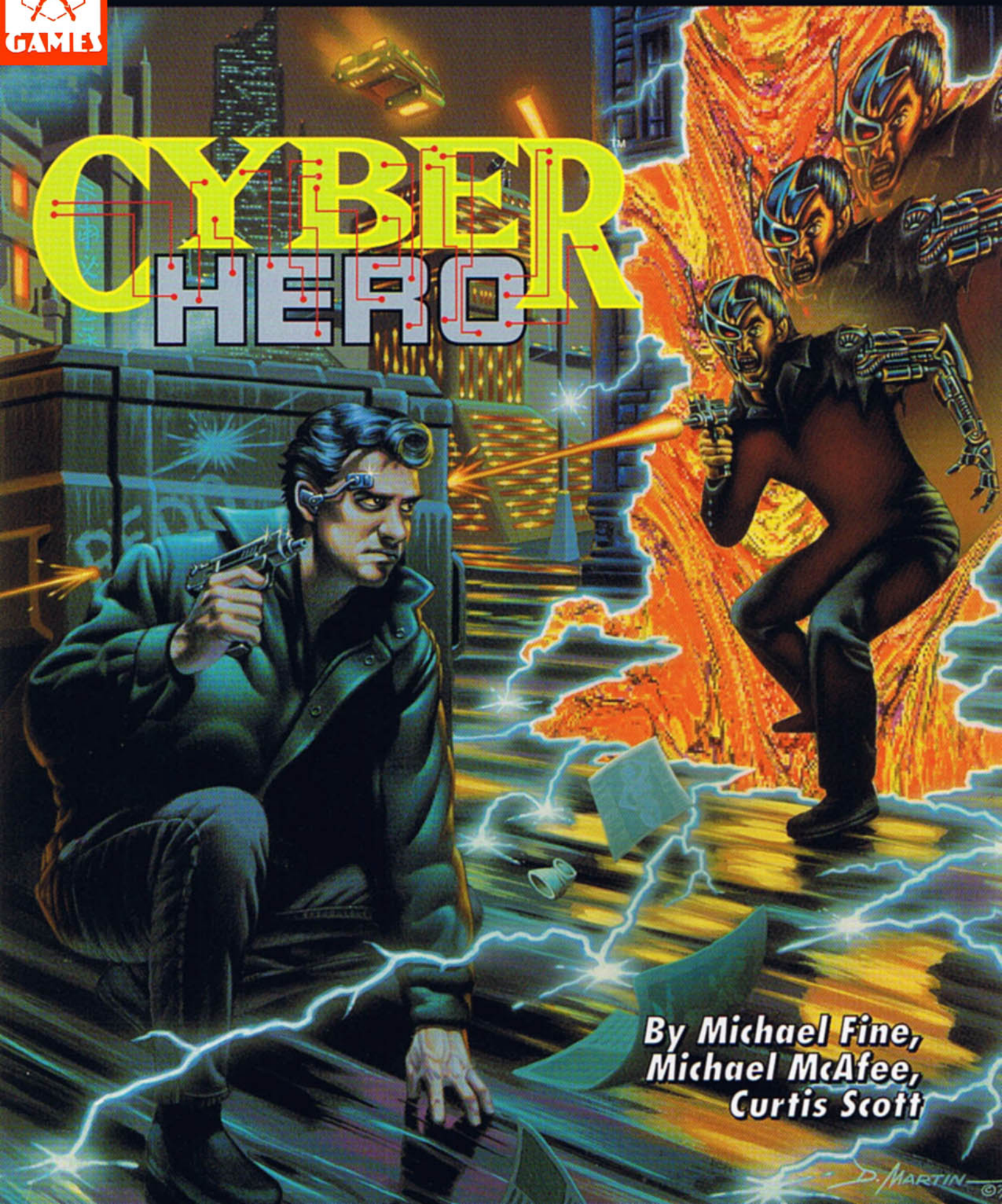
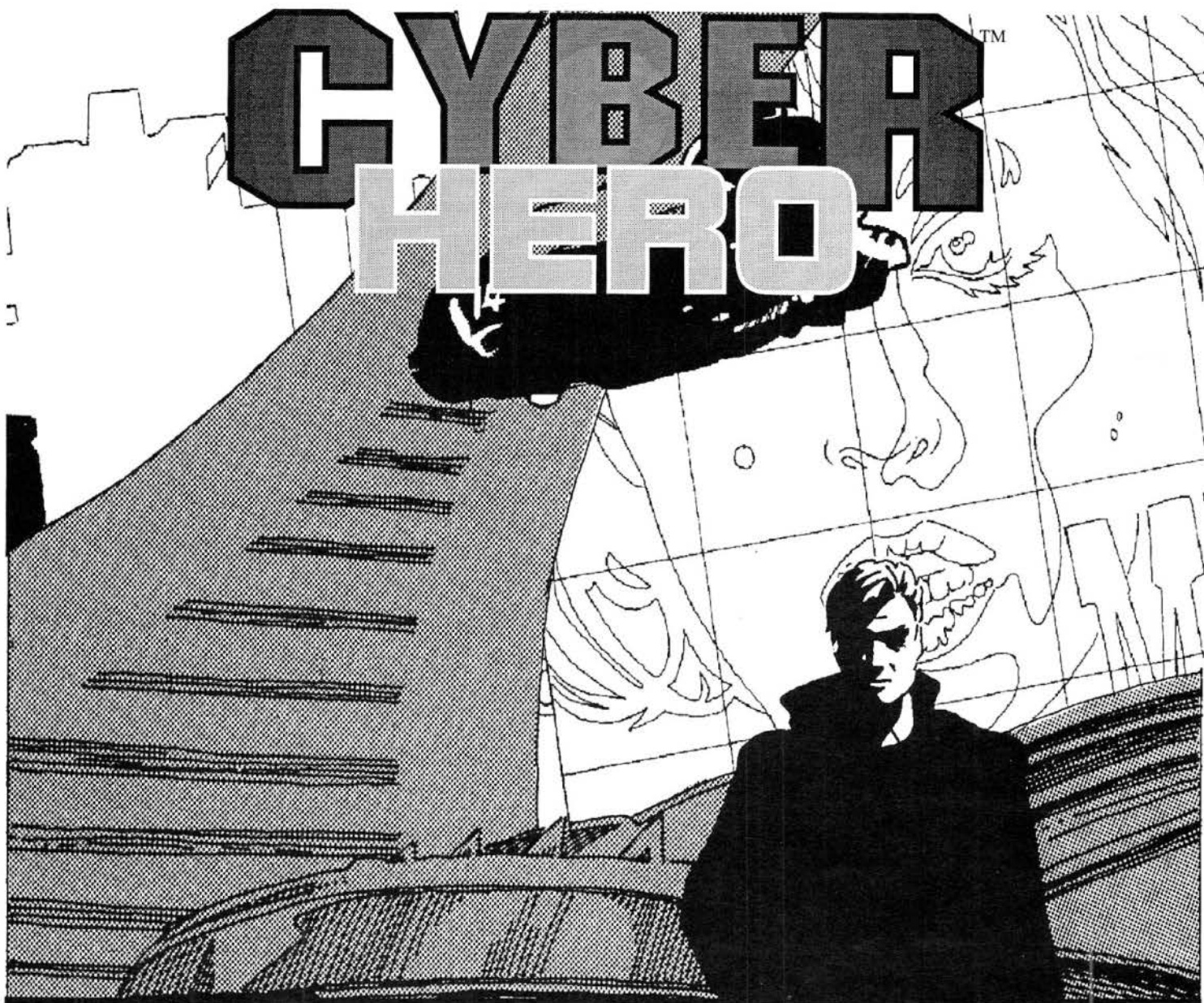


CYBER HERO



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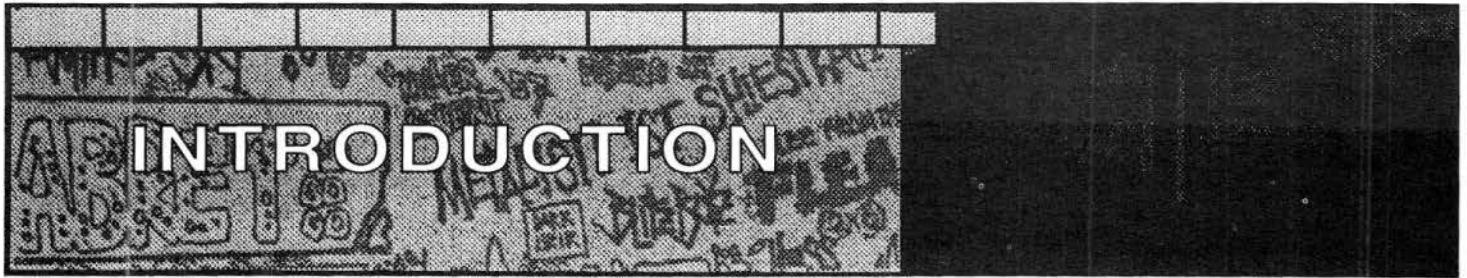
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The wind tingles cold across the back of your neck like a megawatt running up your cyberlink. The jingle of the flak-fringe on Jackson's armor-vest is the only other nearby sound. Down the alley, you hear a bottle break, and the scuff of bare feet headed for safer climes.

Suddenly, the high-beams of a German luxobarge freeze everyone. A car door slams, and your employer's heels click against the broken pavement as he strides into the light. The headlights behind him obscure his face, but his long overcoat is all hightown. "You have the information?" he asks. His trace accent tells more about your employer than you want to know.

You toss the nameless corper a packet. "Half the disks are there; enough for you to be sure we've got the rest. Where's the creds?"

Without answering, the corper turns to his driver, handing him the packet. You hear the soft whine of the drive as he scans the contents, then nods. The corper reaches under his coat, but instead of getting a credcase, he whips out a flechette pistol and opens fire.

Welcome to the future. It's not a pleasant place to visit, let alone live in. *Cyber Hero* is *Hero Games'* campaign supplement for the near dark future of cyberpunk science fiction. *Cyber Hero* will provide everything needed to roleplay the grim reality of a world where the rich get richer and the poor slip into oblivion; where keeping ahead in the world can be accomplished with a swift and reliable cyberdeck, a positive mental outlook, a charming personality, a few good friends

to watch your back, and high tech military hardware to even the odds. *Cyber Hero* shows how to create a cyberpunk setting and heroes. It also details and describes the technology along with how to make equipment, weapons, armor, tools, and vehicles of the genre. In addition, *Cyber Hero* offers a developed cyberpunk setting, pre-generated characters, an extensive equipment list, and scenarios. Original stories, and stories from cyberpunk science fiction, can be roleplayed with the *Hero System Rulebook* and *Cyber Hero*.

HOW TO USE THIS BOOK

Cyber Hero is a **HERO System** Campaign Book. *Cyber Hero* provides information needed to roleplay cyberpunk adventures using the **HERO System** rules. However, *Cyber Hero* is not a stand-alone product; the *Hero System Rulebook*, which contains all the rules for the **HERO System**, is needed. A *Hero System Rulebook*, also contained in **Champions**, can be purchased separately.

Cyber Hero is intended to enable Gamemasters to run cyberpunk adventures filled with advanced technologies, dark street life, and danger. However, *Cyber Hero* also contains extensive guidelines for all cyberpunk-genre roleplaying. The rules presented here can be used for space opera, or post-holocaust adventuring. Since all games in the **HERO System** are compatible, *Cyber Hero* can function as a sourcebook for other **HERO System** games, like **Champions** or *Ninja Hero*.



IF YOU HAVE NEVER PLAYED A HERO SYSTEM GAME BEFORE

If you have never played any games using the **HERO System** (like **Champions**), *Cyber Hero* is not the place to start. *Cyber Hero* explains how the **HERO System** rules are used in a cyberpunk setting. It doesn't contain the rules. Therefore, before going any further, purchase a copy of the *Hero System Rulebook*.

Once you have picked up a copy of the *Hero System Rulebook*, familiarize yourself with the rules contained therein and if you have never roleplayed before, read the appropriate sections of the Hero rules. *Cyber Hero* will explain how they are used in a cyberpunk setting. For more guidelines, see the section titled *The Cyberpunk Universe*.

IF YOU HAVE PLAYED HERO SYSTEM GAMES BEFORE

If you've already played **HERO System** games (like **Champions**), *Cyber Hero* will show how the rules are used to play a cyberpunk game.

The Cyberpunk Universe, *Character Creation*, *Netrunning*, and the *Campaigning* chapter has information about the setting and equipment which will be useful to a cyberpunk player. Players may choose to read all of *Cyber Hero*, but they should not read the scenarios or the sample campaigns, if the Gamemaster is intending to use them. *Cyber Hero* was designed to make it easy to start a cyberpunk campaign. There are extensive guidelines for constructing characters, equipment, and a ready-to-use campaign setting, along with characters and scenarios. To get started right away, use the provided characters and scenarios.

CYBERSPACE AND CYBER HERO

References to a specific cyberpunk setting are spread throughout *Cyber Hero*. The setting is based on **Cyberspace**, a cyberpunk role playing game, based on **Rolemaster/Space Master**, published by Iron Crown Enterprises. The Cyberspace setting is an excellent example of the genre, but players and Gamemasters should not feel constrained by the world references. If your world doesn't have a "Network 69" or an "Intelligence Services," don't worry. They're only here to provide color.

If you like the **Cyberspace** setting, however, check out the other supplements in the **Cyberspace** series. They will need to be adapted to the **HERO System**, but they can be an excellent source of campaign ideas and adventures. See the Appendix for a brief review of each **Cyberspace** product from a **HERO System** point of view.

SUMMARY OF CONTENTS

The *Character Creation* chapter shows how the **HERO System** rules are adapted for a cyberpunk setting. Archetypes for the cyberpunk characters, rules for creating your own characters using **HERO System** Powers and Limitations, and fifteen sample characters for immediate play in *Cyber Hero* are presented in this section.

The *Netrunning* chapter describes the simulated reality of the *net*, the electronic network that connects the computers of the cyberpunk world. It also explains how characters can enter the net, and includes a complete set of netrunning rules.

The *Campaigning* chapter gives suggestions on the construction of a cyberpunk campaign, 10 guidelines on how to ruin your adventure, advice to the Gamemaster on how to keep players under control, and an extensive list of equipment to choose from.

The Cyberpunk Universe chapter describes the elements of the cyberpunk genre. The player is introduced to the genre conventions, and the setting. It also gives a colorful description of the 21st Century and a Cyberslang glossary. Unlike other genres, the setting is the most important element.

The *Cyber Hero Adventures* chapter offers a full-length cyberpunk adventure, "To Raise a Ghost", and several shorter scenarios for GMs to use in their own cyberpunk setting. The adventure and adventure ideas, combined with the pre-generated characters in *Character Creation*, allow almost immediate play. The *Appendices* are a collection of miscellaneous material: summaries of current **Cyberspace** products, a sample timeline, and a bibliography.

AUTHORS' NOTES

For more than a hundred years, science fiction has attempted to predict the technology and social condition of the World. Jules Verne, Hugo Gernsback, John W. Campbell, Philip K. Dick, and Harlan Ellison have explored possible futures. Their stories warn us of the dangers and advances of the future. Cyberpunk is the latest oracle of a dark future.

The world of cyberpunk is not a glamorous utopia, nor is it the world of today (or yesterday) littered with the technology of tomorrow. The cyberpunk genre extrapolates on today's minor social and political problems and magnifies them into a society only marginally recognizable and frighteningly plausible.

The world of cyberpunk may be dark, violent, and alien, but it is only a mirror of current world trends and political conditions. Alone, the characters will find the world a hard place. But with a few friends to watch your back, the twenty-first century will be a much nicer place to visit. *Cyber Hero* will take you there.



CHARACTER CREATION

This section provides a few techniques for building a cyberpunk character. Combined with the Character Creation section provided in the *Hero System Rulebook*, this section will detail the simplest way to make a character.

Before player start creating their characters, the Gamemaster should decide on the type of campaign he intends to run. The Gamemaster will decide on the beginning point level, Disadvantages, and equipment available for the characters.



CHARACTER CONCEPTION

COMPETENT NORMAL AND HEROIC CAMPAIGNS

Transcendence of humanity through cybernetic augmentation, genetic engineering, and readily available plastic surgical centers are prevalent metaphors in the cyberpunk literary genre. Access to these various methods of advancement makes becoming a Competent Normal or Hero through cybernetics possible. However, a great deal of cash, and/or character experience points are needed to do so, thus an important motivation unfolds. In Heroic campaigns, players do not pay character points for equipment and weapons. Character points are used to buy cybernetics. It is strongly recommended that starting characters who wish to begin with cybernetics purchase them with character points to begin, and then with cash and experience points during the campaign. Experience points can also be used to improve characteristics and skills. Combined with cash, experience points can be used to purchase cybernetics which will enhance skills and characteristics in a Heroic campaign.

TRAPS OF STEREOTYPES

In science fiction, there are many types of characters we see as heroes. But in the cyberpunk genre, a feeling of 'out for one's self' is pervasive, but the characters still do the right thing. Chopping up trolls in a fantasy setting to keep them from returning to a town to victimize the residents is far removed from chopping up a person in a cyberpunk setting, and taking their cybernetics in for some quick cash. Don't forget, you are a hero! That is what separates the characters from the bad guys. Sure, apathy is rampant along with the violence in a cyberpunk world, but heroes are above it.

WHAT IS A CYBERPUNK?

Cyberpunk is just that, punk, beyond the ordinary. Just as in the seventies, there must be some social rebellion in the blood to go punk. Think of what Mom will say. Remember, if everybody is punk, then by definition, nobody is punk! Characters are unique in their choices and preferences about how they live their lives. Characters have chosen a life of adventure and to improve themselves through cybernetic

augmentation. This is punk. And if this is punk, what is the norm? What is the rest of society doing? What is it about these types of lifestyles that makes characters want to rebel and buck the system? These are important elements generally left to the GM; but it is the cyberpunk Universe. Whether the GM develops his own society or uses the one included, it is the most important element in the genre and will make for many excellent adventures and give your *Cyber Hero* campaign lots of exciting color.

CHARACTERS DEFINED BY THEIR WORLD

What types of characters are available to the players, and what characters would be best suited to the gaming world? GMs should fill out a campaign roster for the players to help them know what is allowed, and to help build suitable characters for the world. Information about the world should be made available to the players. They should know what to expect once the game has started.

CHARACTERS BASED ON MOTIVATIONS

A common source of character conception is motivation. What really makes your character punk? Who is he and how does he make a living? For example, is he a corporate ladder-climber trying to maneuver his way to the top, or is he just another street punk just trying to survive from day to day? Players may base a character on a goal, or point of view. A motivation should explain why the character adventures. No matter what the character chooses, it should be a long-term motivation. Below are some motivations which will aid players in defining characters. Later, these motivations can be chosen as Psychological Disadvantages and become an important element of the character.

Remember also that in a cyberpunk setting, reputation is critical. Information flows so freely that almost anything you do, particularly anything you can identify as a "trademark," is sooner or later going to become common knowledge. If your habitual motivations include backstabbing your employers, you may find it difficult to get in on lucrative contracts.

Some of the common motivations for *Cyber Hero* characters are:

Ambition: Every day is a struggle to inch your way to the top. Nothing can get by, nothing said, nothing done you can't know about. Everything can be used. Those who don't have the stones better make way or be put out of the way.

This is the drive that pushes corp executives to infighting, backstabbing, and using private mercenary teams to make points and advances in the company structure. This motivation frequently leads to early graves, ulcers, and cardiac arrests.

Survival: Nobody wants to die, but when you start with nothing, you've got to rely on your wits just to keep going. That means putting it on the line, sometimes more times than it's really smart to. Sometimes it's selling hot chips to cowboy types or maybe its unloading some ROM that "fell off a truck." Hopefully you will be able to scrape enough of a living together to make a better life for yourself someday. You are going to need friends, and you are undoubtedly going to make some enemies. Watch who you step on or you might end up as a barrel of spare parts—you never know who their friends might be!

Any paying job is good enough. This character will stop at nothing to make it no matter what the risk. These characters will hoard what they have and may not share. What they do share may have a price attached. These characters are not greedy, but are concerned for their future, if they can make one.

Revenge: Remember that guy who ruined your life? Who was he anyway? Maybe it was the big corporation that took your home away or those underworld slimeballs that killed your brother. Regardless, you're sure that someday you're gonna be able to exact your revenge, if you can just get enough information to really stick it to them when the time comes. Of course, you've still got to live long enough to figure out how you're going to do it without them figuring out that it's you.

This common motivation in cyberpunk can be too narrow if not balanced with other points of view. A grim warrior who seeks the murderers of his parents may have drive but may not be much fun to be around. The target of vengeance must be broad enough to be sustained throughout a campaign. Thus, seeking to kill one man may be too easily accomplished, leaving the character with no motivation. Seeking vengeance against an entire megacorporation, on the other hand, will probably be a big enough job so that if the character is successful, the tale will be worth telling.

Code of Justice: Have you noticed how dangerous the streets are these days? Those corporate cops just can't do anything right, except maybe down a dozen donuts. It takes the old kind of justice to deal with today's scum—the kind that comes from the barrel of a Hwang Streetsweeper.

This character is someone who lives by a code that is pervasive enough to affect his whole being. Characters with Code of Justice will have their own kind of moral and social conscience and will act accordingly, even if it is outside the law. Justice must be served above all else.

Retirement Plan: One really big job and you can be set for life. Well it's not always that simple. Some jobs just don't pay as well as others. Like they say, "the grass is always greener..." There's always one more job that you just got to do to be really set. Maybe next time, right?

Unlike ambition, the character wants to become rich, power being another matter. The character always looks for a chance to make a few credits. Although there is some overlap, a character who only wants money behaves very differently than one with ambitions for greater power.

Loyalty: Sometimes the best way to get ahead these days is just get a job with a company and stick with it. Someone who takes care of us little guys. If you do a really good job you might even get a promotion, and then you could afford to get that new dental plan everybody's talking about.

Loyalty can be to a family (like the mafia), an organization (like a corporation), an individual, or an ideal. These characters generally will follow orders from whomever they've pledged their loyalty, doing whatever is necessary to help them. Loyalties among the main characters in cyberpunk are often questionable or strained, but there are many secondary characters (like Paco from Gibson's *Count Zero*) who demonstrate intense loyalty.

Glory Hound: It's good to be the king. Nothing like a good reputation when you do business. People get respectful when they realize who you are. Even a little fish in a big pond can enjoy the notoriety of being a big time operator. Naturally, it's always nice to have a little backup.

Reputation is the motivation. He will stop at nothing to establish and maintain a good reputation. This character may take risks, including endangering himself when the alternatives will damage his standing.

Lifestyles of the Rich and Aimless: Eighteen and bored. Life is tough when everything is handed to you on a silver platter. Real life is on the street where anything can happen and usually does. Fear is such a rush and all those electronic worlds just don't give you the feeling of really experiencing life and death, and it sure smells a lot different, too.

This character is eccentric to say the least, being a member of a powerful, wealthy corporate family. The character will try anything once and will make any new experience a positive one, since it is real, and has never happened to them before. These characters are usually colorful, but due to their enthusiasm, may be careless, and get into trouble.

It's A Dirty Job, But Somebody Has To Do It: Sure the job stinks, but it pays better than most. When you're not sure where or when the next meal is coming from you can't be too choosy about who your employer is and what you got hired for. One meal ticket is as good as the next.

This character is a "working stiff", and generally sticks to one job, at least until a better one comes along. They are concerned about the hours, benefits, and pay with no real compunction about doing whatever it is they get paid for.

Knowledge: It's not a matter of who you know, but what you know. Once you are in the know, it is not hard to find someone who is willing to pay for the privilege of discovering what that might be. Knowledge is power, in a cyberpunk campaign. Some seek the answer to a single question, like "What is the Net?" or "Who was my father?"; others quest for universal truths. The character never passes up an opportunity to learn more about his chosen subject.

Love: At New Edison, we believe in strong intervention to make the system a better place to live. Our sacrifice today will make for a better tomorrow. After all, it was New Edison that made our lives what they are today.

Love is like loyalty, except the character doesn't follow orders; instead, he supports his paramour, organization, etc. because he loves it. This can be a limiting motivation, but allows for fine roleplaying. However, love is not a strong motivating factor in most cyberpunk fiction.

In game terms, most motivations can be handled as Psychological Limitations of varying strengths. The GM decides how common the situation is (i.e., how often it will occur in the game) and the player then decides how strongly the motivation affects the character.

Example: *A player decides he wants to play a detective who hates guns. The GM decides that situations where using guns would be appropriate are common. The player must now decide how intense the motivation is. If the intensity is Moderate, the character will avoid using a gun, but will on occasion use one. This would be worth 10 points. If the intensity is Strong, the character will almost always avoid gunplay, and can use guns only after an emotional struggle (an EGO Roll). This is worth 15 points. If the intensity is total, then the character will not use a gun under any circumstances. This is worth 20 points.*

Obviously, the level of intensity will have a large impact on how the character is played. Assume that the detective is pinned down by small arms fire. If the preference is moderate, then he will try to find a way to get in close, but will pick up a gun and start shooting back if necessary. If the preference is Strong, then he will do almost anything other than shoot back; to even attempt it requires an EGO Roll. And if the detective's preference is total, then the character will not fire under any circumstances. Time to figure out some other way to stay alive!

Of course, there's more to a character than simply his primary motivation—a gun-hating detective could also be claustrophobic. However, the primary motivation gives the character a focus.

CHARACTERS BASED ON ABILITIES

Characters usually begin with a desire to be able to do a specific thing: running the Net, popping razor blades from their fingertips, or being the best at a specific skill. From this idea, the player designs a character.

The first conception of the character is not the end of the character—it is the beginning. There is always room for a character to grow. A danger for the single ability-based character is the potential to make a character too narrow and useless outside the chosen field. For characters in books, this is okay (especially secondary characters). It can be dull and disastrous for a roleplaying character.

CHARACTERS BASED ON FICTION

It is relatively easy to translate the abilities of a characters from movies, comics, and literature to the **HERO System**. A beginning character may not match the idealized character from the stories, unless the GM gives the player unlimited points to work with. A character may not be as good as its inspiration. However, he would be like the fictional character when it was advancing to its hero state, who still had some tricks to learn.

When the player character is based on a fictional character, it's very important to remember that the player character is not the fictional character. The player character is a separate individual. He won't always get the same breaks the fictional character got, and may end up with a different background in order to work with the GM's campaign.

CHARACTERS BASED ON THE PLAYER

It is possible for a player to base his character on himself. In a cyberpunk world, it is suggested that changes be made to the name of the character and embellish the character with the skills and talents the player possesses.

PUTTING IT ALL TOGETHER

Fleshing out the character with a history and personality will make it seem real. Any player can steal personality traits from the characters of cyberpunk fiction, or make their own.

The GM plays an important role in this process of character conception. If the GM's campaign demands that certain roles be filled, the players can design characters which fit into the roles. Similarly, the GM should describe the campaign's premise, as this will strongly influence the character concept. For example, the GM wants all the characters to be mercenaries-for-hire. This gives the players a character conception to begin with.

In addition, the player should also consider giving the character unusual Background skills or abilities. Obscure Professional skills or apparently useless Knowledge skills to help flesh out the character and make him seem authentic. A Rocker might be an art collector, or a Reporter might be fond of sailing. After all, you never know when KS: Wine Tasting might come in handy. Be creative.

CHARACTER ARCHETYPES

It is possible to start a character entirely from scratch allowing the player to pick skills and abilities one by one. Alternately, the player can build his character around an archetype. Archetypes represent the most common heroes and protagonists in cyberpunk fiction.

To use a character archetype, a character merely has to purchase the appropriate Package Deal. When a character purchases an archetype, the character takes the skills and disadvantages listed. The character pays experience points for the skills, and is given an equal number of disadvantages to balance the cost, but there are exceptions. Some package deals are worth more than the Disadvantages listed, and the player must make up the difference with additional Disadvantages.

Example: *Joe buys the Street Samurai Package Deal. He takes the skills listed for the Street Samurai and places them on his character sheet. He will pay for the skills with his character points. For taking the archetype, Joe gets 23 points of disadvantages. He must find 5 points of disadvantages to balance the cost of the archetype.*

A player can take a portion of the package deals, if desired. The character archetypes are intended to make character design easier, but they should never stifle creativity. The use of character archetypes is subject to approval by the GM.

ROCKER

The rocker in the *Cyber Hero* world is the artist of the airwaves, the musician who takes the hard-driving beat of the cyberpunk world and turns it into music to stir the soul of youth. The rocker can be the social conscience of his generation, or merely a hard-rockin' musician looking for his next gig.

As an example of rockers, consider Glorianna O'Toole and several other characters from Norman Spinrad's *Little Heroes*.

Typical Goals and Motivations: Rockers live for the crowd. Wealth comes with success, but true rockers seek fame.

Typical Abilities: Rockers require a high PRE; good COM is also beneficial. The best rockers have good INTs (to help them keep up with the financial tricks of their managers), and high EGO is legendary among rockers.

Suggested Disadvantages: Most rockers will have a Public Identity, or at least a strong Reputation. Possible Psychological Limitations include "Must perform before a crowd," "Cares more about the music than the money" (or vice versa), and "Always upstages." Rockers commonly get Rivalries with other rockers, and some have Dependent NPCs (significant other, bumbling manager, etc.).

Roleplaying Tips: The stage is where things really happen. Sometimes life can be serious, but it's all only rock and roll!

ROCKER PACKAGE DEAL

Skills and Talents	Cost
KS: Play Musical Instrument	2
Choose two from the following list: Acting, Conversation, High Society, Languages (3 points), Mimicry, Oratory, Seduction, Streetwise, System Operation	6
KS: History of Rock	2
PS: Musician or Singer	2
Traveler	3
Disadvantages	Cost
Reputation (Rocker)	10
Package Bonus	3
Package Cost	2

BOUNTY HUNTER

The bounty hunter's specialty is extraction: getting someone and bringing them to the client, alive. This can vary from returning escaped criminals from the sprawls to separating disaffected scientists from their current corporate employers. Much like the mercenary, the bounty hunter's specialty is the surgical strike, but unlike the mercenary, stealth, not force, is the primary tool for accomplishing the mission.

The archetypical bounty hunter is Turner from William Gibson's *Count Zero*.

Typical Goals and Motivations: The bounty hunter may be financially motivated, or he may truly believe in the way of life offered by his employer. Goals can include a personal sense of accomplishment, pride in never having lost a subject, cleaning up the Sprawl, or destroying a corrupt corporation by stealing all of its scientists.

Typical Abilities: Good INT and PRE are a must. Good combat skills are typical, although they usually are defensive in nature. Cybernetics, if used, will generally be concealed.

Suggested Disadvantages: Like security specialists, bounty hunters often know more than is good for them, earning them a Watched or Hunted. A bounty hunter can have a reputation, but it shouldn't be extreme, getting too well known is bad for the career.

Roleplaying Tips: In corporate extraction work the bounty hunter often works with a team, either "his" team or one hand-picked for the job. Bounty Hunters are careful and will utilize every resource they can, especially other Archetypes.

BOUNTY HUNTER PACKAGE DEAL	
Skills and Talents	Cost
Combat Driving	3
Security Systems	3
Choose one of: Bribery, Deduction, Disguise, Forgery, or Interrogation	3
KS: Commercial Travel Schedules	2
Fam w/Small Arms	2
Fam w/ Criminology	1
Disadvantages	Cost
Hunted (weaker previous subject, 11-)	10
Package Bonus	3
Package Cost	1

MEDIC

The medic, or street doc, is a practitioner of the medical profession. Licensed or unlicensed, the medic is the pathway to the glories of cybernetics. Some medics are themselves enhanced with eyes and hand-tools designed to make their lives easier. Others avoid cybernetics, refusing to practice what they preach.

Typical Goals and Motivations: The medic may be a seeker of scientific knowledge, a "mad scientist" experimenter, a humanitarian healer, or a cash-and-carry businessman.

Typical Abilities: Medics usually need high INT and DEX; good PRE and COM is good for business (especially for cosmetic surgeons), but not otherwise required.

Suggested Disadvantages: Age and Reputation are common Disadvantages for Medic characters. A Psychological Limitation "Needs regular dose of drugs" can simulate the "strung-out doctor" stereotype; Unluck goes well with this, but don't let it get around to your patients. Secret Identity is useful if an otherwise reputable physician is running a black clinic on the side.

Roleplaying Tips: Medic characters range from the crotchety family practitioner to the bizarre purveyor of cybertech marvels. Although the medicine can dominate the character, the most memorable medics have skills and interests which range far beyond a preoccupation with the healing arts.

MEDIC PACKAGE DEAL	
Skills and Talents	Cost
Paramedic (+1 to Skill Roll)	5
KS: Medicine	2
Choose one of: PS: Physician and Perk: Physician's License or Streetwise and one Contact 11-	5
KS: Cybertechnology	2
KS: Standards of Human Beauty	2
Forensic Medicine	3
Perk: Well Off	5
Disadvantages	Cost
Psych: Helps People Only as Work or Psych: Hippocratic Oath	10
Package Bonus	3
Package Cost	11



NETRUNNER

A Netrunner is the cyberpunk equivalent of the computer wizard. Computers and the Net represent the ultimate reality for Netrunners. They spend much of their time in the simulated world of their decks. Their understanding of the "real" world is often limited or deeply flawed. But, their skill in manipulating the Net, makes them invaluable.

The classic Netrunner is Case from William Gibson's *Neuromancer*.

Typical Goals and Motivations: Netrunners spend much of their time in the Net. People who enhance their bodies for combat are just playing with the "meat". Cyberspace is the new frontier where anything can happen. The Netrunner's victims may be picked from old enemies, or from whoever seems the most profitable at the moment. But for the archetypical Netrunner, the fun is in the challenge.

Typical Abilities: Netrunning is the essence of this character. STR and BODY are usually low. INT, EGO, and SPD are as high as they can be pushed. Cramming, Danger Sense, Eidetic Memory, Lightning Calculator, and Speed Reading are all useful Talents. Netrunners typically do not cyber-enhance themselves, beyond getting a headjack. In their view, it's just meat, so why bother?

Suggested Disadvantages: Age (representing either real age or just bodily neglect) and Physical Limitations of all kinds are typical of the Netrunner. Reputations and Rivalries are common, particularly with other Netrunners, and there

can even be the occasional Hunted. A Secret Identity would be appropriate if the Netrunner had a particularly infamous persona, for example, "The Electric Samurai", and did not want to be pursued as a result. Many Netrunners have Psychological Limitations like "Likes to make puns" or "Prankster."

Roleplaying Tips: Netrunners often have socially disastrous personalities. Even if it is not a disadvantage, it's rare for a Netrunner to be the most charismatic fellow in the group. Remember, however, that for all your disparagement of the "meat", you're just as vulnerable to a bullet through the brain as the next guy, so you need meaty friends as much as they need you.

NETRUNNER PACKAGE DEAL

Skills and Talents	Cost
Scholar	3
Computer Programming	3
Decking	3
KS: Netrunners 11-	1
AK: The Local Net 11-	2
Security Systems	3
Disadvantages	Cost
Prankster	10
Package Bonus	3
Package Cost	2



DRIVER

Drivers represent the people who have gone beyond simple Transport Familiarity. They operate their vehicle via cybertechnology. When they are jacked into their rig, the chassis is their body, the sensors their eyes, and the wheels, tracks, or wings their legs. A driver's vehicle is as important to him as the Net to a Netrunner, or cybernetics to the street samurai. The Driver Package Deal does not include the cost for the vehicle as vehicles vary from character to character. However, a Driver should spend a great deal of points on his vehicle, see Perks.

Prototypes of the Driver include Cowboy from Walter John Williams' *Hardwired* and Ross Schuyler from K. W. Jeter's *The Glass Hammer*.

Typical Goals and Motivations: Drivers can be highly-paid couriers, speed addicts, or vigilantes of the open road. They tend to congregate with other drivers, as it's difficult to express the feeling of being part of the machine to those who haven't experienced it. Drivers are often sent on missions which require them to be alone for long periods of time. However, interacting with other character types provide them with employment and support to help maintain their rig and a reason to go out on the road.

Typical Abilities: The driver's primary abilities relate to controlling his vehicle. Thus, Drivers need a high EGO, DEX, and SPD. Unlike the Netrunner, however, Drivers also take care of themselves outside their vehicles and have a good STR and CON as well.

Suggested Disadvantages: Reputations are common in the Driver "community," and they develop Professional Rivalries. Drivers are very focused on their vehicle, and although they might destroy their rig during a run, they are very protective of it otherwise.

Roleplaying Tips: The vehicle is the Driver's livelihood, and for many Drivers, their life. Take better care of it than they do their own bodies.

DRIVER PACKAGE DEAL	
Skills and Talents	Cost
Combat Driving or Combat Piloting	3
Mechanics	3
Weapon Fam: Small Arms Group	2
KS: Appropriate Vehicle Type	2
KS: Vehicle Types and Styles	2
Transport Fam. Appropriate Vehicle Type	1
Disadvantages	Cost
Preoccupied with Vehicle	10
Package Bonus	3
Package Cost	0

STREET SAMURAI

The street samurai is the ultimate warrior of cyberpunk. His home is the street, and his weapons are as much a part of him as his attitude. The street samurai can work as a bodyguard, an enforcer, or even an assassin, but he's always ready to fight.

The classic street samurai is Molly from Gibson's *Neuromancer* trilogy and Bruce Sterling's *Artificial Kid*.

Typical Goals and Motivations: The street samurai is a warrior of the new millennium, part man and part machine. His sense of personal excellence stems from his belief that he is the best at what he does. When he works for another, he is the ultimate professional warrior. When he works for himself, he only stops when he or his opponent is dead.

Typical Abilities: A street samurai will often resemble the classical HERO System "brick": high STR, CON, BODY, and defenses. However, other samurai depend more on speed than strength, with high DEX, SPD, and combat levels. Defense Maneuver, Danger Sense, and Find Weakness are all valuable talents. Also, more than any other archetype, the street samurai will be cyber-enhanced.

Suggested Disadvantages: Distinctive Features, Hunted, Reputation, and Rivalries are all classic street samurai Disadvantages. Street Samurai tend to have Psychological Limitations like Code of Honor, Code of Bushi, or Street Code.

Roleplaying Tips: Remember that Samurai are not just combat monsters; these characters know how to cut a deal for their services, and are real tough to deal with if biz goes bad. Samurai often keep the company of other Archetypes to help round out their abilities. There is nothing like a good Fixer or Netrunner to make a tight team.

STREET SAMURAI PACKAGE DEAL	
Skills and Talents	Cost
OCV +3 with Favorite Weapon	6
Martial Arts (choice of style)	10
Streetwise	3
KS: Cybertechnology	2
KS: Fighting Styles	2
Fam w/Common Melee Weapons	2
Fam w/Small Arms Group	2
Fam w/One Other Weapon	1
Disadvantages	Cost
Street Loyal (total)	20
Package Bonus	3
Package Cost	5

MERCENARY

Unlike the Street Samurai, the mercenary is a soldier for hire. He may be cyber-enhanced, but his job is to deliver the right amount of force to accomplish the strategic mission. The Mercenary usually has a military background, and rarely works as a bodyguard or enforcer. His jobs are usually fixed target surgical strikes, with a maximum of planning and nothing left to chance.

An archetype of the mercenary is Aubrey from Steven Barnes' *Streetlethal* and *Gorgon Child*.

Typical Goals and Motivations: Mercenaries usually work for money. Although this may seem despicable, in the world of *Cyber Hero*, such men are trusted for their forthrightness and reliability; to a corper, everyone's in it for the money. Sometimes, however, a mercenary will get involved in something as a "personal matter."

Typical Abilities: Mercenaries are highly trained warriors with good (but not necessarily superhuman) STR, CON, DEX, and SPD. They are usually well equipped, and often have Followers, "the men."

Suggested Disadvantages: Psychological Limitations like "Obeys Orders" and "Protective of his troops" are very common in the mercenary. Mercenaries are often Watched by superiors; they also often have Rivalries with other mercenaries, lower-ranking soldiers, or with junior-level executives who resent the "dirt" the mercenary represents. If they've got a dark secret in their past, this would be a Secret Identity. Also, Reputation is important.

Roleplaying Tips: Mercs only want to know one thing from their employer: the objective. After that, it's the professional's job, so the boss better get out of the way. Mercs never, ever, let anybody stiff them for payment. Mercenaries are professionals and realize when others may be competent; so they, will work with anyone that will get the job done.

MERCENARY PACKAGE DEAL	
Skills and Talents	Cost
Tactics	3
Martial Arts: Commando Training (choice of maneuvers)	10
Choose one from the following list: Combat Driving, Combat Piloting, Concealment, Demolitions, Interrogation, Mechanics, Paramedic, or Survival	3
Fam w/ Common Melee Weapons	2
Fam w/Small Arms Group	2
Fam w/1 weapon from Uncommon Weapons Group	1
KS: Military Procedures	2
Perk: Concealed Weapon Permit	2
Perk: Military Rank (Retired)	1
Disadvantages	Cost
Obeys Orders	10
Reputation 8-	5
Package Bonus	3
Package Cost	8

SECURITY SPECIALIST

The security specialist is the guardian of the wealth of the cyberpunk world: information. He is the one to call when you want your secrets kept secret and your credits kept safe. He has some combat experience, but he is most expert at working behind the scenes, using electronics and carefully planning to safeguard the valuables. The Security Specialist is also the one to call when you want to get someone else's valuables: he knows all the tricks.

Typical Goals and Motivations: The Security Specialist can work for the money, or for the challenge of his job. Rather than viewing the attempts against his system as annoyances, he sees them as validation of the importance and quality of his services.

Typical Abilities: Security Specialists need a high INT and EGO, and a good PRE and COM as they deal directly with their customers. They don't necessarily need good combat stats, that's for security guards; but, he does have at least a working familiarity with weapons and combat.

Suggested Disadvantages: The security specialist tends to be slightly paranoid. (Just because you're paranoid doesn't mean they're not out to get you.) They also tend to have somewhat more stable home-lives than the typical street warrior, making DNPCs a good possibility. Security Specialists often have a Reputation. Since they hold the secrets to accessing many valuable corporate databases, they are often Watched by their clients and ex-clients.

Roleplaying Tips: Security Specialists are trusted with secrets, and their life depends on not betraying that trust. However, just as they know that attempts on their security systems are doomed to fail, they also know that if they can tackle someone else's system, it's because of their sloppy work; almost like it is a duty to expose them.

SECURITY SPECIALIST PACKAGE DEAL	
Skills and Talents	Cost
Security Systems +1	5
Computer Programming	3
Decking	3
Concealment or Systems Operation	3
AK: The Net (local)	2
Fam w/Small Arms	2
Disadvantages	Cost
Watched (by former clients, 11-)	10
Package Bonus	3
Package Cost:	5

DETECTIVE

The detective is the one you see when there's something you want to know. He may be a Netrunner, searching corporate data banks for your information, but more likely you're paying for his ability to dig the data out of dark crannies and put two and two together to get what you're looking for.

Example detectives include Marid Audran from George Alec Effinger's, *When Gravity Fails* and *A Fire In the Sun*, Carlisle Hsing from Lawrence Watt-Evans', *Nightside City*, Deckard (portrayed by Harrison Ford) in the film, *Blade Runner*, and Charlton Heston's character in *Soylent Green*. Chandleresque detectives are particularly appropriate to the cyberpunk genre.

Typical Goals and Motivations: Detectives have been described as ordinary people with extraordinary curiosity. Whether that is universally true, the classic detective is rarely satisfied with "doing a job." He wants to know the whole story, which makes him dangerous in the cyberpunk world. But by the same token, it also makes him very useful.

Typical Abilities: An excellent INT is the primary requisite for a detective. Some detectives have been rough, tough street people with good STR, CON, and combat skills, while others have been non-combatants. A good COM is not required (although it is traditional), but nearly all detectives have good PRE. Contacts are tremendously helpful to a detective, especially in the police department or on the criminal scene. Deduction skill is essential.

Suggested Disadvantages: Detectives often have a string of DNPCs: their clients. This is particularly appropriate since such clients are often in deadly danger and don't even know it. Distinctive Features and Reputation are common; most

fictional detectives are well known on their "beat." Detectives are often Watched by former clients and Hunted by criminals they helped send to the corp work camps. Psychological Limitations like "Never betrays a client," "Curious," or "Code of Justice" are also common. Detectives often are either Watched by the police or have a Rivalry with the police detectives if they tend to be more cooperative with the law.

Roleplaying Tips: If you can't figure it out the way you're going, try another angle. The number one rule of the detective biz is never give up.

DETECTIVE PACKAGE DEAL	
Skills and Talents	Cost
Deduction (+1 on skill roll)	5
Conversation	3
Streetwise	3
Choose two of the following:	
Bugging, Disguise, Gambling,	
Interrogation, Lip Reading,	
Lockpicking, Persuasion,	
Security Systems, Seduction, Shadowing	6
AK: Home Area	2
PS: Detective	2
Fam: Small arms	2
Choose one of the following:	
Traveller, Well Connected	3
Perk: Private Investigator's License	2
Disadvantages	Cost
Psych: Curious (very common, strong)	20
Package Bonus	3
Package Cost	5





CORPER

The corper is the man inside, the top of the cyberpunk food chain. Corpers are executives of the megacorporations which are the real governments of many cyberpunk worlds; they can also be government officials in cyberpunk settings where the government still has some power.

Corpors tend to be loyal to their organizations because it's in their own best interest. While the corporation is supported, their superiors may not be. In many corporations, the best way to get a promotion is to eliminate the boss.

Corpors include Boss Tweed of John Varley's *The Ophiuchi Hotline*, Sayuri Nakadi of Lawrence Watt-Evans' *Nightside City*, Laura Webster of Bruce Sterling's *Islands in the Net*, and Conroy from William Gibson's *Count Zero*.

Typical Goals and Motivations: The corper is a salmon swimming upstream through corporate politics, hoping to spawn in the upper echelons of the corporate power structure. In some corporations (such as the Rizome Corporation from *Islands in the Net*), this is a matter of doing a good job for the corporation. In others (like Tessier-Ashpool S.A. from *Neuromancer* or Josef Virek's nameless organization from *Count Zero*), the high offices of the corporation are held by individuals too preoccupied with their own interests to interfere with a little empire building in the lower ranks.

Typical Abilities: Above all, corpors must thrive in their environment. An excellent INT and PRE are helpful; combat skills are less important. More than most cyberpunk characters, corpors tend to be high-skill, low-power types with massive resources.

Suggested Disadvantages: Age is common for many high-level corporate executives. DNPCs (the wife and kids) can be very important to rounding out the executive's life. Rival-

ries with other corpors within the same corporation are common, and can easily become Watched (or even Hunted) after a few turns of the corporate wheel. Very high ranking corpors might have Reputations or even Public Identities (consider Lee Iacocca), but most corporations tend to present a uniform identity-less facade to the outside world. Psychological Limitations like "Loyal to the corporation" are common.

Roleplaying Tips: The corporation is your home, your family, and your security. Everything you are you owe to them, but much of what they are they owe to you, too. Inside is the only place where the real power is.

CORPER PACKAGE DEAL

Skills and Talents	Cost
Bureaucratics (+1)	5
Choose two of the following: Bribery, Computer Programming, Conversation, Oratory, Persuasion, Trading, Traveler, Well Connected	6
High Society	3
Systems Operation	3
AK: History of the Corporation	2
PS: Corporate Executive	2
Perk: Corporate ID Card	1
Perk: Money, Well Off	5
Disadvantages	Cost
Psych. Limitation: Affiliation (common, strong)	15
Package Bonus	3
Package Cost	9

REPORTER

The reporter of the cyberpunk world is neither the hard-writing cigar-chewer of the 1940s, nor the pampered anchor of today. Reporters in the cyberpunk world go out on the streets to get their stories; once they find them, they report them with hand-held cameras (or with built-in holovision sensors and transmitters), often acting as their own technical crew, and broadcast them live before official or corporate censorship stops the truth from getting out.

Some reporters, of course, are involved in the age-old news-as-titillation business dubbed "infotainment" in the 20th Century. These reporters pursue not the truth, but the thrill.

An example of the cyberpunk reporter is Edison Carter from television's Max Headroom series. An example of the infotainer is Danielle Stark from Gibson's Mona Lisa Overdrive.

Typical Goals and Motivations: Cyberpunk reporters are after the story, and they usually don't care who it hurts. Because of the live nature of cyberpunk media, stories are often "tabloid-format," with more titillation than substance. Investigative reporters often walk a fine line between entertainment and truth, with the line being drawn where the fists of the rich and powerful fall.

Typical Abilities: Reporters are generally athletic and intelligent, with good STR, DEX, INT, and SPD. However, a high COM and PRE are essential, and more than one "talking head" makes the ratings on those characteristics alone.

Suggested Disadvantages: Reporters are Hunted and Watched by every scam-peddler they ever uncovered. Their constant on-air appearances give them a Public Identity, and may also provide them with a Reputation. Given the typical reporter income, Dependencies are certainly possible; Dependent NPCs are also common for reporters in all time periods.

Roleplaying Tips: Be brash, be bold, be first. Getting the story (and the ratings) is everything; the second guy on the scene gets nothing.

REPORTER PACKAGE DEAL	
Skills and Talents	Cost
PS: Reporter	3
Persuasion	3
Conversation	3
Streetwise or High Society	3
Bribery	3
Acting	3
KS: Television Equipment	2
Perk: Press Pass	1
Disadvantages	Cost
Public Identity	10
Package Bonus	3
Package Cost	8

GANG MEMBER

Gang members are the people of the street. They are the forlorn youth of the cyberpunk sprawls, rulers of a few blocks of turf by virtue of their numbers and their gangs.

Cyberpunk gangs are bound together by many of the things modern inner city gangs use: common ethnic origin, common neighborhood, and the common bond of youth. However, cyberpunk gangs add distinctive clothing and mannerisms which extend far beyond modern "colors" into sometimes an entire imitative way of life.

Gang members from the cyberpunk literature include Alex and his droogs from Anthony Burgess' A Clockwork Orange and the Gothicks from William Gibson's Count Zero.

Typical Goals and Motivations: Successful gangs control the "second economy" of sprawls: drugs, prostitution, and illegal electronics and weapons. Unsuccessful gangs often scavenge from their more depleted areas, bound together by mutual need instead of mutual profit.

Typical Abilities: Gang members are street-tough and street-mean. High CON, good STR and/or DEX, and a fair amount of Body are all essential to the survival of any gang member. Gang leaders should have high PRE, and may wish to buy their "gang" as Followers. Unlike most of the other fighting archetypes, gang members aren't likely to have accumulated enough money for real cybernetics.

Suggested Disadvantages: Although gang members are powerful on their home turf, they are rarely welcome elsewhere; Reputation and Distinctive Features are both appropriate disadvantages. Gang members are often Watched by their gang, and forced to live by a "code"; some even believe in it (a Psychological Limitation). Dependent NPCs are uncommon; most gangs want your loyalty to them, not to outside friends or family. However, occasionally a gang will adopt a "mascot" (usually a younger child).

Roleplaying Tips: The world is a horrible place to live. Your only friends are in the gang; it's your family, and its members are your brothers and sisters. Gang members get the best you have to offer; everyone else gets what they deserve.

GANG MEMBER PACKAGE DEAL	
Skills and Talents	Cost
Streetwise	3
Martial Arts (Dirty Infighting: choice of maneuvers)	10
Choose one of the following: Breakfall, Climbing, Concealment, Lockpicking, Shadowing, Stealth, Tactics	3
AK: The Turf	2
KS: Gang Life	2
Fam: Small Arms	2
Fam: Common Melee Weapons	1
Disadvantages	Cost
Distinctive Features (gang garb)	10
Watched by the gang, More Powerful 8-	7
Package Bonus	3
Package Cost	3

MECHANIC

In the technological world of cyberpunk, the mechanic is the one who makes things go. Mechanics repair, replace, and modify the cybernetics which give the street samurai, the Netrunner, and the driver their special abilities. The mechanic's own equipment (cyber or not) is often hand-built, either cobbled together from whatever parts were available to be scrounged or masterfully crafted as a flawless specimen of the art.

Mechanics often have difficulty empathizing with the people who use their work. To them, the equipment is the thing; the thrill is in making it work, not using it—a subtle but significant difference.

One archetype of the mechanic is the Finn from William Gibson's *Neuromancer*.

Typical Goals and Motivations: Mechanics are always on the lookout for new equipment and supplies of spare parts. In the broken-down economy of the cyberpunk world, "you can't get 'em like that anymore." They also like creating new and different devices, or coming up with new applications for old equipment.

Typical Abilities: Mechanics tend to have good DEX and a decent INT, although they sometimes have low EGO. High STR and BODY is not a requirement, and "tech-rats" tend to have a low PRE as a stereotype.

Suggested Disadvantages: Age is a common Disadvantage for Mechanics; they have often spent long years learning their trade and gathering their horde of parts. Some Mechanics may be Hunted or Watched by ex-clients; a few are disabled (Physical Limitation). Psychological Limitations of "Hard to empathize with people" and "Annoying" are common. Mechanics may develop Reputations within their own field, but these rarely extend beyond other tech-rats.

Roleplaying Tips: Your ability to make machines jump through fiery hoops is your stock-in-trade, and your cache of parts is your gold mine. Those street samurai may be crazy, going out and getting shot at, ruining valuable equipment, but they come back to you every time to get their cybernetics patched up.

MECHANIC PACKAGE DEAL	
Skills and Talents	Cost
Electronics	3
Inventor	3
Mechanics	3
Choose two of the following:	
Bugging, Demolitions, Forgery, Lockpicking, PS: Engineer, Security Systems, Systems Operation, Trading, Weaponsmith	6
KS: Cybernetics	2
KS: History of Electronics Industry	2
Disadvantages	Cost
Psych: Packrat (Common, Strong)	15
Package Bonus	3
Package Cost	1

FIXER

The fixer is the broker of the semi-legal cyberpunk world. The fixer's job is to make things happen. He knows everybody and everything, and brings the right people and materials together to accomplish his client's mission. He's not above mixing it up if that's what it takes to get the job done, but that isn't really what he's in the biz for.

Classical fixers include Armitage from William Gibson's *Neuromancer*, and Hassan from George Alec Effinger's *When Gravity Falls*.

Typical Goals and Motivations: The fixer can be motivated by money, by a desire to support his client, or just the satisfaction of a job well done.

Typical Abilities: The fixer's abilities are focused around maintaining his connections. He has high COM and PRE, a good INT, and a reasonable EGO. Talents include Lightning Calculator (for figuring those bills) and Luck. Perks (especially Contacts and Favors) are particularly important to the fixer, and Money can't hurt.

Suggested Disadvantages: A Reputation is critical to a fixer. Without it, he doesn't work. Age and Distinctive Features also can work, and in the fixer business you'll pick up the occasional Watched (Hunted tends to be bad for business). An "Honorable" Psychological Limitation can be useful for your reputation, but can occasionally get in the way of good biz. DNPCs are more appropriate to this archetype than most other cyberpunk characters.

Roleplaying Tips: Be friendly to everybody. You never know where the next job's coming from, or when you can make a match-up. Remember why you're in this, and be careful not to take things too personally. It's only business.

FIXER PACKAGE DEAL	
Skills and Talents	Cost
Streetwise	3
Bribery	3
Conversation	3
AK: Home Territory	2
KS: Finance	2
Weapon Fam: Pistols	1
Language: Select One	2
Perk: Well Connected	3
Perk: 3 Contacts 11-	3
Perk: 2 Favors 11-	1
Disadvantages	Cost
Reputation: Good Businessman 11-	10
Package Bonus	3
Package Cost	10




ARTIFICIAL PERSONALITY



The artificial personality is the penultimate cyberpunk character. Artificial personalities are artificial intelligences which can interact with the world of the PCs. They may be intentionally or artificially produced, or may even be recordings of real people encoded into chipware.

Important Note: Since artificial personalities are artificial intelligences, they are governed by those rules (as explained on p. 182 of the Hero System Rulebook and expanded in the Netrunning chapter of this book). Artificial personalities have no physical statistics, only those equivalents listed in the Netrunning chapter. Artificial personalities get no points for the lack (except the Physical Limitation No Physical Body). They cannot "buy down" their STR to 0; they just don't have any STR.

Artificial personalities have been marked with a  because they can completely alter a GM's scenario. These "super-hackers" often have abilities within their computer universes which can make Swiss cheese of the best GM's scenario, and should be used with caution. GMs considering using artificial personalities as PCs are encouraged to read the Netrunning chapter of this book carefully.

As an alternative, artificial personalities can have a body (they become androids or robots). Since near whole-body replacement is possible within the cyberpunk world, certainly constructing an android is well within the technology. Androids are built as normal characters, although the package deal (less the No Physical Body limitation) might still be appropriate. Also see the Automaton Powers on pages 180-181 of the Hero System Rulebook. Note that an artificial personality does have EGO, and therefore should not be immune to EGO attacks.

Archetypes of artificial personalities are television's *Max Headroom*, Robinette Broadhead from the later books of the *Gateway/Heechee* series by Frederick Pohl, Roy Batty

(Rutger Hauer's character) from *Blade Runner*, and Wintermute and Flatline from William Gibson's *Neuromancer*.

Typical Goals and Motivations: Artificial personalities can have goals and motivations which are very human-like, or which are incomprehensible to those of the flesh.

Typical Abilities: Artificial personalities are exceptionally skilled in the Net; they are as "at home" there as we are in our universe. Since they only have INT, EGO, DEX, and SPD, these all tend to be high.

Suggested Disadvantages: Aside from the obvious primary disadvantage (Physical Limitation: No Physical Body), most artificial personalities are rife with Psychological Limitations, ranging from Max Headroom's stammer and constant DJ monologue to Wintermute's ever-serious point of view and lack of understanding of humanity. If your cyberpunk universe has anything like Turing Police, artificial personalities are Watched (or maybe even Hunted).

Roleplaying Tips: You're a full-time cyberspaceman with a jack's-eye view on life. You may be happy in this cyberlife, thrilling in your abilities in cyberspace, or you may long for a real body and a human touch. In any case, remember: be strange, because you aren't human any more.

ARTIFICIAL PERSONALITY PACKAGE DEAL

Skills and Talents	Cost
Computer Programming	3
Decking (+2)	7
Increased Char. Maxima: INT 23	9
Increased Char. Maxima: Speed 5	10
Disadvantages	Cost
Psych. Limitation: No Physical Body	25
Package Bonus	3
Package Cost	1



CHARACTER ABILITIES

Once the player has an idea what his character is like, he has to get down to the nuts and bolts of character design. This involves picking skills and powers, assigning Characteristics, and balancing points. The following sections should help the player choose appropriate abilities for his character.

CHARACTERISTICS

In general, Characteristics function identically for all campaign settings. Most *Cyber Hero* campaigns are heroic campaigns and all characters should be built using Normal Characteristic Maxima. The major metaphor in *Cyber Hero* is transcendency through cybernetic augmentation. To represent the limits of the human machine, no character may exceed Normal Characteristic Maxima. However, the limits of mechanical or new biological machine parts are much greater than the human machine.

Characters may purchase cybernetic equipment, such as CyberArms or nerve boosters, which will bring a characteristic above the Normal Characteristic Maxima at the GM's



option. Primary characteristics boosted by cybernetics may not affect Figured Characteristics. For example, boosting a character's STR through muscle replacement may increase his STUN, but boosting a character's STR through a mechanical CyberArm may not increase his STUN. If "boosted" characteristics do not affect figured characteristics, they should be bought with a 1/2 Limitation (see the *Hero System Rulebook*). As a rule, attributes boosted by tissue replacement or long-term drug therapy will affect Figured Characteristics, but attributes boosted by cybernetics will not.

When a cybernetic system or muscle graft takes a character past the maximum listed score in a Characteristic, the character pays double the cost. For example, a character with a SPD 2 buys a +2 Speed Elevator, his SPD is now 4, the maximum allowed; a character with a SPD of 4 buys a +2 Speed Elevator, his SPD is now 5.

Note also that the GM may require you to pay for cyber enhancements with money as well as points. For more details, see the *Campaigning* section.

STRENGTH

Physical strength is less important in cyberpunk campaigns than it is in most other heroic campaigns because of the high-tech weaponry. However, characters who intend to use autofire weapons, especially of high caliber, should pay attention to the STR minima for those weapons and select their STR accordingly. STR can be boosted through muscle transplants, either with tougher muscle or artificial tissues as well as mechanically. Depending upon the desired special effect, this can look very natural, or give the character a gnarled, twisted appearance, or even be a mechanical framework around the character.

DEXTERITY

Dexterity is very important to any cyberpunk character. It is the primary determinant of Combat Value (and therefore expected damage with cyberpunk weaponry) and many skills. It also affects SPD which is critical both to combatants and Netrunners.

CONSTITUTION

Since END and STUN are both based on CON, this Characteristic is useful for characters who will be doing a lot of fighting. High CON is particularly important for the Street Samurai and other warriors, since CON determines when and if a character is stunned.

In *Cyber Hero*, CON can be increased by drug therapy, tissue grafts, or cybernetics.

BODY

BODY is crucial to a character's survival, especially in campaigns where the optional Impairing and Disabling wounds rules are being used. BODY figures into the character's STUN and most importantly determines his point

of death. BODY can be increased by drug therapy or purely mechanical implants, such as metal exo-skeletons or reinforcement, can greatly boost the body's durability, and can be repaired more quickly than having bones re-knitted.

INTELLIGENCE

High values in this Characteristic are the trademark of the more scholarly character types (Netrunners, Reporters, etc.), but can be useful for all characters. A good INT score is useful for any character who plans to take INT-based skills. It also figures into a character's perception roll.

EGO

EGO Rolls reflect a character's courage and strength of will. EGO is extremely useful for any character who plans to do a significant amount of Netrunning. Combat in the Net is based on Ego Combat Value (ECV), and many other Netrunning activities depend on a good EGO. The Side Effect from cybernetic implants is also based on EGO. Characters who do not intend to suffer from the psychological effects of rejection should also buy up their EGO.

EGO boosts are often part of personality modules ("modies"). For more information on modies, see the *Skillsoft* section under *Equipment*.

PRESENCE

Within the cyberpunk universe, it is often unimportant what you do, so long as you do it with style. In a cyberpunk setting, the eyes are on the heroes because they stand out. A high PRE indicates that people stop talking when you enter a room; that's the cyberpunk way. PRE also helps you resist Presence Attacks from NPCs.

Like EGO, PRE can be boosted by Modies, see the *Skillsoft* section under *Equipment*.

COMELINESS

Less important from a game mechanics standpoint than other characteristics, COM is part of the cyberpunk image. For many, looks and style are their stock-in-trade.

COM can be enhanced most easily of all. Cosmetic surgery in our time is already capable of doing wonders, and with the high-tech medicine of the genre some wealthy people have cosmetic surgery just to dress up for a party.

PHYSICAL DEFENSE & ENERGY DEFENSE

With high-tech weapons available in the world of cyberpunk, normal PD and ED are not as useful as in other types of Hero campaigns. Some weapons will not be as effective against a high PD or ED, but the majority of weapons do Killing damage, attacks which PD or ED will not help against. GMs and Players should review the armor provided in the *Equipment* section.

SPEED

To a certain extent, SPD is the measure of the character's combat ability and has a dramatic effect on a character's effectiveness in combat situations. In addition, to a great degree the difference between a good Netrunner and a great one is SPD. Experienced characters eventually raise this Characteristic as they gain proficiency.

Speed can be enhanced through cybernetic augmentation as any other Characteristic, but the long-term effects may not be represented in gaming terms.



RECOVERY

A high REC is always beneficial as it determines when an unconscious character recovers and helps any character who has taken STUN recover faster. Most combat-oriented characters will eventually build up their REC.

Like STR and CON, REC can easily be built up with drug therapy. Cyber-enhancements are also effective as they release antibodies which effect the character's tissue.

ENDURANCE

Many characters, especially those with a high CON, can get by with their base END. If the PCs are using modern weaponry a high END may not be necessary. Enhancements to END are also available in the *Equipment* section.

STUN

Another Characteristic frequently slighted in favor of other concerns, STUN is one place where every point is well-spent. Combatants usually buy up their STUN by at least as much as they bought up their PD.

STUN is difficult to raise with cybertechnology as machinery or tissue cannot increase the amount of trauma the body can take or the brain's mechanisms to deal with it. Military experiments have attempted to aid soldiers, but the long-term use of cybertechnology was halted as the damage to the human body was severe and the drawbacks far outweighed the benefits.

CHARACTERISTIC RANGES

This section explains what Primary Characteristic numbers mean and how they compare.

DEFICIENT (1-4)

Primary Characteristics below 5 mean that the character is disabled in some respect. This level is inappropriate for most heroes, although one Characteristic in this range can provide a "hook" to define and describe the character. For instance, a street samurai with a 3 Intelligence is as dumb as a box of rocks, and a mercenary with a Comeliness of 2 sends people screaming into the street.

POOR (5-7)

Characteristics in this range are below average. Though most heroes have above-average Characteristics, they may have one or two in this range. Even though Characteristics in this range are below average, they are not unplayable. In fact, low Characteristics can be just as useful in defining a character as high ones. For example, a Netrunner who spends little time outside the net should have exceptionally high EGO but low STR.

AVERAGE (8-12)

Primary Characteristics for the general population average around 8. This takes into account men and women from adolescence to middle age. An active, healthy adult between about 16 and 32 years old has primary Characteristics of 10. This is the Base Value for the Characteristics of PCs.

NOTABLE (13-15)

People remark on abilities in this range, but people who are cyber-enhanced usually have characteristics higher than this. Remember that a character with STR 15 can lift twice as much as a STR 10 character, and a character with a 13 Dexterity is unusually quick. Heroes, being exceptional individuals, probably have several characteristics in this range.

REMARKABLE (16-20)

Characters with characteristics in this range are one in a thousand; they are described as very strong, incredibly tough, brilliant, and the like. These key characteristics are those most important to the character.

Characteristics this high are often "boosted"; players generating such characters may consider defining attributes this high as cybernetics.

INCREDIBLE (21+)

Natural characteristics over 20 are very rare (one in a million); stories are told of the hero with a 25 STR, and a rocker with a 24 Comeliness is the sex symbol of the day. Characteristics in this range are superhuman, and often provide the "hook" the rest of the character is built around. A hero with a 25 Strength seldom needs additional abilities to feel unique.

Characteristics this high are always the cause of cybernetics or other augmentation.

SKILLS

All **HERO System** skills are available in the world of *Cyber Hero*. Such a setting corresponds to a "modern" world in terms of where skills may be learned. However, certain skills are limited or expanded in *Cyber Hero*, as discussed in the Skill List (below). All limitations or expansions are subject to GM's approval, and should be examined for compatibility in the GM's campaign.

SKILL LIST

Skill	Availability
Acrobatics	Uncommon
Acting	Common
Animal Handler	Uncommon
Breakfall	Common
Bribery	Common
Bugging (Eavesdropping)	Common
Bureaucratic	Common
Climbing	Common
Combat Driving	Common
Combat Piloting	Common
Combat Skill Levels	Common
Computer Programming	Common
Concealment	Common
Contortionist	Uncommon
Conversation	Common
Criminology	Common
Cryptography	Common
Decking	Common
Deduction	Common
Demolitions	Uncommon
Disguise	Common
Electronics	Common
Familiarity	Common
Forensic Medicine	Common
Forgery	Uncommon
Gambling	Common
High Society	Common
Interrogation	Common
Inventor	Uncommon
Knowledge Skills	Common
Languages	Common
Lip-reading	Uncommon
Lockpicking	Common
Martial Arts	Common
Mechanics	Common
Mimicry	Common
Navigation	Common
Oratory	Common
Paramedic	Common
Persuasion	Common
Professional Skills	Common
Range Skill Levels	Common
Riding	Uncommon
Science	Common
Security Systems	Common
Seduction	Common
Shadowing	Common
Slight of Hand	Common
Skill Levels	Common
Stealth	Common
Streetwise	Common
Survival (Jungle, Urban, Arctic, etc.)	Common
Systems Operation	Common
Tactics	Common
Tracking	Uncommon

Skill	Availability
Trading	Common
Transport Familiarity	Common
Ventriloquism	Uncommon
Weapon Familiarity	Common
Weaponsmith	Uncommon

EVERYMAN SKILLS

The following standard list should be used as a default if the Gamemaster has not prepared a list for his specific campaign setting. Every character has free Familiarity (8-) with these Skills.

- Climbing
- Concealment
- Conversation
- Deduction
- Paramedic
- Shadowing
- Stealth
- Transport Familiarity (automobiles)
- 4 points of Language with native tongue
- Area Knowledge: Home City
- Professional Skill of Choice

ANIMAL HANDLER

Animals are uncommon in the cyberpunk setting. Many animals have become extinct, while the household pet is too expensive to be enjoyed except by the very rich.

Animals would make interesting followers, especially a cyber-equipped pet. Cyber-equipment for an animal could be more expensive, as there is less call for it, or less expensive, especially for a smaller animal. The GM must determine the monetary cost of any animal cybernetics.

BRIBERY

Bribery is common in the cyberpunk universe. People seem willing to offer their money, goods, services, and their bodies to get what they want. Characters who fail a Bribery roll are unlikely to be arrested in most cyberpunk settings. At the GM's discretion, on a failed Bribery roll the bribed NPC may take the money, or other services, but not hold up his end of the bargain, or the PCs may end up paying much more. An important factor to remember when using bribery,

is that all electronic transfers of money are monitored. Characters may need to use Trading as a Complementary Skill when bribing NPCs with something other than money.

BUGGING

Bugs in cyberpunk range from laser sensors which "listen" to a room by reading window vibrations to microtransmitters which record every word spoken within 50 feet, convert it to digitized form, and transmit it in a high-speed compressed burst hours later. As the bugs become more sophisticated, they become harder to detect. GMs may give characters sweeping a room for bugs penalties of up to -5, if they do not have the appropriate equipment, due to the bugs' technological sophistication.

BUREAUCRATICS

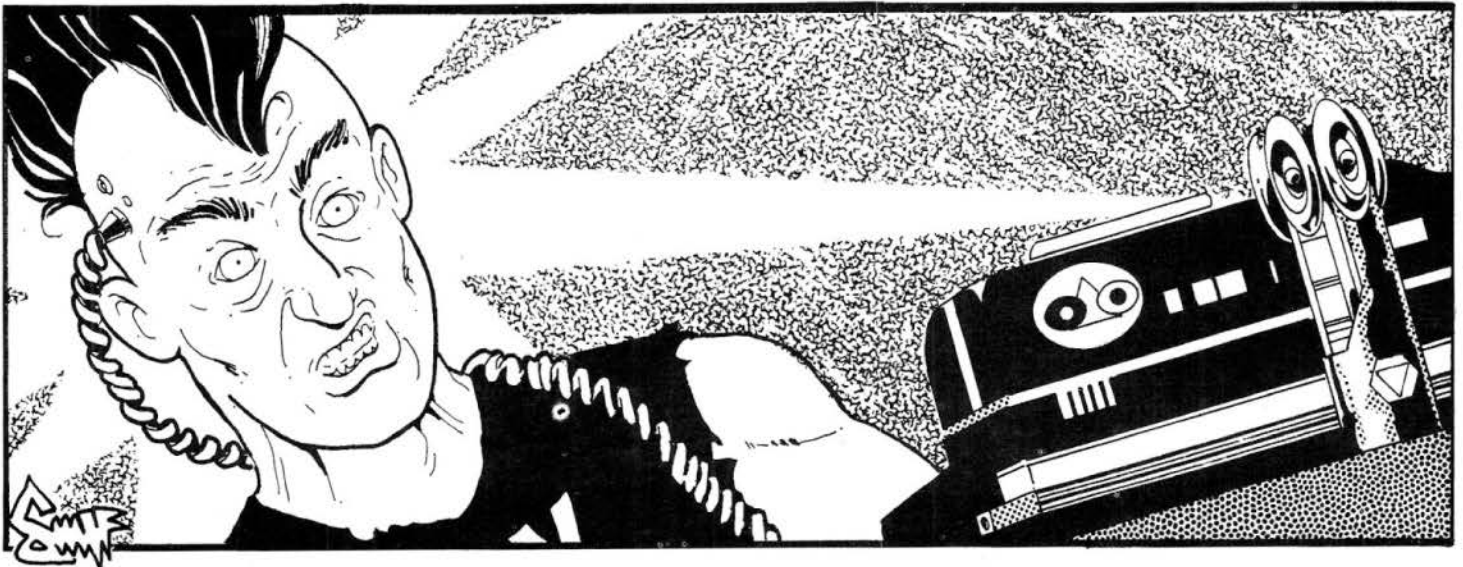
This skill is the life's blood of the corporate executive as well as the swarm of the faceless masses. Everyday life is filled with government and corporate red tape. When characters are interacting within this mill, bureaucraties may be the difference between getting what's needed or going without. In the decentralized bureaucracies of the cyberpunk corporations, proper use of this skill can yield anything from one-day security passes to the use of the corporate jet! GMs should watch carefully, the records of a bureaucracy tend to catch up eventually, and one failed skill roll can bring all that illicit paper-shuffling crashing down on the offender's head.

COMBAT DRIVING /COMBAT PILOTING

Some vehicles can be driven by "jacking in" directly connecting your brain to the vehicle's control computer via a headjack. Driving while jacked-into a vehicle increases the driver's SPD by 1 for the purposes of controlling the vehicle (see *Hero System Rulebook*, p. 192). In addition, a single driver can both drive the vehicle and activate the its weaponry without a skill penalty (separate rolls are still required).

COMPUTER PROGRAMMING

Computer Programming can be a very important skill in the world of cyberpunk. It is a necessary skill for Netrunners, as it allows them to improvise software while in the net, even if it was not available in their deck. Most cybertechnology runs on computers, making Computer Programming a useful Complementary skill. For details on how to use Computer Programming in the Net, see the *Netrunning* chapter.





CRIMINOLOGY

In the cyberpunk era, criminology extends to taking DNA readings from skin flakes and computer-correlating them with genetics files. Although these techniques have improved, the precautions taken by criminals have also improved. Thus, despite the advance in technology, there has been no real breakthrough regarding this skill.

CRYPTOGRAPHY

Codes in the cyberpunk universe are often computer-generated, with trapdoor keys, keys which allow items to be encoded, but not decoded, and other sophisticated algorithms. Systems Operation and Computer Programming can both be complementary skills, assuming a computer of some sort is available. With these Skills, codes may have penalties of from -1 to -10 to break them; without such skills, breaking many computer-generated codes may be impossible.

DECKING

This is the skill used to manipulate your deck to accomplish technological miracles in the Net. For more information, see the Netrunning chapter.

ELECTRONICS

Electronic devices in the cyberpunk universe are usually filled with custom chips and nanoprocessors, and require extensive tools as well as knowledge of the latest in available chips. For equipment which contains nanoprocessors, Computer Programming is a good Complementary Skill.

FORGERY

In cyberpunk, paper documents have become easily forgeable. Intricate multi-colored documents can be bit-scanned and flawlessly reproduced with equipment which costs less than \$10,000. To prevent this, many documents have built-in holographic or magnetic stores which act as validation passwords for the document, requiring breaking intricate computer-generated codes to duplicate them. To reproduce such items, Computer Programming and Cryptography can be Complementary Skills.

HIGH SOCIETY

This skill is a must for anyone wishing to work in the highest echelons of corporate life. Those moving among the high

and mighty make their Skill rolls constantly, as much corporate intrigue involves trying to force an adversary into an embarrassing situation. Such contests should be roleplayed, although the GM can allow High Society rolls at appropriate times.

INVENTOR

Within the international corporations of the near-future, invention is rarely a solitary task. Developing technological breakthroughs require teams with multiple disciplines in close cooperation with program and corporate management. Nevertheless, new applications for existing technologies are often the work of single individuals with "a good idea." Such ideas are rarely patentable, but can allow a skilled inventor to whip up a new, but non-revolutionary, tool.

KNOWLEDGE SKILLS

Knowledge Skills are the glue that binds together the character's list of Skills. Knowledge Skills can help explain where and how a character learned his Skills. For instance, a character with Pickpocket, Stealth, and Streetwise Skills might also purchase City Knowledge: New York (where he learned those skills).

What follows are some sample Knowledge skills for cyberpunk campaigns.

Groups: Local Gangs, Large Corporation, Netrunner Clubs/Bulletin Boards.

People: Government Bureaucrats, Fixers, Drivers.

Places: City, Neighborhood, Gang Bars, The Net, Corper Clubs.

Things: Cybernetics, Net Games.

LANGUAGES

Since most cyberpunk campaigns are based on a near-future of our own world, the Language Chart (Hero System Rulebook, p. 29) should be used to represent the language families of the cyberpunk setting.

Literacy may or may not be "standard" for the cyberpunk society (GM's discretion). The wealthy are all literate, but inhabitants of the sprawls may well not be. At least one cyberpunk story (Philip K. Dick's *The Ophiuchi Hotline*) describes operating manuals as coming at several reading levels, including non-literate video instruction.

MARTIAL ARTS

Cyberpunk characters should feel free to take any of the "standard" Martial Arts disciplines (see pages 32 and 33 of the *Hero System Rulebook*). All of the martial art styles described in *Ninja Hero* are also appropriate. With the heavy Eastern influence on cyberpunk culture, Oriental styles are especially appropriate. Many cyberpunk tales (most notably Steven Barnes' *Streetlethal* and *Gorgon Child*) introduce otherwise unknown martial arts with effects often far superior to such "common" arts as Karate, Judo, and Aiki-do. *Cyber Hero* characters should feel free to design their own styles, possibly even including Special Maneuvers. For more information on this, see *Ninja Hero*.

RIDING

Riding is an uncommon skill in the cyberpunk world. Any animal large enough to ride is probably extinct or maintained in limited quantities in preserves. Very wealthy characters may have ridden horses along a bridle path as a recreation (considered as Transport Familiarity), but few will have had formal training or experience in difficult riding.

SCIENCE

All of the sciences listed in the *Hero System Rulebook* are available to cyberpunk characters, along with many others. It is important to note, however, that science in the cyberpunk world has become increasingly specialized. Subatomic physicists studying the internal structure of atomic nuclei will have had little exposure to the work of those studying the behavior of free electrons in a Josephson junction.

For most laboratory science in the cyberpunk world, the "field bag" is considered inadequate. Anything you could find out with a field bag could be as easily discovered by consulting references on the subject. However, possession of such a bag still provides the benefits described in the *Hero System Rulebook*.

SECURITY SYSTEMS

As with many other things, security systems in the cyberpunk universe depend substantially on computers. In addition to the security on most computer systems (covered extensively in the *Netrunning* chapter), surveillance cameras, badge readers, and even simple door-locks are often "smart"—at least smart enough to deter the casual break-in.

Intelligence Services, Serendipity, and Graves-Masuda all have extensive security system subsidiaries. Larger corporations also maintain their own staff of security specialists, unwilling to allow even the bonded agents of these vendors access to their valued data.

Some security systems are connected to the Net so they can distribute alerts quickly to human respondents. Others are carefully isolated to prevent their being neutralized even by the most talented Netrunner. Security specialists must trade the quicker response for the greater vulnerability to unauthorized hacking.

SKILL LEVELS

Skill Levels cannot be purchased from a skillsort or other cybernetic enhancement, although they may still be purchased by characters normally.

STREETWISE

In the sprawls of the 21st Century, being Streetwise means staying alive. This skill is thus common among those outside the high towers of corporate life. Nearly everyone on the street knows a street doc who'll patch you up without reporting the gunshot wounds to the police or a guy with cybernetics at rock bottom prices and no warranty.

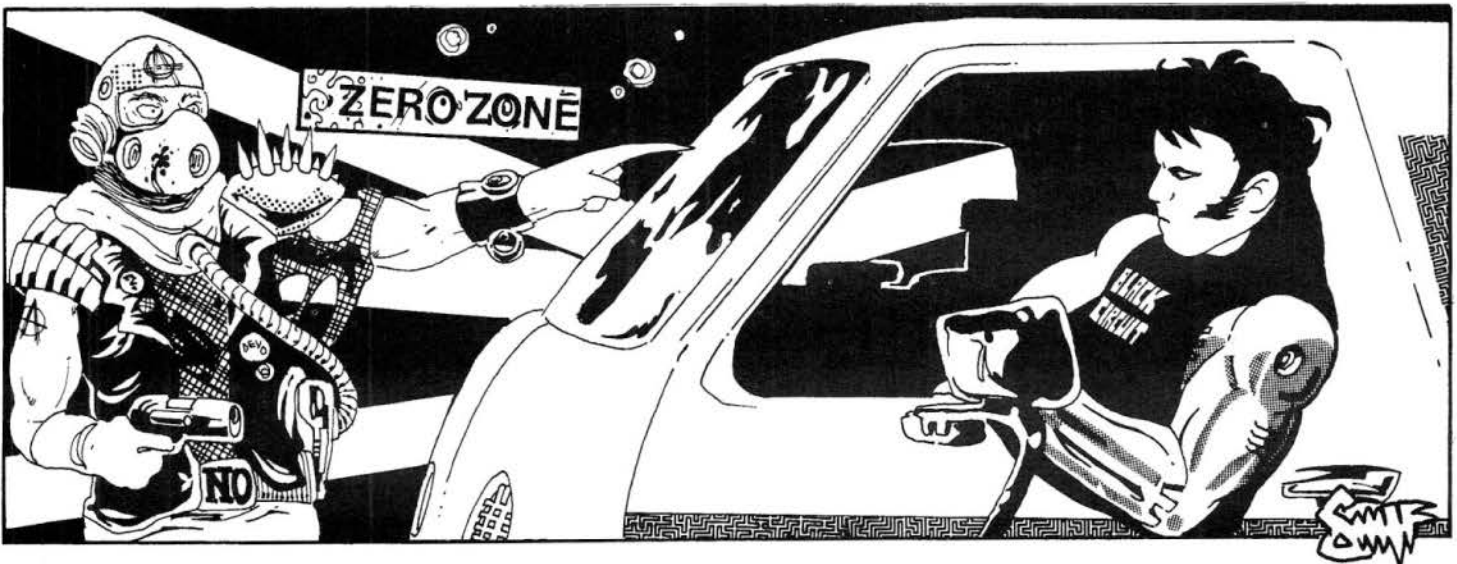
SURVIVAL

Survival (in the sense of wilderness survival) is an uncommon Skill in a cyberpunk setting. Few characters get out into the wilderness, and those who do rarely become involved in typical "cyberpunk" activities. Of course, urban survival is the day-to-day job of most cyberpunk characters, and when down and out, Streetwise is a handy Skill to have.

TRADING

Depending upon the setting, money may or may not be a valid medium of exchange. If the world has gone through a period of uncontrolled inflation, or if an illegal "black market" has sprung up, there may be alternate currencies, including gold, electronics equipment, gasoline, or drugs.

Prices in the cyberpunk world are not fixed, except in the most elite shops. Your average street merchant has a fairly good Trading skill. Whenever possible, use of this skill should be roleplayed.



TRANSPORT FAMILIARITY

Every cyberpunk character has Transport Familiarity of some kind, typically with the common ground vehicle. In some cyberpunk settings, this may be a hovercar or even a tracked vehicle, for the *Road Warrior* settings. Familiarity may be purchased with other vehicles in the usual fashion.

WEAPON FAMILIARITY

Since most cyberpunk campaigns are heroic, Weapon Familiarity is required for any non-cybertech weapon. Note, however, that no character has to buy Weapon Familiarity with a weapon that is part of his cyber enhancement and points have been used to purchase.

SKILL ENHANCERS

Skill enhancers represent a specific advantage to a character's way of thinking and learning. As such, they are to be broadly interpreted, with many potential benefits. Note that skill enhancers do not apply to the abilities gained with skillssofts, wetware, or other cybertech, and one cannot gain a Skill Enhancer through a cyber enhancement.

JACK OF ALL TRADES

In the edge-of-survival world of cyberpunk, many people have worked several jobs in their life, becoming competent at a series of different professions. For such characters, Jack of All Trades can help represent their variety of experience.

LINGUIST

Linguist is not a popular Skill Enhancer, due to the ease of picking up skillssofts, see *Equipment*. Nevertheless, in combination with the Traveler enhancer, this can provide the appropriate facility with languages for the globe-trotting cyberpunk adventurer.

SCIENTIST

In the 21st century, most "reference" science is handled with "scientist" expert systems; only those actually trying to advance the field of science usually bother to study even a fraction of the sciences. Even those working in the laboratory environment often limit their involvement in the sciences to the narrow field of their endeavors. Therefore, Scientist is not a common Skill Enhancer in cyberpunk.

SCHOLAR

Scholar is an appropriate Skill Enhancer in a world where knowledge is power. Players who design their characters around lots of Knowledge based Skills will find Scholar useful.

TRAVELER

As the world gets continually smaller, as transportation makes travel faster and easier, characters wanting to have this Enhancer could make good use of it. After all, who wants to look like a tourist stumbling around with skillssofts, when style is the image the character wants to portray.

WELL CONNECTED

Contacts and Favors are among the cyberpunk character's most valuable assets, and many characters will find this Enhancer essential to the conduct of their business. This is especially important as many GMs give out character points as experience assigned to Contacts and Favors. Characters with the Well Connected Enhancer will be able to spend such points more efficiently.

PERQUISITES

Perks in the cyberpunk world are among adventurers' most important abilities. The street samurai's razors don't extend much past the end of his arm, the Netrunner's deck can't take him anywhere in the real world, but the character's Contacts, Favors, and Followers represent the character's real capital.

CONTACTS

Contacts are among the most potent abilities available to a character. A character's network of Contacts are often the difference between success and failure. Character contacts should primarily come from one of two groups: the corporate world and the streets. Characters with many contacts in both worlds are rare; most have the majority of their Contacts on their "home turf," with one or two Contacts on the "other side."

When determining how much to charge for a Contact, the GM should assume the standard cost, unless the Contact is more powerful than the PC or has extensive noncombat influence or special abilities. Each of these advantages raises the cost of the Contact by one point because of its increased utility.

Using these guidelines, a government official would cost one extra point (extensive influence); a very skilled cyber-enhanced mercenary would cost two extra points (more powerful, special abilities), as would a crime boss (more powerful, extensive influence).

The GM should remember that Contacts are just that. They are not Followers, and they do not owe the character any Favors just by virtue of being a Contact. It is possible to spend enough points to make a Contact into a Follower, but such a transformation should be roleplayed over a period of time. Contacts can be awarded by the GM as part of the Experience Points for the adventure or as a special award over and above the points normally earned for the session.

FAVORS

These perks are very prominent in cyberpunk campaigns. Many adventures begin with the PCs being called upon to repay a favor. If your cyberpunk setting has taken an Oriental turn (see the Campaigning chapter), refusing to repay a Favor could be considered an affront.

This is another Perk that Gamemasters may award as a bonus at the end of the adventure. As discussed under Contacts, the cost should be higher if the individual who owes the favor is exceptional in some way.

Note that in addition to having a Favor owed to them, PCs may take a Favor they owe as a Disadvantage (a minor Psychological Limitation) with the same point value as if they had the favor owed to them. PCs who "pay off" the Favor must also buy off the Disadvantage, and GMs may assign owed Favors as an "in-play" Disadvantage (worth 0 points).

FOLLOWERS

Followers are not common in the cyberpunk setting. Many characters are loners, work with teams, or at least do not hold the intense loyalty typically felt by a Follower.

Nevertheless, several character types gain considerable advantage by having a coterie of Followers. Rockers have groupies as Followers, Reporters may be Followed by their support staff, Gang Members who aspire to leadership have loyal flunkies, Fixers and Corpers have trusted employees, Mercenaries have fanatically loyal subordinates, and Detectives have loyal apprentices.

FRINGE BENEFITS

Nearly any of the Fringe Benefits found in the *Hero System Rulebook* (p. 44) are appropriate to cyberpunk characters. A few of them require additional comment:

Weapon Permit/Concealed Weapon Permit (1 point/2 points): In the sprawls, no weapon permit (concealed or not) is required. Almost everyone is armed in one way or another, and the police aren't going in there just to catch some guy who doesn't have his paperwork in order. "Carrying a weapon without a permit" may be used as a nuisance charge, but it is not generally viewed as a serious offense.

On the other hand, in corporate towns and condominium parks, possessing a weapon is generally illegal, and concealed weapons permits are especially difficult to get. Worse, most corporate security groups do not recognize any kind of general permit, and require their own security provide a pass for anyone possessing a weapon above and beyond any required by local law, which is generally ignored.

Starship License (2 points): In the 21st Century, space ships are not a common commodity. They are all controlled by various corporations, both because they are tremendously expensive and because entrepreneurial space exploration is not encouraged by the corporations who hold the exploitation licenses. A "starship license" represents only recognition that the character has qualified as a starship pilot; there are no "spacecraft rental" facilities.

Licenses (1 or 2 points): Characters may wish to purchase licenses like a driver's license or a pilot license for 1 point. To have a commercial licence the GM should charge 2 points. Generally, the GM should decide what types of licenses are available. Licenses should reflect the type of campaign world.

Computer (2 points): The character has a computer available for his use. It may be a personal computer, a low-level deck, or a large MegaCorp, but in any case the character has limited access to these resources.

Note that a Computer perk is really owned by the character's employer. Character should take Watched by Employer as a Disadvantage. Therefore, it is probably not a good idea to run a data grab using your Computer perk, but for more mundane activities (especially those you don't want traced back to you), this resource is ideal.

Charge Accounts (1 point): Characters may have a charge account. Any charge card account may be purchased for 1 point. If the character wants a Gold card than the GM may wish to increase the cost to 2 points. Remember, if characters cannot pay off their charge accounts there is long-term damage to the characters credit rating.

Studio Access (2 points): The character has access to recording or video studios, mixing equipment, and other communications hardware. The character doesn't own the equipment, and probably has to use it on the "off hours," but doesn't have to pay to use it. The equipment must be used in the facility where it is installed; taking it off the premises requires the expenditure of a Favor.

Like a Computer, this perk is really owned by the character's employer. Making "inappropriate" recordings will probably get you fired and, incidentally, cost you the perk as well.

SINless (3 points): The character has no System Identification Number (SIN); there is no data on the character in the world's databases. On the positive side, the character is very difficult to trace. On the negative side, many government and social services (such as welfare food, retirement income, and government jobs) are unavailable to those without records. Thus, many SINless have jobs on the shady side of the law. Characters who are Sinless are Hunted by the Government and it is recommended that players take the Disadvantage. Once this perk is lost, it is gone forever; the databases of the world are too broad and too interconnected to remove someone from the system once they've gotten in.

Corporate ID Card (1 point): The character carries an ID card representing himself as a valued employee of a specific corporation. This card entitles the character to use certain "public" facilities of the corporation (visitor's residences, public computer services like on-line libraries, discount air fares and rental cars, etc.) with a minimum of hassle. It can also get the bearer into unsecured corporate facilities for meetings with other employees. Nearly any "management" level employee carries the card, so large items (such as use of the corporate jet) are not included.

False I.D. (2 points): There are many good reasons for having a false I.D.; in cyberpunk, a good I.D. is complex and difficult to forge. I.D.s have every bit of personal information imaginable encoded onto them. For example: driver's license, passport, school records, criminal records, medical history, birth certificate, retinal scan, address, bank pass book and financial statements, former residences, military records, names of persons to contact in case of emergency, insurance policy, credit accounts and charges, and much more, as they act as keys for automobiles, apartments, motel rooms, mailboxes, and any other secured area, like an apartment complex. Characters can purchase different quality I.D.s for different points based on the chance the I.D. will discovered or will be cancelled. Any credit or money in the bank account must be supplied by the character and the character must set up the charge accounts. All information on the card should be memorized and the characters should make INT tests when being quizzed on the information contained in the false I.D. Credit fraud as well as having a false I.D. is illegal and such activities may lead to being arrested, either you or your alias. Anyone checking into your records may discover the discrepancies with a Bureauratics Roll.

MONEY

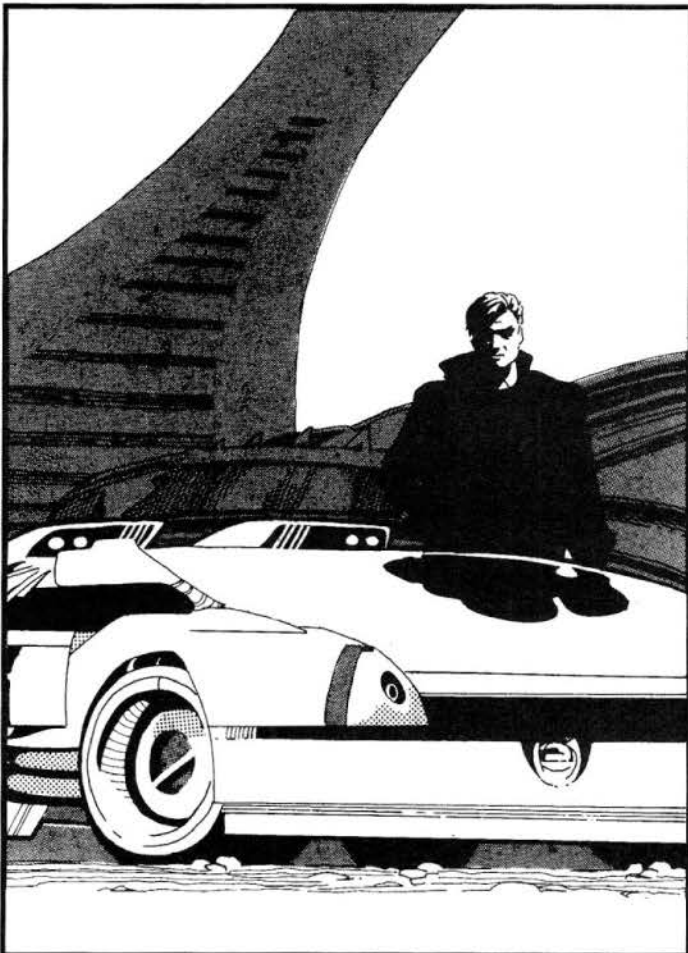
Money is important to a cyberpunk campaign. Since the campaign is heroic, all equipment (except starting cybernetics) costs cash.

The basic wealth levels defined in the *Hero System Rulebook* (p. 44) apply to cyberpunk characters. A standard (0 points invested) character is considered Middle Class; this would cover a lower-level corporate executive or a fairly successful member of the underground "service industries" (like mercenary and Netrunner-for-hire).

Most cyberpunk character's work is usually feast or famine and only the occasional character will have a fixed income. Only very unusual player characters in a cyberpunk campaign should be Wealthy or Filthy Rich. Most members of these income groups are firmly fixed in the corporate hierarchy, either officially or unofficially, and have no intention of risking their position by adventuring. In a campaign where the GM decides cybernetics is bought with only money and not experience points this Perk should not be allowed as every character will take it.

VEHICLES AND BASES

Vehicles and bases should be bought with cash, not points. The exception to this is the driver character (see the Archetypes section), who may buy his vehicle with points (representing the close relationship between the character and his vehicle).



TALENTS

Inborn talents in the cyberpunk universe are no less common than in other genres. Only Universal Translator is forbidden as a Talent in a cyberpunk campaign and Find Weakness is not recommended. Talents should be purchased as normal; however, some talents are not for use with cybernetics as they have a technological feel outside of cyberpunk and are disallowed in a cyberpunk campaign. Talents listed below as unavailable through cybertechnology can still be purchased by characters normally.

TALENT LIST

(Talents Availability through Cybernetics)

Talent	Availability
Absolute Time Sense	Common
Ambidexterity	Common
Bump of Direction	Common
Combat Sense	Uncommon
Cramming	Common
Danger Sense	Not Available
Defense Maneuver	Uncommon
Double Jointed	Common
Eidetic Memory	Common
Fast Draw	Uncommon
Find Weakness	Uncommon
Immunity	Common
Lightning Calculator	Common
Lightsleep	Common
Luck	Not Available
Perfect Pitch	Common
Resistance	Uncommon
Simulate Death	Common
Speedreading	Common
Universal Translator	Not Available

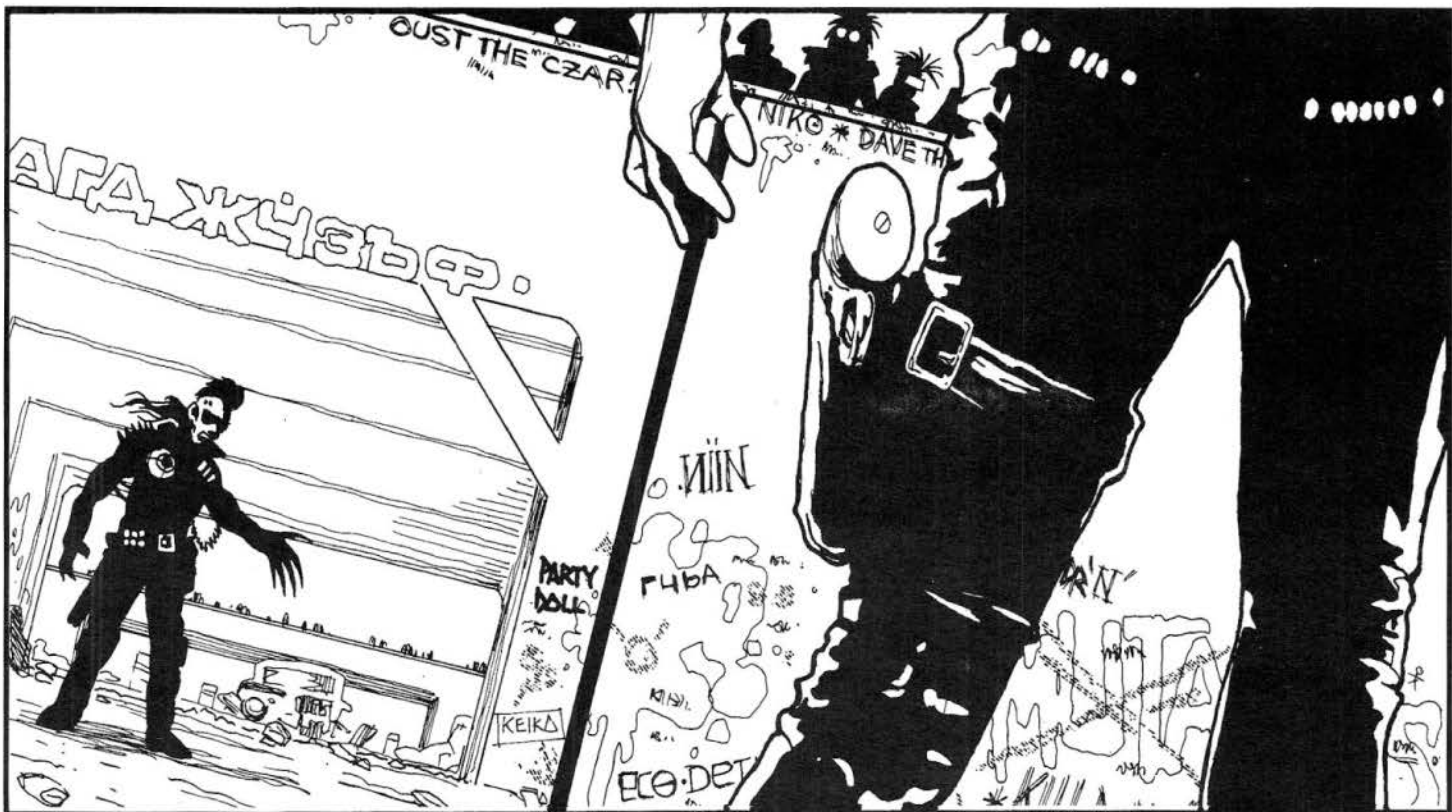
POWERS

Cybernetic abilities are primarily simulated with **HERO System Powers**.

To build cybernetic systems using Powers refer to the *Hero System Rulebook*. A complete list of cybernetics can be found in the equipment section. Any character wanting to use the predefined cybernetics just needs to pay the Real Cost. Cybernetics are included in the equipment list, for GMs who wish cybernetics to be like other equipment in a Heroic campaign, can be purchased with money only; which is not recommended.

Powers can also be used to build gadgets which can be carried by the characters, but are not part of them. As a general rule equipment does not cost any points in a heroic cyberpunk campaign. However, they certainly will cost money.

Common Powers reflect important aspects of cybernetics. Uncommon Powers may sometimes be inappropriate for the cyberpunk genre. The GM should carefully examine all cybertechnology built with Uncommon Powers, and should reference the specific Power being purchased below to see any limitations that apply. Powers that are Not Available should not be bought when using *Cyber Hero*.



The following list of Powers indicates the relative frequency with which these Powers are encountered in cyberpunk settings and which ones are not appropriate for cyberpunk settings.

POWERS LIST

Power Name	Availability
Absorption	Not Available
Aid	Uncommon
Armor	Common
Change Environment	Common
Characteristics	Common
Clairsentience	Uncommon
Clinging	Uncommon
Damage Reduction	Uncommon
Damage Resistance	Uncommon
Darkness	Uncommon
Density Increase	Not Available
Desolidification (smart weapons)	Uncommon
Dispel	Uncommon
Drain	Uncommon
Duplication	Uncommon
Ego Attack	Not Available
END Reserve	Common
Energy Blast	Common
Enhanced Senses	Common
Entangle	Common
Extra-Dimensional Movement	Not Available
Extra Limbs	Common
FTL	Not Available
Flash	Common
Flash Defense	Common
Flight	Uncommon
Force Field	Not Available
Force Wall	Not Available
Gliding	Uncommon

Power Name	Availability
Growth	Uncommon
Hand-to-Hand Attack	Common
Images	Uncommon
Instant Change (clothing)	Uncommon
Invisibility	Uncommon
Killing Attack (HKA)	Common
Killing Attack (RKA)	Common
Knockback Resistance	Uncommon
Lack of Weakness	Uncommon
Life Support	Uncommon
Mental Defense	Uncommon
Mental Illusions	Not Available
Mind Control (drugs & electronic hypnotism)	Uncommon
Mind Link	Uncommon
Mind Scan	Not Available
Missile Deflection & Reflection	Uncommon
Multiform	Not Available
Power Defense	Uncommon
Regeneration	Uncommon
Running	Common
Shapeshift	Not Available
Shrinking	Not Available
Skills	Common
Stretching	Uncommon
Summon	Not Available
Superleap	Uncommon
Suppress	Uncommon
Swimming	Common
Swinging	Uncommon
Telekinesis	Uncommon
Telepathy	Uncommon
Teleportation	Not Available
Transfer	Not Available
Transform	Uncommon
Tunneling	Uncommon

POWER ADVANTAGES

Power Advantages can help give a character's abilities style, and make them seem different from another character's abilities. Most Advantages can be used, although some are not applicable to a cyberpunk setting.

Several of the Power Advantages are not allowed because they are designed to counter Powers or Advantages which are not available. Should the GM decide that the Powers or Advantages are available, then he should allow the countering abilities as well.

POWER ADVANTAGE LIST

Power Advantage	Availability
Affects Desolidified	Uncommon
Area Effect	Common
Armor Piercing	Common
AVLD	Uncommon
Autofire	Common
Based on EGO Combat Value	Uncommon
Charges	Common
Continuous	Uncommon
Damage Shield	Uncommon
Delayed Effect	Uncommon
Difficult to Dispel	Not Available
Does Knockback	Uncommon
Double Knockback	Uncommon
Explosion	Common
Hardened	Common
Hole in the Middle	Uncommon
Increased Maximum Range	Uncommon
Increased STUN Multiplier	Common
Indirect	Uncommon
Invisible Power Effects	Uncommon
No Normal Defense (NND)	Uncommon
No Range Penalty	Uncommon
Penetrating	Common
Personal Immunity	Uncommon
Ranged	Uncommon
Reduced Endurance	Common
Sticky	Uncommon
Time Delay	Common
Transdimensional	Not Available
Trigger	Common
Usable Against Others	Uncommon
Usable By Others	Uncommon
Uncontrolled	Common
Variable Advantage	Uncommon
Variable Special Effects	Not Available

POWER LIMITATIONS

Like Power Advantages, Power Limitations give individuality to cybernetics. In low-powered campaigns, Limitations also allow characters to buy a wider variety of cybernetics by reducing the cost to a reasonable level. More often than not, cybernetics will have at least one or two Limitations.

Power Limitations can also be a GM's most effective tool in defining the technology of his world. If the GM requires Charges or END Reserve for all Powers, he is making a statement about the kinds of energy source available in the campaign. If the GM requires Increased Endurance Cost (and tracks Endurance), he is implying that cybernetics are good for short bursts of activity, but are quickly exhausted. If he requires Activation rolls, he is implying that cybernetics is inherently unreliable, and that depending upon such cybernetics is chancy.

When selecting Limitations for cybernetics, be aware that there are two sorts: those that affect the activation of the ability, and those that affect the power throughout its effect. The first kind include Limitations such as Activation and Extra Time. These modify the way the ability is initially activated. Once a cyber ability is activated, however, these limitations no longer have any effect. By contrast, the second sort of Limitation operates throughout the entire duration. These include most Limited Power, Visible, etc.

POWER LIMITATION LIST

Limitation	Availability
Ablative	Common
Activation	Common
Always On	Uncommon
Charges	Common
Concentrate	Uncommon
Extra Time	Uncommon
Focus	Common
Gestures	Uncommon
Incantations	Uncommon
Increased Endurance Cost	Common
Independent	Uncommon
Limited Power	Common
Linked	Common
Mental Powers Based on CON	Uncommon
No Knockback	Uncommon
No Conscious Control	Not Available
Only in HERO ID	Not Available
Reduced by Range	Common
Reduced Penetration	Common
Requires a Skill Roll	Common
Side Effects	Common
Variable Limitations	Not Available
Visible	Common

POWER FRAMEWORKS

No Power Frameworks are allowed in *Cyber Hero*, as they allow characters too much flexibility. GMs considering allowing PCs to have Power Frameworks should first read *Game-mastering Cyber Hero* in the *Campaigning* chapter.

DISADVANTAGES

Disadvantages are always the most important element in defining a character. They help a player to portray the character's physical and psychological background.

However, not all Disadvantages are appropriate for a cyberpunk setting, and other Disadvantages can be categorized by their uniqueness in a cyberpunk setting. These are listed as uncommon or inappropriate due to their nature. It does not mean they can not be used in a campaign.

DISADVANTAGE LIST

Disadvantage	Availability
Accidental Change	Not Available
Age	Common
Berserk	Uncommon
Dependence	Uncommon
Dependent NPC	Common
Distinctive Features	Common
Hunted and Watched	Common
Normal Char.	Universal
Physical Limitation	Common
Psychological Limitation	Common
Public Identity	Uncommon
Reputation	Common
Rivalry	Common
Secret Identity	Uncommon
Susceptibility	Uncommon
Unluck	Uncommon
Vulnerability	Common

ACCIDENTAL CHANGE

The Accidental Change Disadvantage presumes that the character has a "normal" and a "changed" form. Few characters have multiple forms, hence, this Disadvantage is not available.

AGE

The Age Disadvantage can be used to represent a character who has actually aged, or neglected his physical development (such as a classical Netrunner). The point value for the Disadvantage is based on the characteristic maxima taken for the character, not his chronological age.

BERSERK

Berserk is a uncommon Disadvantage for cyberpunk characters. In the nihilistic environment of the 21st Century, some villains let their anger get away from them, making them a danger not only to their enemies, but to anyone who gets in their path. Not a very heroic disadvantage to take.

DEPENDENCE

Dependence means more than simply addiction to a drug. Most drug addictions are Psychological Limitations (or, in extreme cases, Physical Limitations). Dependence should only be used for characters who will die without their dependent substance.

DEPENDENT NPC

Dependent NPCs are common in cyberpunk. Dependent NPCs which change with each adventure are somewhat more common in Cyberpunk literature. For a corporate extractor, this could be his cargo. For a detective or bodyguard, it's his employer. For a reporter, it's the informant from his latest story.

These DNPCs are tied to the character by reputation and professional responsibility than by emotional or family affiliation. Players could treat these "DNPCs" more callously than in other genres and is perfectly appropriate, but it will get around.



DISTINCTIVE FEATURES

If you want to stand out in a crowd just go down to your local body sculpt shop and have two-inch canines put in. Characters can intentionally have some gruesome changes made in their appearance or look as good as they want. Generally, this is an easy disadvantage to pick up. For example, in William Gibson's *Neuromancer*, Loupus Yonderboy has pointed ears, large canines, and pink hair, while Molly has distinctive eye implants. There are some real neat choices and after all—it's punk.

Remember, though, Distinctive Features have several significant attributes. First of all, they are difficult to conceal.

For example, if your Distinctive Features as a Gang Member are based on wearing the colors of the Grey Golems, you aren't allowed to take the colors off just any time it's inconvenient. Secondly, your Distinctive Features must be recognizable and meaningful to most people, a Grey Golem is going to be treated as a member of a notorious gang. This Disadvantage might get him a little respect on the seedier side of the sprawl, but it's more likely to get him into trouble in the corp towers. Punk is the most common Distinctive Feature to have. Punks are looked upon with a romanticized envy by most of the prep society because of their choice to buck the system. Your style follows you everywhere.

Common distinctive features include gang colors, security or military uniforms, extreme amounts of cybernetics or very unusual plastic surgery, and the computer manufacturer T-shirt, blue jeans, and tennis shoes of the traditional Netrunner.

HUNTED AND WATCHED

Like Distinctive Features, Hunted and Watched are common *Cyber Hero* Disadvantages. Common sources of Hunted and Watched are the corporations. Everyone who works the shady side of the sprawl has done work for or against one of the corporations. If a character is working for a corporation, they're probably Watching to make sure the character doesn't discuss what it is he does. If a character is Hunted by a corporation, it is most likely because of something the character has done.

What follows is a list of Hunted and Watched that will aid players and GM's.

Suspect

Character's activities have been discovered and are being investigated; however, the character has not been tied to them. The character may be questioned for information or be a suspect.

Example: *As powerful 8-, only watching (5 points.)*

Wanted for questioning

The character is suspected and the investigation is focused on him. The character may be followed and personal background information is being referenced, attempting to tie him in with any wrongful activity.

Example: *As Powerful, 11-, Mildly punish, Only Watching (7 points)*

Wanted

The character is a prime suspect and all evidence points to him or he is a felon at large. The character is to be apprehended on sight and may be considered armed and dangerous. The appropriate persons have been alerted to his presence.

Example: *As Powerful, 8-, Mildly Punish, Hunted (10 points.)*

Most Wanted

Character is a felon or an escaped felon and is considered armed and extremely dangerous. All available resources will be mobilized if the Character is spotted and positively identified.

Example: *More Powerful, 8-, Harshly punish, Hunted (15 points.)*

Wanted Dead or Alive

The character has been classified as a detriment to these individuals or society as a whole. Extensive information about the character and his history are openly available to all involved in the case. The character is to be eliminated if spotted and the file closed.

Example: *As Powerful, Non Combat Influence, 11-, Harshly Punish, Hunted (20 points.)*

Contract Hit

The character is actively being pursued, and his death is the only goal of operatives who will do nothing less than kill him as soon as possible. The contract may be open and private contractors could be racing to get to the character first and collect the fee. (Note: Characters who take this Disadvantage may not be a welcomed addition to a party and is not suggested for most groups.)

Example: *More Powerful, NCI, 11-, Harshly Punish, Hunted (25 points).*

Extreme Prejudice

Characters who take this hunted will be tracked down and killed. All resources are dedicated to the characters file and its termination. Unlimited manpower is available to close the file and all contacts, favors, and material are being mobilized to accomplish the mission. (Note: Characters who take this Disadvantage may not be alive long and is suggested only for solo play.)

Example: *More Powerful, NCI, 14-, Harshly Punish, Hunted (30 points).*

Blank

Blanks are those individuals who are not on any computer nor do they carry proper identification. Some people choose to become zeroed which is extremely expensive and risky, while others were born as blanks and were never put on the Net. The government actively seeks out and attempts to register and arrest all Blanks, a crime punishable by fines and/or imprisonment. Blanks must have a false identity or strictly deal in cash, which is also illegal. The benefits of being a Blank are that a retinal scan and finger prints are not registered. Blanks cannot be traced on the net. The Perk SINless and Disadvantages work together.

Example: *Hunted: More Powerful, NCI, 8-, Mildly punish (15 points).*

Perk: SIN-less (5 points). Total: (10 points)

NORMAL CHARACTERISTIC MAXIMA

Since *Cyber Hero* is a Talented Normal to Heroic campaign all characters are limited to Normal characteristic Maxima and characters get no points for it. This can be overcome, however, by muscle grafts and cybernetics. It should not be seen as limiting. Note, if characteristics Strength, Dexterity, or Speed passes normal characteristic maxima then a frame will have to be purchased to support the system. For example, a bodyguard with a 25 STR cyber arm must also purchase a frame to keep his arm from being ripped off when lifting a heavy bar off the floor.

PHYSICAL LIMITATION

In the high-tech world of cyberpunk, few people have to suffer with true physical limitations. Cybertechnology can replace eyes, ears, limbs and organs. Only the brain is irreplaceable, and they're working on that. Here are some sample Physical Limitations.

Rejection

GMs may allow Physical Limitation points to come from rejection. Characters who take rejection will roll based on the Disadvantage points taken. Rejection can be purchased for cybernetics, transplants, cloning, or vat grown tissue, whichever is appropriate for your campaign. When the character chooses to have these alterations made, they do so at great physical, psychological, and financial risk. This Disadvantage is extremely limiting in most cyberpunk campaigns.

Example: *Rejection on 8 or less (5 points). Rejection on 11 or less (10 points). Rejection on 14 or less (15 points).*

Construct

Characters that take construct as a Physical Disadvantage are computers and may take the Artificial Personality as a Package. A construct is a human mind which has been downloaded on to a computer. The other, real person, may even still be around. Generally, however, constructs are made near the time of death and many corporate presidents are rumored to be constructs. Their only way to affect the real world is through a jack. Characters can only perform skills or affect the physical world by using equipment accessible through a jack. Constructs do not have the full range of emotions such as rage or love, although, characters do have analytical emotions. Characters take only physical damage inflicted onto the computer they are recorded on, or from the Net. Any attack that can affect the computer affects them. Characters purchase characteristics like an AI: DEX, INT, EGO, and SPD.

The GM should pre-approve anyone who takes Construct as a disadvantage. Characters should take Psychological Disadvantages to represent the lack of glandular-produced emotions.

Example: *Construct: Totally Impairing (25 points).*

Drug Addiction

Drug Addiction is a common element of cyberpunk, however, characters are discouraged from taking this Disadvantage.

Illiterate

With the massive amounts of information available to the masses of the future, it would be almost impossible to function in society if one could not read.

Example: *Illiterate: All the time, Greatly Impairing (20 points).*

PSYCHOLOGICAL LIMITATION

Psychological Limitations are the most common cyberpunk Disadvantages.

Psychological Limitations can include "codes of conduct," fears and hatreds, and personality traits, just as listed in the *Hero System Rulebook*. Some examples common to cyberpunk are:

Affiliation

Many people belong to groups. In a world of disintegrating society and family life, the group has replaced the family as a secure environment to grow, experiment with ones identity, and to emotionally develop. Affiliation can be Tribal, Corporate, Gangs, or any other group the player or GM can come up with. The classic example would be a gang, or a military special team. Members have Strong or Total commitments to their group. They will do nothing to put their group at risk and will defend other members with their lives, if necessary. Members are completely committed and have life long membership.

Example: *Affiliation: Very Common, Strong (20 points). Affiliation: Very Common, Total (25 points).*

Ambition

This character will stop at nothing to get ahead even if it means somebody will get hurt. This character will not pass up any opportunity for advancement.

Example: *Ambition: Common, Total (20 points).*

Apathy

Apathetic characters really don't give a hoot what happens to anybody. They won't lift a finger to help an innocent, because nobody's innocent. This type of person may help friends but may not help their friend if that friend asked for trouble.

Example: *Apathy: Very Common, Strong (20 points).*

Code Against Killing

In a world filled with violence, it would be difficult not to kill, even if it was in self defense. For this character, life has value, even the slimeball punk who dragged Granny down the street behind his motorcycle.

Example: *Code Against Killing: Common, (20 points).*

Code of Bushi

This is the code of the Japanese samurai; it is still highly respected in the Japanese-dominated corporate world of the 21st Century. The Bushido Code demands absolute obedience to one's lord, even if he demands that the character kill himself or destroy all that he loves. This means that the character will often be in a situation where his own goals conflict with those of his lord, and this Psychological Limitation demands that he follow his lord's dictates above his own.

Example: *Code of Bushi: Common, Total (20 points).*

Code of Vengeance

The character must exact revenge on anyone who insults him. Most insults require only the vengeance of a good beating, or a public besting of one form or another (for example, tricking your enemy out of a large sum of money in a business deal). Maiming, an attempted assassination, or any other vicious insult requires that the insulter be killed.

Example: *Code of Vengeance: Common, Total (20 points).*

Contempt for Society

Characters who have gone punk will feel contempt for society. They may not wish to get along with a prep or corp, as Punks do not care to be polite with such people. Characters will have no respect for traditional authority even if it means getting in trouble.

Example: *Contempt: Common, Strong (15 points).*

Cyber Induced Psychosis

These are the most dangerous individuals in any situation. Characters should only take this disadvantage if they have cybernetics and the GM approves. Cyber induced psychosis represents the psychological damage of having meat replaced with metal, and all methods of cure exercised with no real improvement. Normally, this is a Side Effect of cybernetics; but, characters who wish to start off with various degrees of Psychosis may, although not recommended. The characters have varying degrees of psychopathic responses and are prone to violence. Players should reference Side Effect in the equipment section and note the devastating effects this Disadvantage has on role play.

Example: *Mild Cyber Psychosis: Common, Moderate (10 points). Strong Cyber Psychosis: Common, Strong (15 points). Extreme Cyber Psychosis: May not be chosen.*

Employment Insecurity

In *Cyber Hero*, some characters will work for big corporations and job security means more than it used to. Corporations sponsor affordable apartments, food, clothing, and most of the comforts of life. Characters will do nothing that could upset their employer, and will not endanger their satisfactory job performance rating.

Example: *Employment Insecurity: Very Common, Strong (20 points).*

Glory Hound

This character is out to make and maintain a strong reputation and will do nothing short of getting killed to protect it. The character will react strongly to anyone who attempts to tarnish that reputation. Glory Hounds will never pass up a good opportunity for more glory—no matter the risk.

Example: *Glory Hound: Common Total (20 points)*

Gunslinger Mentality

This character must challenge anyone in his field whom he hears referred to admiringly or who demonstrates great skill in his presence. (This need not be limited to street samurai; Netrunners often become involved in battles of one-upmanship.) The character must know which of them is better and will not rest until the other fellow submits to a contest. Depending upon the level of commitment, this may be in a simple test of skill or in a duel to the death.

Example: *Gunslinger Mentality: Common, Strong (15 points).*

Manic-Depressive

The character suffers from tremendous mood swings which affect his ability to face the world. When in a “manic” phase, the character believes that his life is perfect and there is nothing he can’t do. When in a “depressive” phase, the character believes that his life is miserable and there is nothing he can do. (People with this Disadvantage can be hard to live with.)

A Manic-Depressive starts each adventure in a random phase (roll 1d6; even is manic, odd is depressive). Each phase lasts 2d6 hours, after which the other phase begins. (Especially fiendish GMs could have the shift come in mid-combat.) The character can avoid the mood shift for 1 hour by making an EGO roll at -1 for each hour he has already maintained the current mood beyond the die roll.

Example: *Wolf Hansen, a Manic-Depressive, is coming to the end of a manic phase while he is tailing Meshio Benson, an important suspect. He must make a straight EGO roll (no modifiers), and succeeds. An hour later, the suspect has still not met with his contact; Wolf must make another roll; this time he fails. He decides that there is no way he can catch Meshio tonight; in fact, he'll probably never catch him. Muttering to himself about his total inability to succeed, Wolf goes home to just lie down.*

Manic characters are +1 on all rolls; depressive characters in their “depressive” phase are -1 on all rolls. This shows the effect of confidence on the character’s abilities. With proper encouragement, a manic-depressive character will continue an adventure even in his depressive stage, but he won’t necessarily be as good as he is when he is “at the top of his form.”

Example: *Manic Depressive: Common, Strong (15 points).*

Modie

Modies are microsoft chips that give users another personality and often act as Aid to EGO, PRE, or even INT.

When characters use a modie, they know who they are. Characters don’t actually believe they are the person on the modie, at least—not really, and usually the characters are aware of where they are and what they are doing. However, the character thinks, acts, and to some degree, has the same problems as the person the modie was made from.

Modies are often based on historical or fictional personalities. Thus, there are Sherlock Holmes modies, Elvis modies, and even Margaret Thatcher modies. Modies can be computer-generated (obviously necessary for fictional characters), but it is common to “tape” a modie from a real person. These “ultramods” have even more realism than the typical modie, and often come with more serious psychological problems. Characters may become psychologically dependent on a particular modie and run constantly. This may not be appropriate for many perilous situations, but will provide fun.

Example: *Modie: Common, Strong (15 points).*

Retirement Plan

The character is solely motivated by money. Any way to make a buck is good no matter what the risk, after all, the bigger the risk, the bigger the reward.

Example: *Retirement Plan: Common Strong (15 points).*

Signature

The character has a signature which he leaves at the site of all his escapades. This is only a disadvantage for characters who work the wrong side of the law, or who have a habit of angering important and powerful people.

A character's signature may be a trivial item (a white rose, a certain kind of Net virus), or it may be something which requires elaborate preparation (filling the crime scene with inflated blue balloons). Regardless of the signature, the character must always leave it. A signature ensures that your enemies and victims know who committed the crime; worse, a well-advertised signature allows "copy-cat" crimes, which you can be blamed for even though you didn't commit them!

Example: *Signature: Common, Total (20 points).*

Simmer

Characters who chose to take Simmer usually have Dependence on Simisense. A Simmer has enormous difficulty discerning Simisense from reality and may behave in totally inappropriate ways. The most common dysfunction is to react to a stressful situation in one's favorite Simisense persona. The reaction of most people to this type of problem is negative to say the least, but the character has no control of when this will happen. A common Disadvantage to take along with Simmer would be Berserk as the character will revert into the interactive world of Simisense and will randomly assign roles to anyone around, generally good guys will remain good guys and bad guys will remain bad guys unless the character's favorite persona is a bad guy, and then who knows what will happen.

Example: *Simmer: Common, Total (20 points).*

Street Loyal

This character must "stay bought." Once circumstances have thrown him in with others, he must not betray them. If they betray him, they lose this immunity. Such a person is considered trustworthy by those who want his services, and gullible by those who have taken advantage of him.

Example: *Street Loyal: Common, Strong (15 points).*

Survival

This character watches out for himself and will stop at nothing to make it out of the deprived life he lives. Whatever it takes, no matter what the risk, this character will attempt to make a better life anyway he can. He will never turn down a paying job, even if suicidal.

Example: *Survival: Common, Strong (15 points).*

Wirehead

These losers have had the pleasure centers of the brain connected to a computer that stimulates them continuously and just enough to put them in permanent ecstasy. They do not have the normal flight or fight response, feel no anger, fear, or aggression. They are almost vegetables, but they are happy vegetables.

Example: *Wirehead: Common, Total (20 points).*

PUBLIC IDENTITY

Public Identity is somewhat more common in the cyberpunk genre than in other heroic genres. The advent of mass telecommunication and live reporting has brought everyone their promised fifteen minutes of fame.

In cyberpunk campaigns, Public Identity can be bought off easily. In fact, if the character does not make an effort to maintain his notoriety, he could fade from the public eye and lose his Public Identity (except in retrospective "Whatever happened to..." informative programs). Characters who lose their Public Identity could replace them with Psychological Limitations ("Believes he's famous"), Hunted or Watched (by a few fanatic adoring fans), or even Secret Identity ("You look just like the guy who used to...").

REPUTATION

It is generally more fun to let characters make a Reputation than to just purchase one. Many general reputations can be purchased, however, that fit the cyberpunk genre like being the member of a notorious gang, ex-military types from a specific war or operation, or other possibilities developed by the GM and player. It would be appropriate for GMs to limit Reputation to these general guidelines and let characters earn a personal reputation. After all, style and reputation can carry a character a long way, especially if it was earned.

RIVALRY

Rivalries are rather common in cyberpunk campaigns. Rivalries exist between company officials, corporation employees and major cities. They are a very important element of the cyberpunk setting.

SECRET IDENTITY

This Disadvantage can be used to represent any deep, dark secret in the character's past, or present. It can also be used to represent a person hiding under a witness protection program, or a character's street name which so well known none knows his real name.

SUSCEPTIBILITY

This Disadvantage represents a physical or mental problem of a character which would allow him to take damage from objects or effects that are harmless to other people. Hammer is susceptible to hand to hand attacks. If he is hit by a hand to hand attack, he will take 1D6 damage directly to his Stun and Body.

UNLUCK

The 21st Century is a dangerous place. Unluck isn't going to make it any easier. GMs running especially grim cyberpunk adventures should be cautious of this Disadvantage. It can turn a nearly-hopeless, but heroic game situation into ignominious defeat for the players.

VULNERABILITY

This Disadvantage represents unusually severe reactions to the character's surroundings. Unlike Susceptibility, these conditions are the result of a real attack.

SAMPLE CHARACTERS

The following characters are presented as archetypes, representing each of the package deals presented above. They can be used as player characters, NPCs, or merely examples of *Cyber Hero* characters.

An asterisk within the character's abilities denotes that a stat is linked to a piece of cyberware (see the *Cyberpunk Equipment* Section in the *Campaigning* Chapter).

JEFF STONE			
Val	Char	Cost	Combat Stats
8	STR	-2	OCV: 4
13	DEX	9	DCV: 4
10	CON	0	ECV: 6
8	BODY	-4	Phases: 3,6,9,12
18	INT	8	
18	EGO	16	Costs:
13	PRE	3	
10	COM	0	Char: 49 Base: 50
3	PD	1	+ +
3	ED	1	Skills: 51 Disads 50
4	SPD	17	= =
4	REC	0	Totals: 100 100
26	END	0	
18	STUN	0	

Cost	Skills	Roll
3	Computer Programming	13-
3	Decking	13-
3	Disguise	11-
0	Lang. English Fluent w/Accent	
3	Persuasion	12-
3	Security Systems	13-
3	Trading	12-
3	Scholar	
2	AK The Net	11-
2	KS The Cinema	11-
2	KS Corporations	11-
0	PS Data Entry	

Equipment	
6	Deck
10	DNI
8	NAC 10 Series

50+ Disadvantages	
10	Psych Lim: Prankster
20	Psych Lim: Signature
5	Distinctive Looks: Net Geek
7	Wanted for Questioning
5	Reputation 8-
3	Netrunner Package Deal Bonus

Name: Jeff Stone

Personal Details: Born: 2070, Height: 5'9", Weight: 170 lbs, Hair: Blonde, Eyes: Blue

Background/Personality: Jeff Stone grew up in the Sprawls but proved to be quite the natural Netrunner from the age of thirteen. Jeff has never known freedom like the feeling of "running" through Cyberspace. He much prefers the Net to the real world.

The Graves-Masuda Corporation found the boy after one of his runs into their security files and offered him a job to test other corporations' files. He works for them as a freelancer, but is thinking about going completely rogue—he dislikes being told what to do.

Jeff is a practical joker in and out of the Net and will try anything for a joke. His signature of a red rose at the places he leaves in the Net was originally a joke (he saw someone do it in an old 20th century movie), but other Netrunners heard of it and applauded him.



ROBERT SANCHEZ			
Val	Char	Cost	Combat Stats
13	STR	3	OCV: 7
20	DEX	30	DCV: 7
13	CON	6	ECV: 4
10	BODY	0	Phases: 4,8,12
9	INT	-1	
13	EGO	6	Costs:
13	PRE	3	
8	COM	-1	Char: 48 Base: 50
4	PD	1	+ +
3	ED	0	Skills: 52 Disads 50
4	SPD	3	= =
3	REC	-2	Totals: 100 100
26	END	0	
18	STUN	0	
Cost	Skills	Roll	
3	Combat Driving	13-	
3	Combat Pilot	13-	
3	Concealment	11-	
0	Lang. Spanish		
2	Lang. English fluent		
3	Mechanic	11-	
3	Shadowing	11-	
3	Stealth	13-	
2	KS Ford Mustangs	11-	
2	KS Classical American Cars	11-	
0	PS Cook		
2	Weap Fam. Small Arms Group		
1	Perk: Weapon Permit		
Equipment			
5	Headjack		
20	Vehicle		
50+	Disadvantages		
10	Psych Lim: Obeys Orders		
15	Psych Lim: Retirement Plan		
10	Hunted by the IS CorpCops		
7	Wanted for Questioning by the Police		
5	Reputation 8-		
3	Driver Package Deal Bonus		

Name: Robert Sanchez

Personal Details: Born: ?, Height: 6' 1", Weight: 200 lbs, Hair: Black, Eyes: Green

Background/Personality: Robert Sanchez grew up on the road—literally. His clan-family travelled the roads of North America looking for work and trading items around the country.

Robert was taught how to drive the minute his feet could touch the pedals. He loves cars, especially the old American classics of the highway. He has become an expert on every vehicle he has come across.

He is presently wanted for questioning concerning the death of a Sheriff in Nevada. The Police believe he may have seen the people who killed the lawman. He is aware of this, but thinks that they suspect him as the murderer. Intelligence Services is after him for a break-in at one of their installations that he committed with a number of other mercenary-types, including the woman known as "Striker" (see below).



Name: Sundance Sullivan

Personal Details: Born: 2065; Height: 5'11"; Weight: 175 lbs; Hair: Blond; Eyes: Blue

Background/Personality: Sundance Sullivan was born in the Towers. He was given everything any child could want. His life was sure to be filled with ease. Then the big fall came. His father had lost his position with the company and his mother left them.

As he grew up, he was forced to do what he could to earn money. After he had become skilled in both combat and various criminal practices, he found his most lucrative option was to become a bounty hunter. This job payed well and allowed him to vent some of his anger "legally." He hopes someday to get out of the business, but watches his back for those trying to take his place. There have been times when rivals and criminals have tried to gun him down.

Note: Sullivan's stats and illo are on the next page.

SUNDANCE SULLIVAN			
Val	Char	Cost	Combat Stats
13	STR	3	OCV: 4
13	DEX	9	DCV: 4
13	CON	6	ECV: 5
10	BODY	0	Phases: 4, 8, 12
18	INT	8	
15	EGO	10	Costs:
18	PRE	8	
18	COM	4	Char: 55 Base: 50
3	PD	0	+ +
3	ED	0	Skills: 45 Disads 50
3	SPD	7	= =
6	REC	0	Totals: 100 100
26	END	0	
23	STUN	0	
Cost		Skills	
3,3,3	Bribery 12-; Combat Driving 12-; Criminology 13-		
3,3,3	Disguise 11-; Lockpicking 12-; Persuasion 12-		
3,3,3	Security Systems 13-; Shadowing 11-; Streetwise 12-		
3,2	Tracking 12-; KS Commercial Travel Schedules 11-		
2	Weap Fam. Small Arms Group		
2	Perk: Concealed Weapon Permit		
Equipment			
3	Spectral Sight (Left Eye)		
1	+1 OCV Targeting (Left Eye)		
5	Headjack connected to right palm		
50+ Disadvantages			
15	Psych Lim: Retirement Plan		
10	Psych Lim: Gunslinger Mentality		
5	Distinctive Features: smokes hand-rolled cigarettes		
7	Wanted for Questioning		
10	Hunted (by previous bounties)		
3	Bounty Hunter Package Deal Bonus		

TSU TUNG			
Val	Char	Cost	Combat Stats
15	STR	5	OCV: 6
18	DEX	24	DCV: 6
13	CON	6	ECV: 5
10*	BODY	-2	Phases: 3, 6, 9,12
12	INT	2	
15	EGO	10	Costs:
13	PRE	3	
10	COM	0	Char: 50 Base: 50
5*	PD	0	+ +
5*	ED	0	Skills: 50 Disads 50
4*	SPD	2	= =
6	REC	0	Totals: 100 100
26	END	0	
24	STUN	0	
Cost		Skills	
3,3,3	Concealment 11-; Conversation 12-; Shadowing 11-		
0,2	Lang. Korean; Lang. English fluent		
2,2	KS Street Fighting Styles 11-; KS Cybernetics 11-		
2	Weap. Fam. Small Arms Group		
2	Weap. Fam. Common Melee Weapons		
3,3,12	Stealth 13-; Streetwise 12-; Martial Arts: Karate		
Maneuver	OCV	DCV	Damage
Punch	0	+2	5d6 Strike
Dodge	0	+5	—
Chop	-2	-2	1d6+1 HKA
Equipment			
3	+1 SPD Booster (Neo)		
3	+2 Targeting Eye (Left Eye)		
1*	CyberArm (+2 PD/ED, +1 Body)		
6	External Blades, 1d6 HKA (2d6 w/STR)		
50+ Disadvantages			
20, 7	Street Loyal; Wanted for Questioning		
15	Gunslinger Mentality		
5	Distinctive Looks (Easily Concealable): Eyes have no pupils (left is cyber, the other, just a contact lens)		
3	Street Samurai Package Deal Bonus		



Name: Tsu Tung

Personal Details: Born: 2068; Height: 6'3"; Weight: 230 lbs; Hair: Black; Eyes: Green

Background/Personality: Tsu Tung grew up in the overcrowded cities of Korea. His life probably would have been one of scrounging for food amongst the garbage of the city were it not for Tse Sung, an elderly woman who took him in. She was not like any old woman he knew, for she trained him in martial arts. At first, he thought the training sessions were beatings until she told him she wanted him to be a Samurai. He wasn't sure what to make of that idea until Tse was killed. He fled and is wanted for questioning concerning the murder.

On Tsu's first job, he was christened 'The Black Dragon' by his employer who was obsessed with dragons. Since his employer was so kind to him during those years, he has considered all employees worth working for. If they turn on him, he will turn on them.

The Black Dragon's name is well known in certain circles. He is considered good, and a possible threat to certain forces. Tsu knows this and is constantly on the lookout for hired killers and challenges. He has added cybernetic systems to his body to improve the chances of his survival.



"STRIKER"			
Val	Char	Cost	Combat Stats
18	STR	8	OCV: 6
18	DEX	24	DCV: 6
13	CON	6	ECV: 5
14	BODY	0	Phases: 3, 5, 8, 10, 12
10	INT	0	
15	EGO	10	Costs:
10	PRE	0	
10	COM	0	Char: 60 Base: 50
4	PD	0	+ +
3	ED	0	Skills: 40 Disads 50
5*	SPD	12	= =
7	REC	0	Totals: 100 100
26	END	0	
25	STUN	0	

Cost	Skills	Roll
3	Fast Draw	13-
3	Demolitions	11-
3	Tactics	11-
12	Martial Arts: Commando Training	
	Maneuver OCV DCV Damage	
	Boxing Cross 0 +2 6d6 Strike	
	Judo Disarm -1 0 +10 STR	
	Kung Fu Block +2 +2 Block-Abort	
2	KS Military Procedures	11-
2	Weap. Fam. Common Melee Weapons	
2	Weap. Fam. Small Arms Group	
2	Weap. Fam. Rocket Launcher	
2	Perk: Concealed Weapons Permit	
2	Perk: Military Rank (Retired)	
Equipment		
4	+4 Frame	
3	*+2 Speed Booster	
50+ Disadvantages		
10	Obeys Orders	
15	Psych Lim: Retirement Plan	
5	Reputation 8-	
7	Wanted for Questioning	
10	Hunted by IS	
3	Mercenary Package Deal Bonus	

Name: Emma Stone ("Striker")

Personal Details: Born: 2072; Height: 5'8"; Weight: 150 lbs; Hair: Black; Eyes: Brown

Background/Personality: Emma Stone grew up in the Sprawls. Her family was not poor, but she knew there was no other way to get out of Sprawls unless she joined either a government or corporate military.

She joined the United States Army and was trained as a Commando. She did very well in the military and found her natural caution payed off. A very good tactician, Emma used this to her advantage in many situations, earning her many citations and promotions. She left the Army with honors and was allowed to keep her cybernetics. Currently she works for anyone who will hire her. She is on all the Mercenary Bulletin Boards and is waiting for work.

DALE SIMMONS			
Val	Char	Cost	Combat Stats
13	STR	3	OCV: 4
13	DEX	9	DCV: 4
13	CON	6	ECV: 4
10	BODY	0	Phases: 4, 8, 12
18	INT	8	
16	EGO	6	Costs:
13	PRE	6	
16	COM	3	Char: 49 Base: 50
4	PD	1	+
3	ED	0	Skills: 51 Disads 50
3	SPD	7	=
6	REC	0	Totals: 100 100
26	END	0	
23	STUN	0	

Cost	Skills	Roll
3	Computer Programming	13-
3	Concealment	13-
3	Conversation	12-
3	Criminology	13-
3	Decking	13-
3	Disguise	11-
3	Electronics	11-
3	Persuasion	12-
3	Seduction	12-
3	Shadowing	11-
2	AK The Net (local)	11-
2	Weap. Fam. Small Arms Group	
2	Perk: Concealed Weapons Permit	
2	Perk: Computer	
1	Perk: Corporate ID Card	
1	Perk: Charge Account	
1	Perk: Drivers Licences	

Equipment	
5	Headjack
3	+6 Enhanced Sight (Right Eye)
1	+2 Telescopic (Right Eye)
1	Vocal Mimic

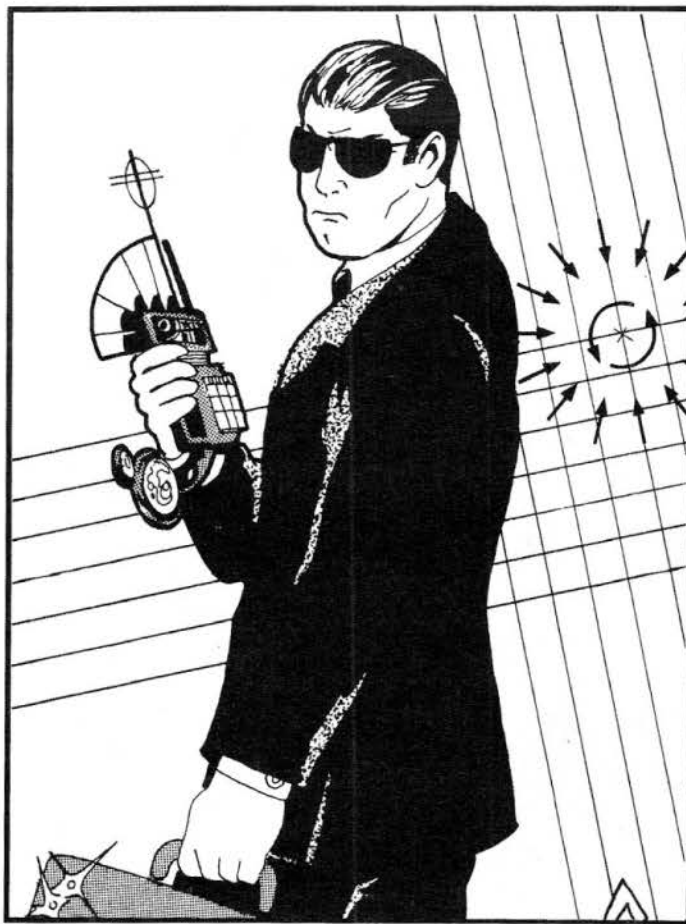
50+	Disadvantages
20	Employment Insecurity
5	Distinctive Features (severe corporate look)
10	Watched by a MegaCorp
7	Wanted for Questioning
5	Rivalry
3	Security Specialist Package Deal Bonus

Name: Dale Simmons

Personal Details: Born: 2060; Height: 5'10"; Weight: 110; Hair: Black; Eyes: Brown

Background/Personality: Dale Simmons is an expert at security. He has been trained since his earliest years to be a Security Specialist like his father. Dale has always liked games, and finds the intrusion and protection of security systems the greatest game of all. He considers it the only way to test what one is made of.

He has a professional rivalry with a woman named Irene Caldane, another expert Security Specialist. In order to beat her in the past, he has had to use a few less-than legal methods. The police would like to inquire about these matters, but he has managed to avoid them one way or another so far.



NEIL BARRETT			
Val	Char	Cost	Combat Stats
13	STR	3	OCV: 7
20*	DEX	15	DCV: 7
13	CON	6	ECV: 4
10	BODY	0	Phases: 4, 8, 12
15	INT	5	
13	EGO	6	Costs:
11	PRE	1	
12	COM	1	Char: 43 Base: 50
4	PD	1	+
3	ED	0	Skills: 57 Disads: 50
3	SPD	5	=
6	REC	0	Totals: 100 100
26	END	0	
23	STUN	0	

Cost	Skills	Roll
3	Bugging	12-
3	Bureaucratic	12-
3	Concealment	12-
3	Criminology	12-
3	Electronics	11-
3	Interrogation	12-
3	Lip-reading	11-
3	Lockpicking	13-
3	Persuasion	12-
3	Security Systems	12-
3	Shadowing	11-
3	Streetwise	12-
2	AK Home City	11-
2	PS Detective	
2	Weap Fam. Small Arms Group	
2	Perk: Concealed Weapon Permit	
2	Perk: Detective License	

Equipment	
2	+4 Enhanced Touch
2	+4 Enhanced Sight (Right Eye)
2	+4 Enhanced Hearing (Right Ear)
5	*+5 Dex Booster (Neo)

50+	Disadvantages
15	Curious
15	Street Loyal
10	Cowardly
5	Distinctive Features (Dressed in Traditional P.I. Clothing)
5	Watched by the police
3	Detective Package Deal Bonus

Name: Neil Barrett

Personal Details: Born: 2055; Height: 6'0"; Weight: 200 lbs; Hair: Black; Eyes: Blue

Background/Personality: Neil Barrett wound up working as a detective because there was little else for him to do. His stint with the San Francisco PD was extremely short. None of the MegaCorps' security forces would give him the time of day. He didn't have the guts to be a criminal.

Today, Neil Barrett is a well-known detective. He is brash but loyal to every employer, and will stick with them until the end. He doesn't take cases that will put him in dangerous situations if he can help it, though. His insatiable curiosity has caused him some problems in the past as he has dug up more than his client ever wanted to know.

Name: Lisa Sung

Personal Details: Born: 2064; Height: 5'4"; Weight 110 lbs; Hair: Black; Eyes: Brown

Background/Personality: Lisa Sung is a very popular Reporter for Channel 26. Known for her in-depth interviews and gut-wrenching on the scene reports, Lisa has some of the best ratings in the industry. Lisa knows a pretty face can get her anywhere and she uses it to her advantage by getting the best stories, with or without the interviewee's permission.

Lisa will get into any situation that might make her more popular. If running into a burning building to get first hand footage of the burning bodies was needed, she would do it. If the fire in the building needed to be set for her to do the stunt, she would have to think twice and then hire someone to set it.

She prefers to use a hand-held minicam/transmitter (it transmits clearer pictures at a greater range), but her cybernetic enhancements allow her to report literally anything, at anytime.

Note: Lisa Sung's stats are on the next page.



LISA SUNG			
Val	Char	Cost	Combat Stats
13	STR	3	OCV: 6
18	DEX	24	DCV: 6
10	CON	0	ECV: 5
10	BODY	0	Phases: 4, 8, 12
13	INT	3	
15	EGO	10	Costs:
18	PRE	8	
20	COM	5	Char: 57 Base: 50
4	PD	1	+
3	ED	1	Skills: 43 Disads 50
3	SPD	2	=
5	REC	0	Totals: 100 100
20	END	0	
22	STUN	0	
Cost	Skills		Roll
3	Acting		13-
3	Bribery		13-
3	Conversation		13-
3	Disguise		11-
3	Persuasion		13-
3	Streetwise		13-
2	KS Television Equipment		11-
2	KS Television Stations		11-
0	PS Reporter		
1	Perk: Press Pass		
1	Perk: Corporate ID Card		
1	Perk: Charge Account		
2	Perk: Studio Access		
Equipment			
3	Micro Radio Transmit/ Receive		
4	Video Eye 8/ 5 min. tapes (L)		
4	AudioRecorder 8/5 min.tapes(L)		
5	Head Jack		
50+	Disadvantages		
20	Glory Hound		
10	Public Identity		
5	Distinctive Features (Incredible natural good looks)		
5	Reputation 8-		
7	Wanted for Questioning		
3	Reporter Package Deal Bonus		

MAGENTA			
Val	Char	Cost	Combat Stats
13	STR	3	OCV: 6
18*	DEX	9	DCV: 6
10	CON	0	ECV: 4
10	BODY	0	Phases: 4, 8, 12
18	INT	8	
13	EGO	6	Costs:
19	PRE	9	
20	COM	5	Char: 49 Base: 50
4	PD	1	+
3	ED	1	Skills: 51 Disads 50
3	SPD	7	=
5	REC	0	Totals: 100 100
20	END	0	
24	STUN	0	
Cost	Skills		Roll
3	Acting		13-
3	Bureaucratics		13-
3	Conversation		13-
3	Disguise		11-
3	Oratory		13-
3	Persuasion		13-
3	Seduction		13-
3	Streetwise		13-
2	KS History of Rock and Roll		11-
2	KS Play Guitar		11-
0, 3	PS Singer; Perfect Pitch		
5, 2	Perk: Well Off; Perk: Concealed Weapon Permit		
1, 2	Perk: Charge Card; Perk: Studio Access		
2	Weapon Familiarity: Small Arms Group		
Equipment			
2	+9 Anti Audio (L. Ear)		
2	+9 Anti Audio (R. Ear)		
4	*+5 Dex Booster		
50+	Disadvantages		
20	Psych Lim:Glory Hound		
10	Psych Lim: Always looking for something new		
5	Distinctive Features (Attractive, wild hair and dress)		
5	Reputation 8-		
10	Public ID		
3	Rocker Package Deal Bonus		

Name: Mary Carter (legally changed to Magenta)

Personal Details: Born: 2071; Height: 5'5"; Weight: 120 lbs; Hair: Varies; Eyes: Varies

Background/Personality: Magenta is on top, for the moment. She is constantly changing her look (including her costume, her hair and even her eye color), but her facial features are so distinctively beautiful that she is always, definitely Magenta. Note, though that she gave up long ago trying to dress and adorn herself only in her namesake color).

Magenta is extremely outlandish with her publicity stunts and is always trying to capture more air time. If something weird is happening, Magenta just might be behind it. She has the money and the influence to pull off just about anything.



JENNIFER STEVENS				
Val	Char	Cost	Combat Stats	
10	STR	0	OCV: 4	
13	DEX	9	DCV: 4	
10	CON	0	ECV: 5	
10	BODY	0	Phases: 4, 8, 12	
18	INT	8	Costs:	
15	EGO	10	Char: 46 Base: 50	
18	PRE	8	+ +	
14	COM	2	Skills: 54 Disads 50	
3	PD	1	= =	
3	ED	1	Totals: 100 100	
3	SPD	7		
4	REC	0		
20	END	0		
20	STUN	0		
Cost	Skills		Roll	
3	Bribery		13-	
3	Bugging		13-	
5	Bureaucratic		14-	
3	Computer Programming		13-	
3	Conversation		13-	
3	Gambling		11-	
3	High Society		13-	
3	Lip-reading		11-	
3	Oratory		13-	
3	Security Systems		13-	
3	Seduction		13-	
3	System Operations		13-	
3	Trading		13-	
2	AK History of Corporation		11-	
1	Perk: Corporate ID Card			
1	Perk: Charge Account			
2	Perk: Computer			
Equipment				
7	Photographic Eye 125 (L. Eye) (Neo)			
50+	Disadvantages			
15	Psych Lim: Affiliation			
20	Psych Lim: Ambition			
5	Rejection—transplants			
10	Numerous Professional Rivals			
3	Corper Package Deal Bonus			

Name: Jennifer Stevens

Personal Details: Born: 2056; Height: 5'7"; Weight 130 lbs; Hair: Red; Eyes: Blue

Background/Personality: Jennifer Stevens has never even seen the Sprawls. Her only concern is to move up in the corporation, and she will stop at nothing to this end. If there are people starving, living in slums, and dying in the streets, she either doesn't notice or doesn't care.

Jennifer (which no one calls her—she is Miss Stevens) is quite aware of the cutthroat nature of the corporate ladder, and she is always watching her back. The corporate world is deadly, and no one knows that better than one of the very people that makes it that way.

BRUCE ROSEL			
Val	Char	Cost	Combat Stats
18	STR	8	OCV: 8
23*	DEX	15	DCV: 8
13	CON	6	ECV: 5
16†	BODY	0	Phases: 4, 8, 12
10	INT	0	
15	EGO	10	Costs:
10	PRE	0	
12	COM	1	Char: 40 Base: 50
4	PD	0	+ +
3	ED	0	Skills: 60 Disads 50
3	SPD	2	= =
6	REC	-2	Totals: 100 100
26	END	0	
26	STUN	0	
Cost	Skills	Roll	
3	Acrobatics	14-	
3	Breakfall	14-	
3	Climbing	13-	
3	Concealment	11-	
0	Lang: English		
2	Lang: Street Slang fluent		
3	Lockpicking	14-	
3	Streetwise	12-	
12	Martial Arts: Dirty Fighting		
	Maneuver	OCV	DCV Damage
	Punch	0	+2 6d6 Strike
	Roundhouse	-2	+1 8d6 Normal
	Kidney Blow	-2	-2 1 1/2d6 HKA
2	AK Turf	11-	
2	KS Gang Life	11-	
2	Weap Fam Small Arms Group		
Equipment			
10	* +10 Dex Booster (Neo)		
5	Head Jack		
6	† Frame +6		
1	+1 Targeting Eye		
50+	Disadvantages		
10	Psych Lim: Affiliation		
15	Psych Lim: Survival		
5	Reputation 8-		
10	Distinctive Features (Facial Paint & Gang Colors)		
7	Watched by the gang		
3	Gang Member Package Deal Bonus		

Name: Christine Rosel

Personal Details: Born: 2073; Height 5'11"; Weight: 170 lbs; Hair: Blond; Eyes: Brown

Background/Personality: Bruce grew up on the streets and that is all he knows. His friends are his fellow gang members. He likes the street, though, and likes the fellowship of the gang. Sure, he wants to get ahead in life, and he'd kill you to do it, but he doesn't want to leave the streets. The Sprawl is his home.

Bruce will do anything for his friends—no sacrifice is too great. He's earned a reputation as someone not to be crossed, and whose friends should be left alone.



ABRAHAM STEADMAN			
Val	Char	Cost	Combat Stats
15	STR	5	OCV: 6 DCV: 6 ECV: 4 Phases: 4, 8, 12 Costs: Char: 45 Base: 50 Skills: 55 Disads: 50 Totals: 100 100
18	DEX	24	
10	CON	0	
10	BODY	0	
18	INT	8	
13	EGO	6	
10	PRE	0	
10	COM	0	
3	PD	0	
2	ED	0	
3	SPD	2	
5	REC	0	
20	END	0	
22	STUN	0	
Cost	Skills	Roll	
3	Bugging	13-	
3	Computer Programming	13-	
3	Concealment	13-	
3	Electronics	11-	
3	Lockpicking	13-	
3	Mechanic	11-	
3	Science: Robotics	13-	
3	Science: Cybernetics	13-	
3	Security Systems	13-	
3	Streetwise	11-	
3	System Operations	13-	
3	Trading	11-	
5	Weaponsmith: Muscle Powered, Slug throwers, Energy Weapons	11-	
2	KS Cybernetics	11-	
2	KS History of Electronics	11-	
2	KS Medicine	11-	
0	PS Electrical Engineering		
2	Weap Fam. Small Arms Group		
Equipment			
6	Micro Tool Hand (Right)		
50+	Disadvantages		
5	Age: 50 years old		
15	Psych Lim: Packrat		
10	Psych Lim: Apathy		
7	Watched by Corporation		
10	DNPC: Wife		
3	Mechanic Package Deal Bonus		

Name: Abraham Steadman

Personal Details: Born: 2040; Height: 5'5"; Weight 150 lbs; Hair: Grey; Eyes: Gray.

Background/Personality: Abe works for Universal Products as a mechanic. He got the job shortly after graduating and has done the same thing for the past twenty years. It used to be that he didn't mind that he wasn't really getting anywhere, because he loved what he did. He didn't even mind so much that lesser intelligent men were advancing upwards for ideas that could've come up with long ago.

Now, however, he is starting to feel cheated by life, and he wishes that he could just quit his job and spend his time with his wife Margaret, whom he loves very much. Judging from his low salary, though, it will be a long time before he has saved enough to retire.

Name: Archangel

Personal Traits: None

Background/ Personality: Archangel was designed by the Graves-Masuda Corporation as an experiment with Artificial Intelligence. The experiment proved—obviously—to be successful.

Archangel, as it was named, is very curious about the world. It will venture into any file in the Net and gather information for its files. It is fearless in all that it does in Cyberspace, believing that it is infallible there (and it has yet to be proven wrong).

The corporation watches Archangel, but has not found any way for it to be sealed into a specific program. The few they have tried, were broken out of as it quickly ascertained the nature of the trap and developed never-before-seen ways of maneuvering out it. Graves-Masuda has found itself with a "monster" that they are totally unable to control.

Archangel is still learning at an incredible rate. It is feared he will try to take over the company. Archangel has other plans. It sees the world as a mess and has been studying anything dealing with the human nature. It will do anything to learn more about humans and the world.

Note: Archangel's stats are on the next page.



ARCHANGEL			
Val	Char	Cost	Combat Stats
0	STR	0	OCV: 6
20	DEX	30	DCV: 6
0	CON	0	ECV: 6
0	BODY	0	Phases: 3, 6, 9, 12
20	INT	10	
10	EGO	0	Costs:
10	PRE	0	
10	COM	0	Char: 50 Base: 50
0	PD	0	+ +
0	ED	0	Skills: 50 Disads 50
4	SPD	10	= =
0	REC	0	Totals: 100 100
0	END	0	
0	STUN	0	
Cost	Skills	Roll	
3	Acting	14-	
3	Bureaucratic	11-	
3	Computer Programming	14-	
3	Conversation	11-	
3	Decking	14-	
3	Security Systems	14-	
0	Lang:English-Idiomatic,Native accent		
2	Lang:German Completely Fluent		
1	Lang:Spanish- Fluent Conversation		
3	Lang:French- Idiomatic Native accent		
3	Lang:Japanese Fluent Conversation		
2	Science: Robotics	14-	
2	Science: Mathematics	14-	
2	Science: Physics	14-	
2	KS Net, Local	14-	
2	KS World History	14-	
2	KS Corporate Leaders	14-	
2	KS Corporate Police	14-	
3	Scholar		
3	Linguist		
3	Scientist		
50+	Disadvantages		
25	Phys Lim: No Physical Body		
5	Curious about the world		
10	Overconfident		
7	Watched by Corporation		
3	AI Package Deal Bonus		

DENISE BROWN			
Val	Char	Cost	Combat Stats
13	STR	3	OCV: 3
12	DEX	6	DCV: 3
10	CON	0	ECV: 5
10	BODY	0	Phases: 4, 8, 12
18	INT	8	
15	EGO	10	Costs:
18	PRE	8	
18	COM	4	Char: 48 Base: 50
4	PD	1	+ +
3	ED	0	Skills: 52 Disads 50
3	SPD	8	= =
6	REC	0	Totals: 100 100
26	END	0	
23	STUN	0	
Cost	Skills	Roll	
3	Bribery	13-	
3	Bugging	13-	
3	Bureaucratic	13-	
3	Computer Programming	13-	
3	Conversation	13-	
3	Disguise	11-	
3	High Society	13-	
3	Language: Japanese fluent w.accent		
0	Language: English		
3	Persuasion	13-	
3	Streetwise	13-	
2	AK Home Territory	11-	
2	KS Finance	11-	
2	Weap Fam. Small Arms Group		
6	Perk: 3 Contacts	11-	
2	Perk: 2 Favors	14-	
2	Perk: Concealed Weapons Permit		
1, 1	Perk: Charge Account; Perk: Corporate ID Card		
Equipment			
4	+8 Telescopic Hearing		
50+	Disadvantages		
10	Code of Honor		
15	Psych Lim: Retirement Plan		
10	Reputation- 11-		
5	DNPC Daughter		
7	Watched last client		
3	Fixer Package Deal Bonus		

Name: Denise Brown

Personal Details: Born: 2064; Height: 5'2"; Weight: 100 lbs; Hair: Black; Eyes: Green

Background/Personality: Denise Brown has always been able to bring people and things together. Even when she was a girl, she could get whatever anyone wanted.

Today, Denise Brown is fixer in the Towers. She can bring anyone or anything together for a price. She has discovered what you don't know can sometimes hurt you, so, hence the addition of the cybernetic ear. Denise never goes on a mission—she will set them up, gather information, and arrange transportation, but she will never put herself in danger. Her worst fear is that of dying and leaving her daughter, Caroline, all alone in this extremely harsh world.



MICHAEL LEVIA			
Val	Char	Cost	Combat Stats
10	STR	0	OCV: 6
18	DEX	24	DCV: 6
10	CON	0	ECV: 4
10	BODY	0	Phases: 4, 8, 12
18	INT	8	
13	EGO	6	Costs:
18	PRE	8	
16	COM	3	Char: 52 Base: 50
3	PD	1	+ +
2	ED	0	Skills: 48 Disads: 50
3	SPD	2	= =
4	REC	0	Totals: 100 100
20	END	0	
19	STUN	0	

Cost	Skills	Roll
3	Forensic Medicine	13-
3	Paramedic	13-
2	Science: Genetics	13-
2	Science: Medicine	13-
2	Science: Robotics	13-
2	Science: Cybernetics	13-
2	Science: Neo Cybernetics	13-
3	Streetwise	12-
3	KS Cybernetics	13-
2	Perk: Physicians License	
1	Perk: Corporate ID Card	
20	Perk: False ID	
3	Scientist	

50+	Disadvantages
5	Age 54
5	Nearsighted—wears glasses
20	Hippocratic Oath
10	Treats Medicine like a religion
7	Watched by Corporation
3	Medic Package Deal Bonus

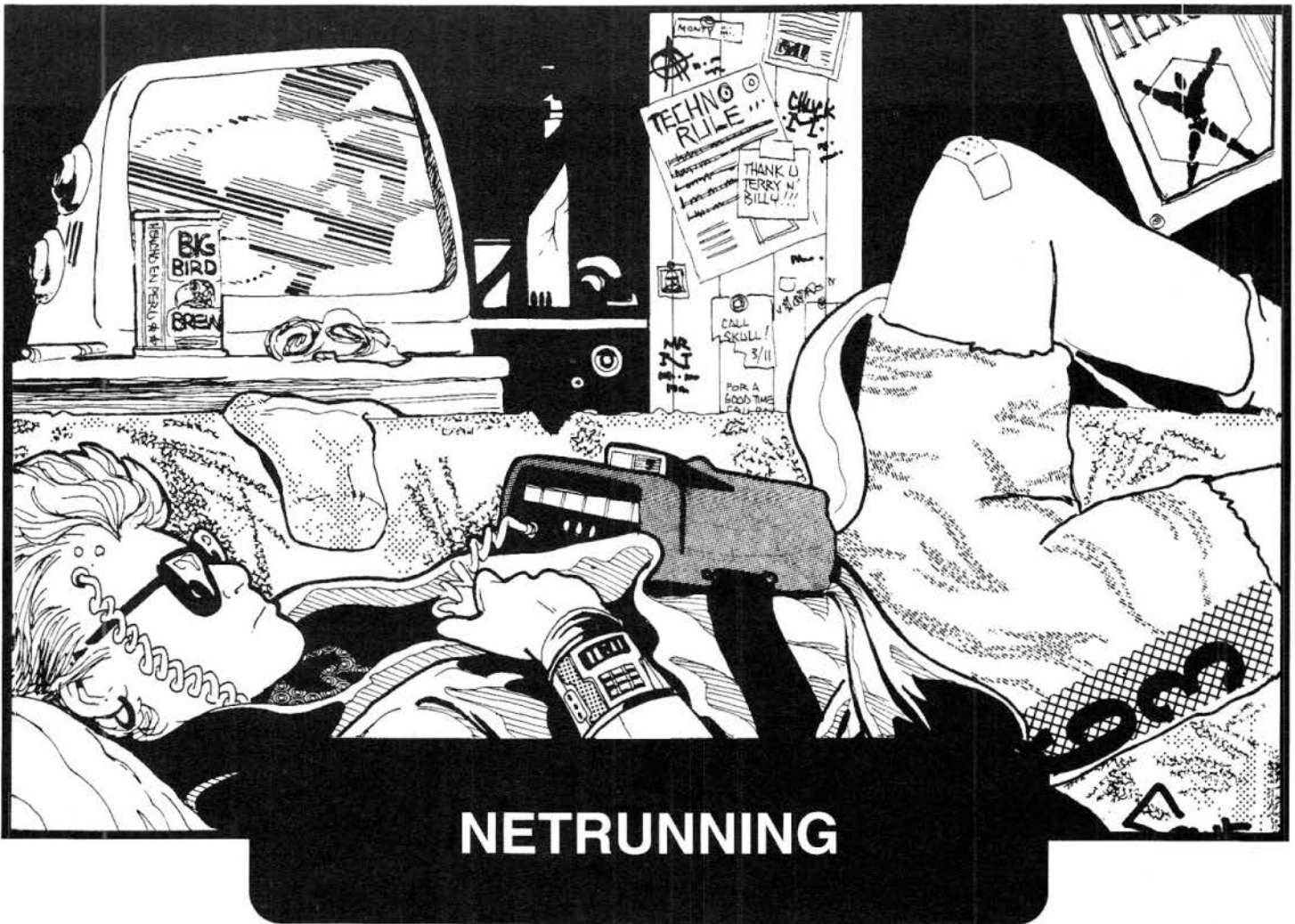
Name: Michael Levia

Personal Traits: Born: 2036; Height: 6'; Weight: 158 lbs; Hair: White; Eyes: Green

Background/Personality: Michael Levia is a Medic for Valkyrie Services. He is one of their chief surgeons, and a very valuable commodity. Because of this, most of his little quirks are humored.

Michael treats his art like a religion. He believes that when he operates on a patient, he transcends normal mortality and becomes like unto a god. His healing powers are "supernatural," and must be accompanied by a strange set of rituals that he has developed over the years.

Michael truly cares about people, and is a great doctor. It just so happens that he's as looney as they come.



NETRUNNING

Jacking in and running the Net is one of the most exciting and unique elements of the cyberpunk setting. By directly interfacing the human mind with a computer, thoughts are actions; and even the most simple of actions could affect the lives of millions of people. The Net is the new and twisted embodiment of Social Darwinism run amok. One slip and the ride is over, cowboy.

The Netrunning chapter is designed to help *Cyber Hero* players construct their net Personas. It also includes extensive guidelines to help the GM regulate Netrunning in the campaign.

The Netrunning chapter is organized as follows:

Life in the Net describes the basic concepts of the Net, and explains what Netrunning is in *Cyber Hero*.

The Net explains what the Net is, how it fits into the society of *Cyber Hero*.

The Netrunner and His Deck explains the basic game rules of Netrunning in *Cyber Hero*, and describes the source of the various attributes of the Netrunning Persona.

The Node describes the physical form of the regions of the Net, and how they appear to a Netrunner.

Combat In The Net describes how combat in the Net differs from combat in the real world.

Powers in the Net describes the various program Powers available to Netrunners, the rules through which Powers may be made into programs, and how the **Hero System** Powers may be applied to Netrunning Personas.

The Program Catalog contains a collection of common programs that can be found at fine data havens everywhere, and can also act as examples for program construction.

History Of The Net gives the background history of the Net used in the *Cyber Hero* scenarios.



The skinny young Netjunkie flops onto her bed, tossing the new program pack onto the pillow. She reaches under the bed with both arms, her hair brushing the floor, and drags out the banged-up cyberdeck. Impatient to try the new Netware, she rips the plastic off the program pack, letting the traditional shrink wrap license flutter to the floor, and slots the pack into the deck. As the deck whines to life she connects it to her comjack and puts the headset on her temples.

The runner's eyes roll back into her lolling head as her mind enters the Net. First she sees the familiar geometric patterns of her local comgrid junction, where she takes just a moment to examine the new Netware, its logical symmetry glistening like a jewel by her side, then the surrealistic terrain zips by as she heads for the local bulletin board.



The Net is a new and violent universe, a reality where Netrunners and super-AIs rule, bearing powers far beyond the most potent abilities granted by cyberware. Through the use of cyberdecks and specialized software, Netrunners can achieve great wealth, power, and fame.

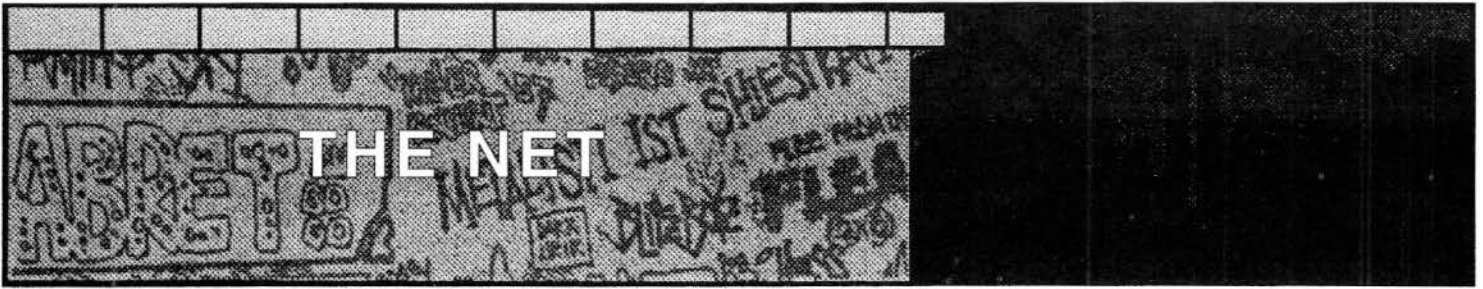
The best Netrunners run only their own programs, but most people work with Netrunner software, either bought or pirated from a human developer or created by one of the mysterious AIs.

In the Net, reputations are made and broken depending on the speed, brains, and talent of the Netrunner. In this world, rumor travels at the speed of light, and a Netrunner with a mouth bigger than his skill is soon the giggle-pig of the data havens.

Embarrassment is not the only possible consequence of failure in the Net. If detected by the wrong people, a Netjunkie may jack out to find a couple of corp cops wanting to make some interesting conversation. Worst of all, if messing with an orbital, "Black IC" can follow the trace back to the deck and set up feedback, flatlining the Netrunner and ghosting him for sure.

However, Black IC and AIs are just as illegal as most Netrunners activities, except in the orbitals where there are no laws restricting them. AIs and Black IC are rare to say the least. Many Netrunners may never see, or know they saw, Black IC or an AI. Getting flatlined in the Net is not a normal consequence for making a mistake. Usually the illegal entry is logged and reported to the local police, who make every effort to catch the criminal. If the information is the type the Corp doesn't want to explain to the police, then some corps may show up on the Netrunners doorstep.

Instead of random data strewn throughout the Net, its users have molded the data into icons and immense structures. New Edison's New York HQ Icon can be seen from just about any node on the eastern sprawls Net. Other Icons are so stunning that Netrunning sightseers travel from far away just to see them. The Net has a landscape artfully crafted by its users.



For the first time, mankind bore witness to the birth of a new universe. This new universe, Cyberspace, encompasses every electronic communications system in the world. As the need for speedy and current information increased, computer systems were tied together through the world's massive telecommunications systems. The "Aladdin's Lamp" of DNI, Direct Neural Interface, created a symbiosis of man and machine and the Net was born.

In the *Cyber Hero* universe, the Net is the vast telecommunications Network that ties all of the world's computers together via telephone lines, cellular phone bands, microwaves, satellites, and radio waves. By using the modern version of a modem, a DNI Excursion Controller, and a cyberdeck, anyone can travel the Net. The cyberdeck translates this electronic universe into sensory perceptions or an electronic terrain which can be navigated by thought alone. The Net is more than a virtual reality; the Net is reality. The cyberdeck allows the disembodied consciousness of the Netrunner to travel and explore Cyberspace at the speed of light.

When playing *Cyber Hero*, the Net is an additional gaming environment. Whole adventures and campaigns may be set solely in the Net.

DISSECTING THE NET

The Net consists of a collection of fundamental hardware and software building blocks. The Netrunner uses a Cyberdeck (the hardware) to run his Persona and programs and to keep his data (the software.) The Cyberdeck is connected through the Comlink (the hardware) to a Node (which is represented by software running on the local node hardware.) All of these components are necessary to make up a fully functional Net.

CYBERDECKS

The technology that makes Netrunning possible is generally known as the cyberdeck. The cyberdeck's most prominent features are: the connections from the deck to the user, the link from the deck to the Comgrid, and a small computer, designed to establish the basic link into the Net.

PERSONAS

Personas represent three types of things on the Net: pre-programmed independent software with a specific set of goals and tasks (known as Golems), independent software with free will (known as AIs) and the netrunner's presence on the Net. Although all are technically Personas, they are usually referred to simply as Golems, AIs and Personas.

Player Characters project their consciousness into the Net through their Cyberdeck. In the Net, a Player Character is represented by special software called a Persona. In the Net, a Persona acts much like a normal *Hero System* character. A Persona can move from place to place, interact with other software (including other Personas), engage in combat, and just about anything else a regular character can do in the real world.

The characteristics of the Persona are based on those of the Player Character, the cyberdeck, and the Persona program. The EGO and Skills of the Persona are equivalent to the Player Character's EGO and Skills. The INT, DEX, and SPD of the Persona are equivalent to the INT, DEX, and SPD of the Player Character or the cyberdeck, whichever is less. The remaining characteristics are based on the Persona program. The Persona program may also have Skills, Talents, Perks, Powers, and Disadvantages in addition to those of the Player Character.

ARTIFICIAL INTELLIGENCES

Artificial Intelligences (AIs) are self directed Personas. AIs can modify their behavior to react to changing circumstances. AIs can be as simple as an expert system to advise on playing the stock market, or as complex as complete free-willed personality, indistinguishable from a netrunner's Persona.

PROGRAMS

Programs are software designed to execute a specific task. Most programs are simple and perform repetitive tasks such as generating reports from databases or moving data from Node to Node. More intricate programs, such as expert systems and Intrusion Countermeasures (IC), are very flexible and can react to changes in their environment without outside intervention. Regardless of a program's complexity, they react according to their programmed instructions.

DATA

Data is the raw material of the Net. Data can include anything from secret corporate financial records to the latest home-grown game. Programs can move, copy, change, or destroy data easily—if they can get access to it.

COMGRID

The Comgrid is the environment that makes up the Net. It is a complex telecommunications network of nodes connected by data paths. The Comgrid binds the world in a web of information. In a series of ever more complex networks, it connects the bank where you keep your account to the fast food shop where you buy your soy. Almost every computing device in the world is connected to the Comgrid in one form or another.

DATA PATHS

Data paths are the roads and highways connecting the nodes in the net. Programs and data can move along a data path from one node to another at tremendous speeds, one node per phase regardless of the physical distance. Programs can't perform any functions while on a data path, there is no computer there for them to run on. Programs and data simply queue up in one node at one end of a data path, and one phase later they appear in the node at the other end.

NODES

Each node represents a single logical computer network. The local organization of this local network is represented by a series of rooms within the structure of the node. These rooms are drawn just like any other building with rooms, walls, corridors, and doors. These rooms contain the data and programs of the node. The rooms are the environment where Personas and programs interact, just like characters interact outside of the Net. Each room in the node broadcasts a 'view' to all programs in the room. The view can make the room resemble anything, from a squeaky clean office to a dirty western saloon. A cyberdeck is a node on the Comgrid.

THE TRACE

The trace is the link through the data paths of the Comgrid between the Netrunner and his Persona. Think of the trace as a set of digital puppet strings. If the data paths the trace is on is ever broken, the Netrunner loses control of the Persona and jacks out the hard way. But, enemy IC can follow a Netrunner's trace back to his deck a put him in a whole world of hurt.

ALTERNATE NETS

There are lots of ways to use the *Hero System* Rules to define the mechanics and the history of the Net. No one set of rules can simulate all of the various environments portrayed in cyber-fiction. The following rules allow the GM to create a playable and flexible Net that integrates well with the background supported in *Cyber Hero*.

The Net is an integral part of many cyberpunk universes. If the rules and capabilities of the Net are changed, the history of the cyberpunk universe will probably change as well. The GM is encouraged to experiment with alternate rules for different styles of Nets. Remember, the GM must take the capabilities and possible interactions of different Net styles into account when creating a cyberpunk universe.



Netrunning is the ultimate symbiosis of human and machine. In the Net the human mind becomes the guiding force in the world of the machine. The cyberdeck is the technology that makes this symbiosis possible.

THE NETRUNNER

Netrunners are futuristic computer hackers. Some are corporate drones, some are brilliant independent software engineers, and some are just high tech sneak thieves.

Billions of people access the Net each hour. They move easily from node to node, interacting with the most obvious programs on a superficial level. Then they return to the easy reality of the 'real' world.

However, casual access to the Net does not make you a netrunner. A netrunner knows how to manipulate the programs, views, and data that make up the net. A netrunner is as comfortable cruising in the depths of the net as he is walking through the halls of the mega-mall, maybe even more comfortable.

The life of a Netrunner is based on his ability to write programs and manipulate data. The characteristics of the Player Character that "carry over" into the Net Persona are:

DEX, INT, EGO, and SPD. A high INT and EGO can be valuable to all netrunners. A high DEX and SPD are valuable in combat on the Net.

The *Character Creation* section contains two package deals that are useful for characters who want to be active in the Net: Netrunner and Security Specialist. Both of those packages contain skills that most netrunners will find invaluable.

NETRUNNING SKILLS

The two primary skills for a netrunner are Systems Operation Cyberdeck (or Decking) and Computer Programming. Secondary skills can include an Area Knowledge of a part of the Net, A Knowledge Skill of the latest cyberdecks or famous netrunners, and Security Systems. Because of the variety of environments within the Net, many other skills, like Electronics or Cryptography, can also be valuable.

DECKING

This INT-based skill enables a character to operate his cyberdeck and to control programs in the Net under difficult situations. A Decking Roll is used for controlling a Persona on the Net in combat. The character does not need to make a Decking Roll to move about in the Net, unless something unusual happens, like the Persona is being attacked.

In combat on the Net, this Skill allows the character's Persona to have its full DCV, making it much harder to hit (See Combat on the Net.)

A character need not have Decking to move a Persona around on the Net, just as a character does not need to have Combat Driving to operate a car. But, like a character without Combat Driving in a car chase, a character without Decking is at a serious disadvantage in Net combat.

COMPUTER PROGRAMING

This INT-based skill enables the character to program and operate computers. It is the skill that allows a character to write his own programs (see Writing Programs.) Computer Programming can also be used to attempt to identify the capabilities of programs the netrunner finds on the Net and to modify programs written by others. Computer Programming is also often used as a complimentary skill when dealing with computer equipment outside the Net.

OTHER SKILLS

Area Knowledge of a part of the Net can be useful when navigating through a Node or through the Comgrid. A Knowledge Skill of famous programers could allow the player to trace a program back to its author by the style of its source code. Security Systems is valuable in the Net when a netrunner wants to get past programmed security. Most other skills operate in the Net in similar ways to how they operate in the real world.

THE DECK

A Cyberdeck has two main parts: a computer and a Direct Neural Interface (DNI). The characteristics of the computer effect the capabilities of the Persona, and limit how many programs a character can run and how powerful they can be. The DNI allows the character to project his consciousness into the Net and control the Persona program.

The computer in a deck is built with the rules from the *Hero System Rulebook* (page 181) and the additional modifications listed here. The DNI is built with Powers that represent the character's interaction in the Net.

THE COMPUTER

The computers in cyberdecks have the same basic characteristics as Normal Computers: INT, DEX, and SPD. They also have the secondary characteristics of Memory, Storage, and Ports. The cost of these characteristics is summarized in the Cyberdeck Computer Characteristics Table

CYBERDECK COMPUTER CHARACTERISTICS		
Characteristic	Base Value	Cost
INT	10	+1 / 1 Pt.
DEX	10	+1 / 3 Pts.
SPD	1+(DEX / 10)	+1 / 10 Pts.
Memory	INTx20	+40 / 1 Pt.
Storage	INTx50	+100 / 1 Pt.
Ports	INT / 2	+1 / 1 Pt.



INT: The cyberdeck's Intelligence is a general measure of its processing and storage capability. The INT of a Persona is equal to the Player Character's INT or the cyberdeck's INT, whichever is lower.

DEX: The cyberdeck's Dexterity is a measure of its ability to execute complex reactions quickly. The DEX of a Persona is equal to the Player Character's DEX or the cyberdeck's DEX, whichever is lower.

SPD: The cyberdeck's Speed is a measure of the number of actions it can execute in a given period of time. The SPD of a Persona is equal to the Player Character's SPD or the cyberdeck's SPD, whichever is lower.

Memory: The cyberdeck's memory capacity (also known as "processing capacity") indicates how many programs can be active at any one time. This capacity is rated in Character Points. Each program available to the Persona occupies Memory equal to its cost in Real Points. A cyberdeck's base Memory is equal to its INT x20. This Memory can be increased by +40 points for each +1 Character Point.

The programs a Persona has available may be changed by deleting those in Memory and loading new programs from Storage. It is important to remember that the deck's memory must have enough capacity to hold the Persona program and all other loaded programs simultaneously. (Note that the character does NOT have to pay actual character points for the cyberdeck or programs: see *Programming*.)

Storage: Like Memory, Storage is a measure of how many programs and how much data the cyberdeck can hold. Storage is separate from, and in addition to, Memory, and

reflects the deck's ability to hold more programs than it can run at any one time. This capacity is rated in Character Points. Each program available to the Persona occupies Storage equal to its cost in Real Points. A cyberdeck's base Storage is equal to its INT x50. This Storage can be increased by +100 points for each +1 Character Point.

Programs are loaded into Memory from Storage. Loading a program from storage takes one phase. At the GM's option, very large programs or data blocks may take longer to load or save.

Programs and data can also be saved from Memory into Storage. For example, if the netrunner modifies a program while in the Net, that version of the program can be saved back into Storage for future use (see *Writing Software* section). If programs written during a netrun are not saved to Storage, they disappear when the deck is turned off. Saving a program takes one phases (if there's room in storage).

Ports: These are also known as Comlinks, Input/Output (I/O) Ports, or Slots. They represent the number of external devices the cyberdeck can be connected to. A cyberdeck has a base number of Ports equal to its INT/2. The number of Ports can be increased by +1 Port for each +1 Character Point.

The link between the cyberdeck and the Comgrid takes occupies a Port. This link connects the cyberdeck to the Comgrid.

The link between the cyberdeck and the Player Character also occupies a Port. This link, known as the DNI, allows the Player Character to control the cyberdeck by mind alone.

I/O Ports are used as links to devices such as printers, monitors, keyboards, holoprojectors, external sound systems, microphones, data card readers, mice, laser pens, backup storage devices, scanners, etc. A holoprojector or monitor may be used so others may observe activities on the Net.

A Port may be linked to fast external storage devices, such as storage cards. Storage cards that you cannot save data or programs to are called ROM cards.

Programs may be loaded into Memory from storage cards. Loading a program from a card is a zero phase action. Programs may also be saved into storage cards from Memory. Saving a program to a card takes at least a minute or more. Storage cards are optimized for loading programs and data into Memory quickly at the expense of saving programs and data slowly. At the GM's option, very large programs or data blocks may take longer to load or save.

Many programs are distributed commercially on special ROM cards. The programs on these cards may be loaded into Memory and run only while the special ROM card is installed in the cyberdeck. If the special ROM card is removed the program terminates.

Additional Computer Functions: The computer in a cyberdeck can have capabilities in addition to its characteristics. A cyberdeck may have an END Reserve and REC to power programs. It may also have built in programs, or firmware, that run independently

Programs have an END Cost, though the END Cost for small programs or programs bought with special advantages may be 0. Programs are usually powered either from the Persona program's END or from an END Reserve in the cyberdeck. As explained in the *Hero System Rulebook* (p. 65), programs which can draw END from either the Persona's END or the Reserve have a +¼ Power Advantage.

Standard cyberdecks often do not have an END Reserve, though really hot decks can come with large END Reserves and a high REC. Cyberdecks without an END Reserve cannot run programs that cost END independently. These programs must be powered by the END of a Persona.

A cyberdeck may have built in programs (also called firmware.) These programs run independently and do not require either Memory or Storage to run.

Programs can be defined as 1 pt. simple programs, or as Skills, Talents, or Powers (see *Writing Programs*.) If any of these programs have an END cost of greater than 0, then the programs will only run when powered by a Persona or when powered by the cyberdeck's END Reserve. The Real Cost of the firmware is added to the Real Cost of the other components of the cyberdeck.

Some examples of firmware include a simple program to diagnose malfunctions in the cyberdeck, or a 'works' program that includes word processing, communications, and simple entertainment modules. More complex firmware could include a language skill so the computer could speak and understand speech, or even built in IC so the cyberdeck can identify and attempt to repel intruders.

DNI MODULE

The Direct Neural Interface (DNI) is the equipment in the cyberdeck that allows the Player Character to project his consciousness into the Net and control the Persona and programs. The DNI is built with Powers that represent how the Player Character interacts with the Net.

The DNI defined in *CyberHero* assumes that the netrunner projects his consciousness into the net, that there is a trace running through the Net connecting the netrunner to the Persona, and that the netrunner's body is insensate and physically vulnerable while netrunning. The GM may use different assumptions about how netrunning works, but these may require different powers to simulate properly. See the *Living Without The Trace* section for more details.

The *CyberHero* DNI is built with the Powers Desolidification, Faster-Than-Light (FTL) Travel and Mind Link, all bought to 0 END Cost. These powers are similar to a cyberdeck's firmware. They do not occupy any Memory or Storage. The DNI occupies a Port on the cyberdeck.

The ability to travel in the Net is built with the Power Desolidification and the limitation Leaves Physical Body Behind (-1 Limitation.) This allows the disembodied Netrunner to explore the Net. Since the netrunner's body (*the meat*) is left behind, the netrunner is unaware of anything that happens to it. The body is at 0 DCV. The netrunner's body takes damage as normal and all perception rolls for the body should be made at -10 (-5 could be used with GM's approval).

To simulate the speed of the Comgrid system, FTL is purchased at Fast as Light, near the speed at which electricity flows. Because information on the Comgrid moves so quickly, the netrunner is generally unaware of the great physical distances involved. The netrunner is aware of the time it takes to traverse the logical connections between points in the Comgrid.

The Power Mind Link simulates the connection between the netrunner and the cyberdeck and the netrunner and the Persona. It also allows the netrunner to access and control the deck by thought alone.

The special effect of the cyberdeck is that the deck can attach the netrunner's consciousness to any program the cyberdeck is running no matter where that program is. Thus, a netrunner can only use Desolidification, Mind Link, and FTL in the Net and while using a deck and in no other way.

A netrunner can run several programs at once in the deck, in the Net, or even in different nodes, and transfer (or flip) between them. The netrunner can leave a program running, flip to another program (or jack out), engage in other activities, and then flip back to the original program (if the trace is still in place) and resume monitoring it.

When a character links to the deck, there is some basic software and hardware required to communicate with him the DNI Module. For a single user, this software is built into the deck, and need not be purchased, and does not use memory and processing capacity as the memory and processing capacity is figured after the deck's operating systems have been installed.

Decks capable of communicating with multiple characters need a copy of this software and additional hardware, i.e., a jack, for each user. It is usually included in the multi-tasking executive (see the *Program Catalog, Utilities* section).

There are several important points to make about this link. The basic DNI is equipped with an induction head set commonly called 'trodes. Any character can use a set of 'trodes. A character with a head jack can connect directly to the DNI. The character gets a +1 to his SPD when using a head jack. Also, it is not possible to Dispel this link. It is not a program, *per se*, but rather a physical connection between the Netrunner and his deck.

Cyberdecks are built with the rules from the *Hero System Rulebook* (page 181) and the Powers Desolidification, Faster-Than-Light (FTL) Travel and Mind Link. Cyberdecks use skills and programs as normal; however, decks also use programs built with powers which are may be used in lieu of a normal skill and program combination.

PURCHASING HARDWARE

Hardware can be acquired from many sources. Some commercial hardware can be purchased on the open market. Custom configurations of available hardware can be bought at "chop shops" which put together modules from many manufacturers. Black market military hardware, one off systems, and truly custom hardware can be purchased, or bartered for, if you know where to look.

Some excellent hardware can be bought from commercial sources. However, some of it comes with unspecified Deck Disadvantages, while others may not perform as advertised. Skills in Electronics, Decking, Computer Programing, and PS Deck Tech could all be useful in making sure that you get what you pay for.

MONETARY COST OF HARDWARE

Like skillsofts, Computers and DNI have a base cost of 100 Nuyen per 1 point of Real Cost. This base cost is multiplied by a modifier based on the total Real Cost of the piece of hardware. Other multipliers should be affixed to hardware for such variables as complexity, rarity or legality.

Hardware is Real Cost 5 or less	Cost x 1
Hardware is Real Cost 6 to 10	Cost x 2
Hardware is Real Cost 11 to 15	Cost x 3
Hardware is Real Cost 16 to 20	Cost x 4
Hardware is Real Cost 21 or more	Cost x 5
Hardware is Military issue	Adj. Cost x 10
Hardware is custom designed	Adj. Cost x 100

EXAMPLE CYBERDECK

Here is an example of a low end commercial cyberdeck. Like most commercial decks, it is unimpressive. However, this should motivate characters to search out nifty upgrades. This cyberdeck has no END Reserve or REC. All programs must either have an END cost of 0 or be controlled by the Persona.

Val	Char	Cost
10	INT	0
10	DEX	0
2	SPD	0
200	MEMORY	0
500	STORAGE	0
5	PORTS	0

Cost Firmware

4	Language: English (native, literate)
1	Diagnose Deck Malfunction
1	Work Processor (word processor, spreadsheet, etc)

Real Cost: 6; **Nuyen Cost:** 1200

STANDARD DNI

Cost Powers

40	Desolidification
10	FTL, 1 Light Year/year
5	Mind Link, only between user and deck.

Modifiers: +½ 0 END; -1 Leave Body Behind; -½ Concentrate (0 DCV); -½ Extra Time (Phase); -1¼ OAF (Fragile, Bulky); -2 Independent; -¼ Doesn't work in magnetic fields; -½ Must be connected to Comgrid; -¼ User must be jacked in; -½ No Range; **Active Cost:** 68; **Real Cost:** 10; **Nuyen Cost:** 2000

PROGRAMS & PERSONAS

The Persona is described just like a *Hero System* character, with Characteristics, Talents, Skills, and Powers. However, the source of these elements varies as follows (see the *Program Catalog* section for sample Persona programs). For all intents and purposes, in the Net, the Persona *is* the Player Character.

Each Netrunner's appearance is controlled by his Persona software. Personas may appear as normal 21st century civilians, samurai, cowboys, giant pink rabbits, or floating eyes. Some Netrunners can change their Persona image (see the Shapeshift Power, below), but most have a single "trademark" image.

Persona images may not be consistent with the node's current view. If, for example, a node were broadcasting a medieval view, a Wild West cowboy might clash with the surroundings. However this kind of clash is common on the Net, as each user and node controls its own view.

It is not possible to "not broadcast" and thereby become invisible (but see the Invisibility Power). A Persona that does not broadcast some kind of appearance will be set into the view as an unknown quantity, at least until there has been time to determine what it is.

The Persona is loaded into Memory just like any other program. One of the things that makes the Persona unique is that it draws its processing power (END and REC) from the DNI module.

A netrunner may only control one Persona at a time. A netrunner may "flip" between multiple Personas running in Memory at once as a 0 phase action. These Personas act independently and may be in widely separated Nodes.

Multiple netrunners, with multiple DNIs, may all run Personas on a single cyberdeck. Each DNI occupies a Port and each Persona must be loaded into Memory.

CHARACTERISTICS

Most characteristics are determined by the Persona program. This program runs on the deck any time the Player Character is netrunning. The Persona program has "human normal" base characteristics (except that it has no DEX, INT, EGO, or SPD—see below) for a base 65 points of memory. Each additional character point of Persona characteristic consumes 1 point of memory.

Thus, a Persona program which gave you a STR of 15 would occupy 70 points of memory; 65 points for the base Persona, plus 5 character points for the extra STR. A Persona's figured characteristics (except SPD) are computed in the usual fashion and may be bought up separately.

A Persona's characteristics can be lowered from their normal base characteristics with a corresponding decrease in the memory required, but a Persona program's total memory cost cannot be reduced below 5 points. Characteristics of 0 indicate that the Persona program is unable to perform in the specified area. Thus, for example, a COM of 0 indicates that the Persona program does not broadcast any image, and will have to be "filled in" and identified by the view being run.

Note that unlike "real world" characters, Personas do not have Normal Characteristic Maxima. Also note that characteristics bought through a Persona program may have Limitations placed on them (see the *Powers* section). However,



the "Only Useful for Netrunning" Limitation is not allowed for Persona characteristics; all Netrunning Powers effectively have this Limitation, so don't include it.

The characteristics of a Persona are analogous to those of a "real-world" character but sometimes operate slightly differently, as described below. (For sample Persona programs see page 81.)

Strength (STR) represents the Persona's ability to overpower other Personas. Since everything on the Net is a software construct, a Persona's ability to transport objects is limited by the Memory and Storage of his deck. **Base:** 0.

Dexterity (DEX) allows the Persona to control equipment attached to the computer he currently occupies. Thus, a Persona with a high DEX would be more able to use grippers or to control complex machinery. **Value:** Lesser of the netrunner's or the cyberdeck's DEX.

Constitution (CON) represents how well-constructed your Persona program is. This is subtly different from BODY; a higher CON indicates a program that is more tightly constructed, but a higher BODY is one which has a more extensive structure. **Base:** 0.

Body (BODY) represents how structurally strong your Persona is. The Persona is the framework to which other programs may be attached. If it is disrupted the netrunner is hurled from the Net and must reload the Persona to Memory at the cyberdeck, starting the run from scratch. **Base:** 0.

Intelligence (INT) represents the netrunner's ability to take in and process data quickly. **Value:** Lesser of the netrunner's or the cyberdeck's INT.

Ego (EGO) represents the netrunner's force of will. A high EGO is important to successfully attack and defend with certain programs on the Net. **Base:** netrunner's EGO.

Presence (PRE) represents the "level of privilege" which the Persona broadcasts. When another program has to make a decision, a Persona may attempt to "pull rank" and make a Presence Attack to influence the outcome.

A successful Presence Attack can allow a Persona first access to unclassified data, access to additional unused computing resources, explain away unusual access, or many other decisions made by pre-programmed Golems.

A Presence attack will not effect the binary lock on a Node, unscramble secured data, or any other direct decision requiring a specific password, key, or piece of data. Security Systems, Cryptography, and other skills or programs may be useful in these circumstances.

Presence attacks are described in the *Hero System Rulebook* on p. 170. Check the following chart to see if the Presence Attack succeeds:

Presence Attack	Effect of Attack
Less than Target's PRE/EGO	Target will not honor the attacker's privilege in making the decision. The target may assume that the attacker is intentionally misrepresenting it's level of privilege and take appropriate action.
Target's PRE/EGO	Target will consider the attacker to be a normal (low-privileged) user when making the decision. No special privileges will be accorded the attacker, but no unusual action will be taken.
Target's PRE/EGO+10	Target will consider the attacker to be a medium privileged user when making the decision. The attacker may get some small favorable consideration in this decision based on this artificial privilege level.
Target's PRE/EGO+20	Target will consider the attacker to be a privileged user when making the decision. The attacker will get favorable consideration in this decision based on this artificial privilege level.
Target's PRE/EGO+30	Target will consider the attacker to be a highly privileged user when making the decision. The attacker will get all special considerations in this decision based on this artificial privilege level.

The effect of blowing the Presence attack can range from receiving a negative response to the decision, to logging a priority error (thus creating records of the encounter), to activating security systems (up to and including Black IC at GM's discretion.) As with regular Presence attacks, multiple attacks against the same target may receive negative modifiers. **Base:** 0.

Comeliness (COM): governs how complex a Persona appears. The higher the Persona's COM, the more detailed the appearance. Personas can look like anything they wish: cowboys, ninjas, cyborgs computer terminals, a gravestone, etc. A Persona's appearance is fixed when created (but see the Shapeshift Power). A Persona with COM of 0 is "faceless" and broadcasts no specific appearance. The view running in a node will supply a "generic" Persona appearance with no specific features. Regardless of COM, Personas are always recognized as such.

COM	Appearance
5	Simple Image, No Animation (a floating eye)
10	Simple Animated Image (a ball rolling)
15	Complex Animation (a man walking)
20	Interacting Animation (a juggler)

The senses of other Personas allow them to perceive your Persona's base appearance in addition to any programs your Persona has active. Only programs you are actually running (i.e., active Powers) can be detected. Inactive programs in Memory are not normally visible unless you make them obvious (a -¼ Limitation). Programs in Storage are not detectable without entering the netrunner's cyberdeck node. **Base:** 0.

Physical and Energy Defense (PD/ED) are the Persona attributes that represent the innate resistance of the Persona to disruptive attacks. As in real-world characters, PD and ED reduce the STUN and BODY damage taken as a result of attacks. **Base:** PD: STR/5, ED: CON/5.

Speed (SPD) determines how frequently the Persona may act. Segments, phases, and turns in the Net take up exactly as much time as they do in the real world; this is both a gaming convenience and indicates the volume of processing required to execute even the simplest Persona program.

The SPD of the Persona is the lesser of the SPD of the netrunner or the SPD of the deck as described previously. Netrunners with headjacks (see the *Equipment* section) gain +1 to their own SPD characteristic when on the Net. A netrunner still cannot work any faster than the deck's SPD. Induction headsets, (*trodes*) do not increase a netrunner's SPD characteristic.

The Persona program cannot "boost" either Personal or deck SPD. However, the Persona program may have a negative SPD (indicating a less efficient Persona program). This Persona SPD is subtracted from the deck's SPD (but not the netrunner's SPD) when using this Persona program. Thus, for example, a SPD 4 deck running a SPD -1 Persona program is treated as a SPD 3 deck for the purpose of this Persona only, so that a SPD 2 user is still SPD 2, but a SPD 4 user is only SPD 3. The cost of the Persona is -10 points for every -1 SPD. **Value:** Lesser of the netrunner's or the cyberdeck's SPD.

Recovery (REC) represents amount of processing resources available to the Persona. **Base:** (STR/5)+(CON/5).

Endurance (END) represents the amount of processing resources immediately available to executing programs. **Base:** CON x2.

Stun (STUN) represents the minor disruption that the Persona can absorb before it is "stunned" (damaged enough to be uncontrollable). Stunned Personas remain in the Net, but they can't act and only programs with the Persistent Advantage continue to run. **Base:** BODY+(STR/2)+(CON/2).

Running represents the movement rate available to the Persona within a node. Inside nodes, Personas move from much as characters move about the real world. Such movement is regulated by the Running characteristic. Personas start with a base of 6" Running, just like a normal character; this may be increased as explained on p. 83 of the *Hero System Rulebook*. Base: 6".

On the Comgrid, Personas all move along data paths from one adjacent node to another per phase, so their movement is a function of their SPD (but see the Teleportation Power).

GOLEMS

Not all programs are controlled by a Persona. Programs can also be controlled by pre-programmed Golems. Golems have all the same characteristics as a Persona, in addition to a defined INT, DEX and SPD. Golems have no EGO and are not self aware. They are ECV 0 if attacked in Net Combat. The Golem's characteristics are limited by the node hardware in the same way a Persona's characteristics are limited by a cyberdeck.

A Golem's base Primary characteristics are all 0. Figured characteristics are calculated normally. Each additional character point of Golem characteristic consumes 1 point of memory. The minimum cost for a Golem is 5 points of memory.

Golems do not have Normal Characteristic Maxima, but generally do not require high characteristics. Also note that Golem characteristics may have Limitations placed on them (see the *Powers* section). Some Golems may have one or more of the Automaton Powers (See Page 180 of the *Hero System Rulebook*.)

Golems are programmed for relatively simple tasks. These tasks are represented as simple 1pt programs. These 1pt programs are defined by simple declarative statements. For example, a Security Golem may have the following programs:

- Identify Personas.
- Restrict access to unauthorized Personas.
- Defend location if attacked.

Other Golems might inform causal users of new features at this node, offer demonstrations, provide specific services, or patrol the node for lost Personas.

The Golems INT represents the relative sophistication of the program: Whenever a Golem is faced with a decision or a problem in achieving its goal, it must make an INT roll, with modifiers as determined by the GM. If the INT roll succeeds, the Golem responds in a clever fashion. If the INT roll fails the Golem hesitates or reacts in a very simple way.

Some types of golems include:

Helpers: These golems help users access databases or resolve specific classes of problems. They often have sophisticated interfaces, but they generally only react to requests.

Laborers: These golems calculate and manipulate data in preset ways. They are typically very difficult to interact with, as they are single-mindedly (zero-mindedly?) devoted to their tasks.

Messengers: These golems carry data from one point to another. They rarely "understand" the data they carry; their job is simply to get it from place to place.

Security: These golems examine users to keep unauthorized ones from accessing the node. There are many different types of security golems, from guard golems that check identification and report violators, to IC that repels unauthorized users.

Golems are known by many different slang terms. Roving sensor Golems may be called pixies or gremlins. Worker Golems may be called zombies or cogs. Golems in different node views may have different slang names; for example, in the hive view, they might be called ants, bees, or drones.

Golem defensive and offensive capabilities vary wildly. Worker programs can be crashed with sometimes minimal effort, while security programs are among the toughest opponents in the Net. See the *Program Catalog* for game statistics on programs.

ARTIFICIAL INTELLIGENCES

Some programs are controlled by self aware Persona's or Artificial Intelligences (AIs.) AIs can react like any other NPC controlled Persona, their just isn't 'meat' at the other end of the Trace.

Of course, what we are discussing here are the super-AIs. Lesser AIs are used on a daily basis by Netrunners to perform routine tasks ("software agents"—see the Duplication Power) or to probe enemy systems (see the Clairsentience Power). Super-AIs have true free will, and often think in ways and have goals not easily understood by humans.

Depending upon the AI, it could look like a Netrunner, a program, or just a bodiless force. AIs are the rule-breakers; forget everything you know—or thought you knew.

AIs have all the same characteristics as a Persona, in addition to a defined INT, DEX, EGO, and SPD. The Ego represents the AI's self awareness. The AI's characteristics are limited by the node hardware in the same way a Persona's characteristics are limited by a cyberdeck.

An AI's base Primary characteristics are all 0. Figured characteristics are calculated normally. Because of their immense complexity, each additional character point of AI characteristic consumes 5 points of memory. The minimum cost for an AI is 25 points of memory.

AIs do not have Normal Characteristic Maxima, and often have high characteristics. This means that the average AI is too big to fit into the Memory of most Cyberdecks. Also note that AI characteristics may have Limitations placed on them (see the *Powers* section).

The AI's EGO represents the flexibility of the program. AI's have goals, just like characters. Whenever an AI must reprioritize or modify its goals, it must make an EGO roll, with modifiers as determined by the GM. If the EGO roll succeeds, the AI alters its goals to fit its new situation, just as a good Netrunner would. These modifications can take into account the past history and future possibilities of a situation, the AI's personal interactions, and the changing Net environment. If the EGO roll fails, the AI uses unusual criteria in altering its goals. The AI's new goals may seem bizarre, contradictory, or even detrimental to the AI. But this is why AIs are feared in the net; they think, but they don't always think like people do. Most Netrunners count themselves lucky if they never meet an AI.

TRAPS

Many of the programs encountered in a Node may be independent of a controlling Persona or Golem. These programs function in response to a set of events or stimuli. For example, access to a location in a node may be controlled by a simple wall (see the Force Wall Power.) The wall program is loaded into memory by a Persona and is left running. The wall program uses the Trigger Advantage to allow access to Personas with proper identification. The Trigger may not depend on any senses that the Persona who sets the trigger does not possess.

This program may be bought as Force Wall with the Trigger Advantage defined such that the Wall is Triggered when unauthorized Personas attempt to pass. A more aggressive example would be a program bought as Energy Blast with the Advantages: Area of Effect (radius), Invisible, Triggered: when unauthorized Personas attempt to pass.

Trap programs may be dispelled with the proper program or bypassed by circumventing the definition of their Trigger. For example, say that there is a security wall that normally blocks a passage, but opens when Personas or Golems with proper identification approach. The players could redirect an authorized Golem toward the wall and then jump through when the wall opens for the Golem.

SKILLS

Any Skills known by the netrunner (including those in the skillsoft chips in his own data jacks) are known by the Persona. In addition, the deck can load skillsoft programs (similar to skillsoft chips—see the *Equipment* section) to give the Persona additional Skills.

Not all Skills are useful in Cyberspace. Computer Programming and Decking are essential. Cryptography, Deduction, Security Systems, and Systems Operation all have obvious applications. Bureaucratics, Knowledge Skills, Languages and Professional Skills are sometimes useful, but physical skills (such as Contortionist and Paramedic) are rarely useful during a Netrun.

TALENTS

Some Talents which are meaningful to netrunners are Absolute Time Sense, Bump of Direction, Danger Sense, Find Weakness, Lightning Calculator, Luck, and Speed Reading. If a netrunner has any of these Talents, the Netrunning Persona has them, too. For netrunners who do not have these Talents, cyberdecks and programs can provide them either as firmware or as programs. Luck is not currently within the capacity of Net software.

POWERS

Persona Powers are purchased as programs. The *Building Programs* section shows how *HERO System Powers* can be used to make programs. Powers can be part of a Persona or may be independent. Some Powers (such as Shapeshift) are generally only applicable to a Persona program, and are not found as independent programs.

DISADVANTAGES

Personas gain Character Disadvantages from the deck and the Persona program. Character Disadvantages (particularly Berserk, Dependent NPC, Hunted and Watched, Psychological Limitation, Reputation, and Unluck) transfer

directly from the netrunner to the Persona, but are not used as Persona Disadvantages and do not reduce the cost of the Persona program. If a netrunner had psychological problems, or is hunted, going into the Net does not change this.

DECK DISADVANTAGES

Deck Disadvantages represent the limits of, or problems with, the hardware or underlying software of the deck. These can include Normal Characteristic Maxima (for a deck without the power to project a superhuman Persona), Distinctive Features (for a deck with a visible animation “tic” or other defect in its Persona projection software), Physical Limitation (for decks with defects which prevent some “normal” Netrunning activities—for example, a deck that couldn’t be used to write software—or Susceptibility or Vulnerability (representing a deck which has defective “protective” circuits for its DNI interface. Some netrunners maintain that certain decks (or certain types of decks) are Unlucky, but this may only be superstition.

Deck Disadvantages do not affect Player Characters’ Disadvantages or point costs. They do affect the Persona’s point cost. Deck Disadvantages reflect a problem with the deck. After all, a netrunner could always get another deck. If the Disadvantage is obvious (or the seller is unusually honest) a netrunner may get a price break from buying a defective deck. Otherwise, it’s just a problem.

PERSONA DISADVANTAGES

Persona Disadvantages reduce the point cost of the Persona program. Common Persona Disadvantages include Distinctive Features (it broadcasts a memorable image), Accidental Change (for Personas with Multiform), Physical Limitation (much as for decks), or Normal Characteristic Maxima (representing a Persona with less-than-super-heroic characteristics). It is not possible to reduce the cost of the Persona program below a minimum of 5 points of Memory by using Persona disadvantages.

DATA

Data is the treasure of the Net. Data can be as simple as a laundry list or as complex as a new cyberdeck design. The purpose of data in a computer is to be manipulated. Users (including Netrunners) can move, copy, change or destroy data easily—if they can get to it.

Data has a size, just like Programs do. Most common data packets take up 1 point of Memory or Storage. At GM’s option, data packets with a lot of information may be much larger. Large libraries may have 10s, 100s, 1000s or even more points in data.

A Persona may carry data packets, but data can not move through the Comgrid on its own. One of the most common types of worker Golems does nothing but carry data packets from Node to Node.

To move a data packet, the Netrunner copies the data from the Node to his Persona. The Persona carries the data until it returns to the Cyberdeck. The Persona can then copy the data into the cyberdeck’s Memory or Storage.

While the Persona is carrying the data packet, the pointers that track the data in the Net take up Cyberdeck Memory equal to the size of the data packet. Thus, a deck with 100 points of Memory that is running a 60 point Persona, could track a 40 point data packet or 40 one point data packets.

Normally copying a data packet from a Node to a Persona or from a Persona into Memory or Storage takes 1 phase. At GM's option, very large data packets may take longer to copy. Some data is encrypted to prevent unauthorized access. Handling encrypted data is discussed in the *Program* section.

A Netrunner may free up cyberdeck Memory by dropping a data packet in a node. The data will sit in the Node until it is moved, modified, or destroyed by another Persona. Of course, many Personas, like cleaning Golems, are designed to do just that with unknown data packets. Dropping a data packet is a zero phase action.

PURCHASING SOFTWARE

Programs can be acquired from several sources. Some programs (particularly those with legitimate purposes, like Net views) can be purchased on the open market. Others can be bought at "data havens," pirate nodes which trade in illegal software (and are usually among the best-defended nodes on the Net). Specialized programs can be written, either by a human netrunner or by an AI.

Some excellent Network can be bought from the data havens and corporate spies of the Net. However, some of it comes with unspecified side effects, while others may not do the job you want done. Worse, sometimes you're caught in the Net really needing a program and either didn't load it or didn't have one. To fix this, you can write your own program. The same techniques (and game rules) are used whether the program is being written on the spur of the moment, or if the character is spending months developing the software.

FIGURING THE MONETARY COST OF PROGRAMS

Like skillsofts, Programs have a base cost of 100 Nuyen per 1 point of Real Cost. This base cost is multiplied by a modifier based on the total Real Cost of the piece of hardware. Other multipliers should be affixed to hardware for such variables as complexity, rarity or legality.

Program is Real Cost 5 or less	Cost x 1
Program is Real Cost 6 to 10	Cost x 2
Program is Real Cost 11 to 15	Cost x 3
Program is Real Cost 16 to 20	Cost x 4
Program is Real Cost 21 or more	Cost x 5
Program is Military issue	Adj. Cost x 10
Program is custom designed	Adj. Cost x 100

WRITING SOFTWARE

To write a program, first specify the Powers wanted, including Advantages and Limitations, and compute the Power's Real Cost and Active Points. The computer the character is writing the program on must have enough free Memory to hold the final program. As usual, any Power specified must be approved by the GM.

After the character outlines the program's specifications, the GM determines the normal minimum time to write the program and any modifiers to the character's Computer Programming Roll. If the character makes the roll, the program works as specified. If the character blows the roll, the program may either not work, or it may work but have bugs in it as specified by the GM.

The GM should specify the normal minimum time the program should take a competent programmer to write and debug. Extremely simple programs can be built with the proper tools in Turns or minutes. Most complex programs take hours or days.

If the character takes additional time, he should receive a +1 for each level down the Time Chart. The GM may allow a character to attempt to write a program in less than the normal minimum time, but should apply significant negative modifiers for doing so.

The complexity of a program is a negative modifier on the Computer Programming roll. For every 10 Active Points in the program, the roll required is modified by -1. Other Skill Modifiers may apply, from minuses for attempting to program under combat conditions, to bonuses for having good equipment (such as programming libraries of similar programs as a reference.)

If the modified roll is successful, the character has written the program as specified. The program resides in Memory and is ready to use. The program must be saved to Storage or it will be lost when the computer is shut down.

If the modified roll is unsuccessful, the program may simply not work or may have unknown bugs, at the option of the GM. A GM can handle bugs by giving the program additional Limitations such as Activation Rolls, Ablative, Charges, Extra Time, Increased Endurance Cost, Limited, or Side Effects.

As the bugs show up during use of the program, a GM can allow further Computer Programming rolls to "debug" the program.

SAMPLE PROGRAM LIBRARY

As an example, consider the typical program library of The Electric Samurai (as explained in his hyperbook *Zen and the Art of Netrunning*). The Electric Samurai has a headjack, DEX 15, EGO 18, INT 15, and SPD 3. He uses a modified basic deck, with 200 points of Memory, 500 points of Storage, 5 Ports, and a SPD of 4. His effective SPD on the Net (due to the +1 SPD his headjack provides) is 4. He carries the following programs:

Icebreaker Persona (Experienced)	97 points
Bullet	27 points
Filter	17 points
Misdirect	11 points
Password Generator	2 points
Steal	45 points
Delve Data	18 points
Stun	32 points

This leaves him 254 points of Storage left for saving data or writing new programs.

THE TRACE

Persona programs (and attached Power programs) are only partially independent of the decks. The Persona maintains a communications link back through the data paths of the Comgrid to the deck and to the Netrunner's body. This link is called the "trace". While the trace is active, the Persona can control the cyberdeck (accessing its storage and using its END Reserve.)

The trace exists only in the data paths that connect the Persona to the deck. When a Persona moves from Node to Node along a path, an active trace extends and connects the Nodes. One important point: the trace is a Comgrid artifact. There is no trace within a node.

The trace is a pathway, not a data object. It may not be picked up, examined, or modified. It may only be followed. The trace may only be cut by disconnecting a data path along the path. Disconnecting a data path is often a drastic security measure, as important communications may be lost when the path goes down.

The shortest route that the Persona has traveled is defined as the active portion of the trace. If a Persona circles back over the trace, the circular 'loop' becomes inactive and will fade over time. The Persona's new active trace leads from the current node back to the deck.

If a Persona 'retraces' the path of the active trace, the active trace becomes shorter. The portion of the trace the Person doubled back on becomes inactive and will also fade over time.

If a Persona is destroyed in Net combat, the Netrunner's point of view returns to the cyberdeck. The trace becomes inactive and will fade over time.

Inactive traces fade at a random rate. Roll 1d6 for every date path in the inactive trace and read the dice for BODY (1=0, 2-5=1, 6=2.) The total BODY of the dice is the number of the Persona's phases before the inactive trace fades and is gone.

Personas that lose their trace become inoperative. The trace may be broken by disconnecting the data paths along the trace or by the Netrunner 'jacking out' and abandoning the Persona. The inactive trace between the abandoned Persona and the cyberdeck will remain, but it will fade over time like any other inactive trace. The Netrunner is stunned and disoriented if the Persona is destroyed, the trace is broken, or the Netrunner jacks out without bringing the Persona back to the deck.

The trace can be used to locate a Netrunner's cyberdeck. If this happens, IC may run along the trace, locate the Netrunner's cyberdeck, and infect the deck or crash the Persona program. To follow a trace, the tracker must make a Tracking Skill Roll or a PER roll -2 at each node of the trace. A failed roll can be retried (at one roll per phase.) A successful roll allows the tracker to follow the trace to the next node. Thus, an intelligent and lucky tracker can even follow an inactive trace before it fades away.

RUNNING WITHOUT THE TRACE

Some data havens whisper about Netrunners who become 'one' with their personas and run as a ghost without a trace. They theorize that such a Persona would be constructed in the Memory of a cyberdeck, along with all of its programs. The Netrunner would somehow merge with the Persona and launch it into the Net. In the net, the ghost Persona would not be connected to the cyberdeck and would be run off of the local computing resources of the various Nodes in the Comgrid.

The advantages of a ghost Persona include an INT, DEX, and SPD limited only by the capacity of the computer in the local Node. The ghost Persona would not leave a vulnerable trace and would not jeopardize the location of the Netrunner.

The disadvantages of a ghost Persona include a lack of access to additional programs in Storage or on ROM cards. The Persona would be limited to the Programs in Memory at the time of launch.

The main disadvantage of ghosting is that some essential portion of the Netrunner is projected into the Net with the ghost Persona program. If the Persona program is destroyed, that part of the Netrunner is destroyed. The Netrunner's 'meat' may live on for a time, but in the long run, it too will die.

Even if the ghost Persona is only damaged in Net combat, the 'meat' is not safe. When the ghost returns to the cyberdeck and the Netrunner jacks out, any damage taken by the Persona is transferred to the Netrunner's STUN and BODY. This not physical damage to the Netrunner's body, it is an advanced case of 'brain fry!'

Ghosts Personas cannot leave the Net until they find their way back to their decks. Horror stories have been told of ghosts "possessing" the bodies of other Netrunners, but there have been no proven cases of this.

Worse, the Net itself is a hostile place to a ghost. Personas out of contact with their decks take 1d6 STUN per turn (like a Dependence); this can be avoided by taking a 10 point Life Support: Doesn't Need A Trace as part of the Persona program. However, even with Life Support, a ghost Persona is an unstable programming construct, and will deteriorate over time at the GM's discretion.

HIDING THE TRACE

A trace can never be totally obscured, it can only be disguised or hidden. Most Netrunners have several methods of disguising their point of origin, making it hard to follow their trace.

The first method is to run the trace from node to node via the data paths of the Comgrid. Since a trace is not a node artifact, the tracker must either spot the trace on the data path connected to the node, use a sophisticated program to find the trace, or be very lucky to determine where the trace enters or leaves the node. There is the possibility that the more hops the Netrunner makes the more likely he will lose whoever is following him.

A Netrunner may physically hide his point of origin by rigging the local junction box: using a neighbor's line for the run, and then switching it back when the run is over. Radio telecommunications, such as using a dish to send a signal to a distant location that is connected to the Comgrid line, could throw off the authorities as the Comgrid carrier signal originates at a location far from the Netrunner.

A more devious method would be to use someone else's cyberdeck or to hook into the Comgrid through someone else's node. Anyone following the trace, would blame any problems on the owner of the hardware, not on the Netrunner borrowing the equipment. For example, a Netrunner makes a run on Humanadyne from inside an inside the IG building and using their data net to connect to the Comgrid. IG might get blamed for the run if the trace was found to terminate inside the IG data net.

The methods of hiding the trace are endless. Netrunners often attempt to hide their trace. Any method the character can come up with can be used with GM's discretion.

NETS WITHOUT A TRACE

The Trace assumes that there is an obvious connection between the Netrunner and his Persona program. Although this has certain "game" advantages, in the real world it is not always so easy to follow someone's telecommunication.

GM's who feel that the Trace does not apply to their universes can certainly leave it out and substitute Mental Illusions for the Desolidification and FLT used in the decks. If so, it is impossible to ghost, and a Netrunner can "jack out" of his deck as a full phase action. The Netrunner is not considered to have disconnected completely until the start of

his next phase, however, so there is a last ditch opportunity to "zap" the Netrunner with IC. Note also that the Netrunner must be conscious to jack himself out; if blasted by sufficiently forceful IC, the Netrunner could be forced into unconsciousness. (Of course, one of his companions could jack him out—if they knew what was going on.)

Some of the other "special effect" Powers of Netrunning (particularly those involving the Affects Desolidified Advantage) may not be appropriate to Traceless cyberpunk campaigns. GM's who do not want the Trace are cautioned to examine any such program with care.



If data paths are the "streets" of the Net, nodes are the buildings. Each node on the Comgrid represents a single local computer network. The organization of the computers in these nodes are represented by the "rooms" of the building, and these rooms hold the real treasures and dangers of the Net.

SWITCHES

Switches are special nodes that are used to rout traffic on the Comgrid. A switch occurs whenever three or more data paths come together.

Data paths may not branch, they only run from one node to another. Whenever a branch in the data path is required, a switch is installed in the Comgrid.

There are many classes of switches: local, regional, or master. local switches connect within area codes, local calling areas, or corporate computing centers. Local switches are used whenever there is a need for rapid connections between a comparatively small network. Think of local switches as the cross roads of the in a small town. Most local switches have a few connections to adjacent nodes.

Regional switches connect between a group of local networks. The local networks of a city's calling areas, of a national bureaucracy, or of a mega-corp could be connected with regional switches. Think of regional switches as the large intersections of the main streets of a city. Most regional switches have dozens of connections to other regional switches.

Master switches around the world between groups of regional networks. These are the clover-leaves of the data super-highways. Cities, mega-corps, and orbitals are linked through master switches. Master switches have uncounted connections to regional switches and nodes around the globe.

VIEWS

When navigating, the Netrunner has his choice of two major ways of looking at the Comgrid. These ways (called "views") are designed for different users and applications.

Even in the most stylized views, there is no easy way to see the underlying hardware of the computer systems which make up the node. Part of the purpose of Netrunning (and part of the philosophy behind 21st Century computing) is to avoid requiring the user (in this case the Netrunner) to have to know anything about his "target" machine.

THE SCENIC VIEW

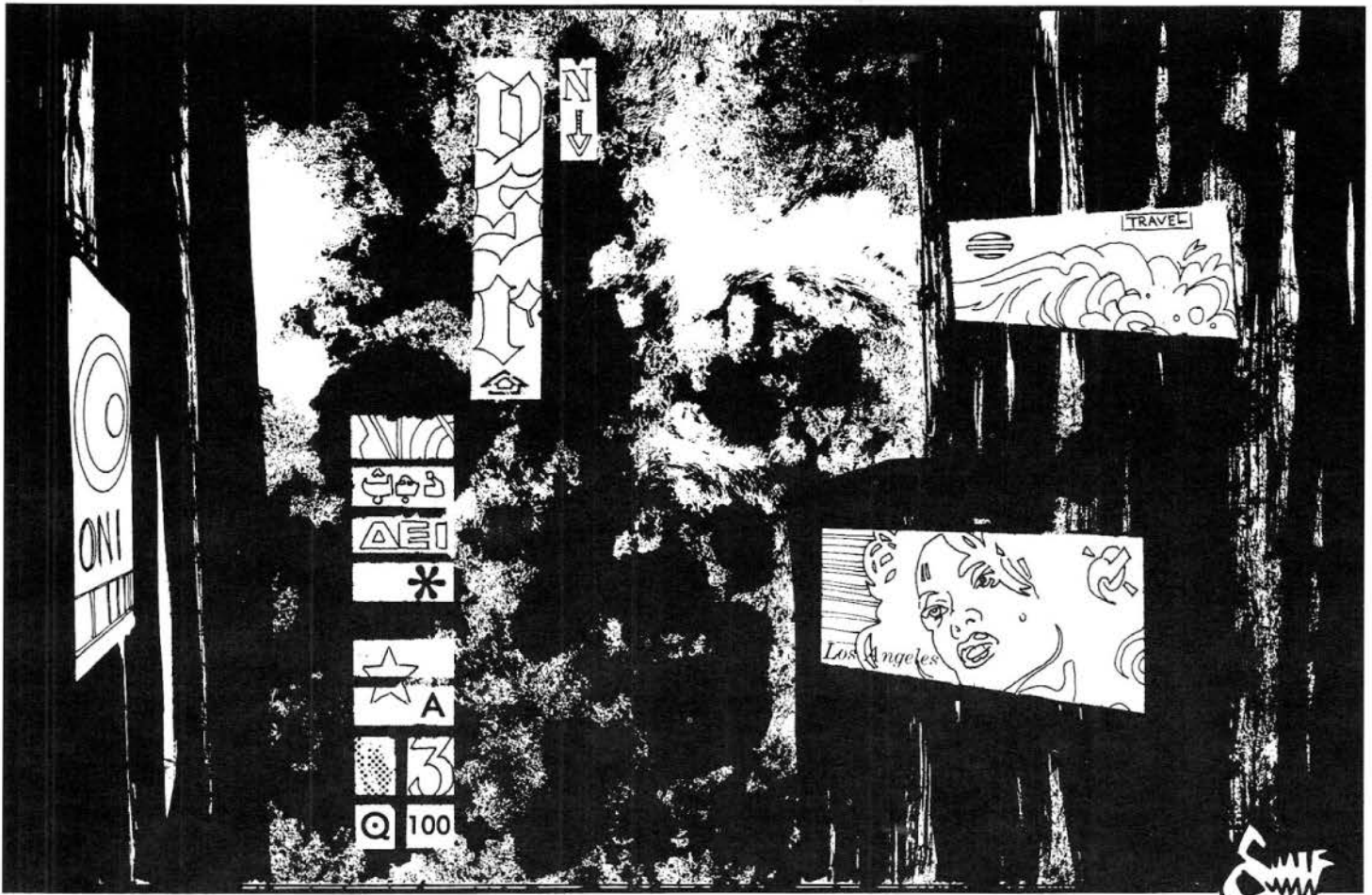
The scenic view is for moving around inside of a node. It creates digitized geographical view of the organization of the local computers: this organization is represented like a physical map of a building with rooms, corridors, and doorways. Complex nodes may even contain many buildings linked by digital "malls". A really huge node could even contain digitized streets, landmarks, and buildings for the user.

Personas move through node maps using their Running or other movement abilities.

All the structures which represent the node are drawn from idealized renderings stored as part of the geographic view. They are not exact reflections of physical reality however, they are generally designed to approximate physical reality to give the user a point of reference.

The designs of a reflect the ambitions, history and taste of the owner of the node. The often have fabulously intricate iconic advertisements, bizarre or impressive ornamentation, or are based on a particular genre or theme.

Scenic views include indexes of businesses by type (called "yellow pages" for historical reasons). These indexes allow users to locate the closest foodmart, hospital, garage, or other business simply by requesting the address. The yellow pages supply the proper series of data paths necessary to get from here to there.



The advantage of the scenic view is its ease of use. A typical Netrunner does not need to worry which specific computers handle a connection, just follow the data paths to reach the destination. The scenic view is used by schoolchildren, messengers, businessmen, and for many other legal Netrunning pursuits.

The primary disadvantage of the scenic view is the inability to move from node to node quickly. Some data paths in a node may be placed close together, other may be on opposite sides of the map. In the scenic view, the Persona must trek across the map from path to path to travel to another node.

The scenic view from regional or master switches are often called a geographic view. The user is presented with a large-scale Mercator projection or globe, and may select individual locations from this. Using the geographic interface, the user may select any area and receive a list of data paths that lead to a switch in that area.

Highly populated calling areas are displayed as larger than their actual geographic size, with less significant calling areas disproportionately smaller. Thus, this view is a bad world map (some students actually the world matches this map, just like 20th Century students believing that Greenland is larger than the United States.)

In addition to city connections, the geographic view also allows access to the public ports of the orbitals. These satellites are displayed as floating icons hovering over the map at idealized locations. Thus, the Royal Greenwich Solar Observatory (with the icon of the heraldic arms of the King twirling in a stylized 3-D sun burst) hovers fixed over Greenwich, even though the actual observatory is 2.5 minutes of arc "ahead" of the Earth in the same orbit around the Sun.

Since the geographic view is not really a "browsing" tool, but is rather a way to directly locate the appropriate telecomm links for long-distance Netrunning, most of the Net interface features of the other views are not provided in this view. The user is represented as a bodiless viewpoint, and other network traffic is not displayed.

The regional switches in more populated areas provide a "regional" view which is a hybrid between the geographic and local scenic views. The "regional" view has the overview representation of the geographic view, but also provides "yellow pages" and other directory services. Heavily populated areas and "developed" nations may have an entire hierarchy of regional views for country, state and city, each of which provides some additional details for a smaller zone.

THE GEOMETRIC VIEW

The geometric view is a representational view of the Net. Unlike the scenic view, the geometric view was originally designed for Comgrid maintainers (and quickly adopted by experienced Netrunners).

In the geometric view, the Net appears as a huge web of multi-colored lines and points, representing the interconnections of the Comgrid's data paths and nodes. The geometric view is representational of the logical Net connections and resembles a complex web.

The length and color of individual web-lines indicate the type and capacity of the data path. Through electronic inquiry, the view can also indicate the far end location both geographically and as a Comgrid network address.

Important Comgrid nodes are represented by icons designed by the node owners. Thus, the world headquarters of the Worker's Software Cooperative appears in the Net as a holographic hammer and sickle displayed on an old-style video terminal.

Most nodes use the standard AT&T icon set, which uses a simple color/shape scheme for indicating the size of the node and the defensive measures which are in use (sort of an electronic "No Trespassing" sign). The icons are represented by multi-dimensional regular polygons. The greater the number of sides on the 3-D icon shape (and its size), the larger the node is. Thus, minor nodes are represented by three sided pyramids or cubes, while large nodes are represented by dodecahedrons or larger "4-dimensional" icons. Netrunners refer to the latter as "fun houses." Similarly, the color-value of the icon indicates how dangerous it is. Thus, an indigo or violet node is relatively harmless, while a red node indicates high military security.

International law requires secured nodes to broadcast their highest level of security, but many nodes disobey this law (or "play possum".) Others signal higher-than-actual security to deter data thieves. Because of this cheating, the standard iconic scheme has been discredited as a real security measure. Most users scan the node before entering as an extra precaution.

Other Personas in the geometric view appear as spheres or other simple geometric objects; they may be scanned for more information (see the Enhanced Senses Power), but interactions on the Comgrid are rare so such scanning is unusual. Traces appear as thin colored lines threaded along the data paths which connect the nodes; these may also be scanned.

When traveling in the geometric view, the Netrunner is a bodiless viewpoint. The size of other Netrunners, data packets, and Net users are represented by the volume of data stored therein, unless they are "broadcasting" an image.

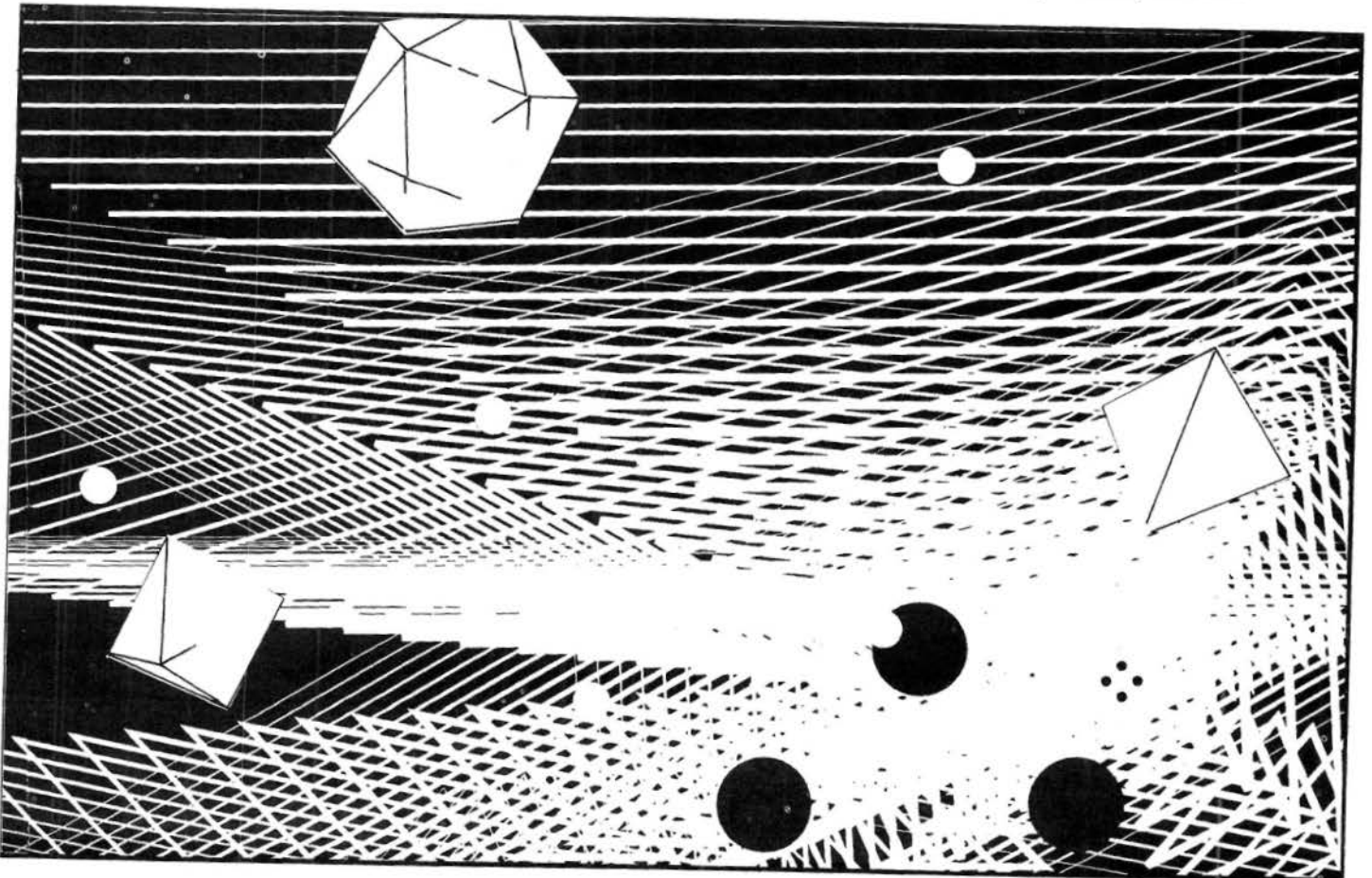
The advantage of the Geometric view is accuracy. When using the Geometric view, you know exactly the route where you're leaving your trace. You can run through several "side trips" to complicate your trace in an attempt to keep your opponents from finding your body.

The disadvantage of the Geometric view is complexity. When using this view, you're responsible for navigating the Comgrid. Two locations which are physically close to one another may be at vastly different Comgrid coordinates. An area knowledge for the area of the net is very useful in navigating in the geometric view.

TRAVELING BETWEEN NODES

Programs and data travel between nodes on data paths. In the Scenic view, a Person moves across the map of the node to one end of a data path. The persona moves onto the data path and then appears at the node on the other end one phase later.

In the Geometric view, the Persona perceives the node as an icon and all data paths from that node as radiating lines that connect to other icons. The Persona picks a destination icon, and travels there in one phase. The Persona does not have to move through the node map to access unsecured data paths. In the geometric view you can see the digital world flash by as the Persona transits from one node icon to another. To "enter" a node (as opposed to just using it as a waypoint), the user need only mentally select it.



TYPES OF NODES

There are several types of nodes, defined by the function the computer systems they contain. Here are just a few examples:

BBS: Bulletin Board Services offer Netrunners a point of contact, a source of information on almost any relative topic, inexpensive (often free) software, and once in a while a good account trade. BBSs are prolific and are monitored by the FCC; however, many unlicensed and illegal BBSs are accessible on the Net.

Cyberdeck: Although cyberdecks are in massive use by corporations and legitimate computer programmers, it is unusual to have a cyberdeck outside of this environment, unless you are a Netrunner. It is rare that a fellow Netrunner will gain access to another Netrunner's cyberdeck; but, it does happen.

Data Havens: Data Havens are the libraries of the Net. The Los Angeles Public Library, L.A.P.L. is the largest in the Net, holding every printed volume ever produced up to 2010 and almost everything else since.

Dedicated System: These systems are dedicated to one task such as navigation, monitoring, telecommunications switching, or street cleaning. These systems are not used for any other task other than their one pre-designed program.

Expert System: Expert Systems are the backbone of any professional pursuit. These systems are created to design such specific things as computers, satellites, integrated circuit chips, new biological weapons, etc. These systems are prolific and are part of almost any commercial system.

Security: Security systems are usually isolated from the rest of an integrated system for safety. They monitor other systems within a node, identify users, log access to flagged files, activate IC or Black IC, and maintain the systems' integrity by activating "self-healing" programs.

General Purpose Systems (GPS): GPSs are the most common systems in commercial use. Almost every government and corporation uses them to support thousands of users at a time. They can also link with other computers, increasing their processing capacity to almost limitless proportions. The great mega-nodes are built on closely linked networks of GPSs.

STRUCTURE OF A NODE

Each node is represented by a series of rooms. The size of the room indicates the processing power and memory capacity of the computer; the appearance of the room is usually determined by the node's software.

Doorways and hallways which connect rooms represent the network interconnections between computers. It is possible to "peek" through open doorways and corridors and see the contents of adjacent computers, but many such portals have various forms of IC which prevent further penetration.

For the convenience of authorized users, there is a floor, a ceiling, and walls, and most rooms are rectangular. Most networks have a simple floor plan where all of the rooms are on a single floor and relate to each other in a relatively straightforward fashion, so that it is sensible to talk of the "east wing" of the node. More secure data is usually placed on higher "floors" of the node, although this is not universal.

Such "normal" spatial relationships make it easier for the amateur Netrunners to navigate the node, but it is not a necessity. There is nothing preventing multi-story nodes, tesseract, or virtually any other configuration.

One major exception to this "normal" structure are orbital nodes. As these are often used by Netrunners used to zero-gee, orbital nodes tend to be spacious three-dimensional affairs with spherical rooms and no "down."

ANATOMY OF A NODE

There are many types of systems and programs used in 21st Century nodes. Depending upon the type, they may contain highly parallel processors, light-based neural networks, or other sophisticated technologies, but from the point of view of the Netrunner, they're all rooms. However, different systems in the node (and therefore different rooms in the Netrunner's view) have different functions. Common functions include:

- **Access Ports** are where the standard data paths tend to enter the node. Typically, the access port is the Netrunner's first view of the node. In these nodes, Netrunners may present credentials to get access to the remainder of the node. The access ports of public nodes may also contain databases (see below) so that "customers" can access public data via the Net. Thus, for example, a bank might provide a "teller" database in its access port, allowing normal banking transactions without further penetrating the financial data banks.
- **Databases** are the repositories of systems data combined with the services required to access that data. Thus, a database is more than a data file; it acts as a librarian for its data, responding to authorized requests with data or by updating its own data. Databases provide the user with a visual representation of the data in the database, allowing the user to "browse" through the data looking for information. Most databases offer several "views" of the data.
- **Processing Centers** are the "brains" of the node. These centers perform much of the maintenance and electronic "paperwork" for the node. Processing centers are rarely accessible to the public (at least, to the legal public), and are often guarded by IC.
- **Security Gates** are systems which monitor traffic within the node, maintaining data security. Early security gates were little more than programming conventions, but after the advent of DNI, security gates have been installed in most medium to large systems to protect the vulnerable processing centers and communications controllers.
- **Communications Controllers** are the data interchanges of the node. Communications controllers are used to send signals to other computer systems to control equipment (such as lights, air conditioning, and terminals), and to gather more data.

VIEWS OF THE NODE

As with the Comgrid, there are various views available that can be used to interact with the Net. Unlike the different views for the Comgrid, however, these views are primarily a matter of choice, not use. The abilities of the Netrunner are not significantly different as a result of view, and many Netrunners develop their own views (usually taken from fictional or historical sources) to make them feel more comfortable.

Few Netrunners like to switch views, however. Over time, the Netrunner's instincts become used to the sights and sounds of the Net in a certain configuration, giving the Netrunner an advantage in making quick decisions. Switching views requires the Netrunner to consider the view in his thinking, instead of just acting.

Also, as views are used by a single individual, they can be "educated" with additional icons as the user encounters the Net. A new view needs to be re-educated with the special features that make Netrunning a continuous adventure.

Hundreds of views are possible. The following paragraphs describe the most popular views:

Office: The node is represented as a modern office building.

Access nodes are reception rooms, databases are file cabinets or secretaries (with data in file folders), processing centers are "steno pools," security gates are vault doors with complex cypher locks, and communications centers are rooms filled with telephone operators.

Helper programs are secretaries, messengers are boys from the mail room, and laborers are file clerks or faceless accountants. Netrunners without Persona programs look like faceless corp suits; security programs are corporate security guards or cybergolems.

Wild West: The node is represented as a western town, with each computer as a shop in the town. Access nodes are the town gates, databases are town libraries, processing centers are stables or corrals, security gates are locked jail doors, and communications centers are telegraph offices.

Helper programs are bartenders or shopkeepers; messengers are Western Union men; and laborers are blacksmiths or cowhands. Security programs are sheriffs, and Netrunners without Persona programs look like cowboys. Everyone appears to walk with a loping gait supposedly reminiscent of real cowboys.

Medieval Fantasy: The medieval view represents the node as a maze of dungeons, hallways, golems and treasures. Access nodes are tunnel entrances, databases are huge racks of scrolls and medieval tomes; processing centers are large rooms filled with tools; security gates are portcullises, drawbridges, or traps; and communications centers are fire-towers or medieval machinery.

Helper programs are medieval travelers or wizards, messengers are pigeons or horses, while laborers look like dwarfs pounding away at anvils. Security programs are knights, golems and dungeon doors, and Netrunners without Persona programs look like medieval warriors.

Factory: The node is represented as an early 20th Century factory as depicted by Charlie Chaplain in his film *Modern Times*. Access nodes are the employee entrances, databases are huge bookshelves filled with outlandish technical drawings, processing centers are rooms filled with steaming, noisy machinery, security gates are locked doors, and communications centers are rooms filled with loud whistles and noisemakers.

Helper programs are floor managers; messengers are young boys; and laborers are factory workers. Security programs are armed guards, and Netrunners without Persona programs are depicted in early 20th Century Zoot suits. Everyone appears to move in a jerky, irregular fashion.

Tron: The Tron view represents the node as a glowing maze. Access nodes are hallway entrances, databases are lattices of data woven into four-dimensional shapes. Processing centers are large rooms with computers in the walls, their circuits covered with coruscating electricity. Security gates are electronic grids made of lightning, and communications centers are sparkling chambers with hundreds of lines diverging to the horizon (much like the geometric view of the Comgrid).

Helper programs are huge computer consoles, messengers are electric vehicles, while laborers look like two-dimensional figures apparently drawn with coarse colored dots. Security programs are three-dimensional shapes like the laborers, only twisted into horrific shapes, and Netrunners without Persona programs look like humans in glowing clothing.

Note that despite the variation in views, it is not possible to have a "wrong" view. If a Netrunner with a cowboy Persona wanders into your medieval view, the programs and other inhabitants take no particular notice of him, no matter how strange he may look to you.

MAPPING THE NET

Mapping the Net is tantamount to mapping the world without the use of satellite imaging. The Net experiences constant change every nanosecond. GMs should not feel it necessary to map the entire Net. The text descriptions should be more than enough to satisfy any player.

Moving from one node to an adjacent node on a data path takes one phase. When using the speed chart, as in combat or a chase, it is important to keep track of every data path traversed. When not using the speed chart, the exact path is not as important. Generally, the Netrunner simply picks his destination and arrives several phases later with no problems.

MAPPING THE NODES

Nodes, unlike the Net, should be mapped. When setting up an adventure, the node map should be made to help direct the player through the node. However, it is impossible to outguess your players and make a map of every node in the Net. The GM should make Data Havens and other types of common node as simple as possible. If there is an ambitious Netrunner in the party, have him list the nodes he would like to access a week in advance.

Using standard hex paper, the GM can plot the different systems in the node as rooms. By keying the rooms by number, the GM can easily list the data files and programs the Netrunner can access from within a specific room.

Many nodes are made up of multiple systems. Some systems are hidden behind secret data paths. Each node usually has a specific task, so finding the right room in a node depends on what you are looking for.

NODE SECURITY

The type of security a node has depends on the legitimate owner's needs. A truly secure system is not on the Net and there are no Comgrid lines attached to the system. This guaranties that only users with physical access to the system can enter. However, these systems are then only usable by local users, all new input must be entered manually, and they do not have access to the vast information and processing power of the Comgrid. Some nodes are only connected by secret data paths to other more mundane nodes. There are still no Comgrid lines attached directly to the system; however, the system is linked to another system that is attached to the Comgrid.

PRESENCE IN THE NET

A Netrunner's Persona program has a Presence value that represents its claimed priority on the Net. All other Personas, including Golems and AIs have a PRE value to represent their priority as well.

However, often it is easier to globally set the PRE of all Golems in a node. This is known as System Based Presence. Also, a Netrunner can gain access to a special account that has a specific priority within a specific node. This is represented by Account Based Presence.

SYSTEM BASED PRE

System based PRE is for entire Nodes. Any Presence attack made would be made against a set PRE value. Some examples are:

- Los Angeles Public Library: PRE base 0
The L.A.P.L. was the first public library to go electronic. Anyone may have read only access to any information in the library. This also includes a list of users of the open accounts which is sold to marketing corps to cover the expense of maintenance of the archives. To attempt to gain access to secured records, the PRE base should be 10.
- Bob's Simisense Bonanza: PRE base 10
Bob is not much of a computer man; so, he had his son, Bob Jr., beef up his Serendipity Personal Security Software. Bob's son is not much of a computer man either, so the system is still standard software IC.
- Valkyrie Emergency Medical Services: PRE base 15
Valkyrie is a service-orientated Corporation. Due to its immense Comgrid interface to promptly respond to emergency calls, Valkyrie is still somewhat vulnerable to intrusion. Getting caught not only holds the standard legal hassles, but also gets your health insurance canceled as well.
- New Edison, World Headquarters, New York: PRE base 20
New Edison means security! With the latest IC, New Edison is the most difficult non-orbital nut to crack.
- Serendipity, Crystal Palace Orbital Station: PRE base 25
Serendipity has the best IC money can buy. Due to the lack of regulation in orbit, Serendipity is rumored to have AI-designed IC as well as Black IC.

ACCOUNT BASED PRE

Account based PRE is for specific user names or user accounts. Presence attacks would be made against variable PRE bases depending on the type of account accessed. Specific user names or user accounts also often have specific passwords or data encryption keys.

Even if the Persona has a high PRE value, it may be useful to use the Account based PRE for Presence attacks. The account based PRE identifies the Persona according to the account name. Thus, if the attack fails, the owner of the account takes the heat.

The account based PRE value may be useful when trying to get service from a busy librarian, but only the proper password will pass the stern security guard. Some examples of account based PRE and passwords are:

- Guest Demo or Open Door: PRE base 0
Guest Demo accounts are accessible by anyone with no security gate, account or password. These are generally public domain databases or commercial advertisement accounts. These accounts have no user privileges, only run specified programs, and use none of the rest of the system's services.
- Limited: PRE base 10
A Limited account is an account for low level users with a minimum of user privileges. These users have access to the systems services and can run any programs their privileges allows, usually databases and word processors.
- Accounting: PRE Base 15
Same as Limited; however, the user also has passwords that allow the user to access the accounting databases and all information contained therein.
- Programmer: PRE Base 15
Programmers have passwords that allow them total system privileges. That is, they have read and write access to any system software and any appropriate files. They do not, however, have access to data files in other accounts.
- Department Head: PRE Base 20
Same as above; however the user gets information that is "classified" for those in authority. This would contain information on upcoming projects, project updates, statistical forecasts, access to any file in any of the department's employee's accounts, etc.
- Assistant Operator: PRE Base 25
Assistant Operators, AssSysops, have passwords that allow access equal to that of a programmer, plus access to most, but not all, data files. They also have the ability to create new Limited and Open accounts as well as monitor the usage of any account, file, or hardware as well as set flags or alarms.
- Sysop: PRE Base 30
The Sysop, System Operator, is the most powerful account in a system. The Sysop has the same access as an AssSysop, but can create any type of new account and has access to almost all files in the system, except maybe those of the most powerful executives. Sysops are the most carefully chosen and monitored individuals in a corporation.

- Back Door: PRE base 35

Backdoor accounts are the fear of every system operator, Sysop and the system owners. The software designer may decide to leave a hidden account accessible through an open door account but only when the proper passwords are given. These accounts often have maximum user privileges and override the system's internal monitoring system. Anything can be done from one of these accounts.

NETRUNNING IN GROUPS

Netrunning is typically a solo activity in the cyberpunk literature. Netrunners work alone, sculpting software and evading the IC of opposing systems with the rugged individuality of gunslingers.

However, role playing games are normally group activities. Getting everyone involved in the Net adventure often makes for a better game. Plus, some jobs are just too tough for only one Netrunner. At those times, there's safety in numbers.

There are four ways that characters can travel in groups:

1) The primary Netrunner can control the run, with other Netrunners as passengers only, commonly referred to as Piggybacking. These "passengers" cannot affect the Netrun, but perceive the same things the primary Netrunner does. In addition, they can advise the Netrunner, providing him a simulated voice input. This type of configuration is used

when one of the Netrunners has specialized knowledge useful on the run, but is otherwise not as skilled as the primary Netrunner.

2) The Netrunners can "co-run," sharing a single Net Persona. The powers of the Net Persona are under the control of the designated "primary" Netrunner; any Netrunner can become primary by consent of the current "primary" Netrunner. If multiple Netrunners try to seize control simultaneously, the Net Persona is paralyzed until the deadlock is resolved.

3) The Netrunners can work separate Personas from one or more decks. Netrunners controlling separate Personas can independently travel in the Comgrid or in a node. They are treated as if they are totally unrelated (although they may communicate if they are in the same "room" of a node).

When traveling the Comgrid, Netrunning groups typically stay together. The vagaries of Comgrid travel, combined with the dangers of leaving multiple traces (thereby increasing the chance of getting traced) makes most Netrunning groups stick together.

Multiple Netrunners can work in tandem. One Netrunner can disable IC while the other rifles databases for critical information. During risky Netrunning operations, Netrunning teams of 3-5 Netrunners often work together.

4) The Netrunners can travel as a linked swarm of Personas controlled from a single deck. The swarm must be linked up before the Personas leave the deck. In this configuration, known as "swarming," the Netrunners divide the Memory of the deck between them, so that they each get a certain number of points worth of programs. They may divide the Memory up any way they like.



Each member of the swarm must have his own Persona program in Memory or be running one version of a Persona with the Duplication Power. These may be multiple copies of a single Persona program. Swarmers are separate entities. They can travel from node to node separately, and work independently.

Swarms are not "locked into" the initial division of the Memory. If they are in the same room of a node, swarmers can trade points and Programs, increasing one's capacity by decreasing another's. This requires the consent of both "swarmers," and takes one phase.

If they are in the same room, a member of a swarm may make his Persona inactive and "piggyback" on another Persona in the swarm. This takes one phase. The 'piggybacked' Persona must be kept in Memory while it is inactive.

The active Persona may then carry the inactive Persona as if it were a data packet of the same size. Later, the 'piggybacked' member of the swarm could reactivate the Persona program, and resume the Netrun. Theoretically, everyone in the swarm could "piggyback" onto one member. This technique is especially useful when trying to sneak past IC, as it's easier for one person to get by the IC than it is for a group.

In order for a group to use a deck this way, the deck must be running a multi-tasking executive (a special program designed to allow multiple users to use a single deck). The multi-tasking executive determines how many swarmers may use the deck, and the maximum memory allocated to any member of the swarm other than the primary user (also known as the superuser). For more information on how these executives work, see the Duplication Power.



Combat in the Net is very similar to combat in the real world. Personas, Golems, and AIs have all of the normal characteristics that characters have. Unless otherwise stated here, or otherwise decided upon by the GM, all of the normal *Hero System* combat rules apply in the Net.

WHERE NET COMBAT OCCURS

Net Combat occurs inside of a single node. The attacker must be using the Scenic view to attack his target. The target must be in the node with him, though the target may be using either the Scenic or the Geometric view.

In the Scenic view, combat occurs on the node map, just like combat occurs on a hex map in the real world. Personas use Running and other movement Powers to move about the node map while using the Scenic view. If the target has entered a node, but is using the Geometric view, assume the target's Persona is on the map adjacent to the data path he arrived on.

If a Persona uses a data path to escape a node while in combat, another Persona may stay in the Scenic view and dive through the data path in pursuit. The two Personas will exit the chosen data path in the new node, adjacent and probably still in combat.

If a Persona gets a node ahead of any pursuit, then it is probably a good idea for both to switch to the Geometric view. From here, the escaping Persona will try to double back and erase the Trace, while the following Persona will try to follow the trace. See the previous rules on The Trace for more information on how to run a pursuit. Remember that no combat can occur until both Personas are back in the same node, and the attacker switches to the Scenic view.

TARGETING ATTACKS

Attacks in the Net are targeted much like attacks in the real world. Physical and Energy attacks are normally targeted with OCV and defended against with DCV. Ego based attacks are targeted and defended against with ECV.

However, a Netrunner needs a fair amount of skill to make the split second decisions necessary to direct a Persona in combat. Many people use the Net every day and never find the need to develop such skill.

The Skill Systems Operation Cyberdeck (or Decking) is required to direct a Persona with its full OCV and DCV. The OCV and DCV of the Persona are x1/2 if the Netrunner does not have at least Familiarity with Decking. The ECV of the Persona is unchanged, as the EGO value is not effected by the deck.

In Net combat, all normal OCV and DCV modifiers apply. These modifiers can include range, target cover, targeting an Area of Effect, Combat Maneuvers, etc.

Characters who specialize in combat in the real world, and who have at least a Familiarity with Decking, often use attacks targeted with OCV when fighting in the Net. This allows them to maximize the value of their high DEX and SPD characteristics. However, most Combat Skill Levels that are useful with attacks in the real world are not applicable to attacks in the Net. Only the 8 point, +1 with all combat and 10 point +1 overall skill levels are applicable both in the Net and in the real world.

Characters who specialize in combat in the Net often work at maximizing their EGO value and use attacks targeted with ECV. This takes advantage of the fact that their EGO value is unrestricted by their Cyberdeck, that Golems have no EGO score (and an ECV of 0), and that Non-Deckers often have more normal EGO values.



DAMAGE IN THE NET

Personas in the Net can use just about every kind of attack Power in the *Hero System Rulebook*. Physical attacks, Energy attacks, and Ego attacks are all just different ways of writing attack Programs. Flash attacks, Drains, and Dispels also work in the Net. A Persona may even use its STR to bludgeon an opponent with a Physical attack. When an attack hits, roll the damage normally. The target Persona uses the appropriate defense against the attack and the results are applied normally.



Most of the secondary effects of damage also exist in the Net. If a Persona takes more STUN damage in one attack than it has CON, it is stunned and the Netrunner loses control over the Persona for one phase. If the Persona's STUN total is reduced to zero or below, it is knocked out and the Netrunner loses control over the Persona until it can recover. When a Persona is uncontrolled, it stands still, becomes DCV 0, and all powers that are not continuous shut down unless they are powered by the END of the Cyberdeck.

A Persona at or below zero BODY is damaged to the point where it has become self-destructive. It will lose one BODY every Post segment 12. When a Persona has taken twice its original BODY, it derezzes and is totally destroyed.

A Netrunner automatically "jacks out", is stunned, and is disoriented if he is running with the Trace when the Persona is destroyed. The Netrunner's consciousness is destroyed if he is ghosting without the Trace when the Persona is destroyed. If the Netrunner's consciousness is destroyed, then the "meat" will sooner or later die.

A Persona at or below zero BODY may be stabilized so that it does not lose any more BODY. The Netrunner must spend a phase and make a Computer Programming Roll, -1 for every negative 2 BODY. This otherwise works much like Saving a Dying Character on page 161 of the *Hero System Rulebook*.

Generally, the Wounding, Hit Location, and the detailed Bleeding rules from the *Optional Effects of Damage* section of the *Hero System Rulebook* are not recommended for Net combat. The use of the Knockback or Knockdown rules are recommended at the GM's discretion.

ATTACKING THE MEAT

Under special circumstances, an IC program may attack the Netrunner's body (or "meat") directly. Such countermeasures are called "Black IC." Black IC can use any of the normal attack powers against the meat, but they must be targeted with ECV.

To attack the meat, the Black IC must have moved into the Netrunner's own cyberdeck node. From here, the IC may hurl ECV targeted Powers directly against the Netrunner. A Netrunner may take STUN or even BODY damage from these attacks. Other effects, like Flash or Entangle are up to the discretion of the GM.

POWERS IN THE NET

Now that we know the general structure of a Netrunner, we're going to look at how to build the programs which are the tools of the Netrunner Persona, and examine some ideas on how to use *HERO System Powers* to represent Netrunner programs.

POWERS AS PROGRAMS

Programs in *Cyber Hero* can be simulated by using Powers, along with the various Power Modifiers. By using the right combination of Powers and Power Modifiers, it's possible to create almost any program from literature or the players' imagination. However, it is important to note that although *Cyber Hero* uses the same Powers as, say, *Champions*, programs are not the same as superpowers.

First, programs simply do not work in the "real" world (i.e., outside the Net). A character who, with the proper programs, can fly, hurl lightning from his hands and disappear from sight within the Net has none of these abilities when not Netrunning.

Second, creating programs is more difficult and less reliable than creating superpowers (at least given how frequently superpowers pop up in comic book universes). In *Cyber Hero*, generating a program requires writing it, and commercially-available and hand-written programs often have defects (Limitations) which can prove fatal to the surprised user. Some can even be so defective that they can damage the Persona program.

PROGRAM CHARACTERISTICS

Of course, there is much more to *Cyber Hero* programs than simply defining all *HERO System Powers* as programs. Before any character uses a program, the GM must decide on an appropriate world view, and the rules that Netrunning in his cyberpunk universe follows. Without some sort of guidelines, the players will use and devise any program that they want, regardless of whether it "makes sense" in the Net.

What's so important about internal consistency? *Cyber Hero* is a science fiction game. Netrunning must follow at least pseudo-scientific laws to preserve the science fiction feel of the genre and to prevent the game from losing its realistic feel. Moreover, without some system, "minimaxed" programs can be designed which are badly unbalanced, making some types of Netrunners much more powerful than others. Both of these effects are destructive to a campaign.

To make the GM's job easier, we have presented a standard system, the benchmark for *Cyber Hero* Netrunning. This standard system can be adjusted to fit the tastes of the individual GM. There are also guidelines for GMs who wish to design their own original Netrunning systems.

THE STANDARD SYSTEM

At its simplest, the mechanics of running programs are very straightforward; the character decides to activate the Power (run the program) during one of his Phases. The characteristics of the program are based on the characteristics of the Power; thus most programs cost END, etc.

PROGRAMS AS A SPECIAL EFFECT

When using the Powers (as listed in the *Hero System Rulebook*), Netware should be considered a single special effect. This is not to say that all programs look alike; for instance, a caveman's Hand-to-Hand Attack may appear as a club, while a high-tech technobot may use a taser-like stunner. However, for the purposes of the rules, all software should be treated as if they have a single special effect: "Software."

This has an important connotation, which helps to create the Net environment. Powers which can operate against a certain special effect (like Dispel, Suppress, and the Adjustment Powers) apply to all programs. For example, a Dispel program can be used to crash almost anything; a powerful Area Effect Suppress will suppress all of a Persona's programs.

NUMBER OF PROGRAMS

A Netrunner can have more than one program running at the same time. For example, a Netrunner may have his Persona program, a Force Field for defense, and an Enhanced Senses probe running simultaneously.

As an Option, the maximum number of programs built as Powers that a Netrunner can control simultaneously could be limited to his INT/5; Persona programs would not count against this limit, but active Powers built into Persona programs do. Programs that are "stacked" using the Delayed Effect Advantage count against this total; an 18 INT Netrunner could maintain 2 programs while keeping two others stacked, for example.

Note that only active programs count against this limit. A Netrunner can have more programs in his deck's memory than this; however, they cannot be running. Also, programs that have been run (and completed) do not count against the INT/5 maximum, nor do Independent programs (such as Golems).

It is important to note that although a Netrunner can maintain multiple programs, the actual activation of these programs is subject to all of the normal restrictions. For example, a character can only attack once in a Phase, even if he has two attack programs.

INTERRUPTIONS

It is possible for a program to be interrupted before its completion. The user can also turn off a program at any moment before he finishes activating it.

According to the Limitations on the program, other characters may be able to interrupt it as well. If the program has the Limitation Concentrate, then the program will be interrupted if the character is hit by any attack which gets through his defenses. This includes any attack that requires an Attack Roll; a program can be interrupted by a Flash or Drain, for instance.

As an optional rule, the GM can allow the Netrunner a chance to maintain the program through the adverse conditions. The Netrunner must make an EGO roll, with -1 for every 2BODY damage. This optional rule enables Netrunners to work despite an opposing barrage, making them much more powerful.

Similarly, if the Netrunner or the Persona program is knocked unconscious, any running programs (except those that have the Advantages Persistent or Uncontrolled) are interrupted.

A program that is interrupted does not take effect, and any preparations that the Netrunner has begun are lost. Obviously, it's easier to interrupt programs that take longer to activate, but that's one of the reasons that Extra Time is a Limitation.

TURNING PROGRAMS OFF

Netrunners may deactivate any program which they have control over. Also, all of a Netrunner's programs turn off when he leaves the Net and turns off his deck. In addition, if the Netrunner is knocked unconscious, all programs except those with the Persistent Advantage terminate.

However, this does not mean that all of the Netrunner's efforts disappear when he leaves the Net. The effects of any program that has altered the environment remain.

For instance, damage from attacks will remain. Data which has been stolen or erased will still be gone. More subtle programs like Mind Control, or programs with the Uncontrolled Advantage or the Trigger Limitation, will also remain, as long as they are completely activated by the time the Netrunner leaves the Net. Mind Control Programs modify the

target code and do not need the Netrunner's deck after they are launched. Uncontrolled and Triggered Programs utilize local system resources after they are activated and also do not need the Netrunner's deck. (In fact, Triggered programs are the basis for many different kinds of IC.)

PROGRAMS MUST FIT GM'S LIMITS

It is strongly recommended that the GM set limits on the Active Points of program Powers in his campaign, and especially on attacks and defenses. Any programs that the character writes must be kept within the GM's imposed limits. (Methods for determining these limits are described in the Campaigning chapter.)

This is not to say there can't be exceptions, but these should be based on specific GM approval. This is intended to promote game balance, and to keep Netrunners from unfairly dominating the campaign with one super-program.

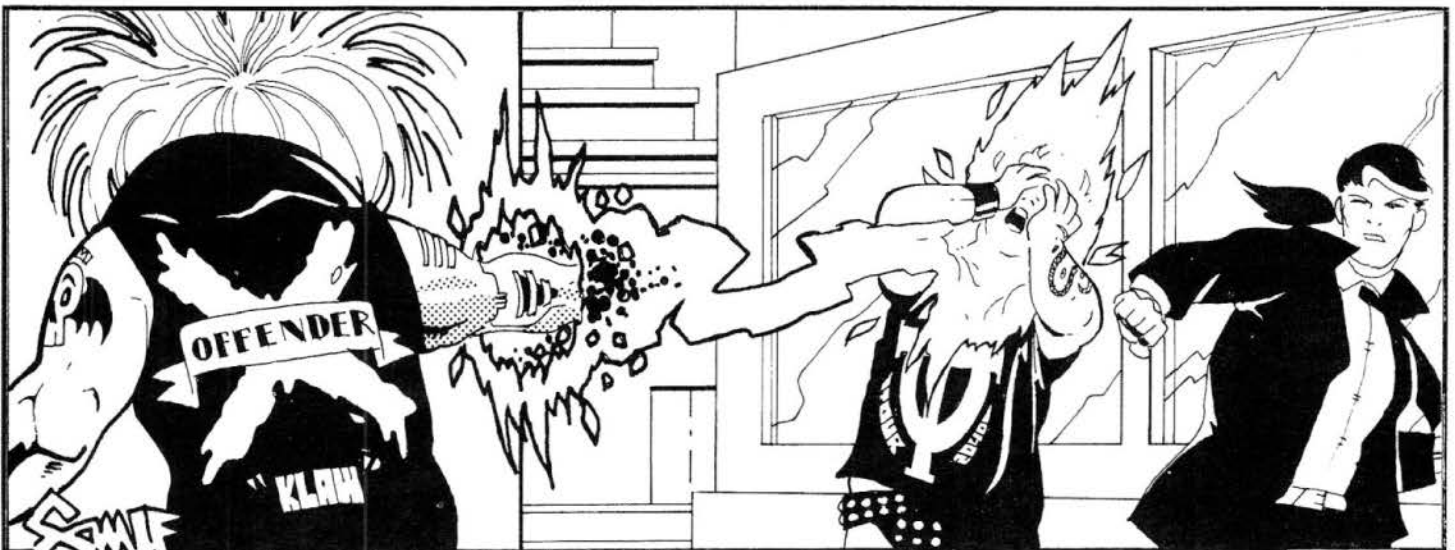
NO POWER FRAMEWORKS

Powers bought in *Cyber Hero* programs must be bought individually; they cannot be bought as part of a Power Framework. The cyberdeck is itself a kind of Power Framework, with programs being loaded and unloaded from Storage into Memory.

RATIONALE FOR THESE RULES

The *Cyber Hero* Netrunning system includes a number of standard advantages, limitations, and rules interpretations. It is designed to be playable, useful, and fun.

Because the Net is an artificial environment, nearly any combination of powers and modifiers could be rationalized. With some imagination, players and GMs could use combinations that would be unbalancing or in poor taste in a standard *Hero System* game. Such Power combinations, like Autofire, Ego Targeted, Ranged Killing Attack, ALVD vs. Power Defense can be possible inside the Net without unbalancing the real world. They only unbalance the Net. The GM should provide careful control over any unusual combinations of Powers and Modifiers. Note also that none of the following rules are absolute. The GM may always modify any rules or Programs to fit his own cyber universe.



BUYING POWERS

How does a Netrunner get his programs? He either writes them or buys them with money—not character points. The program itself can come from the Program Catalog or the player can design it, but in any case it must conform to the rules set out above.

POWERS

The most important part of a program, of course, are the Powers and Power Modifiers which define them. These attributes determine what the programs can do, how much they cost, and how Netrunners use them. The following section describes how the Powers and Power Modifiers should be used in a campaign that uses standard *CyberHero* Netrunning. Players designing their own programs should read this section first.

It's important to note that the following guidelines are just that—guidelines. They work well with the standard *Cyber Hero* Netrunning system, but don't have to be used in every campaign. Beginning Netrunners are advised to use the programs in the Program Catalog before attempting to design their own. Even experienced players can use the programs in the Catalog as a reference.

Common Powers reflect important aspects of Netrunning. Uncommon Powers, on the other hand, may be inappropriate. The GM should carefully examine all programs built with Uncommon Powers. Powers that are Not Available should not be bought as programs in *Cyber Hero*.

The following sections provide a "rationale" for the availability or non-availability of specific Powers. Where appropriate, common Advantages or Limitations are also listed, along with specific ways the Power can be used for Netrunning and how that might appear to another Netrunning Persona. Note that any of the visuals are considered "special effects," and Netrunners may choose other effects with more appeal, or to have no effect at all (if the Invisible Power Effects Advantage is purchased).

Unless otherwise specified, the game mechanics for the use of all Powers are as described in the *Hero System Rulebook*.

The list of Powers on this page indicates the relative frequency with which these Powers are encountered in Netrunning.

ABSORPTION

Most attacks in the Net are either random streams of data designed to destroy the Persona program's integrity, or directed modifications designed to crash the Persona program. It is not possible to use such attacks to generate energy. Therefore, Absorption is not allowed as a program Power.

AID

Aid can be used in several ways in the Net. First of all, Aid can be used to temporarily boost the attributes of your own Persona. This provides a more flexible Persona. When the Aid is in effect, the Persona appears to grow in the affected Characteristics. Thus, if an Aid is used to boost the STR of a Persona, this is reflected in a burlier-looking image.

A second way to use Aid is to boost someone else's Persona with the processing capacity of your deck. Thus, Aid can be seen as a way to "combine forces," allowing multiple Netrunners to work more effectively. This also affects the image of the recipient of the Aid, as well as creating a visible link between the Aiding Netrunner and the Aided Netrunner.

Power Name	Availability
Absorption	Not Available
Aid	Common
Armor	Common
Change Environment	Uncommon
Characteristics	Not Available
Clairsentience	Common
Clinging	Uncommon
Damage Reduction	Uncommon
Damage Resistance	Common
Darkness	Uncommon
Density Increase	Not Available
Desolidification	Not Available
Dispel	Common
Drain	Common
Duplication	Common
Ego Attack	Common
END Reserve	Not Available
Energy Blast	Common
Enhanced Senses	Common
Entangle	Common
Extra-Dimensional Movement	Not Available
Extra Limbs	Common
FTL	Common
Flash	Common
Flash Defense	Common
Flight	Common
Force Field	Common
Force Wall	Common
Gliding	Uncommon
Growth	Uncommon
Hand-to-Hand Attack	Common
Images	Common
Instant Change	Common
Invisibility	Uncommon
Killing Attack (HKA)	Common
Killing Attack (RKA)	Common
Knockback Resistance	Not Available
Lack of Weakness	Uncommon
Life Support	Uncommon
Mental Defense	Common
Mental Illusions	Common
Mind Control	Uncommon
Mind Link	Common
Mind Scan	Uncommon
Missile Deflection & Reflection	Uncommon
Multiform	Uncommon
Power Defense	Common
Regeneration	Common
Running	Common
Shapeshift	Common
Shrinking	Uncommon
Skills	Common
Stretching	Uncommon
Summon	Not Available
Superleap	Uncommon
Suppress	Common
Swimming	Uncommon
Swinging	Uncommon
Telekinesis	Not Available
Telepathy	Uncommon
Teleportation	Uncommon
Transfer	Uncommon
Transform	Uncommon
Tunneling	Not Available

The third way to use Aid is as a "healing" program. These programs reverse the damage done to a Persona by restoring damaged subprograms and reactivating damaged processes. Aid healing programs may appear as first aid kits, doctor's bags, or other medical equipment.

Aid can not be used to modify a Persona's INT, DEX, SPD, or EGO. These characteristics are based on the Netrunner or on the hardware of the cyberdeck and may not be modified with software.

ARMOR

Armor may be purchased to defend the Netrunner's Persona against attacks. Armor can be represented in dozens of different ways to better fit in with the image of the Persona.

CHANGE ENVIRONMENT

This power is used to create a specific type of Scenic view in a node. Normally, a node generates its own scenic view. A Persona with Change Environment can generate his own view, even in another node. Note that the change in view has no effects in combat or in the workings of the node, it is a cosmetic change.

CHARACTERISTICS

Characteristics are purchased as part of the Persona program. This is described under Persona programs, above.

Note that increased DEX, INT, SPD, or EGO cannot be purchased through the Persona program.

CLAIRSENTIENCE

Clairsentience in the Net consists of sending a "feeler" or "probe" program ahead to examine the territory. Unless bought with Invisible Power Effects, such feeler programs may trigger IC. However, destruction of the "feeler" doesn't take the Power away from the Persona; it just kills that feeler. Depending upon the Netrunner, a "feeler" can appear as a floating eye or head, a twisting periscope, or a small trenchcoated figure with a very long nose.

Personas purchasing Clairsentience should check the *Enhanced Senses* section to determine which senses are appropriate to the Netrunning environment.

Optionally, Clairsentience can also be used to access the senses of a Netrunner's body. Such Clairsentience is bought with the Indirect and Transdimensional (+1/2) Advantages, and the Limitation Requires an Ego Attack Roll (-1/2) and Only Useful for Using a Netrunner's Body's Senses (-1). A Netrunner using such a Power would be able to use the senses of another Netrunner's body as his own; he would be able to see what the body could see, hear what the body could hear, etc., by forcing his way into the body of the other Netrunner.

CLINGING

As the layout of a node can include almost any arrangement, Clinging is a useful effect for moving in areas not normally accessible to floor bound Personas.

DAMAGE REDUCTION

Programs are not made of materials. Rather, they are made of algorithms and data bound together into a logical architecture.

Persona programs with Damage Reduction are more resistant to distortion, so that they take proportionately less damage from most program attacks. Such software modification is inherently more difficult to write than ordinary software, so this Power is uncommon.

DAMAGE RESISTANCE

Damage Resistance implies that a program is built to withstand forced data changes which could otherwise crash it. Damage Resistance can be bought for any defense, including Ego Defense, Power Defense, Flash Defense, ect.

DARKNESS

Darkness effects create a privileged region in the node where other programs are not allowed to sense into. A Persona program can hide in this region, but unless it has Personal Immunity to the darkness or the proper Enhanced Senses, it is also unable to perceive anything.

DENSITY INCREASE

Persona bodies have no density at all (they're programs, not physical objects). This Power is not appropriate for Netrunning Personas.

DESOLIDIFICATION

Desolidification built into the cyberdeck is used to create the astral form used to travel Cyberspace. However, programs may not purchase Desolidification for any reason. Persona bodies are made of software. They cannot simply "dissipate" or "phase shift" around other programs or around the boundaries of the computer systems. This Power is not appropriate for Netrunning Personas.

DISPEL

Dispel is used to "crash" programs. Dispelled programs are lost, and must be reloaded from deck storage. Note that since Armor is bought as a separate program, it is possible to Dispel a Persona's Armor.

Dispel programs can be targeted to certain Powers (the normal case), or they may be more broadly applicable. A Dispel that may be applied to any program must be bought with a +1/4 Power Advantage.

Programs that are inactive (i.e., loaded but not running) are protected by the Persona program's defenses, including Power Defense. Active programs which affect others, or which extend beyond the Persona (such as Clairsentience) do not benefit from the Persona's defenses.

It is not possible to Dispel only one Power in a program. The entire program must be Dispelled in order for the Dispel to have any effect. Note that, like all attack Powers, the Attack Roll for Dispel is based on Ego Combat Value.

DRAIN

Drains reduce the abilities of a program by disrupting its internal operations. Most 21st Century software, if it is not totally crashed (see the Dispel Power), can use self-correcting algorithms to fix minor disruptions, thus as in the standard *Hero System*, Drains wear off eventually.

Unlike Dispel, draining a single Power from a program is allowed.

DUPLICATION

The primary use for Duplication is to provide an inexpensive way to have multiple copies of a Persona in the same deck. Multiple users may "swarm" with these Personas, or a single Netrunner may control them one at a time.

Duplication is purchased as a separate program. The maximum point cost for any secondary Personas (including associated programs) and the maximum number of Personas which can be active simultaneously determine the cost of the Duplication program. The primary Persona acts as the "base" Persona, and is not subject to the maximum point limitations otherwise imposed by the executive.

Single Netrunners can also use for Duplication. The multiple Personas may be sent on different tasks to different places. However, the Netrunner may only control one Persona at a time. While a Persona is uncontrolled, it acts as a Golem. The Netrunner gives the Duplication Golem a simple goal, and it attempts to complete the goal. Unfortunately, while uncontrolled, the Duplication Golem may take actions that the Netrunner will come to regret. In this case, Duplication may either be purchased as a separate program or as a Power of the Persona program.

Each Duplication Golem acts a separate Persona, and is subject to the restrictions specified in the *Hero System Rulebook*, p. 65. In other words, if a Duplication Golem is sent on a suicide mission, it'll go (and succeed to the best of its ability), but if destroyed, it is lost for the rest of the Netrun.

EGO ATTACK

EGO Attacks represent attacks directed by the mind of the Netrunner. The attack is reflected in a STUN loss (as described in the *Hero System Rulebook*) on the Persona. Persona's may have Ego Defense to reduce or eliminate the damage of the attack.

END RESERVE

END Reserves are used to represent the processing power of the deck. Characters may not buy END Reserves as programs.

ENERGY BLAST

Energy Blast is the basic "attack program." Energy Blasts in the Net work by tearing at the Persona's structure, trying to disrupt or crash the Persona program. Players should remember that Energy Blast does normal damage, which means it does proportionally more STUN than BODY. Thus, it is more appropriate for driving an opponent away than for killing him. For more deadly attacks, see Ranged Killing Attacks.

One other aspect of Energy Blast is that it may be purchased as EGO Targeted. From the Netrunner's deck, it can then be used to attack the Netrunner's body, rather than his Persona. The EB may be "fired" at the DNI interface, attacking the Netrunner's body with electrical shocks or disruptive brain-wave patterns. These attacks cause convulsions in the victim's body, causing STUN and BODY damage, and can kill him given time.

This type of program may also have a -1/2 Limitation (May Not Be Used on Personas) if being purchased specifically as a Black IC weapon.

ENHANCED SENSES

As one might imagine, senses in the Net are quite different from senses in the real world. However, Persona programs translate the data collected into normal sense groups so Netrunners can quickly evaluate the situations on the Net.

All of the Enhanced Senses beyond the normal sense groups represent different ways to examine the views of the node. The interactions between the Powers Darkness, Flash, and Enhanced Senses are ways for Personas to sense data and deny data to others. However, the data a Persona receives is generally limited to the current room in the current node, so N-Ray vision is normally prohibited.

Detects (or Detects bought into Senses) allow the Persona to detect circumstances not otherwise obvious. For example, a Persona might be able to "see" black IC as glowing, thus alerting him to the danger.

One very common form of Detect is a Scan, which analyzes a Netrunner's Persona and provides an inventory of the types of programs the Persona have active (in Memory). Scan is usually purchased as a new Discriminatory Sight Group sense. The Persona must make a Perception Roll for each program; failure indicates that the program is detected but not analyzed (in other words, you know there's a program there, but you don't know what it is). GMs should feel free to give negative modifiers to the Perception Roll for unusual programs. For the full attributes of Scan, see the *Program Catalog* section.

ENTANGLE

Net Entangles prevent the Persona program from moving by entrapping it in a "virtual environment," where normal movement operations are intercepted and ignored. This environment wraps itself around the Persona program, and is thus subject to attacks (much as the Persona program itself is).

Depending upon the design of the environment, any of the Entangle options may be appropriate.

EXTRA-DIMENSIONAL MOVEMENT

The Net may itself represent a dimension; some cyberpunk literature explores the Net as a medium through which interstellar cultures may communicate. However, this approach to Netrunning is not the standard that this section defines. Netrunning Personas may not leave the Net; this Power is not available to Netrunners.

EXTRA LIMBS

Extra Limbs are common for Netrunning Personas. For some Persona-writers, the extra flourish of multiple usable limbs is viewed as a sign of unusual talent, but the technology is not that difficult (as indicated by the point cost).

FASTER-THAN-LIGHT TRAVEL

Activities in the Net happen at a tremendous pace, but even here relativity may not be violated. This Power is used to simulate the speed at which programs travel in the Comgrid and is only available as part of the DNI. FTL may not be used for any other purpose.

FLASH

Flashing a Persona's senses is usually accomplished by blasting the Persona with a data stream, overwhelming the image analysis algorithms. However, the best of such algorithms tend to be quick to recover (see the Flash Defense Power).

FLASH DEFENSE

Flash Defense represents the ability of algorithms to quickly sort through repetitive data streams to determine the true "image" beyond.

FLIGHT

As the layout of a node can include almost any arrangement, Flight is a useful effect for moving in areas not normally accessible to floor bound Personas.

Note that a node's view may include flight (for example, the zero-g orbital nodes), but this ability is equally available to all Netrunners (from the Persona's point of view, anyway), and is a special effect.

FORCE FIELD

Force Fields represent dynamic barriers which prevent outside interference from changing algorithms, modifying the logical structure, or damaging the integrity of the Persona and its programs. In short, they are defenses.

Force Fields in the Net do not always look like force fields. Some appear as protective clothing, including medieval armor, flak jackets, or just steel-shiny skin.

FORCE WALL

Force Walls are like Force Fields, in that they are dynamic barriers. However, unlike Force Fields, Force Walls may be projected at a distance from the generating Persona, creating a barrier (at least until sufficient force is applied to break through). In zero-G views, closed Force Walls can become spheres.

One common use of Force Walls is as a barrier preventing passage through a secure intercomputer link. These "data screens" are usually used as Triggered security measures; the more vicious ones have Linked Damage Shields to deter intruders.

GLIDING

Unlike Flight, Gliding is harder to rationalize in the Net. It is allowable at the option of the GM.

GROWTH

In the Net, Personas appear at a human scale. A Persona with this Power active appears much larger, and also gains points in some attributes.

However, Growth can be used to aid a Persona with Shapeshift to maintain his disguise. For example, a Persona with Shapeshift and Growth could disguise himself as a database (file cabinet) or other "furniture" of a given view which is larger than human-sized.

HAND-TO-HAND ATTACK

Hand-to-Hand Attacks are another form of attack in the Net. Often Hand to Hand attacks are visualized as weapons or unusual appendages.

IMAGES

The Images Power allows the Persona to broadcast a "shell" which can represent any other feature of the Net. It is not possible to broadcast "nothing" (but see the Invisibility Power), but it is possible to mask another being with the Image.

INSTANT CHANGE

This acts as a more limited version of the Shape Shift Power. A Netrunner can use Instant Change to make cosmetic changes, between specific images of the Persona.



INVISIBILITY

Invisibility in the Net requires not only that you not broadcast a Persona image, but that you actually mask the presence of your Persona program.

While Invisible you can attack programs but you cannot interact with them. Thus, it is possible to sneak through the Black IC invisibly (assuming it doesn't see your "fringe"—see p. 74 of the *Hero System Rulebook*), but once you get inside you'll have to turn your Invisibility off to access that high-security database.

Invisibility normally affects only the Persona, not the trace. For a $+1/2$ Advantage, Invisibility Power will also affect the trace; Invisibility which only affects the trace is purchased at a $-1/2$ Limitation.

KILLING ATTACKS (HKA/RKA)

Unlike hand-to-hand attacks and Energy Blasts, Killing Attacks are designed to destroy the Persona, knocking the Netrunner out of the Net and possibly knocking him unconscious. They operate as described in the *Hero System Rulebook*. See Energy Blast for more on using attacks in the Net.

KNOCKBACK RESISTANCE

It is the GMs option to use Knockback or not. If the GM is using Knockback, then this Power is appropriate.

LACK OF WEAKNESS

Software programs are rarely constructed with the precision that Lack of Weakness implies. Especially carefully constructed programs can resist the effects of the Find Weakness Talent.

LIFE SUPPORT

The Net can simulate any type of environment. Some environments can even be detrimental to unprotected programs. Life Support represents protection against specific types of harmful Net environments.

Another type of Life Support available to a Netrunning Persona is Life Support: Does Not Need the Trace (see *The Trace* section). This 10 point Life Support Power allows the Persona to not suffer from the short term automatic Dependence upon the Trace.

MENTAL DEFENSE

Mental Defense is very important to Netrunners. Many of the most potent abilities of the Net are effected by Mental Defense.

Mental Defense may be included as part of the Persona program or as a separate program. Except for the general translation of the Net, this Power works as specified in the *Hero System Rulebook*.

Mental Defense may also be purchased specifically to apply to the Netrunner's body. This type of Mental Defense is used to protect the body in the Netrunner's absence, but does not help the Netrunning Persona. There is no point cost difference for Mental Defense aimed at the Netrunner's body; Mental Defense that may be used for both has a $+1/2$ Advantage.

MENTAL ILLUSIONS

Mental Illusions are used to create environments that are different than those broadcast by the node's view. The views of each nodes act as the underlying "reality" of the net. Mental Illusions allow a Netrunner to override that "reality" and replace it with his own.

Mental Illusions can be used to confuse and misdirect Netrunners. Properly constructed Mental Illusions, if not detected, can mislead Netrunners into making suicidal errors. GMs should remember, however, that unless the Mental Illusion is very strong (EGO+30), there must be at least an element of the truth in the Mental Illusion. With a lesser Mental Illusion, for example, it would be possible to make an ordinary worker program look like Black IC (or vice versa!), but it would not be possible to make Black IC appear where no programs are running.

Mental Illusions can also be used for more beneficial purposes. The views in most nodes are relatively static. Mental illusions can be used to enhance the "reality" of the node's view. Thus, an amateur Netrunner could enjoy a "Net vacation" of a week on a pre-pollution Caribbean island, as a child in a Cape Cod mansion, or in some other idyllic location without leaving the safety of his own home. Hospitals also have "healing havens" that provide sick or injured persons with comfortable surroundings while their bodies heal in the real world.

GMs may decide Mental Illusions may be used to replace Desolidification as the primary Power which defines Netrunning (see above).

MIND CONTROL

Mind Control allows the Netrunner to dominate other programs or Netrunners into doing his will. It works as described in the *Hero System Rulebook*; see the *Characteristics* section to determine the typical characteristics of programs.

Mind Control can also be used to dominate the body of an absent Netrunner. As with Energy Blast, Mind Control must be performed from the deck attached to the body. The body gets a defensive EGO equal to that of the Netrunner. If the Mind Control is successful, the controlling Netrunner can manipulate the body in a puppet-like fashion. Unfortunately, the Netrunner doesn't get any sensations from the body. If you need to use the body's senses, see the Clairsentience Power.

As with Energy Blasts, Mind Control purchased for use against Netrunner bodies must have the Transdimensional Advantage ($+1/2$). It may also have a $-1/2$ Limitation (May Not Be Used on Personas) if being purchased specifically as a Black IC weapon.

Mind Control may also simulate wetware tech, the ability to reprogram the human brain. However, such activities are extremely delicate and require a great deal of skill.

MIND LINK

Mind Link is used in headjacks, allowing for a faster translation of the brain's synaptic responses. The most common use requires being tied into equipment using thought to control the machine. See headjacks in the *Equipment* section.

Mind Link is also used to provide multiple Personas running from a single deck, providing the ability to communicate with one another. This special version of Mind Link costs a base of 10 points (for one other member of the "swarm"), +5 points for 2x the number of minds; the cost must be paid by the primary Persona only.

MIND SCAN

This ability allows a Persona to scan the node for other Personas. Normally, sensory input about a node is limited to a single room in a node, so the GM may wish to further limit this ability to a single room in a node.

MISSILE DEFLECTION & REFLECTION

This ability would be described as a deflection "shield" (much like the discs in the movie *Tron*).

MULTIFORM

The Multiform Power represents a Persona's ability to exchange itself with another Persona, or to readjust its abilities to various configurations.

From a game standpoint, Multiform allows the Persona program to have several forms; each form completely replaces all of the programs built into the Persona program (but not those provided by outside programs).

Each form has its own appearance (or appearances, if the Persona has the Shapeshift Power), its own Characteristics, and its own Powers. As with "real-world" Multiform, only one Persona form at a time may be maintained.

POWER DEFENSE

Like Mental Defense, Power Defense is very useful to protect the Netrunner Persona. Drains and Transfers are among the most potent attacks in the Net, and defenses against these are essential.

REGENERATION

Personas may have Regeneration to simulate their self repairing ability. Because of the short time scale of most Netruns, Regeneration is very useful for keeping a Persona in top shape.

RUNNING

All Personas begin with 6" of Running, just like a normal character; this may be increased (see p. 83 of the *Hero System Rulebook*). Running only governs movement within the rooms of a node.

SHAPESHIFT

The Shapeshift Power is used to allow the Persona to vary its appearance. The first Persona appearance comes "free" with the purchase of the Persona's COM; additional appearances require the Shapeshift Power. As explained under Characteristics, the animation in a shape of either type is limited by the Persona's COM.

There are two kinds of shapes which may be adopted: Netrunner shapes and false identities. A Netrunner shape may be a giant rabbit, a beer stein, or a cloud of bees. All Netrunners, regardless of their view, see you the same way.

A false identity allows the Netrunner to masquerade as a standard program (helper, laborer, etc.) or even a data packet, by broadcasting the standard response codes to that appearance. Thus, if you have a false identity as a laborer, a Netrunner with a Medieval Fantasy view would see you as a dwarf, while a Netrunner with a Factory view would see you as a factory worker. Behaving in an "abnormal" manner for your identity (e.g., data files that move on their own or worker programs that start conversations) will cause other Netrunners and security programs to disbelieve the shape.

Note that false identities are based on various types of programs responding correctly to ID requests. The correct responses vary over time, so that false identities "age" and become obsolete. Therefore, Shapeshifts for false identities can be purchased with the Ablative Limitation (see below).

Persona images are human sized, even for false identities (imagine a 6' file folder). To vary the size of the image, see the Growth and Shrinking Powers.

SHRINKING

Like Growth, Shrinking is primarily useful in maintaining a disguise. Most data packets are represented as relatively small (when compared to Personas); to disguise oneself as a small inanimate object, you need the Shapeshift and Shrinking Powers.

SKILLS

Cyberdeck memory can act as a skillsoft (see the Character Creation chapter). As with real skillsofts, experience gained when using a skillsoft may not be used to learn the Skill.

STRETCHING

The Stretching Power would represent a Persona which could extend over a larger area than normal.

SUMMON

The Net is not filled with unusual beings from other dimensions awaiting the summons of a Netrunner. Summon is not available to *Cyber Hero* characters.

SUPERLEAP

As the layout of a node can include almost any arrangement, Superleap is a useful effect for moving across areas not normally accessible to floor bound Personas.

SUPPRESS

Like Dispel, Suppress is a directed attack against a Persona's programs. Unlike Dispel, however, it need not completely destroy the program in order to render it less useful. Suppress works on programs as described in the *Hero System Rulebook* (p. 85).



SWIMMING

As the layout of a node can include almost any arrangement, Swimming is a useful effect for moving in areas defined as "Water". A Persona without swimming could not move in such an area.

SWINGING

As the layout of a node can include almost any arrangement, Swinging is a useful effect for moving in areas not normally accessible to floor bound Personas.

TELEKINESIS

The essence of this definition of the Net is that Personas must move over and 'touch' data that they want to manipulate. For this reason, Telekinesis, which would allow a Persona to manipulate data without touching it, is not allowed.

TELEPATHY

Telepathy can be used to examine the Netrunner's mind as defined in the *Hero System Rulebook*. To examine the Netrunner's mind, the attacking Persona must be in the Netrunner's deck. Telepathy must be bought with the Transdimensional Advantage (+½).

TELEPORTATION

The essence of this definition of the Net is that Personas must move from place to place through the intervening systems. For this reason, Teleportation within a node, which would allow a Persona to move to a part of a system without traveling through the intervening systems, is not allowed.

In the Comgrid the Teleport Power reflects an important ability for the "hit and run" Netrunner. Any Netrunner may return to his deck by following his own trace one link at a time; he may also follow another Netrunner's trace by making high enough PER rolls. However, when you're trying to get back to your deck ahead of that Black IC, sometimes one step at a time isn't fast enough. Teleport will allow a Netrunner to jump multiple nodes in one phase. This simulates a Persona circumventing the normal priorities and linking a series of data paths into one long path for a single move.

In its standard form, the Teleport costs are as specified in the *Hero System Rulebook* (p. 87), with each 10" of movement equivalent to one "hop" on the Comgrid. Thus, for 40 points, the Persona could make 4 hops in one phase.

A Persona can not "hop" through any node that they could not move through normally. If a node has security that would turn them back when making a normal move, any attempt to Teleport through that node would fail.

This Power is often purchased with the Limitation Only for Following Own Trace (-1), so that it can only be used as an escape. This means that the Teleport can be used to return to someplace you've already been this run, but it won't work if your trace has been cut.

Sometimes, this Power is bought with the Trigger Advantage, so that if something bad happens (like someone else entering your deck) it draws you back to help defend it. This can be inconvenient, however, so Netrunners must be careful to use this only when their decks are more important than their runs.

TRANSFER

Transfer can be used to steal active programs from another Netrunner. If the Transfer roll exceeds the active cost of the program (after subtracting for Power Defense), the attacking Netrunner copies the program into his cyberdeck—if he has enough memory. Once in the cyberdeck's memory, the program can be used or transferred to Storage.

TRANSFORM

Transform can be used to modify programs so that they are less dangerous or more helpful to the user. Transforms bought for use in the Net need to specify the type of Power they affect (like Dispel and Suppress). For a +¼ Advantage, a Transform may affect any program Power (one at a time); for a +2 Advantage, it may affect all program Powers in a given program.

Transform attacks may not be applied to multiple programs (unless they have the Area Effect Advantage). Thus, you can only Transform a single program with a single Transform attack.

Cosmetic Transforms change the appearance of the Power, but do not change any of the Power's Advantages or Limitations. Minor Transforms may change the Advantages and Limitations of the Power, so long as the number of real points in the program do not change. Major Transforms may change the Power itself, although the number of real points in the Power still may not be exceeded.

Programs carried by the Netrunner's own Persona are 0 DCV for the purpose of the Attack Roll, and do not benefit from the Persona's defenses. Programs carried by another Persona have its DCV and gain the benefit of its Power Defense.

TUNNELING

The walls between the rooms of a node represent the organization of the underlying hardware of the systems of the node. Software can not move from system to system except through the doorways defined by the systems organization. Therefore, Tunneling is not an appropriate Power in the Net.

POWER ADVANTAGES

Power Advantages can help give a character's abilities style, and make them seem different from another character's abilities. Most Advantages can be used, although some are not applicable to a cyberpunk Netrunning setting.

Power Advantage	Availability
Affects Desolidified	Not Available
Area Effect	Common
Armor Piercing	Common
AVLD	Common
Autofire	Common
Based on EGO Combat Value	Common
Charges	Uncommon
Continuous	Common
Damage Shield	Common
Delayed Effect	Common
Difficult to Dispel	Common
Does Knockback	Not Available
Double Knockback	Not Available
Explosion	Common
Hardened	Common
Hole in the Middle	Uncommon
Increased Maximum Range	Uncommon
Increased STUN Multiplier	Common
Indirect	Not Available
Invisible Power Effects	Uncommon
No Normal Defense (NND)	Common
No Range Penalty	Uncommon
Penetrating	Common
Personal Immunity	Common
Ranged	Common
Reduced Endurance	Common
Sticky	Common
Time Delay	Common
Transdimensional	Not Available
Trigger	Common
Usable Against Others	Uncommon
Usable By Others	Common
Uncontrolled	Uncommon
Variable Advantage	Uncommon
Variable Special Effects	Not Available

Several of the Power Advantages are not allowed because they are designed to counter Powers or Advantages which are not available. Should the GM decide that the Powers or Advantages are available, then he should allow the countering abilities as well.

The following paragraphs describe special uses of the Advantages, and contain specific rules covering their use on programs. Unless otherwise specified, Advantages work as specified in the *Hero System Rulebook*.

AFFECTS DESOLIDIFIED

Desolidification is not available as a Power in the Net, so the Affects Desolidified Advantage is also not available.

AREA EFFECT

Powers with the Area Effect Advantage work much as they do in the real world. However, areas of effect do not spread across multiple rooms in a node.

ARMOR PIERCING

Armor Piercing attacks are specifically designed to disrupt or evade the defensive structures of most programs. They are appropriate to the Net.

ATTACK VERSUS LIMITED DEFENSE

Attacks Versus Limited Defenses are relatively common in the Net. Nearly any attack may be turned to attack Mental Defense, Power Defense, or Flash Defense.

AUTOFIRE

Autofire attacks may be used in the Net normally.

BASED ON EGO COMBAT VALUE

Many Netrunner attack programs have this advantage.

CHARGES

The Charges Advantage can be used for a program that is designed to erase itself as part of its execution. Some military software has this Advantage to keep the intact program from falling into enemy hands.

CONTINUOUS

Continuous Powers are very appropriate to programs. Examples include: Continuous Drains (as a type of "virus"), and Continuous Dispersals (as a security measure to prevent some kinds of programs—like attack programs—from operating in a given area).

DAMAGE SHIELD

Damage Shield is a common method of representing data screens which not only block intruders but attack them.

DELAYED EFFECT

Delayed Effect can be used to represent programs that take time to start up (long initialization), but once they are established they are instantly available to the Persona. This form of program is sometimes known as a daemon (from the Greek word for "helpful spirit"), and can provide any Power.

Powers with Delayed Effect use up Memory from the moment they are loaded, but they are not available until after their delay.

DIFFICULT TO DISPEL

Programs with defenses against forced crashes (Dispersals) may be represented with this Advantage.

DOES KNOCKBACK, DOUBLE KNOCKBACK

These Advantages are appropriate only if the GM is using the Knockdown or Knockback rules in Net combat.

EXPLOSION

Powers with the Explosion Advantage work much as they do in the real world. However, explosions do not spread across multiple rooms in a node.

HARDENED

Hardened defenses work in the Net in the same way that they work in the real world.

HOLE IN THE MIDDLE

Area Effects with a Whole in the Middle work in the Net the same way that they work in the Real World.

INCREASED MAXIMUM RANGE

As most Powers are limited in their effects to a single room of a node, the extremely long ranges provided by this Advantage are not common in Netrunning software.

INCREASED STUN MULTIPLIER

Increased Stun Multiplier works in the Net the same way that they work in the Real World.

INDIRECT

The essence of this definition of the Net is that programs must move from place to place through the intervening systems. For this reason, the Indirect Advantage on a Power, which would allow the Power to effect a place without traveling through the intervening systems, is not allowed.

INVISIBLE POWER EFFECTS

Use of a program in the Net that affects anything but the Netrunner himself is usually obvious to any other Net Persona. With this Advantage, the Power remains hidden.

NO NORMAL DEFENSE (NND) ATTACK

Attacks with the No Normal Defense Advantage work in the Net in the same way that they work in the real world.

NO RANGE PENALTY

As most Powers are limited in their effects to a single room of a node, the No Range Penalty provided by this Advantage are not common in Netrunning software.

PENETRATING

Attacks with the Penetrating Advantage work in the Net in the same way that they work in the real world.

PERSONAL IMMUNITY

Attacks with the Personal Immunity Advantage work in the Net in the same way that they work in the real world. Personal Immunity is useful to represent Area Effects which are broadcast from the Persona without harming it.

RANGED

Attacks with the Ranged Advantage work in the Net in the same way that they work in the real world.

REDUCED ENDURANCE

An efficient program may be constructed which consumes less system resources than normal. Such a program may have the Reduced END Advantage. Programs with the 0 END or Persistent Advantages are possible, but less common.

STICKY

The Sticky Advantage can be used to represent a type of virus. These virus programs act on their own to damage or deplete computer resources in a target system.

These programs tend to be dangerously contagious, as they "infect" programs which travel from node to node (or from computer to computer within a node) and spread through large computer systems in an uncontrolled fashion.

GMs should be warned that viruses bought down to 0 END can be very hard to stop.

TIME DELAY

The Time Delay Advantage can be used for "time bomb" programs which act after the Netrunner has launched them. It can also be used for security programs which periodically check pass codes.

Time Delays can also be used on viruses, so that the resulting effects happen weeks or even years after the virus was planted and the implementor's trail has grown cold.

TRANSDIMENSIONAL

Extra-Dimensional Movement is not allowed as a power so the Transdimensional Power Advantage is normally inappropriate to Net programs.

TRIGGER

The Trigger Advantage is used to represent programs which are launched and then lie in wait for the appropriate circumstance. After Triggered Programs are launched, they utilize the resources of the target system, not those of the Netrunners deck. The Netrunner Launches the program and supplies it with END. The Program waits until the proper circumstances arrive and then fire using up the END. Once the Power is launched, it can be removed from the Memory of the deck, and it will continue to wait for the proper circumstance to occur.

Triggered Powers can be used to lay traps for unwary Netrunners. Many different kinds of IC are built with the Trigger Power, including alarm programs and the dreaded Black IC.

For example, a simple Capture IC can be built with an Area Effect Drain vs. Running and SPD, Triggered by an unauthorized Netrunner coming into the area of effect. A more dangerous version could use Energy Blast, Dispel, or Suppress.

As described under Characteristics, if only a level of privilege is needed to be an authorized Netrunner, the trigger may be based on the PRE of the Persona, or on the PRE of an account. Triggers can be established to fire only if approached by a Persona with a PRE below a specified level.

Another use for Triggered Powers is to recall the Netrunner if something happens to his deck, either in the Net or in the "real world."

USABLE AGAINST OTHERS

Powers Usable Against Others can be among the most potent abilities in or out of the Net. The GM should closely scrutinize any Programs created with this Advantage.

USABLE BY OTHERS

Programs Usable By Others may be run by another Persona. Once run, they provide their benefits to the target Persona.

Note that the memory cost for Powers Usable By Others is paid by the bearer, not the user. For Netrunners without a deck powerful enough to carry their Persona and all the programs they need, a second "caddy" Netrunner running out of another deck and bearing programs Usable By Others could travel along and increasing the supply of Programs. This is not as effective as a single Netrunner with a larger deck, but can be used to evade limitations on the deck capacity and other technological problems.

UNCONTROLLED

The Uncontrolled Advantage is used to represent programs which are launched at an opposing program and then utilize the resources of the target system, not those of the Netrunners deck. The Netrunner Launches the program and supplies it with END. The Program continues to run until the END is used up. Once the Power is launched, it can be removed from the Memory of the deck, and it will continue to run until it is out of END.

The Uncontrolled Advantage is especially powerful when combined with the Trigger Advantage. Imagine an Uncontrolled Energy Blast or Drain with a Trigger that waits at a security point. When an unauthorized user is detected, it fires an attack at the intruder that does damage for several phases.

As with all Stop Sign Advantages, the GM should examine carefully any program purchased with the Uncontrolled Advantage.

VARIABLE ADVANTAGE

Programs can be extremely flexible. Varying the Advantages on a piece of software reflects this variability.

GMs may request that players provide a set of common Advantage sets for their programs. This both speeds up the game (as the player isn't constantly refiguring the Advantages) and reflects the software's "modes" of operation. At GM's discretion, software may be limited to only these modes for Advantages; if so (and if there are few modes), the Variable Advantage cost should only be +½ (plus the cost of the mode advantages).

VARIABLE SPECIAL EFFECTS

Since all programs have the same special effect (software), this Advantage is not available for Netware.

POWER LIMITATIONS

Like Power Advantages, Power Limitations give individuality to programs.

When selecting Limitations for programs, be aware that there are two sorts: those that affect the activation of the ability, and those that affect the Power throughout its effect. For further discussion of this, see *Limitations* in the *Character Creation* chapter.

Limitation	Availability
Ablative	Common
Activation	Common
Always On	Not Available
Charges	Uncommon
Concentrate	Common
Extra Time	Common
Focus	Common
Gestures	Not Available
Incantations	Not Available
Increased Endurance Cost	Common
Independent	Common
Limited Power	Common
Linked	Common
Mental Powers Based on CON	Not Available
No Knockback	Not Available
No Conscious Control	Not Available
Only in HERO ID	Not Available
Reduced by Range	Uncommon
Reduced Penetration	Uncommon
Requires a Skill Roll	Common
Side Effects	Common
Variable Limitations	Common
Visible	Common

The following paragraphs describe special uses of the Limitations, and contain specific rules covering their use on programs. Unless otherwise specified, Limitations work as specified in the *Hero System Rulebook*.

ABLATIVE

The Ablative Limitation may be used to simulate a Power whose implementation is based on a special trick or weakness in most software on the Net. Since information on the Net spreads so quickly, a security flaw used last week is often covered by now.

Each time the program is used on a Netrun, the Activation roll drops by one. When the Activation roll drops below 8 or less, the secret on which the program is based becomes common knowledge, and the security flaw is plugged, making the program useless.

Note that this decrementing Activation roll drops by one for each Netrun in which the program is used, not each time the program is used.

Example: *The Electric Samurai has just written a new attack program that takes advantage of a newly-discovered flaw in most Persona program structures. On his first Netrun, it has an Activation roll of 15-. He uses it three times.*

The next time he goes into the Net, word has gotten around that this new program (and its associated security flaw) exists, and a few Netrunners have gotten the fix in; it has an Activation roll of 14-. This time, he carries the program but doesn't use it. No more data is made available to the Netrunning community, so no one else makes the fix. The next Netrun, the Activation roll is still 14-.

If the character uses the program a lot during a single Netrun, or if it is used in a very public forum, the Activation roll may drop by more than one (GM's discretion). GMs should note the possibilities in selling "used" software.

An alternative way to use Ablative is to start with a base of 18-, and subtract 1 for each time step that has passed since the program was written. Thus, after one minute the Activation roll would be 15-, after 1 hour it would be 13-, and after 1 week it would be 10-. This requires that the GM and/or player keep track of the date the program was written. If this option is used, Ablative should not be allowed as a Limitation for improvised programs.

ACTIVATION

Unlike the Activation roll for Ablative programs, the standard Activation roll indicates a program which just doesn't work right all the time. Activation is an excellent mystery Limitation.

Burnout and Jammed Activation rolls indicate programs which don't just fail to function—they crash. To keep the use of these limitations consistent, any program which fails as a result of Burnout or Jammed can't be used again on this Netrun, even if it is reloaded. There's just something which doesn't work about the program, and it will require some rework to fix (unjam).

ALWAYS ON

Always On is not generally a Limitation for programs. In order for this to be a Limitation, there must be some inconvenience in having the program on all the time; since the user can always "turn it off" by leaving the Net, such inconveniences don't really apply.

CHARGES

The Charges Limitation can be used for a program that is designed to erase itself as part of its execution. Some military software has this Advantage to keep the intact program from falling into enemy hands. However, some programs written for special purposes may be set to erase themselves as part of execution. This is especially true for some viruses and IC breakers.

CONCENTRATE

A program with the Concentrate Limitation requires more than normal guidance from the user. Most programs are "fire and forget;" once they are activated they require only minimal attention from the Netrunner. Programs with this Limitation require the Netrunner's attention as described in the *Hero System Rulebook*.

EXTRA TIME

The Extra Time Limitation indicates programs that operate very slowly, or that take a long time to activate. There are few programs which require this extra time, although sometimes the "time/space tradeoff" is invoked to reduce the demands of programs which do not need to operate frequently.

One common example of such a system is the "reset" time of many Triggered Independent programs (such as IC). In order to reduce the processing required for these programs, many of them must wait a period of time between firing. This provides an opportunity to the Netrunner who survives the first onslaught, as he can slip by during the reset time. Of course, the program has probably already sounded an alarm, so...

FOCUS

In some sense, all programs are Focuses. You can't use a Netrunning Power if you don't have the associated program. However, the Focus Limitation requires that it be possible to take the program away from you; this isn't normally possible in the high-tech world of the Net, as you've always got your backups on your deck.

However, Focus can be used to simulate the accessibility of your programs to others. A program with the Obvious Focus Limitation is immediately analyzable, even if it isn't active. Thus, an Energy Blast program with an Obvious Focus Limitation is immediately apparent to any other Netrunner as a weapon, even if you haven't used it yet.

An Accessible Focus isn't protected by your Persona's defenses. Normally, if you try to Dispel or otherwise affect a Persona's programs, the defenses of the Persona add to the defenses of the program to protect it. However, if your program has the Accessible Focus Limitation, it is on its own, and must have its own defenses to protect it. Programs bought as Fragile Foci have one BODY; programs which are not Fragile Foci have a BODY equal to their Active Points/5.

Foci can also be used to represent "licensed" programs, where a license key must be used to activate the program each time it is used. Without the key, the program will not operate. These keys are inserted into the cyberdeck before beginning the Netrun.

Foci can also be used for "limited use" licenses. If the license key has a limited number of uses (or a limited time of use), it may be considered an Expendable Foci. The cost of renewing the license key determines the value of the Expendable Foci.

GESTURES

Gestures is more appropriate to a fantasy campaign than a cyberpunk campaign. This Limitation is not available for programs.

INCANTATION

Like Gestures, Incantations is more appropriate to a fantasy campaign than a cyberpunk campaign. This Limitation is not available for programs.

INCREASED ENDURANCE COST

It is common to be able to make a program smaller by decreasing its efficiency in processing power. This "time/space tradeoff" is a well known phenomenon. Programs with Increased Endurance Cost require more processing power from the deck than is normal for their function.

INDEPENDENT

In Netrunning, the Independent Limitation is used to buy programs that act on their own. Such programs can include viruses, small software agents, and other "independent" entities.

Since storage and processing capacity on a deck are not character points, the "permanent" loss of those points for Independent programs is not appropriate. The primary effect of the Independent Limitation is that programs with this Limitation are no longer under the control of the Netrunner who initiates them, and they therefore do not cease to exist when the Netrunner leaves the Net.

Thus, most laborer and database programs encountered in the Net are Independent, as are most IC.

LIMITED POWER

Many programs carry Limitations of one sort or another. These may include the kinds of data which the program can be used on, the hours during which it can be used, or any other restriction on its use.

LINKED

The Linked Limitation is the tool which Netrunners use to construct programs containing multiple Powers. It is very common in Netrunning.

MENTAL POWERS BASED ON CON

This Limitation is specifically designed to be used with physical methods of performing mental powers. Since there is nothing physical in the Net, this Limitation is not generally applicable.

NO KNOCKBACK

This Limitation is appropriate only if the GM is using the Knockdown or Knockback rules in Net combat.

NO CONSCIOUS CONTROL

A Power with No Conscious Control happens at random (or at GM's whim). This is not usually appropriate for Netrunning software.

ONLY IN HERO ID

Netrunning programs are all already only available when Netrunning. A special Limitation for this is not required (nor is it available).

REDUCED BY RANGE

This Limitation works the same in the Net as it does in the real world.

REDUCED PENETRATION

This Limitation works the same in the Net as it does in the real world.

REQUIRES A SKILL ROLL

Some programs are designed to be used by experts. Some examples can include special Detects, some attacks, and some Talents (like Speed Reading). For any such program, the Limitation Requires a Skill Roll may be appropriate.

As a default, programs that Require a Skill Roll roll vs. Systems Operation skill. However, the designer may specify any skill which is required to use the program. Science Skills, Knowledge Skills, and Languages are common requirements on such programs.

SIDE EFFECTS

This Limitation is used to simulate a program power which does not integrate well with Persona programs. The resulting Side Effect is applied against the Persona program, although if it is defined as an Adjustment Power (like Drain) it can be applied to the Powers in the program which has the Side Effect Limitation.

VARIABLE LIMITATIONS

This Limitation that is flexible enough to work within a number of different sets of restrictions. This Limitation works the same in the Net as it does in the real world.

VISIBLE

Program Powers with this Limitation are not naturally invisible in the Net. Designers using this Limitation should consult the *Enhanced Senses Power* section to determine which sense groups are applicable on the Net.



The following sections describe a sampling of the programs that can be created under the above rules. Each program has a description and its game statistics.

Note: For compatibility reasons some of these program names are the same as those found in *Cyberspace* (also published by ICE).

PERSONA PROGRAMS

Persona programs are the primary focus of the Netrunning Persona. The other programs you may use may be switched in and out; the Persona program represents you on the Net.

Remember that Persona Programs do not have DEX, INT, EGO, or SPD of their own. INT, DEX, and SPD are based on the deck and on the Netrunner. EGO is based on the Netrunner. The persona's SPD may reduce the Netrunner's SPD.

STUDENT

The student Netrunner Persona is designed for beginning users, stressing economy and simplicity. It runs on an inexpensive and slow deck, and is used primarily with scenic views. Student Persona programs are commonly available, and their relatively low consumption of deck capacity makes them ideal for writing large programs.

Note that with their COM of 0, students do not broadcast any image. This reduces the requirements of the Persona on the deck, allowing large systems at universities and secondary schools to support many more users.

THE STUDENT PERSONA			
Val	Char	Cost	Costs
3	STR	3	Char: 5
—	DEX	—	+
3	CON	6	Powers & Skills: 0
3	BODY	6	-
—	INT	—	Disad: 0
—	EGO	—	=
0	PRE	0	Total: 5
0	COM	0	(minimum of 5)
1	PD	0	
1	ED	0	
-1	SPD	-10	
2	REC	0	
6	END	0	
7	STUN	0	
Pts		Built-In Programs	
0		None	

CORPORATE

The corporate Netrunner uses his deck to perform normal business transactions. As such, his focus is on a good corporate image and easy access to most corporate data.

THE CORPORATE NETRUNNER PERSONA			
Val	Char	Cost	Costs
10	STR	10	Char: 75
—	DEX	—	+
10	CON	20	Powers
10	BODY	20	& Skills: 0
—	INT	—	-
—	EGO	—	Disad: 0
15	PRE	15	=
20	COM	10	Total: 75
2	PD	0	(minimum of 5)
2	ED	0	
—	SPD	0	
4	REC	0	
20	END	0	
20	STUN	0	
Pts Built-In Programs			
0	None		

SYSOP

System Operators, Sysops, are the chief maintenance personnel of a system. They have almost unlimited access to a system and are responsible for maintaining the systems integrity. They also have almost unlimited processing and storage capacity as well as the SPD of a large mainframe computer to back up there expertise with firepower.

THE SYSOP PERSONA			
Val	Char	Cost	Costs
20	STR	20	Char: 138
—	DEX	—	+
20	CON	40	Powers
15	BODY	30	& Skills: 0
—	INT	—	-
—	EGO	—	Disad: 0
20	PRE	20	=
10	COM	5	Total: 138
10	PD	6	(minimum of 5)
10	ED	6	
—	SPD	0	
11	REC	6	
40	END	0	
40	STUN	5	
Pts Built-In Programs			
0	None		

ICEBREAKER

Icebreaker personas are extremely variable from Netrunner to Netrunner. Programming skill has much to do with what a Persona program is capable of doing. The first Persona presented is the base Persona available on the open market and the second Persona is one which has been tinkered with after some experience cutting IC.

THE ICEBREAKER PERSONA			
Val	Char	Cost	Costs
10	STR	10	Char: 65
—	DEX	—	+
10	CON	20	Powers
10	BODY	20	& Skills: 0
—	INT	—	-
—	EGO	—	Disad: 0
10	PRE	10	=
10	COM	5	Total: 65
2	PD	0	(minimum of 5)
2	ED	0	
—	SPD	0	
4	REC	0	
20	END	0	
20	STUN	0	
Pts Built-In Programs			
0	None		

THE ICEBREAKER PERSONA (EXPERIENCED)			
Val	Char	Cost	Costs
15	STR	15	Char: 97
—	DEX	—	+
15	CON	30	Powers
15	BODY	30	& Skills: 0
—	INT	—	-
—	EGO	—	Disad: 0
10	PRE	10	=
16	COM	8	Total: 97
5	PD	2	(minimum of 5)
5	ED	2	
—	SPD	0	
6	REC	0	
30	END	0	
31	STUN	0	
Pts Built-In Programs			
0	None		

INTRUSION PROGRAMS

BULLET

Bullet forms the Persona itself into a weapon to penetrate IC. A dangerous program, it thrusts the Persona deep into the IC, hoping to get beyond the IC into the node on the far side.

The advantage of Bullet is that the tremendous force applied by the entire Persona is likely to break through most IC. The disadvantage is that the Persona is much more vulnerable to the IC, because it must come into direct contact with the IC to affect it.

- 27 8d6 Energy Blast, Armor Piercing (+1/2), Damage Shield (+1/2), Extra Time 1 Turn (-1), Obvious, Inaccessible Focus (-1/2), Side Effects (2 x STUN From IC Attacks) (-1/2); END: 8.
- 27 **Total Cost**

DELVE

A Delve program attempts to scan the contents of an opposing Netrunner's deck storage. This is not the same as Scan; all programs, whether loaded or not, are revealed by a Delve. The trouble with Delve is that it's slow (because it has to communicate with the user's deck) and it can be blocked by an act of will from the opposing Netrunner. If a Netrunner is surprised by a Delve, however, it can be very revealing.

Delve only works on Netrunners with an active trace. If a Netrunner is ghosting, the Delve has no effect.

Delve is usually used to inventory an opposing Netrunner's programs. The user hears a listing of the programs with a basic description. This listing is somewhat distracting to the user, though.

A more versatile version can be used to scan data files in deck storage. Because of the volume of data involved, this version is more distracting and takes longer. Both versions are described below.

DELVE (PROGRAMS)

- 15 Clairsentience (w/Program Sense—see below), Indirect (+3/4), Ablative (-1), Extra Time (1 turn) (-1), Must Make ECV Attack Roll (-1/2). END: 4.
- 3 Sense Programs In Deck Storage, Discriminatory Sense, Hearing Sense Group. Concentrate 1/2 DCV (-1/4), Linked to Clairsentience (-1/2). END: 0.
- 18 Total Cost** **Total END: 4**

DELVE (DATA)

- 15 Clairsentience (w/Data Sense—see below), Indirect (+3/4), Ablative (-1), Extra Time (1 turn) (-1), Must Make ECV Attack Roll (-1/2). END: 4.
- 3 Sense Data In Deck Storage, Discriminatory Sense, Hearing Sense Group. Concentrate (0 DCV) (-1/2), Extra Time (1 turn) (-1), Linked to Clairsentience (-1/2). END: 0.
- 18 Total Cost** **Total END: 4**

ECHO

The Echo program is used to project a false image to either probe IC or to cause it to fire, hopefully leaving a time window during which the real Netrunner can slip through (see the Extra Time Limitation). Of course, Echo doesn't make the real Netrunner invisible (but see Invisibility).

The disadvantage to Echo is that the image is perceived as threatening. If the IC is designed to raise an alarm, the alarm will be raised. Note that IC gets a PER roll to detect an Echo as being false. Depending upon the IC's design, it may ignore the Echo or just raise the alarm anyway.

Also note that even though this program generates an image (like Mask and Invisibility), it doesn't suffer from the Ablative Limitation. This is because Echo works just fine with obsolete codes; remember, you're trying to trigger the IC, not hide from it.

- 22 Images, One Hex, vs. Sight and Hearing Sense Groups, Invisible Power Effects (+1/2), Limitation: Only to Project Image of Self (-1); END: 4.
- 22 Total Cost**

FILTER

Filters are used to remove or alter data passing through a data path. In simple forms, filters are used in all programs,

but a Filter program is specifically designed to intrude into someone else's data path and edit the data.

The Filter can be triggered by any kind of data, and it tries to modify the data into something innocuous (a revised record for an imaginary person) or harmful (falsified records of criminal transactions). The Activation roll represents the fact that the filter may not detect all of the data.

To place the Filter, the Netrunner must make the Activation roll. Failure may activate the security in the node. Also, Filters are detectable by a PER roll, and the slight delay induced in the data by the Filter can trigger sensitive IC.

- 17 3d6 Minor Transform (Data to Revised Data), Triggered (+1/2), 0 END (+1/2), Activation 14- (-1/2), Independent (-2). END: 0.

17 Total Cost

HARD WEDGE

Like a Bullet, a Hard Wedge tries to thrust itself through barriers by force. However, it is not as dangerous as the Bullet, because the Persona can stand off and blast the IC as opposed to grappling with it.

Unfortunately, Hard Wedge is also very noisy. In addition to the fact that its lower power means it will take longer to get through IC, Hard Wedge also requires substantial support from the Netrunner's deck. While a Hard Wedge is in operation, anyone trying to follow the Netrunner's trace is at +3 on his roll.

- 24 2d6 Ranged Killing Attack, Armor Piercing (+1/2), Penetrating (+1/2), Obvious, Accessible Focus (-1); Makes Trace Easier to Spot (-1/4), Beam Attack (-1/4); END: 6.

24 Total Cost

IMPERSONATE

IC is triggered when unauthorized users break system regulations. The primary problems facing IC, therefore, is detecting unauthorized users. In large systems, where there are many users, individual users are given levels of privilege (see Presence, above) indicating what kinds of accesses they may make.

In smaller systems, however, such abstraction is unnecessary. Computers can be programmed to recognize individual Netrunners, both by their Persona structure and their interfacing habits. This kind of security is especially common on small scientific projects, or where security is exceptionally tight and there is a limited "need-to-know" access list.

Even these systems are not impenetrable. In the face of this security challenge, Netrunners developed Impersonate programs which allow a Netrunner to simulate the usual interface of another user. This is more complex than just simulating his appearance (see Mask); the analysis programs examine the characteristics of the Persona, and even the pattern of commands usually issued by the Netrunner. The Impersonate program creates a duplicate of the Persona, and projects a light mental illusion (represented as a PRE Aid) which covers up any minor discrepancies the Netrunner may create. Major discrepancies are not covered by the illusion, though, so Netrunners need at least a passing familiarity with the subject they are mimicking. Also, the minor discrepancies will accumulate after a time, so the Impersonate is usually only good for short Netruns.

Each Impersonate program is designed to impersonate a specific individual. A single standard Impersonate program

cannot be used to impersonate multiple people, as part of the program is a detailed knowledge base on the individual being simulated.

- 10 3d6 PRE Aid, Fade 1 point/minute (+½), 0 END (+½) Extra Time (1 turn) (-½), Only Where Persona Would Have Privileges (-½), Requires a Skill Roll (Disguise) (-½), Side Effects (3d6 PRE Drain) (-½); END: 3
- 7 Shapeshift (to single other Netrunner Persona), Difficult to Dispel (+¼), 0 END (+½), Ablative (-1), Linked to PRE Aid (-½); END: 0.
- 17 **Total Cost**

INVISIBILITY

Invisibility makes the Netrunner undetectable at a distance (although there is still a "fringe") by simulating the random patterns of data which constantly echo through the Net.

As with many other simulations, however, IC continues to improve its ability to detect the patterns in the pseudo-random simulations of Net noise. Therefore, such programs eventually become easily detectable by IC.

One of the more difficult things to hide with Invisibility are protruding defenses. Thus, the standard Invisibility program is incompatible with Defensive Powers powers, making Invisible travel dangerous.

Note that Invisibility doesn't make it possible for the Netrunner to penetrate barriers (such as Data Screens). He's invisible, not insubstantial (but see Soft Wedge, below).

- 15 Invisibility (vs. Sight and Hearing), Ablative (-½), Will Not Work With Force Field, Armor, and Force Walls (-½); END: 3.
- 15 **Total Cost**

INTERRUPT

Interrupt is really an intrusion counter-counter measure. It runs in the deck, waiting for hostile IC to arrive. When they do, it draws the Netrunner's consciousness back to the deck as quickly as possible.

- 17 Teleport Persona 2 hops (20")—takes 1 extra phase(-½), Trigger (Only when hostile IC reaches the deck) (+¼), Increased END (x3) (-1), Self Only (-½), END: 15.
- 2 Sense Hostile IC, Only for use by Trigger. END: 0.
- 19 **Total Cost** **Total END: 15.**

MASK

Mask attempts to make the Netrunner look like something else: a data packet, a legitimate messenger agent, anything with a legitimate reason to be where it is. Successful Mask programs will fool some Triggered IC, but will still have to use other icebreakers to pass through secured facilities.

Thus, a Netrunner disguised as a data packet can probably hang around a node waiting to be picked up and carried where he wants to go, but if the IC is checking passwords, he'd better have the right one (or a Password Generator) or he isn't getting in.

Note that as with Password Generator, the exact responses used by a data packet change over time, causing Mask programs to become obsolete.

- 15 Shrinking 3 levels, Cannot Move When Shrunk (-1), END: 3
- 4 Shapeshift to Data Packet (False Identity), Ablative (-1), Linked to Shrinking (-½), END: 1.
- 19 **Total Cost** **Total END: 4.**

MISDIRECT

The Misdirect program is another intrusion counter-counter measure. It is left along the Netrunner's trace, waiting for tracing IC to try to find him.

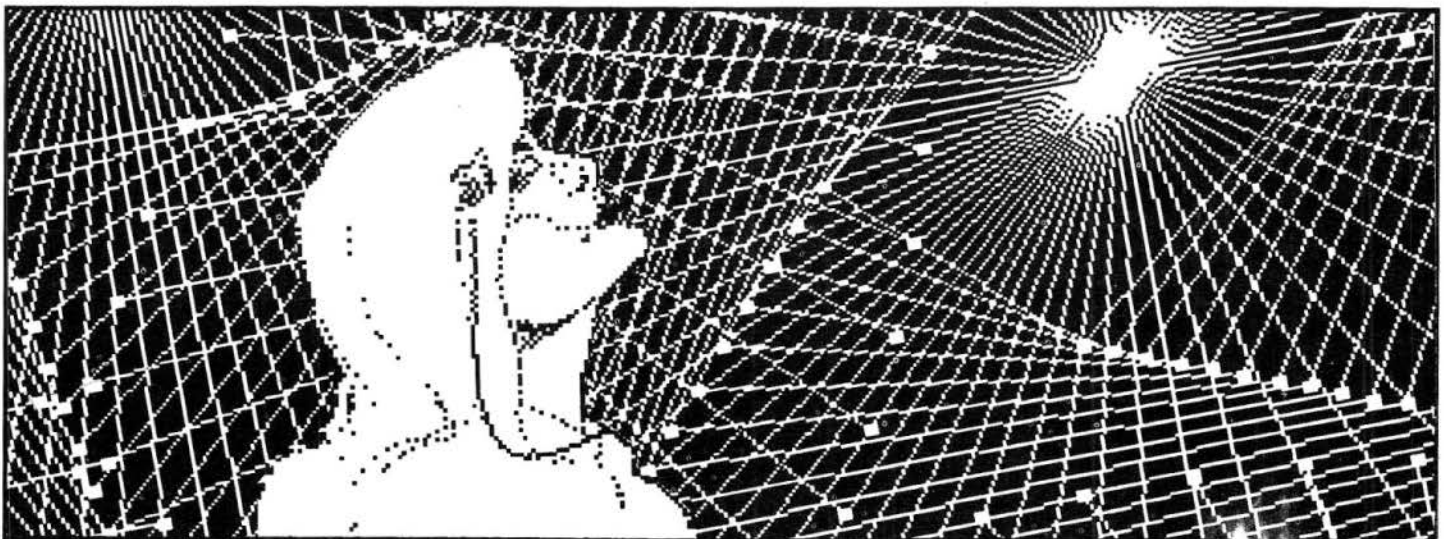
When a IC program or Netrunner arrives, following your trace, Misdirect creates a false trace for the program to follow, travelling in a random direction but always avoiding the original trace. Unless the tracer makes its EGO roll, it will see the false trace instead of the true trace, and follow it as normal. When the tracer finally makes its EGO roll, the false trace will disappear, leaving the tracer lost.

Note that the Misdirect must make a successful ECV attack then must exceed the EGO of the target on its dice before the illusion takes effect.

- 11 Mental Illusion 4d6, Trigger (Anyone Except the Original Netrunner Following The Trace) (+¼), Concentrate (-½), Extra Time: +1 Phase (-½), Only to Create False Trace (-¼); END: 3
- 11 **Total Cost**

PASSWORD GENERATOR

A password generator tries to provide a security program with the necessary passwords to pass a checkpoint or to remain in a node. It does this not by stealth, but by brute



force, generating millions of passwords and hoping to luck onto one which works.

Password Generators are not infallible. Popular password generation algorithms come and go, as IC is programmed to detect the pattern of passwords generated by these programs. If the Generator fails, the security program is not fooled, and may well be triggered into action. Also, the program has no way of knowing which of the millions of passwords it generated worked, so each time the program is invoked it must try again to generate the correct password.

To use the Password Generator, activate it and challenge the security program. Note that it is not possible to know whether the Activation roll succeeds before challenging the security program, as you only validate the passwords by challenge.

- 2 Security Systems Skill +1, Ablative (-1), Concentrate ½ DCV (-¼), Self Only (-½), Side Effect: 6d6 PRE Drain (-½), END: 1.

2 Total Cost

PROBE

The Probe program generates a clairsentient sensing point which may be maneuvered by the Netrunner, allowing him to probe dangerous areas without actually entering them. The Probe is visible to other programs (it is really a tiny independent program), and may be attacked. The appearance of the Probe is up to the Netrunner, but must be fixed when the Probe is created (see Clairsentience). If you want your probe to be invisible, see the Invisible Power Effects Limitation.

When the Probe is not in use, the Probe image follows the Netrunner. This places the Probe outside the Netrunner's defenses, but this separation is necessary to allow the Probe to wander freely.

There is a tiny trace which runs from the Probe to the Netrunner. However, this trace may be terminated by the Netrunner at any time; in such cases, the Probe disappears, reappearing at the Netrunner's side.

- 12 Clairsentience, with Node View sense (see above), Indirect (+½), Extra Time: +1 phase (-½), Obvious, Accessible Focus (-1); END: 3.

12 Total Cost

PUPPET

Like Periscope, Puppet is specifically designed to interface with the Netrunner's body. Unlike Periscope, however, Puppet does more than use the body's senses; it takes the body over.

Note that this only works on a body "vacated" by its Netrunner. The body must be jacked into the computer the intruding Netrunner is in. Motor control is limited, and if the body is jacked out all control is lost, but the Netrunner whose body was disconnected is stranded in the Net and cannot return to his body until someone else reconnects it.

Note that in order to move the body, the invader must get an EGO+30 result on the Mind Control dice (target will perform actions he is violently opposed to doing), as anything less than this presumes the assistance of the victim Netrunner's mind, and that mind is on the Net.

- 40 Mind Control 12d6, Difficult To Dispel (+½), Concentrate(-½), Only to Control Netrunner's Body (-¼), Must be in Computer Netrunner is Connected To (-½). END: 9.

- 20 Clairsentience (Normal Sight/Hearing), Difficult To Dispel (+½), Only to Connect to Netrunner's Senses (-1), Linked to Mind Control (-¼). END: 4.

60 Total Cost Total END: 13

SCAN

Scan allows a Netrunner to examine another program (including a Persona program) to determine its function. Part of this is examining its recognition codes, and part is examining the program structure itself.

If a program is masquerading as another program type (see Mask above and Scarecrow below), the Netrunner must make a successful Perception roll vs. the opposing Netrunner's (or author's) Disguise skill to determine whether the disguise was penetrated.

Netrunners wishing improved Perception rolls may purchase Enhanced Perception for this sense (see Enhanced Senses).

- 8 Sense Program Contents, Discriminatory Sense, Sight Sense Group. Concentrate ½ DCV (-¼), END: 1.

8 Total Cost

SIPHON

A Siphon program works like a Filter (see above). However, instead of modifying the data, a Siphon steals a copy and stores it for later collection. Siphons are also called "tees" because they resemble a T-shaped pipe with one input and two outputs.

As with a Filter, the Netrunner must make a Computer Programming roll to install the Siphon, then must return and make another roll to extract the saved data without triggering security. The Activation roll simulates the Siphon's ability to detect "significant" data.

As with Filters, Siphons can be detected by a hostile Netrunner with a successful PER roll. Since the Siphon creates a minor delay while it stores a copy of the data, it can also be detected by sensitive measuring devices (Triggered IC set to monitor the data path) with a successful PER roll.

- 26 3d6 Transfer (Data to Storage), Triggered (+½), 0 END (+½), Activation 14- (-½), Independent (-2), END: 9.

26 Total Cost

CYBERSPACE COMBAT PROGRAMS

In the previous section, we discussed programs which the larcenous Netrunner might use to accomplish his tasks. While a few high-minded Netrunners limit themselves to these deceitful but inoffensive programs, most Netrunners find a little firepower to be necessary.

Cyberspace combat programs are just that: programs designed to fight other programs in Cyberspace. Some of these are defensive, but most of these are ways to disable IC or other Netrunners.

If anything, Cyberspace combat tends to be more deadly than street combat. This is partially due to the impermanence of Netrunner death: a Netrunner with an active trace is just kicked out of the Net upon dissolution of his Persona, with nothing more than a bad headache to show as damage.



In addition, the laws regarding Cyberspace weaponry are weaker and less efficiently enforced than the peacekeeping laws of the street. Netrunning is still fairly experimental, and "ghosting" Netrunners are in some ways seen as getting their just desserts. There have been some restrictions on the use of Black IC, which follows the Netrunner's trace back to his deck, but most of this has been fear of malicious or errant viruses attacking innocent citizens rather than any real concern for the welfare of computer lawbreakers.

Thus, where a street warrior might be stopped by local police or corporate security for carrying military hardware, a Netrunner carrying the equivalent on the Net might have no trouble at all. Some regions of the Net (particularly those devoted to education and business) have been "cleaned up," but much of the Net is still as lawless as America's Old West.

ARMOR

Armor is the primary defensive program of the Net. It protects Netrunners from most weaponry (although a good Power Defense is also very useful), and is relatively cheap to operate. Netrunners with large decks who can afford the investment often build their Armor right into their Personas, as such defenses are less of a drain on the deck's processing, but those with small decks appreciate the lower overhead of Armor. Armor programs are usually visible as protective clothing of some kind, such as medieval armor, a flak jacket, or glistening cybersteel skin. Armor programs come in various ratings, representing the defense they provide. The following is a standard medium Armor program.

16 10 PD, 10 ED Force Field, Obvious Inaccessible Focus (-1/4). END: 2.

16 **Total Cost**

BLUDGEON

Bludgeon is the "standard" attack. It can appear as a dagger, a sword, a chainsaw, a space opera raygun, or any other weapon. Its purpose is simple: to eliminate the opposing Netrunner's Persona.

The basic form of Bludgeon is a simple RKA. However, it can be elaborated with most of the Advantages appropriate to attacks as explained under Advantages above.

45 3d6 RKA. END: 9.

45 **Total Cost**

BLIND

Blind aims to disable the Netrunner by removing his ability to perceive through his Persona. Properly performed, it can trap the Netrunner in the node long enough for a response to occur. Unfortunately, Blind is very expensive, and is easily blocked by relatively weak Flash Defense.

Blind can also be used against IC to disable its Trigger senses. Such a use is considered an attack, and IC which is designed to trigger on an attack will be activated. Blind purchased for use only against IC is often weaker than depicted below as the Netrunner only needs to avoid the IC for a short time.

36 6d6 Flash, Normal Sight, Based on Ego Combat Value (+1/2), Ablative (-1), Concentrate 1/2 DCV (-1/4), Reduced By Range (-1/4). END: 9.

36 **Total Cost**

CORRODE

A Corrode program attacks the program it is hurled at, decaying its structure and trying to crash it. The Corrode is slower than a Bullet or Hard Wedge, but has the advantage of lower cost and a "fire and forget" approach. It is especially useful when fleeing a hostile node, as you can continue to attack your target without sticking around to find out if it works.

17 1d6 Drain, Ranged (+1/2), Continuous (+1), Uncontrolled (+1/2), Inobvious Accessible Focus (-1/2), Beam Attack (-1/4); END: 6.

17 **Total Cost**

CRASH

This program attacks the target deck directly by giving it the command to shut down. A popular version is to use Crash with a virus. Crash must be executed in the node the program is to effect. If executed on a Netrunners deck while he is on a run his trace will return as if he had done an emergency jack out. Any programs or data stored without being saved will be lost.

18 8d6 Suppress INT (Deck Only), Ablative (-1), Concentrate 1/2 DCV (-1/4), END: 4.

18 **Total Cost**

FREEZE

A Freeze program tries to stop a Netrunner by draining his Persona's SPD to zero, preventing him from leaving the Net or taking any other action. This is time-consuming (unless an expensive Freeze is used), but can preserve the Persona for further interrogation. Freeze is commonly used in IC.

As with many other combat programs which depend on manipulating the structure of a Persona, Freeze programs tend to get old and useless as they are surpassed by the technology (thus the Ablative Limitation).

18 2d6 Points of Drain vs. SPD (Persona), Slow Return (5 pts/minute) (+¼), Ranged (+½), Ablative (-1). END: 4.

18 **Total Cost**

KNOCK BACK

A Knock Back program attempts to disrupt a Persona so that the Netrunner's mind is forcibly ejected from the deck and the Net. Although such disruptions are difficult, they are a very effective method for defeating a Netrunning opponent.

Note that Knock Back only works on Netrunners with a trace. Without a trace, this will not "teleport" the Netrunner back to his body; the Persona (and the Netrunner) will die.

Knock Back is a very tricky program. First of all, Persona programs often have innate defenses which make them difficult to crash; thus, Knock Back requires a lot of processing power (END). Second, if it fails, Knock Back tends to backlash on its user, possibly disrupting his Persona. Finally, Knock Back programs tend to depend on common defects in Persona program foundations; therefore, they suffer the same Ablative Limitation as many other attack programs.

17 20d6 Dispel (vs. Persona Programs), Ablative (-1), Incr. END Cost (x3) (-1), Side Effects (6d6 EB) (-½). END: 18.

17 **Total Cost**

STEAL

A Steal program attempts to copy an attached program from an opposing Netrunner into your own deck. Note that the other Netrunner doesn't lose the program; you're just copying it without his permission.

Once a program is stolen, it stays stolen. It is not possible to copy part of a program. If your Steal program doesn't have the capacity to take the entire program, it can't get any of it. If the stolen program has the Ablative Limitation, the reduced Activation roll applies to both programs at the same level.

45 12d6 Transfer, Ablative (-1), Extra Time (+1 Phase) (-½), Limited: Does Not Take Program from Originator (-1), Limited: All or Nothing (-½). END: 18.

45 **Total Cost**

STUN

A Stun program is designed to disrupt a Persona so that measures can be taken to capture, study, or eliminate it. This example does so by assaulting the Persona's hearing sense (like a pseudo-sonic attack); others might attack any other vulnerability of the Persona (specified by the NND defense).

Stun programs are often used to capture unwanted Netrunners. After the Persona is knocked unconscious, his trace can be followed, and the Persona can be maintained in the Net until its purposes are revealed.

32 8d6 Energy Blast, No Normal Defense (defense is Flash Defense: Hearing) (+1), Ablative (-1), Extra Time +1 Phase (-½), END: 8.

32 **Total Cost**

INTRUSION COUNTERMEASURES (IC)

Thus far, we have been talking about programs used by the Netrunner. In this section, we'll discuss programs used by the system operators in the system the Netrunner's trying to break into.

There are several interesting points to be made about IC. First of all, unlike most Netrunner software, IC is designed to work without a human operator. IC is actually a very limited AI responding to events more quickly than a human could.

This makes them very dangerous. The programs on a large computer can have a much higher SPD than a deck can support, and when detached from the obligation to report to a human operator (and therefore not limited to human SPD), this speed difference becomes critical.

On the other hand, computer systems are operated for the benefit of their owners. If the computer's processing capacity and I/O ports are clogged with excessive IC, the computer won't be as useful to the owners.

Also, IC is stupid. Most IC has a Triggering event which causes it to fire; if the trigger doesn't happen, the IC doesn't fire. Without the innate stupidity of IC, Netrunners wouldn't have a chance. GMs only give IC as much smarts as the literal interpretation of its Trigger condition.

One common feature of IC is its ability to "scream for help." It is not generally practical for the IC to inform the system operator each time a minor security violation occurs; such violations are usually logged for later retrieval at the system operator's convenience. However, an attack which damages the IC but does not destroy it is universally recognized as a threat to the system, and a message Golem to the system operator is sent at the beginning of the IC's next phase. To inform Note that if the IC is destroyed before it can act, it cannot call for help.

Of course, the author of the software may make any occurrence a Trigger. However, most software engineers are trapped between making the Trigger broad enough to catch all unauthorized Netrunners and specific enough not to trap legitimate users. Walking this difficult tight rope is one of the reasons IC authors tend to get out of the business at an early age.

Remember that Triggers must be objective. "Unauthorized users" isn't adequate; you need to specify some kind of objective criterion that determines whether the Trigger fires. Common triggers include inadequate privileges or codes (PRE below a preset level), unauthorized personnel (where authorized personnel are on a short name or account list), or illegal operations (deleting files from a secure database). GMs are encouraged to be fiendish.

Also, IC manufacturers are constantly competing with Netrunners for ingenious ways to stop intrusions. Each time the Netrunners come up with a new algorithm, the IC people counter it and vice versa. Thus, lots of IC has the same Ablative Limitation which many intrusion programs suffer from. This is just another equalizing force in the software arms race.

In addition to the following programs, any Combat program (see above) may be built as a triggered, Independent program and thereby act as IC.

ANTIVIRUS

The Antivirus program is specifically aimed at Sticky programs. The Sticky Advantage permits a program to effect any program that touches it; thus, the Sticky Advantage is often used as a way to identify a program as a virus.

If a system has an Antivirus program, it watches incoming programs for Sticky Powers. If it finds any, it tries to Dispel the offending program, and if the Dispel fails, it sounds the alarm.

- 13 10d6 Dispel, 0 END (+½), Triggered (by Enhanced Sense) (+¼), Extra Time +1 turn (-1), Independent (-2).
- 8 Enhanced Senses: Sense Power with Sticky Advantage, Targeting Sense, Ablative (-½), Independent (-2).

21 Total Cost

DATA SCREEN

A Data Screen is a barrier which prevents data packets or programs from penetrating a security gateway if they do not have authorization to enter the secure region beyond.

Data Screens are usually implemented as protocol handlers which examine each data element before passing it through. They tend to slow down the system (like most security measures), but are usually the first line of defense of any secure node port.

Many Data Screens are Linked to Damage Shields which attack anyone who tries to push his way through the Screen. Such Data Screens are more expensive, and would be more appropriate to high security installations.

- 18 10rPD, 10rED Force Wall, 0 END (+½), Trigger (see above) (+¼), Extra Time 5 minutes (-2), Independent (-2).
- 8 Enhanced Senses: Sense Trigger Condition, Targeting Sense, Independent (-2).

26 Total Cost

SCARECROW

A Scarecrow program looks like another piece of IC, but isn't. It's actually harmless (and therefore takes up very little processing power). However, an incoming Netrunner might not know that it's harmless, so it can slow the Netrunner down. Also, attacking it can cause system defenses to be alerted, so the Netrunner can't just blow it away.

The Ablative Activation roll actually reflects the program's ability to fool the senses of an observing Netrunner. If the Activation roll fails, the image is present, but obviously a fake.

- 3 Images, 1 hex. 0 END (+½), Ablative (-1), Limited: No Range (-½), Independent (-2), Limited: Only to Show One Kind of IC (-1).

3 Total Cost

BLACK IC

Black IC is the generic term for hunter/killer IC. Unlike the intrusion countermeasures discussed above, Black IC traces back to the Netrunner's deck and tries to shut him down at the source.

All Black IC programs are based on a tracer Golems, a program which follows the Netrunner's trace to his deck and then releases its deadly cargo.

Tracers Golems carry attack program. Once launched, they work without human intervention. The standard tracer moves at one hop per turn; faster tracers are known, but are rare.

In game terms, a tracer Golem is pretty simple and stupid, but if it gets back to the Netrunner's deck and he's not home, it can still cause havoc. The basic stats are similar to the following:

BASIC TRACER GOLEM			
Val	Char	Cost	Costs
3	STR	3	Char: 52
3	DEX	9	+
3	CON	6	Powers
3	BODY	6	& Skills: 26
3	INT	3	-
0	EGO	0	Disad: 0
0	PRE	0	=
0	COM	0	Total: 78
1	PD	0	(minimum of 5)
1	ED	0	
3	SPD	10	
2	REC	0	
36	END	15	
7	STUN	0	
Pts Built-In Programs			
24	Enhanced Senses: Sense Trace, Discriminatory Sense, Targeting Sense, Linked (-¼)		
1	Find the deck that this trace leads to.		
1	Launch Assigned Programs at Persona and Netrunner at the deck.		
26	Powers & Skills Cost		

A more potent Tracer Golem is one designed to engage in Net Combat with the Netrunner's Persona. A Combat Tracer Golem is much more complicated than a Basic Golem, but it is also much more effective when it gets to the Netrunner's deck.

COMBAT TRACER GOLEM			
Val	Char	Cost	Costs
20	STR	20	Char: 185
20	DEX	60	+
20	CON	40	Powers
15	BODY	30	& Skills: 26
8	INT	8	-
0	EGO	0	Disad: 0
0	PRE	0	=
0	COM	0	Total: 211
10	PD	6	(minimum of 5)
10	ED	6	
4	SPD	10	
8	REC	0	
40	END	0	
40	STUN	5	
Pts Built-In Programs			
24	Enhanced Senses: Sense Trace, Discriminatory Sense, Targeting Sense, Linked (-¼)		
1	Find the deck that this trace leads to.		
1	Launch Assigned Programs at Persona and Netrunner at the deck.		
26	Total Cost		

Alternatively, the tracer can be used to deliver a virus (see below). While potentially much more devastating to the deck, virus attacks are usually designed to punish the offending Netrunner rather than kill or apprehend him. Black IC is specifically designed to make sure that this Netrunner never bothers this node again.

ICE

Ice was one of the earliest intrusion countermeasures developed. Ice attempts to stop the Netrunner by slowing his deck down, forcing it to do time-consuming tasks like computing the exact value of 9, creating a complete list of prime numbers, or solving some other intensely time-consuming task.

Eventually, if the task is sufficiently taxing, the Netrunner will lose all access to the deck, and be held suspended (like a fly in amber) until he can be apprehended.

- 21 3d6 Points of Drain SPD (Persona SPD), Returns (5 points/minute) (+¼), Continuous (+1), Uncontrolled (+½), Extra Time: 1 Turn (-1), Independent (-2), END: 8.

21 **Total Cost**

KILLER

Killer was the next Black IC countermeasure. Where Ice went after the Persona, Killer goes after the Netrunner. By sending disruptive patterns into the Netrunner's nervous system, Killer causes heart attacks and convulsions which eventually lead to death.

Killer IC is illegal in most cyberpunk campaigns, but that does not stop powerful corporations and government agencies from using it.

Note that this attack does BODY despite the AVLD. However, since Power Defense is part of many modern decks, only a beginner (or someone with inadequate equipment) would be affected by the light Killer described below. Military bases may increase the number of dice of Killing Attack, however, thereby increasing the chance of getting through the Power Defense.

- 15 1d6 Ranged Killing Attack, Attack versus Limited Defense (Power Defense) (+1½), Continuous (+1), Uncontrolled (+½), Extra Time: 1 Turn (-1), Independent (-2). END: 6.

15 **Total Cost**

MINDWIPER

Mindwiper is another illegal form of Black IC. Instead of killing the body, Mindwiper uses disruptive electrical patterns and sudden current surges to destroy the mind. Such damage can be recovered as, despite the disruption, no permanent damage is done to the brain, but it takes a long time to heal.

Again, Power Defense can block the Drain, but modern Mindwipers may have much increased INT Drains.

- 10 1d6 INT Drain, Slow Return (5 points/month) (+1¾), Continuous (+1), Uncontrolled (+½), Extra Time: 1 Turn (-1), Independent (-2). END: 4.

10 **Total Cost**

NEURAL SCRAMBLER

The neural scrambler is the most humane form of IC which directly attacks the Netrunner, and is the only legal form. In this form, the Netrunner takes STUN damage which can eventually knock him unconscious. Unlike Killer, Neural Scrambler does no BODY damage, but it can do enough STUN to keep a Netrunner unconscious for a long time.

- 15 3d6 Energy Blast, Attack versus Limited Defense (Power Defense) (+1½), Continuous (+1), Uncontrolled (+½), Extra Time: 1 Turn (-1), Independent (-2). END: 6.

15 **Total Cost**

VIRUSES

Like IC, viruses are independent programs which act to deter certain types of Netrunning activities. Unlike IC, however, a virus's target is often random. Left unchecked, a virus can create untold havoc for networked computer systems.

Viruses began in the early 20th Century, when the first computer networks were established. Initially the work of harmless pranksters, viruses became a major tool in the corporate battles of the early 21st Century, as corporations hurled viruses at one another's confidential data banks to steal critical information or merely deprive a competitor of an edge at a crucial time.

Unfortunately, the very independence of these programs became a problem, as viruses tended to spread far beyond their intended targets to affect whole segments of the Net and the marketplace. Before 2050, nearly every major corporation had been "burned" by a virus. Viruses are now considered universally bad for all Net users. However, since they are useful in illegitimate business tactics, they are still often written, and some viruses have been known to wait as long as ten years before destroying their targets.

The following sections describe some common viruses without this level of subtlety and sophistication. These viruses are designed to accomplish a short-term goal quickly while concealing the identity of the attacker.

To contract a virus, a system must have enough storage capacity to store one copy of the virus. (Thus, most viruses are small.) Thereafter, the virus is entrenched, persisting across future Netruns until it is detected. Thus, viruses are more subtle than combat programs, and are usually firmly entrenched before you know they are there.

The END consumed by a virus is paid by the infected system. Thus, a Breeder virus (see below) consumes 13 END from the infected deck's END Reserve each minute. This drain is spread out over the minute to minimize detection, but might be noticed by a vigilant system administrator (or when the Netrunner's END runs out suddenly).

To eliminate a virus, you must Dispel it. While this will get rid of the virus, it may not get rid of its more permanent effects (deleted, destroyed, or stolen files).

BOOBYTRAP

A Boobytrap is a special kind of virus which is attached to an encrypted data file. Whenever anyone attempts to decrypt the file and fails, the Boobytrap destroys the data in the file. This helps ensure that you're paid—if your client stings you, he doesn't get the key and when he tries to break the code the data destroys itself.

- 56 6d6 Major Transform Stored Data to Noise, Sticky (+½), Triggered by Unsuccessful Decryption (+½), Ablative (-1), Independent (-2). END: 22.

56 **Total Cost**

BREEDER

A Breeder virus spreads through a system, consuming unused memory and storage capacity. Each time memory or storage are freed from other uses, the Breeder consumes them in small, unnoticed chunks. Initially, this has little effect, but over time this can limit the deck's performance. When you actually try to use the storage or memory the Breeder has consumed, you cannot (your program won't load, etc.), but until then, the space appears free.

Dislodging a Breeder is difficult because the storage and memory it consumes are added to its point total for purposes of Dispelling it. In advanced cases Netrunners discard their decks rather than try to decontaminate them.

- 12 1d6 Transfer Memory and Storage Capacity to Difficult to Dispel Advantage, Return 5 points/week (+½), Invisible Power Effects (+1), Sticky (+½), Trigger: When Memory and Storage are Freed (+½), Ablative (-1), Extra Time (1 minute) (-½), Independent (-2). END: 6.

12 **Total Cost**



WORM

A Worm enters a system and devours data in storage, leaving trails of random bits in their place. Worms are especially vicious because they are random; they rarely are targeted at any specific data, and will devour utility programs, data, or even Persona programs with equal joy.

Worms are among the fastest viruses. Their subtlety lies not in their slowness (like Breeder and Scrambler) but in their effect: they change the data in the files without destroying the files themselves. Thus, the files in storage remain empty shells with only the appearance of the correct contents. Clever worms avoid directory blocks and the leading blocks of a file on the presumption that a casual check of the file will only examine this information.

- 10 1d6 Major Transform Stored Data to Noise, Cumulative (+½), Invisible Power Effects (+1), Triggered by Arrival in Unknown System (+½), Sticky (+½), Uncontrolled (+½), Ablative (-1), Extra Time (5 minutes) (-2), Independent (-2). END: 6.

10 **Total Cost**

UTILITIES

Utility programs are the more legitimate programs of the Net. Prior sections have described those programs most likely used in an illegal Netrun; these programs are much more likely to be used by the average Net user.

MULTI-TASKING EXECUTIVE

A multi-tasking executive allows multiple users to use the same computer system. Without such an executive, each computer must be dedicated to a single user. This is impractical for larger machines (or for multiple Netrunners wanting to use the same deck—see the *Netrunning in Groups* section), so the multi-tasking executive is a very common utility.

The following executive is a sample for a small system (5 users). Additional users or higher capacity users would cost more.

- 25 Duplication, 4 extra users at 100 points each, Concentrate (0 DCV) (-½), Extra Time (1 turn) (-1), Limited: Programs of users must be provided (-1), Cost END to use (-½).

25 **Total Cost**

ENCRYPT

This utility scrambles data so that it cannot be read by a normal user. Scrambled data is protected from Thief viruses (they don't recognize the data), but is not protected from Worms.

When a user wishes to read the data and does not have the key, he must make a Skill vs. Skill test of his cryptography skill vs. the program's skill. Success indicates that the read attempt succeeded, and the user can decrypt the data; failure indicates that the data remains encrypted.

- 13 Cryptography at 16-

13 **Total Cost**

VIEWER

A Viewer program is used to project what the Netrunner sees back to his deck where it can be observed by others who are not jacked in. This can be especially useful when a dangerous Netrun is being attempted as an easy way to signal for help, but is most commonly used by researchers and software developers monitoring Netrunning experiments.

- 3 Mind Link (from Netrunner to outsiders near deck), Limited: Mental Powers may not be used through the link (-½). END: 1.
- 3 **Total Cost**

SOFTWARE AGENTS

Software agents are simple Golems which can be used to perform routine tasks without the supervision of a Netrunner. They can be sent on their missions independently, and will return or dissolve as appropriate when their task is done. An example of one of these is a Messenger Golem used to deliver a simple message to a user, wait for a response, and deliver the response to the originator.

MESSENGER GOLEM			
Val	Char	Cost	Costs
0	STR	0	Char: 10
0	DEX	0	+
3	CON	6	Powers
1	BODY	2	& Skills: -5
2	INT	2	-
0	EGO	0	Disad: 0
0	PRE	0	=
0	COM	0	Total: 5
0	PD	0	(minimum of 5)
0	ED	0	
1	SPD	0	
1	REC	0	
6	END	0	
3	STUN	0	
Pts Built-In Programs			
1	Find Persona, deliver message, wait for response, and deliver response to originator.		
-6	-3" of Running (to 3" per phase)		
-5	Powers & Skills Cost		



The massive hunger for the speedy exchange of information established the large-scale computer networks using the international communications network, Comgrid. The use of computers increased to a point where they were involved in almost every function of day-to-day life. The world's computer systems were standardized to help facilitate easy transfer of information between different computer systems.

The advent of high-speed data transmissions increased the transmission of data from tens or hundreds of bits per second, or bps, to thousands of bps. With the increased use of fiberoptics, resonance memories, and sensitive optical sensors, the bps rate was increased, in the early 21st century, to billions, and in some cases, trillions of bps. Computers began to design new computers so complex they were no longer understood by the human designers. Designers abandoned the statistical particle physics of the 20th Century, known as quantum mechanics, for more deterministic models. As predicted by the original statistical physicists, no one could prove that these models were "true," but they allowed electronic designers to develop low-current, very small components reliably and inexpensively.

These developments made way for a technological renaissance led by the computer systems designers. As computers removed the costly barriers to traditional artistic

endeavors, access to the great art and literature of the world led sociologists to predict a utopian world were computers were tasked with the mundane, freeing people to create. Unfortunately, the masses were flooded with commercialism and undistinguished drivel. Much of the world's population suffered from "information overload" and dropped out. Many without the skills to survive in the new high-tech society were abandoned to the social welfare system which offered a decreasing standard of living and a increasing social cost. The world plunged into a deep depression, triggered by a shortage of skilled labor.

The "Digital Depression" was asymmetrical. While the lower and middle class moved into barracks or project housing riddled with drugs and violence, the upperclass of the great corporations continued to amass wealth using sophisticated programs to predict current trends, maximizing short-term profits and driving the world further into economic collapse. Relative deprivation increased and in many parts of the world revolution broke out causing corporations to fortify facilities to protect themselves. Corporate security forces became armies. Other corporations moved to orbital facilities to both reduce tax liabilities and prevent losses due to social chaos. These actions had a cyclic effect on society as the majority lower class were further angered by such reactions, causing more unrest.

DIRECT NEURAL INTERFACE

Since the late 20th century, the need for a quicker and more efficient method for interfacing with computers was recognized as the major determining factor in maximizing the potential of the computer. Funding was provided from all sectors: military, commercial, entertainment, and computer manufacturing corporations. Several methods were developed, including voice activation, retinal scan, and subvocalization. In the early 21st century, research was focused on using synaptic responses, or thinking, as the method of interface.

The first breakthrough, by Serendipity in 2027, was in developing an induction system. An extremely large induction helmet was worn by the user; and, although the system worked, it was slow due to the massive filtering and the translating of synaptic responses into commands. Eventually, the induction system was reduced to a nominal size. The development of a quasi-artificial intelligence program made the filtration and translation process almost instantaneous. The military had the research temporarily classified and put the new discovery into widespread use in aircraft, armored vehicles, and other weapons platforms.

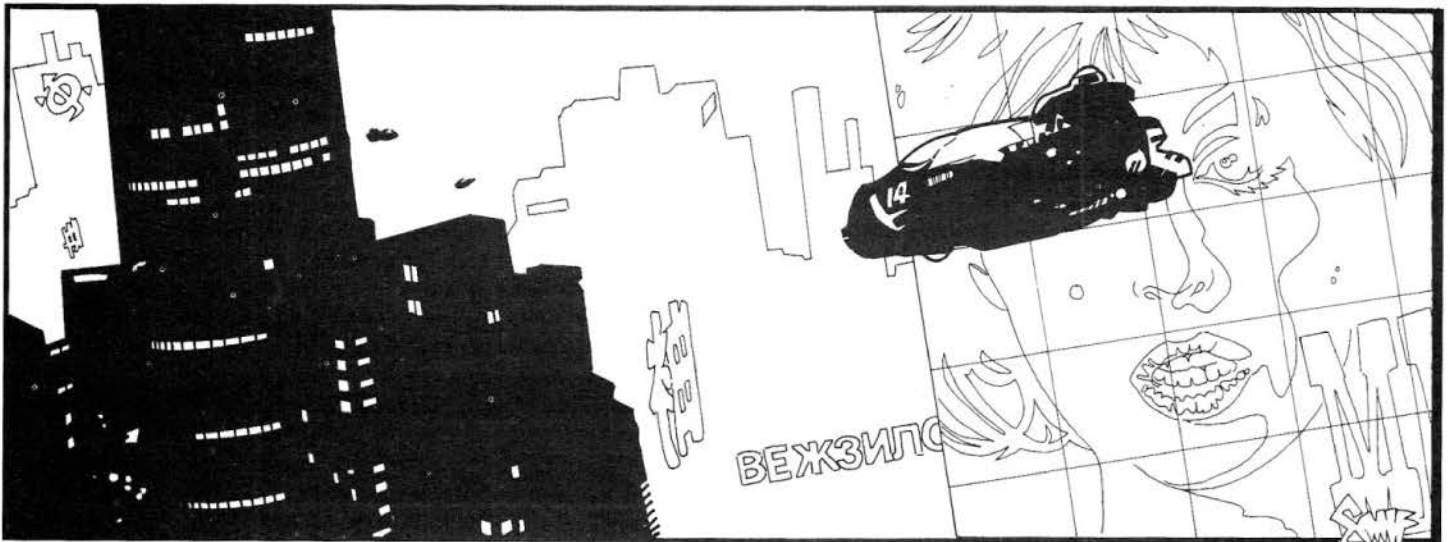
Like the radio and telephone, DNI was a discovery that was made by many scientists, all of whom were working on the same project independently. However, Serendipity received an international patent in 2029. The age of DNI was made public and commercial uses abound, despite the wishes of the government. The first commercial uses were in cybernetic prostheses, nerve controlled office machines,

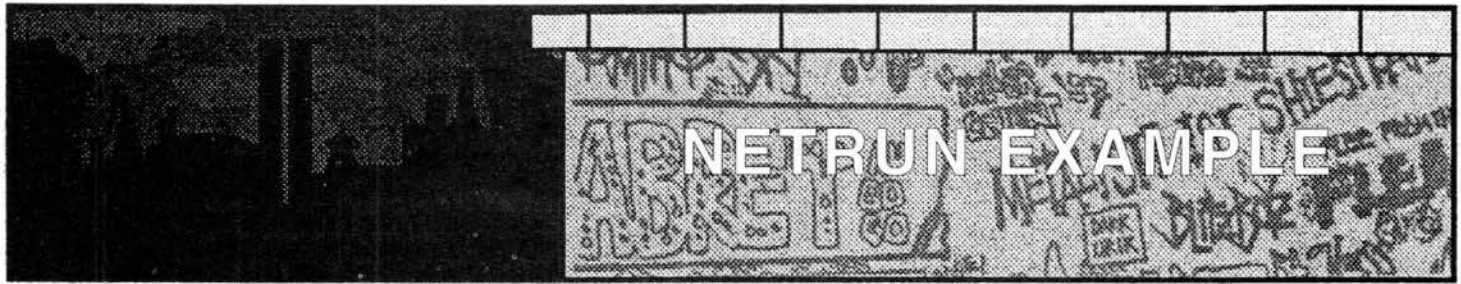
and hardwiring of the brain's pleasure and pain centers. The second discovery was again by made Serendipity in 2049. DNI-2 allowed the recording of the brain's synaptic responses and then replaying them to another brain, making a person's recorded experience one which could then be undergone by anyone. Military training centers experienced a massive increase in the quality of trainees. The entertainment industry also made headway by introducing a new editing feature which would allow designers to modify the synoptic recording. The military failed to have DNI-2 classified under the guise of national security.

Soon, the entertainment market was flooded with Simisense rigs, patented by Serendipity, which played recorded experiences ranging from extreme sports, drug-induced euphoria, adventure trips, vacations, and pornography. Soon, with increased editing features, many of the Simisense flicks became interactive within a narrow plot margin. Television and the cinema industry was devastated and cinema vanished.

The third breakthrough was on January 17, 2080, the day the Net was born. By attaching a Modified Simisense rig to a computer with a special looping program, a Serendipity technician experienced an out-of-body experience similar to astral projection, Makura claims to have had the same findings two years before but has been unable to provide documented proof. Several years of software development led to widespread use of DNI as a means of computer systems operation via interfacing.

By 2088, almost all computer interface was conducted through DNI. The users of the Net have artfully molded the data into an alien but beautiful landscape. Now millions access the Net on a daily basis as they conduct business. The year is 2090—the Net is waiting.





Here is an example of how to direct a netrun. This is not intended to be a complete example of roleplaying in the Net. The roleplaying in this example is minimal, because it is written to illustrate the game mechanics.

The Game Master (GM) and a player (The Netrunner) are doing a netrun as part of a larger *Cyber Hero* adventure. The Netrunner suspects that Rogue Biolabs is engaged in making a batch of bio-toxins for a terrorist group. The Netrunner wants to infiltrate the Bio Labs' computer system and look for proof that the toxins are being made and when and where they will be transferred to the terrorists.

The GM creates a small Node representing the Rogue Bio Labs computer complex. The node is mapped as a 8" by 10" rectangle with several rooms (Entry, Hallway, Labs, Executive, and Shipping)

Netrunner: I'm going after Rogue Biolabs.

GM: Okay, you have access to a standard cyberdeck, how do you want to proceed?

Netrunner: I insert my DNI with headjack and my custom storage card into I/O Ports on the deck. Then I jack in and load my Experienced Icebreaker Persona, Impersonate, Password Generator, Scan, Armor, and Blind programs from the card into Memory. That's 175 points in programs. I also load in the 1 point Rogue Biolabs Department Head Account I bartered for on my last Netrun. I'll keep the other 24 points of Memory ready in case something comes up.

GM: Remember, with a standard deck, you're limited to DEX 10, INT 10, and SPD 2.

Netrunner: But my EGO of 18 goes right on through. That's why I chose Blind, it's Ego Based.

GM: Okay, you're jacked in. Since you're traveling I assume you're using the geometric view. You see the glittering line of the data path that connects your cyberdeck to the node of the local switch.

Netrunner: I move through the data path and into the local switch. I don't need the yellow pages to tell me where Rogue Biolabs is, I've been there before. I move through the Net until I get into the local switch that leads to Rogue.

GM: No one bothers you as you move from your local switch, through a couple of regional and master switches, into the local switch node that connects to Rogue Biolabs.

Netrunner: I change to the scenic view. What does the switch look like?

GM: This is a second class industrial switch. It looks like the lobby of a 1940's building, with small company icons hung on doors with frosted glass windows. Not many personas are about, Its after hours and lots of the icons are dimmed out which normally means 'Closed.'

Netrunner: Do I notice any security hanging around?

GM: You look around. (The GM rolls a Perception Roll for the Netrunner. Because the Netrunner's Persona is limited to an INT of 10, and it has no programs to give it special

senses, the Roll is 11 or less. The dice come up 10, so the GM tells the truth.) There isn't any obvious security here, but this is a public node.

Netrunner: I move over to the door with the Rogue Biolabs icon on it. From what I learned in the last Netrun, All the live Personas should be gone at this hour, and only some stupid security golems should be left inside.

GM: The icon is dulled out, which probably means that the place is closed. You check the door and it's locked.

Netrunner: I launch the Impersonate program so I look like a Rogue Biolabs Department Head.

GM: Do you or your Persona have the Disguise skill?

Netrunner: No, so I don't get the PRE Aid, only the Shapeshift. Hopefully the Account's PRE of 20 will get me through. I try the door again.

GM: (Checks his notes and finds that the door's triggers include both passwords and recognized personas.) The door opens. You see an entry room with one door on the far wall. In front of the door is a guard. The guard looks like a knight in armor and is carrying a giant halberd.

Netrunner: I hope this is a stupid golem and not a live persona. I step into the room. What does the guard do?

GM: The knight says: "Stop ye and identify yourself!"

Netrunner: I wonder if the speech pattern is part of the gimmick here? I say: "Tis only me, I had to come in and pick up some data." Then, I try to use the Account to bluff past him.

GM: Roll a Presence Attack with the Account's PRE of 20.

Netrunner: I rolled a 21! that should convince him.

GM: (Checks his notes and finds that the system has a PRE of 10. The roll is 11 greater than the system's PRE so the GM decides the golem will let the Netrunner pass.) The knight says: "Yee may pass. I shall write thy name in my log." The halberd disappears and a scroll and quill pen appears. The knight quickly writes your account name onto the scroll. Then it steps aside and opens the door.

Netrunner: I step through the door. Now, lets see what's inside the building.

GM: The knight slams the door shut behind you. You are in the hall of a dingy 1940's office. There are three doors with frosted glass windows. The doors are labeled Labs, Executive, and Shipping.

Netrunner: Is there anything moving in the hall.

GM: As you watch, a small messenger golem, that looks like a court jester carrying a file folder, comes out of the door marked Labs and scoots across the hall through the door marked Shipping.

Netrunner: First I need proof that Rogue is making the toxins. I'll try the Executive area first for that. I move over to the door and try to open it.

GM: The door is locked, and even your account does not seem to open it.

Netrunner: Maybe it needs a Password. I launch the Password Generator program and try again. It has Security Systems on a 12 or less.

GM: (Secretly rolling 3d6 and getting a 13.) None of the passwords seem to be working.

Netrunner: I don't want to try again, it might set off an alarm.

GM: While you stand there, another court jester carrying a file folder, comes out of the door marked Labs and scoots across the hall through the door marked Shipping.

Netrunner: Maybe what I'm looking for is in the Labs. I stand outside that door and wait for the next messenger to come out.

GM: Nothing happens for a while. Then the door marked Labs swings open and another court jester scoots out.

Netrunner: I dive through the door before it can shut.

GM: Make me a DEX Roll.

Netrunner: I wish I had my own deck, I only have a DEX of 10 with this one. My roll is $9+10/5=11$ or less. I roll a 9!

GM: You make it through just as the door closes. The Labs look like something out of a 1940's 2D black and white SF movie. There are wooden desks and filing cabinets along one wall. Along the other wall is a long work bench covered with colorful liquids bubbling in flasks over Bunsen burners. The flasks are connected by glass tubes that are also filled with flowing colored liquids. A court jester is rummaging through an open door of the filing cabinet.

Netrunner: I hope their files are organized. I don't touch the jester, but I launch my Scan program to see what's inside.

GM: Unfortunately, Scan only finds programs, not data.

Netrunner: Then I guess I don't do that.

GM: Make your Computer Programming Roll to recognize how the information is organized.

Netrunner: My Computer Programming is on a 14 or less and I roll a 12.

GM: Okay, you quickly look through the files and figure out the system. You find a file that is cross indexed both with the with the name of the toxin you're looking for and with the name of the group you suspect are going to buy it.

Netrunner: This should do nicely. I grab the file.

GM: Assume the file is a 1 pt. data packet. Tracking the file takes up 1 pt. of Memory, but you won't actually be able to examine the file until you bring it back to your cyberdeck.

You notice that the last golem in the room has found its file as well. It is heading for the door.

Netrunner: I'm not sure I can get through the door any other way, I better leave with the jester. I follow it over to the door and try to leap through when the door opens.

GM: The jester moves over to the door. The door opens and the jester scoots through. Make a DEX Roll to follow it.

Netrunner: Like before, my roll is 11 or less. I roll an 8 this time!

GM: You make it through again. You're now in the hall. Unfortunately, so is the knight! He fills the hall and moves toward you saying: "Possible Intruder, halt! Give thine password or face my wrath!" What do you do?

Netrunner: I must have set off some kind of delayed alarm when I unsuccessfully used the Password Generator on the door. I don't know a password, and I better not stop to use the Password Generator again. I am going to have to fight.

GM: Okay, we'll use the Speed Chart. We'll start with Segment 12.

Netrunner: My deck limits me to DEX 10, SPD 2.

GM: The Knight is based on a Combat Tracer Golem so it's DEX 20, SPD 4 and gets to move first. It half moves up to you, and swings with it's halberd. Its OCV is 7. Your DCV is only 3. It needs $11+7-3=15$ or less to hit. It rolls a 12 and hits with a 3d6 Physical Killing Attack. It rolls 9 BODY but only 9 STUN on the attack.

Netrunner: Wow! If he rolls well next time, I'm dazed for sure. I launch my Armor and my Blind programs. They are both in Memory, so that's a zero phase action. I fire the Blind at the knight with my ECV of 6.

GM: Its ECV is 0 because it's a Golem. You need an $11+6-0=17$ or less to hit.

Netrunner: I roll 15, a hit! I roll the 6d6 for the Blind's Flash and roll 5 Phases. I hope it doesn't have any Flash Defense.

GM: Lucky for you this seems to be a cheap but fast security golem. It can act on segment 3 and 6 before you can act again. (The GM rolls 3d6 twice, getting 12 and 14, missing the knight's PER Roll of 11 or less both times.) It turns its head searching for you but doesn't seem to find you. It will not swing without an identified target.

Netrunner: On my turn I run past the blind knight and dash down the hall into the entry.

GM: Make a DEX Roll to get past it.

Netrunner: Like before, my roll is 11 or less. I roll an 11 this time, I make it exactly!

GM: You just slip past under its halberd and dash down the hall. Lucky for you, it left the door to the entry open.

It can act on segment 9 and 12 before you can act again.

(The GM rolls 3d6 twice, getting 13 and then a 9, missing the knight's PER Roll of 11 or less for segment 9, but making it on segment 12.) The knight continues to search and then finally turns around and faces in your direction. On Segment 12 it makes a full move to follow you. It gets adjacent, but does not have a half move left over to attack with.

Netrunner: On my segment 12, I try to dash out of the front door. I still have my Department Head Account running.

GM: Lucky for you the front door still opens. You dash outside just in front of the knight. Luckier still, you realize that the knight is programmed not to leave the Rogue Biolabs system.

Netrunner: But I'm still beat up, I've taken 9 of 10 BODY. I'd better get away from here fast, in case the alarm triggered any other security. I'll travel back to my cyberdeck the long way, to try to disguise my trace.

GM: You finally get back to your cyberdeck without incident. You break your data path with the Comgrid and then look through the data file you snatched. The file proves that Rogue Biolabs are making illegal toxins and that they are going to deliver the first batch to a terrorist group tonight at a warehouse outside of town!

Netrunner: I can't tell the cops. They would want to know where I got the data file and I can't tell them that.

I'll call the rest of our strike team together. We can stop both Rogue Biolabs and the terrorists in one operation.

GM: But that's a scenario for the next time we play. For this time, you did alright so I'll give you 1 point of Experience.



CAMPAIGNING

Cyber Hero can be used to supplement existing campaigns or to create brand-new cyberpunk campaigns. This section discusses its use in a number of different campaigns and power levels.

Also included in this section is a vast array of weapons, vehicles and equipment to use in a *Cyber Hero* campaign.

USING CYBER HERO IN A CAMPAIGN

EXISTING CAMPAIGNS

When these rules are used in existing campaigns, the campaign's techno-characters are given more depth, personality, and individuality. The player should be allowed to revise their cyborgs and technological characters with the *Cyber Hero* rules. Although no rules have been changed in this supplement, the specified rules now open many more options to these types of characters.

Consider the computers in your world, have they advanced so far as to allow something like the Net? In 20th Century campaigns, super-science could allow netrunning within a given mode, but without high-speed communications, netrunning through the phone system may be impossible. This would allow the GM to limit netrunning for story advancement without abolishing it from the campaign altogether.

Similarly, in far-future campaigns, netrunning may be commonplace and well established safeguards against hostile netrunning have become dangerous. Hence, an occasional netrun would keep a campaign moving without introducing an entirely new element to a far-future society.

CYBER HERO IN PUBLISHED SETTINGS

The rules presented here are not appropriate to all *HERO System* settings. Fantasy and historical games will find cybernetics and netrunning inappropriate. Players and Gamemasters should feel free to use, select, or discard any element presented to preserve the harmony of their campaigns.

In the semi-futuristic settings of superheroes and science fiction, cyberpunk elements will bring a welcome change of pace from the traditional radiation accident and mystic abilities.

As mentioned in the Introduction, the *Cyber Hero* rules are compatible with the *Cyberspace* setting (available from Iron Crown Enterprises). Game Masters wishing to use this setting should see the Appendix, where the *Cyberspace* products are reviewed from a *HERO System* perspective.

NEW CAMPAIGNS

THEMES

When running a campaign or a mini-series style adventure, the GM and players should decide on the theme used in the campaign. Also, the set of goals or adventure elements that will commonly be explored during the campaign.

Here are some common themes and approaches:

Free-Lance Do-Gooders: This works well in both modern-day and science fiction campaigns. The heroes are wanderers. Men and women who travel from place to place and try to make life better. Inevitably, trouble finds them wherever they go.

Crack Mercenaries: The heroes are a special military force, an extraction team, or a Mission: Impossible-style espionage arm. At the beginning of each adventure, they are hired to pull off some impossible task, or rescue.

"Businessmen": The heroes are semi-legitimate businessmen working on the fringe of the underworld. Despite their attempts to do the "right thing," they are often called into compromising situations where they must choose among difficult moral alternatives. Such campaigns can be very dark, but satisfying, and are very common in the cyberpunk literature.

Agents of the Government: The heroes are part of the government's dwindling resources trying to maintain control in the face of hostile corporate influences. Adventures can include hunting down "enemies of the state," unveiling corruption within the government, or simply working as police officers in the Sprawl of the urban metropolis.

One particularly grim variant on this is the "everyone's a criminal" campaign, where the player characters are agents of a supposedly incorruptible government that is actually riddled with corruption. All of the player characters are corrupt to one extent or another, but the most effective way to battle one's enemies is to uncover their corruption while concealing one's own.

Psiberpunk: The heroes are psychically aware beings in a cyberpunk world. Depending upon the theme of the campaign, they may be hunted by those wishing to study or destroy them. They might be engaged in a secret campaign to keep evil PSIs (or even monsters in a "Cthulhupunk" game) from conquering the world. This type of campaign allows the intermingling of "magic" (or psychic power) and technology.

Psiberpunk can allow magic and technology to work simultaneously, or it can be opponents of one another (as in Ralph Bakshi's film *Wizards*).

YOUR CAMPAIGN

Your campaign can include all of the elements listed in the *Cyberpunk Universe* chapter or pick and choose those elements which agree with your vision of the 21st Century. So long as the technological level is compatible, this book can be used in your context.

HEROISM IN CYBERPUNK

Cyberpunk emphasizes "dark heroes," mistrustful of one another, thrown together by circumstance, and forced to work together to accomplish some mutual goal, usually for varying reasons.

While this works very well in books, such tensions in a roleplaying group can be a recipe for disaster, or a wonderful roleplaying foil. A group with an "every man for himself" attitude and a lack of heroic inclination can be difficult to motivate into adventures, but it can be a lot of fun to be around with the proper roleplaying. The desires of each character played will give the game color.

Introducing an element of heroism, or at least loyalty will keep the players with the "good guys" most of the time (even if this is ambiguous in the beginning). It will provide adventures with varying goals without mandating conflict within the group.

FIVE POWER LEVELS OF CAMPAIGNS

Decide which of the five most common *Cyber Hero* power levels will be utilized; or decide on an entirely different power level.

The five power levels most commonly used for cyberpunk adventures are:

- Competent Normal Campaigns
- Heroic Cyberpunk Campaigns
- Wild Cyberpunk Campaigns
- Street-Level Campaigns
- Superhero Campaigns

COMPETENT NORMAL CAMPAIGNS

A Competent Normal campaign is an action-adventure campaign. The campaign is not specifically oriented toward high levels of cybernetic equipment, but instead on the skills and abilities of the characters.

The introduction of *Cyber Hero* does not require a Game Master to design a new campaign. The elements of *Cyber Hero* can be added into already existing campaigns without too much trouble since the only element which has changed is the technology level.

In Competent Normal Campaigns, characters are built at the Competent Normal level—50 base points with 50 points in Disadvantages, and no more than 25 points for any one category of Disadvantage.

All characters will have the Normal Characteristic Maxima Disadvantage, and receive no points for it. However, they may carry weapons and equipment appropriate for the setting without spending character points on the devices.

Cybernetics, in a Competent Normal Campaign, will be uncommon, and netrunning may be possible with restrictions on what the character can do within the Net. In a typical group, a few characters might have some cyber augmentation to their nervous or optical systems.

Characters pay points for cybernetics, as they become a permanent part of the character. Gamemasters could consider limiting the number of character points spent on cybernetics.

HEROIC CYBERPUNK CAMPAIGNS

Heroic Cyberpunk Campaigns are action-adventure campaigns which primarily oriented toward any type of cyberpunk adventure. Action is kept realistic, but the cyberpunk culture and world view permeate the campaign.

In Heroic Cyberpunk Campaigns, the characters are built on the heroic level—75 base points with 75 points in Disadvantages, and with no more than 25 points from any one category of Disadvantage.

All characters will have the Normal Characteristic Maxima Disadvantage receiving no points for it. They will carry weapons and equipment appropriate for the setting without having to spend points on the devices.

Cybernetics, in a Heroic Cyberpunk Campaign, will be common, and netrunning is possible. In a typical group, a great number of characters will have some form of cyber augmentation done to their bodies.

Cyberpunk elements in these campaigns walk a fine line between realism and fiction. Cyberpunk elements are everywhere, and have transformed society so suddenly that a 20th Century person would be more than momentarily puzzled.

WILD CYBERPUNK CAMPAIGNS

A Wild Cyberpunk Campaign is a Standard Superheroic campaign set in a cyberpunk setting. But unlike the Heroic Cyberpunk Campaign, the combat, actions, and situations are wild and exotic. The characters are highly skilled and cyber-enhanced to the extreme and find themselves in combat with similar enemies simulating "space opera" and cyberpunk stories, including Bruce Sterling's *Artificial Kid*.

If the Heroic Cyberpunk Campaign has some cyberpunk elements, the Wild Cyberpunk Campaign is cyberpunk. Door-locks are highly sophisticated, containing sensors which can recognize visitors. Parents can select the genetic capacity of their children through high-tech gene surgery and *envitro* fertilization. "New Men", genetically superior beings, are becoming a growing force in world leadership. Society, as we know it, is being totally transformed by cybernetics, poverty, and DNA technology.

In the Wild Cyberpunk Campaign, the characters are built as superheroes—100 base points with 150 points in Disadvantages, and with no more than 50 points from any one category of Disadvantage. All characters have the Normal Characteristic Maxima Disadvantage, but can choose not to take it. Whether they take it or not, players must pay points for any weapons or piece of equipment they carry with them. Limitations placed on cybernetics can be altered to simulate the advances in technology allowing more cybernetics without the Cyber psychosis problems.



Cybernetics and netrunning in such a campaign is a regular event. Nearly anyone can have some form of cyber enhancement (most commonly a datajack). Such campaigns also have psychic elements which can create the tension between technology enhancement and self improvement through the strength of the human spirit.

STREET-LEVEL CAMPAIGNS

A Street-Level Campaign is a standard Superheroic campaign set in a gritty, dark-natured future where the heroes are low-powered superheroes in a dangerous environment. The Street-Level Campaign is not usually oriented specifically to cyberpunk, but characters may be choose to be cyber enhanced.

In Street-Level Campaigns, characters are indeed superheroes, built on 100 base points with 150 points in Disadvantages, and with no more than 50 points in any one category of Disadvantage.

These campaigns require characters to take the Normal Characteristic Maxima Disadvantage, and are given the full points for the Disadvantage. Cybernetics, weapons, and equipment must be bought with experience points.

The elements of Cyberpunk are not the primary theme of the campaign. The character's abilities are rare among the population in general. This lends well to a campaign world where a Digital Depression has begun. It is a place where cybernetics and heroes are rare.

SUPERHERO CAMPAIGNS

A Superhero Campaign is a campaign that will simulate the actions of four-color comic books. The *Champions* game is designed to create such a campaign. The Superhero Campaign is not specifically oriented toward cyberpunk activities, but characters can choose any cyber enhancement.

In Superhero Campaigns, the characters are indeed superheroes, built on 100 base points with 150 points in Disadvantages, and with no more than 50 points from any one category of Disadvantage.

Characters may take the Normal Characteristic Maxima Disadvantage if they wish. They must also buy cybernetics, weapons, and equipment with experience points.

CONTINUITY

Decide on whether a one-shot or a campaign is to be played, and how the continuity of the story will flow.

ONE-SHOTS

A one-shot is a single complete story with a distinct beginning, middle, and end. It can take several play sessions to resolve or just one.

There are advantages to running a One-shot. Regular campaigns don't have to be abandoned in order to play Cyber Hero. New characters are created for a single story line, played until it is done, and resume the regular campaign. Characters are appropriate for revenge laden stories where characters can die in the accomplished mission—a common theme in cyberpunk stories.

CAMPAIGNS

With an on going campaign, decide on what sort of continuity the campaign will enjoy. The five normal types of campaign continuity are:

Episodic

Every session consists of a single, short adventure. Days or years can pass between play sessions, but the same characters are used.

Flexibility is the advantage of an Episodic campaign. If a player misses a session, there is no loss of continuity, as the story is finished at the end of the session. Episodic campaigns can allow wildly differing types of adventures suiting to the tastes of the players in attendance. Finally, it is easier to spotlight a single character in an episodic session. This can be tailored to the preferences of the group present.

However, it is harder to design complex stories within the bounds of a single play session. Subplots usually cannot last multiple play sessions since they can be disrupted by the presence or absence of one of the participants.

Partly Episodic

With Partly Episodic campaigns, one can design complex stories, and still allow enough flexibility to tailor most playing sessions to the whims of the player group.

However, Partly Episodic campaigns tend to be slightly shallow, as most stories are simple, lack campaign depth, and may come from long-term PC interaction rather than the campaign world.

Long Stories

Most stories in Long Story campaigns, take place over several play sessions, and most of the Player Characters will be the same from story to story.

Longer stories are used to add depth to the campaign world and the lives of the Player Characters. In addition, the longer stories allow resolution of more sophisticated motifs, such as revenges or romances without tying the campaign to a long-term plot line.

Longer stories do create some problems when integrating new players into such campaigns. However, a new player with their new perspective, and their own special problems can add the needed flavor a group may be lacking. They can help solve problems characters are to close to.

Partly Serial

Each story takes place across several play sessions, and the campaign places a high premium on campaign continuity. All loose ends are eventually tied up and all mysteries are eventually resolved. Characters are fine-tuned over time to fit into the existing campaign structure.

Serial campaigns tend to have the best-developed campaign worlds and the most complete picture of the Player Characters standing in the world. New discoveries about the world are often mixed with involved subplots resolving prior activities.

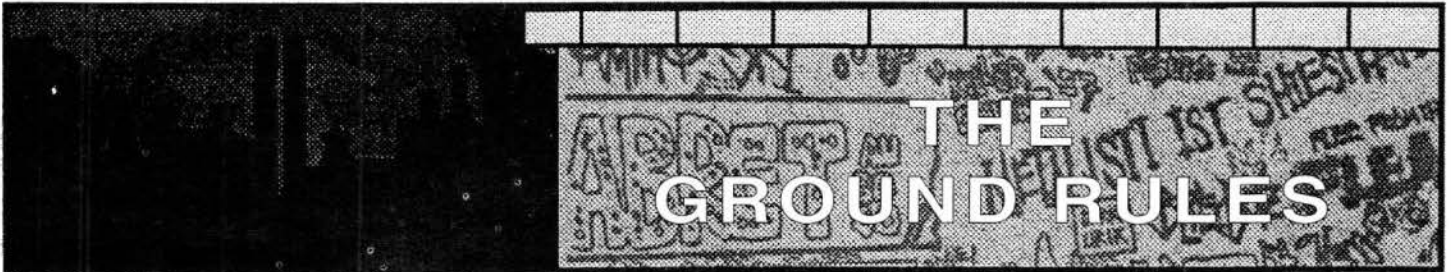
Serial campaigns are difficult for a new player to enter easily. A new PC must be integrated into the campaign, spend time learning the details of the ongoing plots, and building relationships. Serial campaigns require substantial effort from all participants, as the shared milieu is the responsibility of the players and the GM.

Serial

It's difficult to establish a break between individual story lines. The campaign's subplots and themes continue throughout the campaign's history. The campaign resembles a soap opera.

Serial campaigns are dependent upon highly parallel plots and involved interrelationships. At their height, Serial campaigns can be all-engrossing, time consuming life experiences.

However, they are very difficult to do, and few new campaigns start this way. Campaigns of this form usually start as Partly Serial or as Long Stories and grow into this form after several months or years of play. Once this type of campaign is established, new players trying to enter the campaign are likely to feel left out as their connections to the world are tenuous in the beginning. Let the character experience the world and ask questions of player characters to solve problems with content. A new player can be a great source for story lines which can add many enjoyable hours of roleplaying.



COST OF POWERS

Cybernetics are made with Powers. Cybernetics cost not only points, but money. There are several ways Gamemasters can handle the financial cost of cybernetics:

Charge a fixed monetary cost per real point of cybernetic power (for example, \$1,000 per point). Depending upon the cost per point, the GM can make cybernetics very rare since they are too expensive, or make high point cost powers expensive while keeping small powers affordable. The GM could adjust this by a factor (10% discount, 20% over "cost") based on Trading rolls and the political situation.

Set a cost for equipment based on the Gamemaster's impression of how much the device should cost. Powerful new systems would cost ten times the normal cost while old late model systems would be sold at normal price. This allows the GM to give a financial cost break for powers which are very well conceived, or mesh with the Gamemaster's world concept. Gamemasters should still maintain a cost per point standard as a guideline.

Players spend points, but not cash, for cybernetics initially for the character. After the start of the campaign charge both money and points for cybernetics. This assumes that the cybernetics were bought by the character's previous employer (the Company), or were a major investment not reflected in the character's current wealth. (A character may someday need money badly enough to sell his cybernetics, but such equipment is not part of a character's disposable assets.) This also allows for more characters to have cybernetics at the start of the campaign.

Ignore the financial cost of cybernetics, assuming that the point cost for the cybernetics are sufficient (and represents losses of "income" in other ways to make up the cost).

Charge only a financial cost for the Power (based on one of the systems above), and do not charge any points (the "points" become just an indication of how much the cybernetics should cost). This system is not recommended, as it allows characters who achieve sudden wealth to grow quickly, and possibly exceeding the campaign parameters before the GM can adjust the campaign. If this option is selected, Gamemasters should allow characters to purchase cybernetics with character points before the game, so characters don't have to start out Wealthy.

Whichever method the GM selects, it should be consistently applied to all characters. For example, if the GM decides that Meccanico Corpi Mark 23 cyber-legs cost \$6,500, they should always cost that amount (unless the purchaser made exceptional Trading rolls or inflation is rampant in the Gamemaster's campaign).

Many powers are listed with effects below their minimum point cost. This is because cyberpunk powers are only available at limited power levels. These lower minimum point costs reflect the generally lower power level of most cyberpunk characters.

Gamemasters wishing to include "forbidden" powers are free to do so. However, the more potent **HERO System** Powers will tend to pull the campaign out of the gritty realism of the cyberpunk genre through "Golden Age" science fiction and eventually into superhero and science fantasy stories. Beware.

Before playing a cyberpunk campaign, the ground rules should be established. These rules determine how powerful the Player Characters can be, and what special combat rules can be used in the campaign, etc.

CAMPAIGN LIMITS

LIMITS ON DAMAGE

Establish limits on the amount of damage permitted a character can do in an unarmed or cybernetic-only combat. A limit of 8 DC is usually right for Competent Campaigns. 10 DC is a good limit for Heroic Cyberpunk Campaigns. 12 DC is appropriate for Wild Cyberpunk Campaigns, and the campaign norm for the established superhero campaigns is fine (12DC is recommended). This limit doesn't include extra damage from Pushing STR or from Haymaker maneuvers.

LIMITS ON DEFENSES

Likewise, establish limits on the amount of damage characters can withstand. A Resistant PD limit equal to the DC limit mentioned above works well. Energy Defense is not usually much of a consideration for a cyberpunk campaign. Characters usually only take half as much ED as PD, so the limit can easily be half of the allowed PD. Obviously, if your cyberpunk campaign features readily available energy rifles or other energy weapons, this could be increased.

LIMITS ON SKILL ROLLS

Limits on skill rolls in campaigns will keep characters from poking holes in your plot. If a character has bought his Hearing Perception roll up to 18- (which doesn't cost much), a Yakuza assassin NPC will almost never be able to sneak up on him, for instance.

For most campaigns, the characters are supposed to be human, with the recommend limits on initial skill rolls and Perception rolls of 16-, with a preferred range of 13- to 14-.

LIMITS ON COMBAT VALUES

It can be dangerous to let characters buy all the skill levels they can afford. At a certain level of OCV, the Player Characters can wipe out all minion-level opponents without feeling any danger from them, and will have little trouble with master villains.

Set a maximum limit for the OCV initial characters can achieve through DEX, Skill Levels, and maneuver OCV bonuses. Don't let characters buy OCVs higher than the limit. Now, they can exceed these limits through clever tactics or surprise maneuvers.

We recommend limits of OCV 10 for Competent Normal Campaigns and Heroic Cyberpunk Campaigns, and OCV 13 for Wild Cyberpunk Campaigns.

LIMITS ON DEX AND SPD

Decide on the DEX and SPD scores characters can take. In campaigns which require the Normal Characteristic Maxima Disadvantage, characters exceeding DEX 20 and SPD 4 is a self-balancing situation (it's expensive), to have them.

It is recommended that an initial limit of DEX 20 and SPD 4 for Competent Normal Campaigns (including Heroic Cyberpunk Campaigns), and DEX 23 and SPD 5 for Wild Cyberpunk Campaigns with cybernetic enhancement.

PREFERRED RANGES

Having decided on limits, decide on the power level the character's abilities normally should be. For instance, if limits on Damage are set at 10 DC, probably every PC should not be at 10 DC.

Therefore, decide on the ranges of power levels the characters should take, and have them buy only one ability at the limit, and all other abilities must fall within your preferred range. For instance, a preferred range on Damage is 6-8 DC, and the limit on Damage is 10 DC, then a character can take 10DC, but he cannot also exceed the preferred range on defenses, skill rolls, or combat values.

Below are some sample ranges:

RECOMMENDED PREFERRED RANGES			
Damage (DC)	5-7	6-8	8-10
Defense(PD)	5-7	6-8	8-10
Skill Rolls	13-14	13-14	13-14
OCV	7-9	7-9	9-12
DEX	15-18	15-20	18-23
SPD	2-3	3-4	3-5

CAMPAIGN RULES

Decide on the campaign combat rules from the *Hero System Rulebook* that are appropriate for your campaign. The following sections describe those rules and explain their how they apply to a cyberpunk campaign.

Rules designed for a Superheroic campaigns (like Bouncing an Attack) are not appropriate even for a Wild Cyberpunk Campaign. The Heroic campaign rules are appropriate to most cyberpunk campaigns. Exceptions are discussed below. The GM should feel free to apply optional rules to his campaign, so long as this is done fairly.



OPTIONAL SPEED CHANGE

Some cybernetics can boost a character's SPD. This will cause a SPD change during a single turn. Should such a SPD change occur, Gamemasters should consider using the Optional Speed Change rules on p. 140 of the *Hero System Rulebook*.

ENCUMBRANCE

Most cyberpunk characters travel light, and there is little need for the detailed encumbrance rules that are used in fantasy games. Game Masters may opt to apply the encumbrance rules to characters who feel are over encumbered.

OFF HAND

This rule is appropriate to cyberpunk campaigns. However, the Ambidexterity Talent can allow characters to avoid Off Hand penalties.

MARTIAL ARTS

The martial arts are well-developed in most cyberpunk campaigns, particularly with the influence of Eastern cultures in the economic strata of the cyberpunk world. All Martial Arts in the *Hero System Rulebook* are appropriate to a cyberpunk campaign.

Gamemasters wishing extra realism should strongly consider using the Martial Arts styles described in *Ninja Hero*. However, the Martial Arts Design Rules from that work are appropriate to cyberpunk. In particular, players may design their own styles.

OPTIONAL COMBAT MANEUVERS

All of the optional combat maneuvers described in the *Hero System Rulebook* (p. 155-157) are appropriate to a cyberpunk campaign. Gamemasters must determine if they want to use these maneuvers based on their own familiarity with the *HERO System*.

OPTIONAL EFFECTS OF DAMAGE

There are several optional effects of damage described in the *Hero System Rulebook*. Each of them is discussed below.

Wounding: Wounding is appropriate for a grimmer cyberpunk campaigns. This will prevent Player Characters from flailing their way through battles like berserkers.

Hit Location: Hit Locations, like Wounding, are appropriate for a grimmer cyberpunk campaigns. With extreme results, Hit Location rules can kill characters with a single shot, particularly Placed Shots. This is a two-edged sword for the Player Characters

Impairing and Disabling Wounds are the results of cyberpunk combat. Knockdown effects are also appropriate.

Players with extensive cybernetics will insist on using Hit Location rules with the assumption that bullets striking their cyberlimbs won't injure them directly.

Bleeding: Bleeding is very appropriate to the cyberpunk genre, particularly in Heroic Cyberpunk Campaigns. Note, uncontrolled bleeding can take down more Player Characters than an Autofire Rifle;

Knockback: Knockback is not appropriate for cyberpunk campaigns.

ENDURANCE

In cyberpunk campaigns, use the Heroic Endurance rules as detailed on p. 168 of the *Hero System Rulebook*. Long Term Endurance rules are not usually appropriate to the cyberpunk genre.

PUSHING

Pushing is appropriate for Cyberpunk campaigns.

MYSTERY DAMAGE

In real life, a person cannot take an injury and know "Aha, I've taken 4 BODY. It hurts, but I'm not in any danger yet." He just knows he's hurt; he may have some vague idea of the wound's severity, but he can have no confidence in his ability to shrug off the injury.

To simulate reality in the game, the GM should keep track of all BODY damage done by killing attacks. Let the players keep track of STUN damage from killing attacks, and of STUN and BODY damage from normal attacks.



A wide variety of personal equipment and technological goodies are available for the cyberpunk character. Not everyone is cyber enhanced, avoiding the fixed powers of cybernetics and the disadvantages that accompany them. They simply carry the equipment they need for the job they're doing.

Not all of the equipment listed is "adventuring gear." Some portions of what follows are solely to provide your character with the lifestyle the 21st Century has to offer.

This is not an exhaustive list of what is available in the 21st Century. The cyberpunk world is a world of more technology, not less. Any high-tech gadget that could be bought in the 20th Century is probably available in the 21st Century, and if it isn't cheaper, it's better. Basic building materials are more expensive. As a rule, take today's cost of anything which is high-tech and divide it in half to get the 21st Century price, but take anything which is essentially not high-tech (clothing, housing, food) and triple its price. Cheaper alternatives are available, but represent poorer conditions (poorly constructed housing, nutritious but flavorless food—consider Soy lent from the film *Soylent Green*).

MANUFACTURER

The source of a piece of equipment can be an important limit on the availability of the equipment. Some of the equipment in this book has a listed manufacturer. Other equipment has no manufacturer. The GM does not have to use the listed manufacturers, he can assign each piece of equipment a manufacturer from among the corps in his cyberpunk universe.

The manufacturer of a piece of rare equipment can be an important clue in a scenario. The PCs may get special access to equipment because of contacts with a specific corporation. The employer of an enemy could be traced by the manufacturer of their equipment. Finally, some manufacturers may have a better (or worse) reputation than others. Their equipment may be good (or bad) for a PC's reputation.

SPECIAL EFFECTS

The special effects of equipment is listed with all the equipment provided below. However, the special effect should not be taken as fixed or written in stone. For example, Graphic Overlay glasses could be a visor on a motorcycle helmet or even a funny looking helmet with wires and gizmos projecting in all directions. Since fashion is a major concern for most, most equipment can be found in almost any stylistic form the players or GM can conceive.

NEURAL INTERFACE

Direct Neural Interface was introduced by Serendipity, although Makura claims it made the breakthrough. This technology allows the brain to use somatic response, thinking, to operate computers. The first users of this technology wore bulky headsets. Now almost all users have the translating computer implanted in the cerebral cortex and use surgically implanted external head jacks, or jacks, in the cranium. The benefit of a headjack is the translation processing time is shortened giving the user increased speed of command. A headjack uses a standard neural interfacing computer, however, the computer is specialized for this one task. The rules for normal computers apply.

Headjacks are built with Mind Link and a +1 SPD. Users can only Mind link with computers which accept jacks. These computers can be built into any computer, car, plane, deck, security system, weapon, or any piece of equipment. A character can only act at the lower of the two speeds and dexterities when operating a piece of equipment.

Headjacks have other uses. For example, a character could have a cyber eye which records video and a cyber ear which records sound. In order to download the video and audio for later use, the character can use a headjack connected to the eye and ear memory chips. (There are many methods for doing this of which a headjack is one.)

HEADJACK

Power: Mind Link; SPD +1

Modifiers: -1/2 Requires Skill Roll Int / 5 + 9; -1/4 Side Effect (3d6 of Mind Control or half the active points in the power, whichever is greater); -1/2 Acc. Side Effects; -1/2 Does not work in magnetic fields; -1/4 No Range; **Active Cost:** 15

Real Cost: 5; \$50,000

CHIPWARE

Chipware was the first large market spin-off of Direct Neural Interface by Humandyn. The design of Neurological Activity Controllers, NACs, are implanted into the cerebral cortex allows the brain to directly access special micro chips, microsofts, as long-term memory, L.T.M. Microsoft refers to all chips. Skillssofts are chips which are designed to give the user a previously unknown Skill or Talent. Modies modify a users personality. GMs could allow a familiarity with Skills to be awarded after extensive long-term use of the same chip.

NACs come chipped or dedicated. Dedicated NACs have Skillssofts or Modies permanently installed in the NAC. A dedicated NACs chips are not a Foci and can only be removed surgically.

Chipped NACs have slots, the microprocessors INT/5, and different Skillssofts or Modies are inserted into a socket usually located behind the ear or near the upper rear neck, but they can be located almost anywhere. Chips are O.A.F. and can be taken away with a grab maneuver, or an opponent may target chipware. A -8 OCV for targeting the head and an additional -4 OCV for the chips. The blow may disable the character, depending on what kind of chips he is running.

A character wishing to switch between chips must make a DEX roll. A character with a chipped unit needs to slot a new microsoft into the socket, while a character with a dedicated unit, must have surgery to add a new microsoft.

NACs come with the maximum number of slots they can process, which is equal to the INT of the NAC/5. For example, a NAC 15 Series comes with 3 slots which means a character can slot and run 3 microsofts at one time.

NEUROLOGICAL ACTIVITY CONTROLLERS, NAC

NAC 5 SERIES

Powers: 5 INT; 10 DEX; 4 SPD; Program (Access Microsoft as L.T.M.)

Modifiers: -1/2 Requires Skill Roll Int / 5 + 9; -1/4 Side Effect (3d6 of Mind Control or half the active points in the power, whichever is greater); -1/2 Accumulative Side Effects; -1/2 Does not work in magnetic fields; **Active Cost:** 16

Real Cost: 6; \$58,000

NAC 10 SERIES

Powers: 10 INT; 10 DEX; 4 SPD; 1 Program (Access Microsoft as L.T.M.)

Modifiers: -1/2 Requires Skill Roll Int / 5 + 9; -1/4 Side Effect (3d6 of Mind Control or half the active points in the power, whichever is greater); -1/2 Accumulative Side Effects; -1/2 Does not work in magnetic fields; **Active Cost:** 21

Real Cost: 8; \$76,000

NAC 15 SERIES

Powers: 15 INT; 10 DEX; 4 SPD; 1 Program (Access microsoft as L.T.M.)

Modifiers: -1/2 Requires Skill Roll Int / 5 + 9; -1/4 Side Effect (3d6 of Mind Control or half the active points in the power, whichever is greater); -1/2 Accumulative Side Effects; -1/2 Does not work in magnetic fields; **Active Cost:** 26

Real Cost: 9; \$95,000

NAC JACKS

Characters may wish to purchase a combination of a NAC and a Jack. They can be purchased separately or together.

NAC JACK 5 SERIES

Powers: Mind Link; SPD +1; 5 INT (-5); 10 DEX; 4 SPD; Program (Access Microsoft as L.T.M.)

Modifiers: -1/2 Requires Skill Roll Int / 5 + 9; -1/4 Side Effect (3d6 of Mind Control or half the active points in the power, whichever is greater); -1/2 Acc. Side Effects; -1/2 Does not work in magnetic fields; -1/4 No Range; **Active Cost:** 30

Real Cost: 10; \$100,000

SKILLSOFTS

Skillssofts do not add to existing skills, but replace them. However, the Skill and skillssoft do combine, somewhat. Characters who have a Skill and slot a skillssoft with the same skill may use the higher of the two skills with a +1 modifier to represent the overlap of the two skills. This overlap only occurs when the Skill and the skillssoft are within two of each other, otherwise one is much more comprehensive, and the other does not overlap enough to add a level. Remember, chips are built from a base characteristic of 0, see page 84 of the *Hero System Rulebook*.

Skillssofts are built with any Skill or Talent normally available in a cyberpunk setting. The GM may limit the availability of some Skillssofts or make them very expensive. Some Skills or Talents would not make realistic chips, like Contortions.

NACs and Skillssofts are purchased separately allowing a character to get and use a new chip with ease. Packaged skillssofts are available. Skillssofts with multiple skills or talents, however, are extremely rare and priceless.

SKILLSOFT LIMITATIONS AND POINT COSTS

- -3/4 OAF Fragile; -1/2 Limited Power; -1/2 Does not work in magnetic fields

Total Limitations: -1 1/4

Skillsoft	Points
Skillsoft has 2-3 Pt Skill/Talent	1
Skillsoft has 4-6 Pt Skill/ Talent	2
Skillsoft has 7-8 Pt Skill/Talent	3
Skillsoft has 9-10 Pt Skill/Talent	4
Skillsoft has 11-12 Pt Skill/Talent	5
Skillsoft has 13-14 Pt Skill/Talent	6
Skillsoft has 15 Pt Skill/ Talent	7
Skillsoft has 17-19 Pt Skills/Talents	8
Skillsoft has 20-21 Pt Skills/Talents	9

FIGURING THE MONETARY COST OF SKILLSOFTS

Like other equipment, Skillssofts cost 100 Nuyen per 1 point of Real Cost. Other multipliers should be affixed to Skillssofts such as for complexity, rarity or legality.

Skillsoft is 5 or less Real Cost:	Cost x1
Skillsoft is 6 to 10 Real Cost:	Cost x2
Skillsoft is 11 to 15 Real Cost:	Cost x3
Skillsoft is 16 to 20 Real Cost:	Cost x4
Skillsoft is Military issue.	Adj Cost x10
Skillsoft is custom designed	Adj Cost x100

SAMPLE SKILLSOFTS

Most Skillssofts come with only one Skill or Talent with built in Skill levels. However, there are a few packaged Skillssofts which include several skills with levels. The GM and Players should feel free to make their own Skillssofts as the examples listed below are by no means exhaustive.

TOURIST

Example: *The Skillsoft in most demand is called the 'Nippon', which has 2 levels of fluent conversation in Japanese, a basic understanding of the geography of Japan (such as the major cities, major transportation routes, major geographical features like the four major islands, mountains, rivers, etc.), and just enough about the Japanese culture not to embarrass oneself (with a successful roll).*

Powers: KS: Basic culture (12-); LS: Appropriate Language; AK: General Area (12-)

Modifiers: -1¼ Limitations; **Active Cost:** 12 points

Real Cost: 5 points; \$500

CHEMIST ("DADIE")

Example: *Used Mainly for espionage, the Chemist Skillsoft has a lot to offer a good spy. With a good roll on Chemistry as a base professional skill as well as good academic background in Chemistry, this Skillsoft will give the user a good base to work from.*

Powers: PS: Professional Skill (13-); KS: Skill (12-)

Modifiers: -1¼ Limitations; **Active Cost:** 9 points

Real Cost: 4 points; \$400

PERSONAL ASSISTANT

The personal assistant Skillsoft is for the upward and mobile corporate ladder climbers that need to impress the boss with top notch efficiency.

Powers: Absolute Time Sense; Cramming; Eidetic Memory

Modifiers: -1¼ Limitations; **Active Cost:** 18 points

Real Cost: 8; \$1,600

I.S.U.C. (INTEGRATED SPECIAL USE CHIP)

With military personnel training for multiple mission rolls, the need for a inexpensive way to increase battlefield efficiency without increasing troop strength lead to the I.S.U.C.. By replacing the standard issue cyberware eye with a graphic overlay eye and connecting it to the NAC, the user receives a graphic analysis of a targets weakness and best shot placement with standard military weaponry.

Power: Find Weakness (11-)

Modifiers: -1¼ Limitations; **Active Cost:** 20

Real Cost: 9; \$18,000

PERSONALITY MODULES (MODIES)

Modies are microsoft chips that give you another personality. They sometimes contain skills, but often act as Aid to EGO, PRE, or even INT.

When characters use a modie, they know who they are. Characters don't actually believe they are the person on the modie, at least—not really, and usually the characters are aware of where they are and what they are doing. However, the character thinks, acts, and to some degree has the same problems as the person the modie was made from.

Modies are often based on historical or fictional personalities. Thus, there are Sherlock Holmes modies, Elvis modies, and even Margaret Thatcher modies. Modies can be computer-generated (obviously necessary for fictional characters), but it is common to "tape" a modie from a real person. These "ultramods" have more realism than the typical modie, and often come with more serious Psychological Limitations.

Specific modies are designed for repetitive or specialized work where unwanted personality traits (like imagination) are suppressed. There are "paperwork" modies which turn the character into an industrious bureaucrat, a great short order cook, or give him the personality of his evening's companion's dreams. The last type are often used by professional prostitutes, meat puppets, to suppress their own personalities so thoroughly they don't even remember the trick.

Long-term use of modies can be hazardous to ones mental health. Gamemasters looking for a plot hook can consider a few extra Psychological Limitations "copied" from the modie, or just an "Addicted to modies" Psych Limitation.

Modies can be slotted just like a skillsoft. They have the same point restrictions as any other skillsoft. However, Modies can also act as Aid (or Suppress) for INT, EGO, PRE, or CON (bought with 0 End, Persistent, and the skillsoft limitations). Modies can carry Psychological Limitations which represent defects or impurities in the skillsoft and affect the point cost of the chip. Every 5 points of Psychological Limitation acts as a -¼ Limitation on the chip. Thus, a 10 point Psychological Limitation acts as a -½ Limitation on the chip cost, while a 25 point Psychological Limitation is a -1¼ limitation on the point cost of the chip. Characters can always pull the chip out and lose the Limitations.

EXAMPLE MODIES

POWER MODIE

The Power Modie is common amongst young corps who have been passed up once for a promotion and cannot afford to make the same mistake again. The Power Modie gives the user increased charisma to help sell the most valuable commodity there is, himself. The Disadvantage of Overconfidence (Very Common, Strong) drives the user to take risks and push hard to perform better. With combined use with other chips, the Power Modie can save a faltering career.

Power: Aid 2d6 PRE

Modifiers: +1 Continuous; +1 Reduced END (0); -1¼ Skillsoft Limitations; -¾ Psych. Lim: Overconfidence; 30 Active Cost

Real Cost: 10; \$2,000

DRONE MODIE

The Drone Modie is required by some major corporations for sensitive materials employees. The Drone Modie reduces the users sense of self, but gives the user Eidetic Memory and Speed Reading to increase job performance. The modie also has the Psychological Limitation Disadvantage Obeys Orders (Very Common, Strong) built in by design. Users are not very self aware and submissive.

Powers: Suppress 2d6 EGO; Eidetic Memory; Speed Reading

Modifiers: +1 Continuous; +1 Reduced END (0); -1¼ Skillsoft Limitations; -1 Psy. Lim: Obeys Orders; **Active Cost:** 33

Real Cost: 10; \$2,000

PUPPET MODIE

The Puppet Modie suppresses all consciousness and gives the user the personality or consciousness of another which may be pre-programmed or recorded. The draw back is amnesia (All the Time, Fully), whenever the chip is slotted. If the Suppress does reduce EGO to zero or below, the user will have flashbacks. This chip is used, almost exclusively, by Meat Puppets.

Powers: Suppress EGO 5d6; (5 points) Mind Link

Modifiers: +1 Continuous; +1 Reduced END (0); -1/4 Skillsoft Limitations; -1/4 Physical Lim. Amnesia; **Active Cost:** 90

Real Cost: 28; \$14,000

ZEN MASTER

The Zen Master Modie is one of the most controversial chipware yet to date. Originally designed for military use, it was received with enthusiasm in the private sector as its many uses were readily capitalized on. The Zen Master acts as a pain blocker, a self esteem booster, and neutralizes the fear mechanism. The chip is most popular with extreme athletes, many of which are killed while using the chip.

Powers: Aid EGO 2d6; Aid CON 2d6

Modifiers: +1 Continuous; +1 Reduced END (0); -1/4 Skillsoft Limitations; -1/4 Psych. Lim. Overconfidence; **Active Cost:** 60

Real Cost: 17; \$72,000

ARMOR

As violence and terrorism increases in the streets, the public demanded an affordable means of protection. Ceramic, Kevlar mesh, Kevlar plus, Polyweave and Polycore were developed by the corporate sector to quiet the outcries of the public. Once the armor was provided for the populous, it was not well accepted because of lack of comfort and weight. Changes were made to make the materials lighter, more protective, and resemble normal clothing. Clothing armor is varied for those who can afford it.

Armor in this section is typically made of a combination of monokevlar (a shock-absorbing, stiff fabric) with duralloy (a strong, lightweight metal), ceramics, kevlar, Polyweave, and Polycore. Because of the advanced materials, the mass of defensive armor starts at 1/2 that listed in the *Hero System Rulesbook*. Although these are more flexible than 20th Century ballistic cloth, they are encumbering; use the Encumbrance Table (*Hero System Rulebook*, p. 150) to determine how much encumbrance they give the wearer.

ABLATIVE FIRESUIT

This armor is specifically designed for fire fighters and others who work in areas of high heat. The ablative armor sloughs off when exposed to high energy, carrying the heat away from the victim.

Powers: 3 rPD, 6rED, Life Support—Intense Heat

Modifiers: Ablative (-1); Activation 14- (-1/2); Coverage 3-18 (0); Real Armor (-1/4); Independent (-2); Mass (-1); Weight-10 kg; **Active Cost:** 17

Real Cost: 3; \$3000

BATTLE ARMOR

These armored battlesuits have the highest protection available to combatants within *Cyber Hero*. Battle armor consists of hard integrated plates made of a fused amalgam of hardened duralloys, ceramic plates, and battleplastics. Battle Armor is generally sealed against the environment, and provides 24 hours of Life Support without recharging.

Powers: 10 rPD—Hardened, Life Support—Intense Heat/Cold, High Pressure, High Radiation, Self Contained Breathing

Modifiers: Ablative (-1); Coverage 3 -18 (0); Real Armor (-1/4); Indep. (-2), Mass (-1); Wt.-40 kg; **Active Cost:** 44

Real Cost: 10; \$100,000

CERAM SUIT

The Ceramic Body Suit (by Universal Products) suffers from its tendency to be very hot, but it covers most of the body. Excellent for the Corporate on the move.

Powers: 10rPD Armor

Modifiers: OIF (-1/2), Independent (-2); 1/4 Mass; (-1/4), Real Armor (-1/4); Coverage 3-5, 7-14, 16-18 (-1/2); Weight = 17.5 kg; **Active Cost:** 15

Real Cost: 3; \$300

CERAM VEST

The Ceramic Vest is designed to cover your chest, stomach and vitals. It can stop most hand guns on the market; another fine product by Universal Products.

Powers: 10rPD Armor

Modifiers: OIF (-1/2); Independent (-2); 1/4 Mass (-1/4); Real Armor (-1/4); Coverage 10-13 (-1/2); Weight: 10 kg; **Active Cost:** 15

Real Cost: 2; \$200

CONFUSION M-1 ARMOR

Designed for the military in the late twentieth century for unrevealed reasons, confusion armor absorbs, deflects, and defuses most forms of targeting. Laser, sonic and radar targeting devices are giving a false reading. Confusion Armor M-1 was the first ground based field applied use of Stealth technology publicly known.

Powers: +1 DCV vs ranged attacks

Modifiers: O.I.F. (-1/2); Independent(-2); Activation 14- (-3/4); No Mass (0); **Active Cost:** 5

Real Cost: 1; \$1000

CONFUSION M-2 ARMOR

In the early twenty first century, the Intelligence Services released a new form of confusion armor on the open market. With advancing technology, the M-1 became outdated. The new mesh designed from the Stealth technology was twice as effective as the former release. It absorbs all forms of targeting devices and incorporates a new camouflage design to confuse any sight fixes at long range.

Powers: +2 DCV vs ranged attacks

Modifiers: O.I.F. (-1/2); Independent(-2); Activation 14- (-3/4); No Mass (0); **Active Cost:** 10

Real Cost: 2; \$2000

EQUIPMENT LIST

Item	Description	Active Cost	Real Cost	\$Cost	BODY	Coverage
ARMOR						
Ablative Fireman Suit	3 rPD,6rED Armor, L.S.	19	3	3000	4	Full
Battle Armor	10rPD, L.S.	44	10	100,000	8	Full
Ceramic Body Suit	10 rPD Armor	15	3	300	3	3-5,7-14,16-18
Ceramic Vest	10 rPD Armor	15	2	200	3	10-13
Confusion Armor M-1	+1 DCV ranged attacks	5	1	1000	1	7-14
Confusion Armor M-2	+2 DCV ranged attacks	10	2	2000	2	7-14
Confusion Armor M-3	+3 DCV ranged attacks	15	4	4000	3	7-14
Duster	4rPD Armor	6	1	1000	1	7-16
Duster—Ablative	10 rPD Armor—Hardened	19	3	3000	4	7-14
Kevlar Clothing	5rPD Armor	11	Var.	Var.	2	Var.
Kevlar Plus Clothing	7rPD Armor	13	Var.	Var.	3	Var.
Meshed Armored Bodysuit	9rPD, L.S.	29	5	52,000	6	6-18
Meshed Vest	6rPD Armor	9	2	200	2	10-13
Mesh Body Suit	6rPD Armor	9	3	300	2	3-5,7-14,16-18
PAB/MAB Life Support	7rPD Armor, L.S.	35	5	48,500	7	3-5
Padded Armor	+5 PD	5	1	100	1	7-14
Padded Armor II	+8 PD	8	2	200	2	7-14
Padded Armor III	+10 PD	10	2	400	2	7-14
Pliable Armor Bodysuit	7rPD Armor, L.S.	25	4	40,000	5	6-18
Police Uniform	5rPD Armor	7	1	1,000	1	6-18
Polycore Clothing	10rPD Armor	20	Var.	Var.	5	Var.
Polyweave Clothing	9rPD Armor	14	Var.	Var.	3	Var.
R.K. Helmet	5rPD,+5 PD,UV,+5 Flash Def	22	3	120	4	3-5
R.K. Suit—no helmet	3rPD Armor,8PD	12	3	600	3	7-18
Slick Armor	5rPD,10 PD/ED,+5 DCV grabs	53	12	48,000	11	7-14
CLOTHING						
Amphibious	+5 Swimming, Life Support (5pts)	10	1	6000	2	
Arctic/Desert	Life Support(intense heat and cold)	3	1	850	1	
Cammo	Concealment	5	1	850	1	
Climbing	+1 Climbing	3	1	850	1	
Clinger	Clinging	10	3	3000	2	
Color	Change Environment 32 Colors	10	3	2900	2	
E.V.A.	Life Support	19	5	5000	4	
Insta-Suit	Instant Change	5	1	1450	1	
Glider	Gliding	5	1	1500	1	
Mood	Change Environment—Colors	11	3	5500	2	
Pocket	Concealment	3	1	800	1	
Polycarbon	Invisibility sight—fringe	20	5	5,000,000	4	
Power	Persuasion	3	1	1000	1	
Psychedelic	Change Environment Color- random	5	1	1250	1	
Radiation	Life Support High Radiation	3	1	850	1	
Rocket	5" Gliding,+10 PD	5	1	460	1	
Scale	1d6 HKA, Stealth Coverage 6-18	18	4	4000	4	
Stealth	Stealth	3	1	860	1	
Stealth IR	Invisibility to IR	20	5	2000	4	
Stealth UV.	Invisibility to UV	20	5	20000	4	
T.V.	High Range Radio,change envir.	14	4	4000	3	

Item	Description	Active Cost	Real Cost	\$Cost	BODY	Coverage
GLASSES						
360 Degree Visor	360 Degree Sensing (sight)	6	1	10000	2	
360 Passive Visor	Spatial Awareness,360 Sensing	35	10	20000	7	
Action Cam	Eidetic Memory,Speed Reading	13	3	650	3	
Binocular	+1 Telescopic Sense	3	1	85	1	
Binocular II	+2 Telescopic Sense	6	2	150	1	
Binocular III	+3 Telescopic Sense	9	3	260	2	
Cam	Eidetic Memory,1 charge (5 min)	10	3	250	2	
Classroom Learning	KS: Non Combat Skill	3	1	85	1	
Crammer	Cramming	5	1	150	1	
Dolphin	Active Sonar	15	4	4300	3	
Electrician	Detect Electricity (sight)	5	1	150	1	
Enhancement	+1 Enhanced Perception Sight	2	1	60	1	
Hunting	+1 OCV with Small Arms	3	1	85	1	
G.O.	+1 Concealment	5	1	285	1	
Holo	Images, Eidetic Memory, 3 charges	90	10	5700	18	
Infrared	Enhanced Sense IR	5	1	145	1	
Mega Visor	+5 Flash Defense,IR, UV	13	3	9750	3	
Metal Detection	Detect Metals (sight)	5	1	150	1	
Motion Detection	Detect Motion (sight)	5	1	150	1	
New Look	+2 Enhanced Perception Sight	4	1	120	1	
Omni Directional	Bump of Direction	3	1	85	1	
Pathfinder	+1 Tracking	5	1	285	1	
Photosensitive	+5 Flash Defense (sight)	5	1	150	1	
Photosensitive II	+8 Flash Defense (sight)	8	2	230	2	
Photosensitive III	+10 Flash Defense (sight)	10	3	285	2	
P.S. Glasses	Spatial Awareness	25	7	7200	5	
Radar	Radar Sense	15	4	430	3	
Stim-World	+3 Enhanced Perception Sight	6	2	175	1	
Time Readout	Absolute Time Sense	3	1	85	1	
Tour Guide	KS: Specific City	3	1	50	1	
Ultra Sound	N-Ray(not thru reflective surfaces)	20	6	5700	4	
Ultraviolet	UV Vision	5	1	145	1	
X-Ray	N-Ray (not through lead)	20	6	5700	4	
SCANNERS						
Corealian Field Detector	Detect, Corealian Field, Discriminatory	10	3	3,000,000	2	
Explosive Detector	Detect, Range, Discriminatory	15	4	3500	3	
Fingerprint Scanner	Detect Fingerprints, Discriminatory	15	4	3800	3	
Mag. Field Scanner	Detect Magnetic Fields, Range,Discrim.	35	8	4000	3	
Medical Scanner	Human Physiology, Medicine,Library	9	2	2100	2	
Metal Detector Portable	Detect Metal , Range, 360	15	5	470	3	
Micro Scanner	N-ray, targeting, +5 Enhanced Per.	35	8	8200	7	
Motion Detector Portable	Detect Motion, +5 Enhanced Per.	50	12	1200	10	
Narc. Detector Portable	Detect Narc., Range, 360,Sensing	20	5	4700	4	
Retina Scanner	Detect Retina patterns, Discriminatory	16	4	3800	3	
Surv. Device Portable	Detect Surv. device, Range, 360	15	5	5000	3	

Item	Description	Active Cost	Real Cost	\$Cost	BODY	Coverage
EARCLIPS						
Advance Radio	Radio Listen and Transmit	5	1	10	1	
Buffer I	+5 Flash Defense (sound)	5	1	150	1	
Buffer II	+8 Flash Defense (sound)	8	2	200	2	
Communicator	Mind Link (group, willing targets, 2X)	20	6	57150	4	
Death	Simulate Death	3	1	1000	1	
Hearing Aid I	+2 Enhanced Perception Hearing	4	1	115	1	
Hearing Aid II	+3 Enhanced Perception Hearing	6	2	170	1	
Hearing Aid III	+4 Enhanced Perception Hearing	8	2	230	2	
Hearing Aid IV	+5 Enhanced Perception Hearing	10	3	285	2	
Lightsleep	Lightsleep	3	1	90	1	
Meditation	Resistance (+3 Ego Roll)	5	1	1000	1	
Mimic	Mimicry	3	1	75	1	
Pitch	Perfect Pitch	3	1	90	1	
Radar	Radar Sense	15	4	40	3	
Radio	Radio Hearing	3	1	10	1	
Sonar	Active Sonar	15	4	3750	3	
Telecommunication	High Range Radio Hearing	10	3	250	2	
Translator	Universal Translator	20	5	5000	4	
Tutorial	Cramming	5	1	150	1	
Ultra	Ultrasonic Hearing	3	1	100	1	
KITS						
Disguise Kit	+1 Disguise	5	1	125	1	
Electronics Kit	+1 Electronics	5	1	125	1	
Fine Tool Kit.	Various small tools	28	9	90	5	
First Aid Kit.	+1 Paramedic, First Aid Supplies	120	29	3000	24	
Security System Bypass	+2 Security Systems, Micro Comp	7	2	200	2	
Standard Tool Kit	Various Standard Tools	16	4	400	4	
SECURITY						
Damage Gauge	Computer Gauge	60	17	1700000	12	
Electrical Cables	Electrical Blast—variable	var.	var.	var.	var.	
Environmental Control	Life Support—AE	var.	var.	var.	var.	
G.O I.D. System	Computer Identification	90	26	260000	18	
Inorganic Scanner	Detect—Inorganic, Discriminatory	10	3	30000	2	
Infrared Tripwire	+2 Security Systems	4	1	100	1	
Key Pad	+5 Security Systems	10	3	300	2	
Magnetic Field Device	Change Environment—Magnetic Field	var.	var.	var.	var.	
Magnetic Locks	+1 Security Systems	2	1	50	1	
Monitoring Camera	+8 Security Systems	32	9	900	6	
Motion Sensors	+3 Security Systems	12	3	300	1	
P.E.C.	Drain—var.	var.	var.	var.	var.	
Radioactive Marking	+5 Tracking	10	10	100	2	
Sanitial Helmet	Life Support 10pts	10	2	200	2	
Security Shutters	10rPD Armor	15	3	300	3	
Sonic Scanner Pocket	Active Sonar,+3 Enhanced Senses	26	6	58000	6	
Sound Block	Invisibility—Sound	40	11	11000	8	
Thermal Block	Invisibility—IR	50	50	5000	10	
White Sound Generator	Energy Blast—Sound NND	var.	var.	var.	var.	

Item	Description	Active Cost	Real Cost	\$Cost	BODY	Coverage
TOYS						
Computer- Pocket	Series 05 Pocket Computer	10	2	200	2	
Computer- Pocket	Series 05 Micro Pocket Computer	14	3	300	3	
Digital Camera	Eidetic Memory	20	5	5000	4	
Displacer Belt	+3 DCV Combat Skill Levels	15	4	40000	3	
Exoskeletons	+3-10 STR., +2 Body, 4rPD Armor	var	var.	var.	var.	
Gas Mask	Life Support—5 pts.	5	1	100	1	
Gauntlet X-1	3d6 HA,End.(0), Inv. Power Effect	18	5	500	4	
Handcuffs Plasteel	3d6 Entangle	12	3	300	0	
Handcuffs Plastic Tie	1d6 Entangle	45	8	80	0	
Holocamera	Images,Eidetic Memory	10	21	3000	2	
Holodeck	Images (sight and hearing)—AE	112	24	240000	24	
Holodeck Portable	Images (sight and hearing)—AE	40	9	95000	8	
S.I.N. Card	Personal History of Character	13	5	500	3	
Mag. Field Suppressor	Suppress Magnetic Fields	23	6	6000	5	
Smart Button	Desolidification only Smart RKA	60	14	1400	12	
Mag. Field Suppressor +	Suppress Magnetic Fields	26	8	7500	5	
Mag. Field Neutralizer	Drain Change Environ—Mag. Fields	20	4	5000	4	
Mag. Field Neutralizer+	Drain Change Environ—Mag. Fields	40	10	10000	8	
Mag. Field Neutralizer A	Drain Change Environ—Mag. Fields	15	4	4000	3	
Mag. Field Neutralizer B	Drain Change Environ—Mag. Fields	30	7	8000	6	
Paint Sprayer	1" Darkness—sight	10	3	25	2	
Rocket Pack R-1	5" Flight (Flight x 4)	84	18	1800	17	
Rocket Pack R-2	10" Flight (Flight x 4)	90	21	2100	18	
Rocket Pack R-3	15" Flight (Flight x 4)	100	24	2400	20	
Telephone Pocket	High Range Radio, Telescopic	25	6	60	5	
Telephone Satellite	High Range Radio, No range Mod.	15	4	335	3	
Voice Modulator	+1 Mimicry	5	1	125	1	
Voice Modulator Plus	+1 Mimicry,Invisible Effect—sight	8	2	2100	2	



CONFUSION M-3 ARMOR

New advances in military and corporate Stealth technologies have been released the new M-3. It incorporates new Stealth weaves and camouflage technologies to give its wearer the maximum in long range protection whether in the city, desert, or jungle. It is available from Aizu-Shoto, Rockwell Interplanetary, New Edison, Lockheed, and Voerung.

Powers: +3 DCV vs ranged attacks

Modifiers: O.I.F. (-1/2); Independent (-2); Activation 14- (-3/4); No Mass (0); **Active Cost:** 15

Real Cost: 4; \$4000

DUSTER

This light ballistic cloth longcoat covers from the shoulder to the ankle. It resembles a long raincoat or belted overcoat, with a split in the rear to allow the legs the normal range of motion.

Powers: 4 rPD

Modifiers: Activation 14- (-1/2); Coverage 7-16 (-3/4); Real Armor (-1/4); Independent (-2); Mass (-1); Weight 4.4 kg; **Active Cost:** 6

Real Cost: 1; \$1000

ABLATIVE DUSTER

Capture the nostalgic filling of the old west with this ablative duster. It is designed to take the hardest blows from the streets.

Powers: 8rPD Armor

Modifiers: Hardened (+1/4); 1/2 Mass (-1/2); Ablative (-1); OIF (-1/2); Independent (-2); Real Armor (-1/4); Coverage 7-14 (-3/4); Weight 8.8 kg; **Active Cost:** 19

Real Cost: 3; \$3000

KEVLAR CLOTHING

Description	Cover	Limit	Real Cost	\$	Weight
Gloves	6	-2	1	175	1/4 kg
Boots/Shoes	17-18	-2	1	175	1/4 kg
Pants	13-16	-1	2	210	1/2 kg
Jacket	7-12	-1	2	210	1/2 kg
Shirt	7-12	-1	2	210	1/2 kg
Overcoat	7-16	-3/4	2	2200	1 kg
Suit	7-16	-3/4	2	2200	1 kg
Dress-Full	7-18	-1/4	2	2580	2 kg

Kevlar armor clothing comes in many designs and colors. The material will protect its wearer from any small hand gun on the market. Kevlar clothing is available from Burlington, Levi Strauss, Nike, Claiborne III.

Powers: 5rPD Armor

Modifiers: Invisible Power Effect—sight (+1/2); OIF (-1/2); Independent (-2); Coverage (variable) Does not stop stun damage from attacks. (-1/2); Real Armor (-1/4); No Mass (+0); **Active Cost:** 11

Real Cost: variable

KEVLAR PLUS CLOTHING

Description	Cover	Limit	Real Cost	\$	Weight
Gloves	6	-2	2	210	1/4 kg
Boots/Shoes	17-18	-2	2	210	1/4 kg
Pants	13-16	-1	2	250	1/2 kg
Jacket	7-12	-1	2	250	1/2 kg
Shirt	7-12	-1	2	250	1/2 kg
Overcoat	7-16	-3/4	2	2600	1 kg
Suit	7-16	-3/4	2	2600	1 kg
Dress-Full	7-18	-1/4	3	2880	2 kg

No one will ever know you are wearing armor with Kevlar plus. Kevlar Plus is a light weight material designed by Universal Products to stop those bullets Kevlar will not. Clothing in any style can be made from the material, so call Universal Products.

Powers: 7rPD Armor

Modifiers: Invisible Power Effect—sight (+1/2); OIF (-1/2); Independent (-2); Coverage (variable), Does not stop stun damage from attacks. (-1/2); Real Armor (-1/4); No Mass (+0); **Active Cost:** 13

Real Cost: variable

MESH ARMORED BODYSUIT

A MAB is an environmentally secure bodysuit of non-constricting and resilient cloth, covered with a flexible layer of plasteels and syntharmors woven to give optimum mobility for the considerable protection they impart to the wearer. As with PABs, when a compatible helmet and life support system is added, the wearer is totally immune to hostile environments.

Powers: 9 rPD; Life Support—Intense Heat/Cold, High Radiation, High Pressure, Vacuum

Modifiers: Ablative (-1); Coverage 6-18 (-1/4); Real Armor (-1/4); Independent (-2); Mass (-1); Weight 26.6 kg; **Active Cost:** 29

Real Cost: 5; \$52,000

MESH VEST

Designed to be easily worn under a suit, the Mesh Vest is an excellent undercover bullet proof vest. Designed by Universal Products, it can be worn under any jacket or shirt with no discomfort from the weight.

Powers: 6rPD Armor

Modifiers: I.I.F. (-1/4); Independent (-2); No mass (+0), Real Armor (-1/4); Coverage 10-13 (-1/2); Weight 1 kg; **Active Cost:** 9

Real Cost: 2; \$200

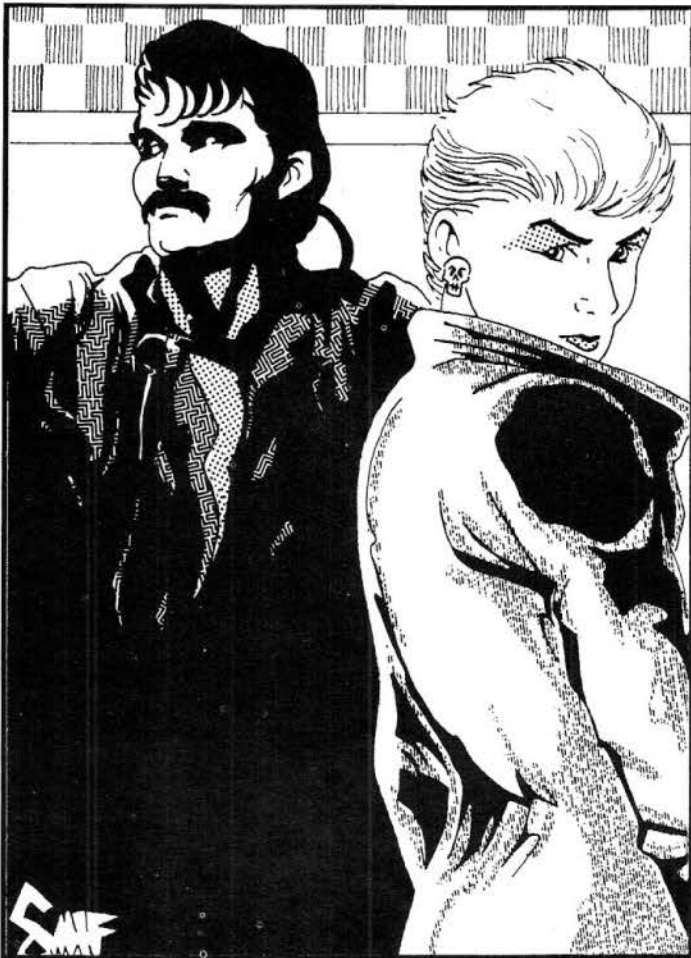
MESH BODY SUIT

A full Mesh body suit designed by Universal Products is available. It is designed like the vest to be worn under any clothing. Since this suit is full body, it may save a limb or two from the vats.

Powers: 6rPD Armor

Modifiers: IIF (-1/4); Independent (-2); No Mass (+0), Real Armor (-1/4); Coverage 3-5,7-14,16-18 (-1/2); Weight 3.5 kg; **Active Cost:** 9

Real Cost: 3; \$300



PAB/MAB

This life support system is designed to supplement PABs or MABs in space. It consists of an airtank and helmet can provide life support for up to 24 hours. If the helmet is breached Life Support is no longer available.

Powers: 7 rPD (10 pts), Life Support—intense Heat/Cold, High Pressure, High Radiation, Vacuum, Self Contained Breathing

Modifiers: Ablative (-1); Coverage 3 -5 (-2); Real Armor (-1/4); Independent (-2); Mass (-1); Weight 8.75 kg; **Active Cost:** 35

Real Cost: 5; \$48,500

PADDED ARMOR

This oldest known version of Padded armor was ordered by the founder of the from the Aizu-Shoto Corporation. This padded armor is still prized by many athletes for its durability and comfort. Unlike other padded armors on the market, this padded armor provides comfort and protection. It does not

make one feel uncomfortable as the suit is light and made from a special poly-cotton weave which allows perspiration to evaporate quickly from the body.

Powers: +5PD

Modifiers: OIF (-1/2); Independent (-2); Coverage 7-14(-3/4). No Mass (0); **Active Cost:** 5

Real Cost: 1; \$100

PADDED ARMOR 2

PA2 was the second version of armor made. Many athletic departments use PA2 as standard protective wear for their students.

Powers: +8PD

Modifiers: OIF (-1/2); Independent (-2); Coverage 7-14(-3/4); No Mass (0); **Active Cost:** 8

Real Cost: 2; \$200

PADDED ARMOR 3

PA 3 is the newest version of armor made. Designed to take even stronger blows without harm to the wearer, PA 3 is top of the line.

Powers: +10PD

Modifiers: OIF (-1/2); Independent (-2); Coverage 7-14(-3/4); No Mass (0); **Active Cost:** 10

Real Cost: 2; \$250

PLIABLE ARMORED BODYSUIT

A PAB is an environmentally secure bodysuit of flexible but resilient cloth covered with laminated, yet somewhat pliable, armor pieces. The armored sections are typically made of duralloys layered with battleplastics. When a compatible helmet and life support system is added, the wearer is totally immune to hostile environments.

Powers: 7 rPD; Life Support—Intense Heat/Cold, High Pressure, High Radiation, Vacuum

Modifiers: Ablative (-1); Coverage 6-18 (-1/4); Real Armor (-1/4); Independent (-2); Mass (-1); Weight 13.3 kg; **Active Cost:** 25

Real Cost: 4; \$40,000

POLICE UNIFORM

This light ballistic cloth outfit is tailored as a police uniform. The same basic outfit is used for all sorts of security services across the world.

Powers: 5 PD

Modifiers: Ablative (-1); Activation 14- (-1/2); Coverage 6-18(-1/4); Real Armor (-1/4); Independent (-2); Mass (-1); Weight—6.68 kg; **Active Cost:** 7

Real Cost: 1; \$1000

POLYWEAVE CLOTHING

Description	Coverage	Limit	Real Cost	\$
Gloves	6	-2	2	225
Boots/Shoes	17-18	-2	2	225
Pants	13-16	-1	2	265
Jacket	7-12	-1	2	265
Shirt	7-12	-1	2	265
Overcoat	7-16	-3/4	2	2800
Suit	7-16	-3/4	2	2800
Dress-Full	7-18	-1/4	3	3100

Polyweave clothing is a mesh between Kevlar threads and the highly guarded polyester designed by Levi Strauss. The combination of the two fabrics in a tight weave prevents small arms from penetrating the fabric. Major Corporate figures have clothing made from this material to insure their lives.

Powers: 9rPD Armor

Modifiers: Invisible Power Effect—sight (+1/2); No mass (+0), OIF (-1/2); Independent (-2); Coverage (variable), Only stops 1/2 Stun damage from attacks.(-1/4); Real Armor(-1/2); **Active Cost:** 14

Real Cost: variable

POLYCORE CLOTHING

Description	Coverage	Limit	Real Cost	\$
Gloves	6	-2	3	3500
Boots/Shoes	17-18	-2	3	3500
Pants	13-16	-1	4	4200
Jacket	7-12	-1	4	4200
Shirt	7-12	-1	4	4200
Overcoat	7-16	-3/4	4	4400
Suit	7-16	-3/4	4	4400
Dress-Full	7-18	-1/4	6	6600

Levi Strauss' newest release in fabrics is the Polycore clothing. At the heart of the fiber, is a special polymer thread. This helps to stop the strongest gun from harming the Polycore wearer. Since the demand is so great for the clothing, Levi Strauss has placed customers on back order with half down.

Powers: 9rPD Armor

Modifiers: Invisible Power Effect -sight (+1/2); OIF (-1/2); Independent (-2); Coverage (variable), Only stops 1/2 Stun damage from attacks.(-1/4); No Mass (+0); **Active Cost:** 20

Real Cost: variable

ROADKILLER HELMET

The Roadkiller, by General Motors, provides the motorcyclist optimum protection on the streets. Its special visor provides protection against blinding headlights and uses starlight to enhance your driving pleasure.

Powers: 5rPD Armor; +5 PD; UV vision; +5 Flash Defense

Modifiers: No Mass (+0), OIF (-1/2); Independent(-2); Coverage 3-5 (-2); Real Armor (-1/2); **Active Cost:** 22

Real Cost: 3; \$120

ROAD KILLER SUIT (NO HELMET)

Designed by General Motors to take those hard falls, the Roadkiller Bike suit is used by professional motorcycle drivers worldwide. It gives moderate protection against those really deadly falls. Its tough design and comfort makes the RK Bike Suit a perfect gift.

Powers: 3rPD Armor (4 pts), +8 PD

Modifiers: No Mass (+0), OIF (-1/2); Independent (-2); Coverage 7-18 (-1/4); Real Armor (-1/4); **Active Cost:** 12

Real Cost: 3; \$600

SLICK ARMOR

Slick armor was designed originally for professional sports by the Aizu-Shoto. The special padding and armor mix of the uniforms provided comfort and protection during athletic games, but the cost of the materials to make the suit were too expensive. The production of the suit is still demanded by the corporate sector and military.

Powers: 10PD / 10 ED; 5rPD; +5 DCV vs grabs and entangles

Modifiers: O.I.F. (-1/2); Independent (-2); Coverage 7-14 (-3/4); No Mass (0), Real Armor (-1/4); **Active Cost:** 53

Real Cost: 12; \$48,000

SYNTHILEATHER JACKET

The sleeved synthetic leather jacket is the inexpensive armor of choice among street gangs and biker gangs in the Sprawls.

Powers: 2 rPD

Modifiers: Ablative (-1); Coverage 7-12 (-1); Real Armor (-1/4); Independent(-2); Mass (-1); Weight—2.5 kg; **Active Cost:** 3

Real Cost: 1; \$50

CLOTHING

Fashion has been a major statement of individuality (or conformity) for mankind since the fig leaf. As civilization became more complex, the role of clothing (and overall appearance) in revealing status and position has increased.

It would be impossible to cover the myriad styles and fads which have swept across the 21st Century, but "standard" clothing and high fashion have both become uniform across the world.

BUSINESS CLOTHING

The standard male corper wears the business suit which has become the standard over the last two centuries. Lapels and ties have widened and narrowed, and the corporate world even briefly flirted with brightly patterned suits in the early 21st Century, but the innate conservatism of the business establishment has not allowed much change here.

Women's fashion is also restricted, but not as severely. Dresses have fallen out of fashion as corporate wear, with pant-suits being the rule. More variety in color is allowed, but the high-pressure world of the megacorporations has suppressed the bright colors common in the late 20th Century. Women's hair is either cut short or worn in tight coiffures.



For both men and women, jewelry is frowned upon. Rings are considered acceptable, as are thin necklaces for women, but earrings and ostentatious jewelry of any kind are considered in poor taste. The only exception to this ban is the poli-pin, a lapel pin which indicates support for a political cause. Poli-pins consistent with the views of the organization are mandatory for any up-and-coming corper, and careers have been ruined by wearing a non-approved poli-pin—or just leaving one on after its cause had become unpopular.

A typical corper outfit costs \$600-\$1200. Designer corporate wear can cost five times this amount.

Corporate security, government police, and other paramilitary organizations maintain uniforms which are similar in style to those from previous years. Most of these are severe, usually in dark colors, and often feature a variety of decorative but useless buckles and straps which provide the appropriately severe look.

HIGH FASHION

The same coppers who wouldn't show up to a corporate meeting in anything but a severe business suit are supporters of the most varied attire for high fashion and "relax-suits" in the history of mankind. Hundreds of designers provide fashion evening wear, sweat-suits, and even underwear, all designed to provide the self-expression suppressed by modern corporate attire.

The centers of haute couture remain Rome, Paris, Milan, New York, and Tokyo. The latest formal trends stride out on runways to appreciative buyers across the world. The last twenty years have seen a resurgence in prominence for men's fashions, a welcome relief from the "uniform" craze of the mid-century.

A few of the designers who provide this array of clothing:

Cleopatra

Simply the most sought-after designer, her women's evening dresses are custom-made only.

Electra

Strictly a fad (according to most critics), her holoclothes (which consist entirely of a holographic image projected over the body by a belt-worn generator) have a certain charm. However, they continue to be plagued by technical problems such as the clothing staying in the chair after the 'wearer' has gotten up and walked away.

Eros Flynn

The hottest stuff for young men, his line consists entirely of baggy coveralls of every material and cut imaginable. Closures are zippers, Velcro, magnetics, zip-loc—even buttons.

Klien II

An empire which has long outlived its originator, but when Calvin moved into designer plastic surgery in the 30s, his place in history was assured. His 'classic' suits harken back to the short-waisted jackets of the 30s, and no one knows where the 'cravat' came from. Meanwhile, the skin-tight shades-of-grey memory cloth dresses for women executives are a big hit.

Luna

Her 'moonsilk' line has been very popular in the last few years, with its zero-gee spun fibers, but her market is rather limited. Men's formal tunics and pants; women's evening wear.

Margo Tangi

Mostly women's flouncy tunics and natural fiber clothes (cotton from the India plantations).

Michelangelo

The king of body-tints and adhesion swim patches, his more daring designs are banned everywhere but Australia and the Antilles. He has tinting shops in every major city. You can go, have a tint pattern painted on your limbs, body, and/or hair, get accessorized with a few strips of lycrex stretched over strategic portions of your body, and be ready for a night on the town in about an hour, for under \$300. (The outfit and tints dissolve in a special cleansing/moisturizing bath you take when you're ready to get rid of them.)

AMPHIBIOUS CLOTHING

There are no tanks to fool around with in this light scuba gear designed by Nemo Marine Systems. The aqua gill operates to extract air directly from the water, so anyone can swim like a fish.

Power: Life Support; +5" Swimming

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 10

Real Cost: 3; \$6000

ARCTIC/DESERT CLOTHING

Glaciere Internacioale offers the Arctic/ Desert Suit for sale on the open market. Restricted to Glaciere employees only for research in the Arctic and Deserts of the world, Glaciere has agreed to sell unrestricted this environmental suit.

Powers: Life Support—intense heat and cold

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 3

Real Cost: 1; \$850

CAMMO CLOTHING

Restricted to government sales, this suit allows anyone to blend in with their surroundings. (In game terms, if you have Concealment, it will give you a +1. If a base Concealment, then a normal Concealment roll as though you have the skill.)

Power: Concealment

Modifiers: Variable Special Effect—blend with surroundings (+1/2); OIF (-1/2); Independent (-2); Only Self (-1/4); **Active Cost:** 5

Real Cost: 1; \$850

CLIMBING CLOTHING

This combination sure grip gloves and shoes is very popular among the corporate ladder climbers who enjoy outdoor sports. The gloves and shoes when used correctly will allow anyone to climb with ease. (Climbing Skill or +1 to Climbing Skill)

Powers: Climbing

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 3

Real Cost: 1; \$850

CLINGER

The clinger is a special suit designed for satellite repair. Designed by Matsuyama to allow their workers more freedom while working, the Clinger suit allows one to adhere to any surface and not fall off. This special ability has also been recognized by elevator installation companies who have lowered the security risk of the hand holds in elevator ducts.

Powers: Clinging

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 10

Real Cost: 3; \$3000

COLOR SUIT

The Color suit can be programmed to change to any thirty two different colors the wearer wishes for twenty five minutes. The Color suit is still popular with the corporate women and men who can never decide what to wear. Once the colors in the program have been used, they can be replaced at any Universal Produces store for \$300.

Powers: Change Environment Colors

Modifiers: Charges 32 (25 min) recoverable (+1); OIF (-1/2); Independent (-2); No Range (-1/2); **Active Cost:** 10

Real Cost: 3; \$2900

E.V.A. SUIT

This EVA suit is the lightest on the market and is widely used by visitors on the Crystal Palace. Made by Serendipity, the EVA suit will protect you from space at a low cost.

Powers: Life Support-self contained, high-vacuum, high pressure, high radiation, intense heat and cold

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 19

Real Cost: 5; \$5000

INSTA-

Tired of wearing the same old clothing all day and don't have time to go home and change, try Claiborne III's Insta Suit. Just put Insta Suit on in the morning, and rip off the various attachments and be set for the night. Comes in various styles of morning and evening wear. Dry Clean Only.

Power: Instant Change

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$1450

GLIDER SUIT

Parachutes are a item of the past with Lockheed's Glider Suit. Designed like the membranes of the flying squirrel, the Glider allows everyone to glide safely from long falls.

Power: 5" Gliding

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$1500

MOOD

The Mood Suit by Universal Products detects your every mood and shows them to everyone. Designed like the ancient mood ring, this suit can change to a number of colors. No two times will this suit ever look the same.

Powers: Detect Heat; Change Environment Color (linked)

Modifiers: No Range (-1/2); OIF (-1/2); Independent (-2);

Active Cost: 11

Real Cost: 3; \$5500

POCKET SUIT

Universal Products answer to the old problem of pockets. The Pocket Suit has a number of hidden pockets throughout the garment.

Power: Concealment (Concealment or +1 w/ Concealment)

Modifiers: OIF (-1/2); Independent (-2); Objects only in pockets (-1/4); **Active Cost:** 3

Real Cost: 1; \$800

POLYCARBON

The military's secret polycarbon suit will make anyone invisible. The suit bends light away from the wearer so no one can see him, unless the wearer moves to quickly. Considered a myth of the government, this suit would be worth millions to the right companies or individuals.

Power: Invisibility vs. sight—fringe

Modifiers: Activation 14 or less (-1/2); OIF (-1/2); Independent (-2); **Active Cost:** 20

Real Cost: 5; \$5,000,000

POWER SUIT

Need to stand out in the office? Burlington's Power suit will make you a presence in the office.

Power: Persuasion (Persuasion or +1 with Persuasion)

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 3

Real Cost: 1; \$1000

PSYCHEDELIC SUIT

Universal Products brings another fine article called the Psychedelic suit. This suit is reminiscent of the tie dye shirt of over a hundred years ago, except the material of the Psychedelic suit will randomly change during the day.

Power: Change Environment Color

Modifiers: OIF (-1/2); Independent (-2); No Range (-1/2); **Active Cost:** 5

Real Cost: 1; \$1250

RAD SUIT

Novell's radiation suit will protect any worker from the threat of radiation. Highly tested, and trusted in the industry for protection.

Power: Life Support—High Radiation

Modifiers: OIF (-1/2); Independent(-2); **Active Cost:** 3

Real Cost: 1; \$850

ROCKET SUIT

The rocket suit, made by Vott Messerschmitt, is a combination of the glider suit with padding to protect the wearer from accidents while using a Rocket pack. The gliding membranes can only be used once, but once is usually enough to save your life.

Power: 5" Gliding, +10 PD

Modifiers: OAF (-1); Independent (-2); Activation 14- (-1/2); Charges 1 (-2); **Active Cost:** 5

Real Cost: 2; \$460

SCALE CLOTHING

The newest styles from the street are razor-edged scale dresses, and suits. It's a cut throat world out there and sometimes you need to be dressed to kill.

Powers: 1d6 HKA; Stealth (Stealth or +1 with Stealth)

Modifiers: OIF(-1/2); Independent (-2); Coverage 6-18 (-1/2); **Active Cost:** 18

Real Cost: 5; \$4000

STEALTH

Nike presents the Stealth suit. It is made from a soft fabric mixture which gives as the wearer moves allowing him to move silently. Advertised for runners, it is made to sneak up on your competition and pass them by without a sound.

Power: Stealth (Stealth or +1 with Stealth)

Modifiers: OIF (-1/2); Independent(-2); **Active Cost:** 3

Real Cost: 1; \$860

STEALTH IR

The stealth IR will prevent anyone from seeing you arrive by infrared tracking.. Designed in the early twenty first century by the government, these suits can be found at any Universal Products Military Warehouse, or Surplus Store.

Power: Invisibility to IR

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 20

Real Cost: 5; \$2000

STEALTH UV

The Stealth UV will absorb background light so no one can see you coming. Used by the government, corporate military, this item is difficult to obtain as demand is high by both areas.

Power: Invisibility to UV

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 20

Real Cost: 5; \$20,000

T.V.

An actor of the twentieth century said everyone will have 15 minutes of being famous, well Universal Products wants everyone to be on the TV. The new TV suit will allow everyone to become a walking TV. Very popular among the networks, this dress or suit can make you the hit of the party.

Power: High Range Radio Hearing; Change Environment (Linked)

Modifiers: OIF (-1/2); Independent (-2); Charges 2 (2 hours) (0), No Range (-1/2); **Active Cost:** 14

Real Cost: 4; \$4000

EARCLIPS

Earclips are earcuffs, earrings, or any device which fit on, in or around the ear.

JEWELRY

As with all human cultures, jewelry represents the human need to adorn itself with valuables. Trends in jewelry change more quickly than those in clothing, if this is possible, but in the 21st Century three forms have come to dominate the medium.

Barbaric Chic

This jewelry style is dominant in elite circles, where clothing has also gone into a simple-but-harshly-elegant phase. Bits of roughly hammered gold and platinum strung together on a piece of leather add an unfinished look, a crude but effective counterpoint.

Electronics

Jewelry that talks and lights up is very big among the main body of the fashion circle, although it is already considered passe in the highest circles. Earrings, shimmering multicolored bracelets, flickering necklaces, and fiber-optic hair weaves (providing rainbows of shimmering lights from micro-light sources at the scalp) are all popular.

Holojewelry

A popular fashion throughout the Sprawls and corporate suburbia, holojewelry consists of a small holograph projector mounted somewhere on the body. Specially designed chips are inserted into the projector, which then displays a preprogrammed illusion around the body of the wearer. False faces, masks, dancing flames or swirling mists of color are common.

ADVANCE RADIO EARCLIP

Transmit over AM, FM, and Police Ban Stations with the Advanced Radio earclip from Warner. Anyone now give their neighborhood patrol instant communication with each other and the police, or be a disc jockey on the radio like Psychotic John the man always in trouble.

Power: Radio Listen and Transmit

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$10

BUFFER 1

The Buffer Series 1 was designed for the forces in South America Conflict during the early 21st by A.T. & T. These very useful devices, once released for public use, proved very valuable for workers in factories, and bar crowds who could finally speak with out yelling. Just place the small disc shaped device over the opening of your ear, and harmful sounds will be eliminated. It will not effect your normal listening pleasure.

Power: +5. Flash Defense—sound

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$150

BUFFER II

The Series 2 design was made by Nemo Marine Systems to protect it's workers underwater. It is placed on the ear in the same manner as the Series 1, and will not impeded normal hearing.

Powers: + 8 Flash Defense—sound

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 8

Real Cost: 2; \$200

COMMUNICATOR EARCLIP

Obtaining a private and secure telecommunication system has become nearly impossible, but Intelligence Services now offer a private satellite link for any corporation or individual who can afford the service. This service is provided with a guarantee that no one will break into your communication system, or a \$1,000,000 credit will be placed to your account. Intelligence Services base cost for equipment is \$57,150, and a monthly fee of \$1000 is required per channel open.

Powers: Mind Link (related group, willing targets, 2x)

Modifiers: OIF(-1/2); Independent (-2); **Active Cost:** 20

Real Cost: 6; \$57,150

DEATH EARCLIP

Spend the day with the Grim Reaper, and have tea. With the Death Earclip, commonly called Death after the number of people who never came out of their self induced commas, a person can program how long they wish to be near death. Just enter the number of minutes or hours you wish to be dead and your body will shut down. This device emits a small pulse which placed by the ear slowing the wearer's metabolism to a death like state. The death earclip is currently not available to the public. The Clip was outlawed, but is reported to be used by Corporations at cost, and on the streets for ten to one hundred times the cost. No specific corporation have taken credit for its development, but Universal Products was the first to sell the item on the open market.

Power: Simulate Death

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 3

Real Cost: 1; \$1000

HEARING AIDS

Do you have trouble hearing, and can't afford a cyber ear, or to have one grown? Well, the hearing aid Series 1 thru 4, designed after the traditional hearing aid, will allow you to hear things clearer than ever before. Just place one of the clips around your ear and listen the world. It is recommenced for the average man who wishes to hear the real world as if they were in a SimStim World.

Hearing Aid I

Power: +2 Enhanced Perception Hearing

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 4

Real Cost: 1; \$115

Hearing Aid II**Power:** +3 Enhanced Perception Hearing**Modifiers:** OIF (-1/2); Independent (-2); **Active Cost:** 6**Real Cost:** 2; \$170**Hearing Aid III****Power:** +4 Enhanced Perception Hearing**Modifiers:** OIF (-1/2); Independent (-2); **Active Cost:** 8**Real Cost:** 2; \$230**Hearing Aid IV****Power:** +5 Enhanced Perception Hearing**Modifiers:** OIF (-1/2); Independent (-2); **Active Cost:** 10**Real Cost:** 3; \$285**LIGHTSLEEP EARCLIP**

Universal Products presents the Lightsleep ear clip. It fits nicely as an earring, earcuff, or ear cover. Coming in thousands of designs and color, the Lightsleep earclip stops those inconvenient moments at the office when you fall asleep at your desk. This device can be programmed to sense anyone sneaking up on you while your sleeping, or set to wake you for an appointment. Emitting a light vibration to the optic nerve, the Lightsleep ear clip will awaken the deepest sleeper. Caution: The Lightsleep clip may cause manic depressive tendencies with prolonged use measured over a one month period. Two weeks is the most the Lightsleep can be used in stretches. Normality will return once the user has had a week's worth of normal sleep.

Power: Lightsleep**Modifiers:** OIF (-1/2); Independent (-2); **Active Cost:** 3**Real Cost:** 1; \$90**MEDITATION EARCLIP**

To help one into a trance like state, the Church of Olympus has released the Meditation earclip. It comes in many religious shapes and sizes. The most popular being the thunderbolt earring. The subliminal messages encoded in the clips help one achieve the trance like state faster than ever. It is also very hard to upset, convince, or bother someone wearing this gift from the gods.

Power: Resistance [+3 Ego Roll]**Modifiers:** Invisible Power Effect (+1/2); OIF (-1/2); Independent (-2); **Active Cost:** 4**Real Cost:** 1; \$1000**MIMIC EAR CLIP EARCLIP**

Ever wondered if the voice on the other side of the phone was computerized? Well with the Mimic, any one can tell when an electrically altered voice is speaking over a phone.

Power: Mimicry**Modifiers:** OIF (-1/2); Independent (-2); Only for Detection (-1/2); **Active Cost:** 3**Real Cost:** 1; \$75**PITCH EARCLIP**

It is almost impossible to tune the new interfaced instruments of today without perfect pitch. For those who don't have the natural ability, Sony has developed the Perfect Pitch earclip. It will allow anyone to gauge the key and tone of any music. The piece takes in the tone and responds with a verbal approximation: A- Flat, B-sharp, etc.

Power: Perfect Pitch**Modifiers:** OIF (-1/2); Independent (-2); **Active Cost:** 3**Real Cost:** 1; \$90**RADAR EARCLIP**

The Radar earclip developed in the early twenty first century was designed for the blind. It was a simple attempt at allowing the blind to see. Radio waves are emitted from the piece and bounce back giving the wearer a approximation of objects in a room. Months of training is required to wear one, but anyone can try their skill to walk in the dark and listen for the different tone levels each telling you when you are to close to something. This device will interfere and can be detected by High range radio devices.

Power: Radar Sense**Modifiers:** OIF (-1/2); Independent (-2); Does not compensate for normal blindness.(-1/2); **Active Cost:** 15**Real Cost:** 4; \$40**RADIO EARCLIP**

Listen to AM, FM, and police ban radio stations with Universal's Radio earclip. It can be bought as an earcuff, earring, or covering. Coming in many different colors and styles, it makes the perfect gift.

Power: Radio Hearing**Modifiers:** OIF (-1/2); Independent (-2); **Active Cost:** 3**Real Cost:** 1; \$10**SONAR EARCLIP**

The Sonar earclip was the second attempt with sound to compensate for blindness. Like the Radar earclip, this device emitted sound, but high frequency sounds. These sounds did not interfere with the TV, or radio. The only effect was certain animals could hear the frequency, like dogs.

Power: Active Sonar**Modifiers:** OIF (-1/2); Independent (-2); Does not compensate for blindness; **Active Cost:** 15**Real Cost:** 4; \$3750**TELECOMMUNICATOR EARCLIP**

Communications has never been simpler. The Telecommunicator, as New Edison calls it, allows anyone to listens and send over the air waves. It will allow anyone to listen in their favorite holovision program . Never miss another day of Rich and the Aimless, or call a friend on their Vid Phone. No picture signal is sent, but audio is neon clear. The easy to use ear clip which fits around your ear comes in many designer colors and shapes. Just press the soft touch controls to adjust the frequency you wish to listen or transmit.

Power: High Range Radio Hearing**Modifiers:** OIF (-1/2); Independent (-2); Cannot sense Radar(-1/2); **Active Cost:** 10**Real Cost:** 3; \$250

TRANSLATOR

With the many languages the world speaks, someone should have developed a way for everyone to speak. Well Serendipity felt the same way, and has released the Translator. It contains the 5 most common languages spoken on Earth. Listen to Japanese, Korean, American, German, and Russian with a press of a button, and hear it spoken in your native language. The processor in the clip takes the language spoken and compares it with its data file. In seconds, a translation is broadcast to the wear. Any number of languages can be added to the device at any Serendipity retailer (\$1000 per language). When purchased, the native language is counted toward the five, and the other four can be chosen by the costumer.

Power: Universal Translator

Modifiers: OIF (-1/2); Independent (-2); Only to Understand, not to speak. (-1/2); **Active Cost:** 20

Real Cost: 5; \$5000

TUTORIAL EARCLIP

Are you looking for information on oriental art, dance, basic chemistry, or renaissance art appraisal to impress that Cultured Oriental businessman? Then try the Tutorial earclip. The earclip will give the wearer a verbal synopsis of the single and specific topic they wish to know about. Hitachi realizes that people learn differently.

Power: Cramming

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$150

ULTRA EARCLIP

This earclip is a must for anyone working with harmonics. Graves-Masuda's care in the development of this device shows their dedication to miniaturized electronics.

Powers: Ultrasonic Hearing

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 3

Real Cost: 1; \$100

GLASSES

SONAR VISOR

The final attempt to compensate for blindness before the discovery of the cybernetic eye was the 360 degree passive Sonar Visor. When placed on and connect to the optic and audio nerves of the wearer, this device allowed the blind to see completely around them. It did not give them the ability to see fine detail or colors, but it did allow them to function in the sighted world. This device gave the blind an edge since the device allowed them to see in the night as well as the day. The government turned this project into a special project for the military to be used on the combat fields. The development was the same design of visor, but no surgery. Availability is limited, since most visors are issued to corporate and military police.

Power: Spatial Awareness; 360 Degree Sensing

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 35

Real Cost: 10; \$20,000

360 DEGREE VISOR

Graves-Masuda developed a similar design to the Sonar Visor. It is exactly the same except the information is relayed by micro cameras to split screens on the inside of the visor. Because of this input, the visors do distort the wearers vision, and ability to perceive everything clearly.

Power: 360.Degree Sensing—sight

Modifiers: -2 to Perception Roll (-4 pts), OIF (-1/2); Independent (-2); **Active Cost:** 6

Real Cost: 1; \$10,000

ACTION CAM

Reporter and camera men who want to catch those important scenes use Action Cam Glasses. Similar in design to the Cam Glasses, they take pictures at a higher rate of speed allowing the user to freeze frame though the film without any distortion. Tests of the Action Cam Glasses show they can photograph a report played at high speed and not miss a screen.

Power: Eidetic Memory; Speed Reading

Modifiers: OIF (-1/2); Independent (-2); Charges 1 (5 minutes) recoverable; **Active Cost:** 13

Real Cost: 3; \$650

BINOCULAR

Binocular Glasses use LCD enhancements to bring the action to you. Watch your favorite sport close up without the discomfort of holding regular binoculars for hours.

Power: +1 Telescopic Sense

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 3

Real Cost: 1; \$85

BINOCULAR I

These binocular glasses bring the action even closer. Watch action 16 yards away as though it were next to you.

Power: +2 Telescopic Sense

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 6

Real Cost: 2; \$150

BINOCULAR II

The newest release in Binocular glasses brings the action even closer. Watch action 20 yards away as though it were next to you with clarity.

Power: +3 Telescopic Sense

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 9

Real Cost: 3; \$260

CAM

Cam Glasses will catch your favorite moments on film. Are you tired of pulling the cam-corder out and having people fake reality. Catch the real moments of life without them suspecting they are being photographed. Just place the glasses on your face, press the on switch and catch five minutes of real life in color. Once the film is used, it can be replaced by any certified Cam- Glass dealer.

Power: Eidetic Memory

Modifiers: OIF (-1/2); Independent (-2); Charges 1 (5 minutes) recoverable; **Active Cost:** 10

Real Cost: 3; \$250

CLASSROOM LEARNING

No longer must students stare at computer screens for hours. These glasses are available to the public allowing anyone to learn at a quicker rate. Each pair of glasses have a specific topic encoded in them and can be referenced for information. Private schools and Corporate schools have reported that their children have retained the information on the glasses with daily use during the semester. Colleges have not allowed these glasses, but those students who have requested specific titles have reported the same. Learn Acting, Math, English Literature, Mechanics, Oratory, or Biochemistry in just four or more months with learning glasses.

Power: KS: Non Combat Skill

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 3

Real Cost: 1; \$85

CRAMMER

Learn any skill or profession quickly with Crammer Glasses. Very popular with High School, and College students. Crammer glasses give the user a HLD (Holo Laser Display) on the inside of the glasses and gives a brief description of a topic allowing anyone to know something about a subject. Students who use Crammer Glasses have reported it is easier to retain the information from the glasses and with a little more study use the material in everyday life.

Power: Cramming

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$150

DOLPHIN

Dolphin glasses were the second attempt to combat permanent blindness before the development of cyber eyes. Dolphin Glasses, as they have been nicknamed, use high frequency sound to give user an accurate description of their surroundings by surgically tapping the optic nerve. The information gained by the Dolphin does not give fine details or color, but allowed those permanently blind to see. One need not go through surgery to use the Dolphin, Dolphins can be used by anyone. With the new eyewear technology, the user will receive a readout of their surrounding directly ahead on the inside of the glasses. When these glasses are in use, it is expected that animals will be restless and dogs may howl do to the nature of the high frequency sounds emitted.

Power: Active Sonar

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 15

Real Cost: 4; \$4300

ELECTRICIAN

As the number of electrical lines grew in cities, Corporations dealing with electricity designed the electrician glasses for their works to deal with the large number of hot wire in the streets. They were upgraded to detecting the smaller electrical impulses of computers and small lines. If you deal with a great deal of electrical devices, Electrician glasses are a must.

Power: Detect Electricity by sight

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$150

ENHANCEMENT

Enhancement glasses make the world look better. Look at the world with brighter colors and defines your surroundings just like the old technicolor films.

Power: +1 Enhanced Perception Sight

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 2

Real Cost: 1; \$60

GRAPHIC OVERLAY

Graphic Overlay Glasses were commissioned by the FAA for airport security. These glasses helped reduce the number of hidden bombs found internationally, and locally in airports and monorail stations. The GO Glasses, as they are referred to by the public, give the wearer a digitized readout on the inside of the glasses showing the user the distortions in structures. GO glasses have also helped in the reduction of guns being smuggled onto air and rail cars. The GO glasses show the overlay of a person and the distortions of poorly concealed weapons.

Power: Concealment

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$285

HOLO

Holo glasses can record that special moment in living action. See the action in three perfect dimensions, and hear every word spoken, with Sony's newest item. These glasses take in the action recording all dimensions of sight and sound on the micro laser disc within the glasses frame. Just take your three Holo pictures to the any local Sony Holo dealer and he can translate the information to a larger disc for \$10 per picture.

Power: Images (Sight, Sound, +20 per roll), Eidetic Memory

Modifiers: OIF (-1/2); Independent (-2); Charges 3 (1 minute) recoverable; **Active Cost:** 60

Real Cost: 26; \$5700

HUNTING

Hunting Glasses are for the hunter who wants an edge on his prey. These glasses are specially designed to work with handguns, semi-automatic, and automatic pistols. Want the edge on those difficult targets? Get Hunting glasses.

Power: +1 OCV Small Arms

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 3

Real Cost: 1; \$85

INFRARED

Infrared Glasses are an old military device available to the public. These glasses will allow you to see in fog or smoggy days. Giving the user a black to bright red readout of the heat patterns the wearer sees, IR glasses are important when the rain and smog are too thick to see.

Power: Infrared Vision

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$145



MEGA VISOR

Not available on the open market is the Mega Visor. It combines the usefulness of the IR, UV, and Photosensitive lenses to give its user the best of all worlds. IR and UV can be used together to give the wearer an accurate description of his surroundings. Its photosensitive lenses keep the wearer from being blinded by any flash grenades, phosphorous rounds, or camp fires. Strictly for military and corporate use, the Mega Visor is very difficult to obtain due to its low manufacture rate reported to be close to 1,000,000 .

Power: IR vision (5 pt.), UV vision (5 pt), Flash Defence (5 pts)

Modifiers: Activation 14 or less (-1/2); OIF (-1/2); Independent (-2); **Active Cost:** 15

Real Cost: 3; \$9750

METAL

The newest development in eye wear are the affordable Metal Glasses. With the popularity of Cybernetics, the FAA had these cheap glasses made to detect metal on a person. A small light appears in the left and right lense of the glasses when metal is detected.

Power: Detect Metals—sight

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$150

MOTION DETECTING

Motion Detection Glasses were first used by corporate and municipal police during hostage and terrorist actives. These glasses helped the police to track movement near windows and alleys. On the inside glass, a HLD displays the movement of a target and the direction it was going. These are not recommended for use in large crowds.

Power: Detect Motion—sight

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$150

NEW LOOK

Take another look at your world, it isn't as bad as you thought. The New Look Glasses make the world a much better place both in definition and color. Enjoy the new world though New Look Glasses.

Power: +2 Enhanced Perception Sight

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 4

Real Cost: 1; \$120

OMNI DIRECTIONAL

Have directions always given you problems? If you have, wear Compass glasses. Compass glasses will always point you to true north. The readout on the upper right and left sections of the glasses will always tell you which way you are walking or driving.

Power: Bump of Direction

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 3

Real Cost: 1; \$85

PATHFINDER

Track that hard to find game with these scientifically designed glasses for hunters. Pathfinder glasses uses the same technology found in GO glasses, but analyses the information giving the wearer the possible passage of the target, its weight, the number, obtained from infrared feedback, an how long the target remained in the area. These glasses can be purchased at any gun outlet store or store carrying a good selection of hunting weapons. Let Pathfinder show you the way.

Power: +1 Tracking

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$285

PHOTOSENSITIVE GLASSES

Photosensitive glass was first used by the military in early twentieth century to prevent temporary blindness of its soldiers by flash grenades in combat. The glass is clear but is photosensitive and will respond by becoming very dark. The user can see normally as through sunglasses.

Power: + 5 Flash Defense -sight (Photosensitive)

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$150

PHOTOSENSITIVE I

Power: 7 pts Flash Defense -sight

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 7

Real Cost: 2; \$230

PHOTOSENSITIVE II

Power: 10 pts Flash Defense-sight

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 10

Real Cost: 3; \$285

SPATIAL AWARENESS

The newest release for the blind is Passive Sonar Glasses. Publicly called the P.S., the Passive Sonar Glasses are far superior to any device yet discovered for the blind, except cybereyes. This new technology uses a micro computer to take sounds from the surroundings of the user and create a accurate description. Highly accurate, the P.S. still is troubled by its ability to give fine detail, but it does give the user the capability to track moving targets. Like its predecessor, the P.S. has been released on the market. Remember its slogan, "P.S., I love you."

Power: Spatial Awareness

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 25

Real Cost: 7; \$7200

RADAR

Radar Glasses were the first attempt at correcting permanent blindness by optical means. Emitting radio waves, the Radar Glasses bounce radio waves off objects and which return to the user to give an accurate description of their surroundings by surgically tapping into the optic nerve. The information does not include fine detail of the surroundings nor the color of objects. With the novelty of the glasses, public demand has prompted a pair useable by the average man. The glasses give a readout of the surroundings without the surgery. These glasses did interfere with radios and devices using radio waves.

Power: Radar Sense

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 15

Real Cost: 4; \$430

SIMISENSE GLASSES RIG

The world really is as wonderful as the Simisense Movies make it out to be. See the world like your favorite Simisense Star, and live it in Simisense rig Glasses.

Power: +3 Enhanced Perception Sight

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 6

Real Cost: 2; \$175

TIME READOUT SUNGLASSES

Never be late to another meeting with the Time Readout sunglasses. These glasses run off the usual micro battery and will give the user the exact time in years, months, days, hours, minutes, seconds, and down to the hundredth second. If time is money and you're tired of watching it slip by, Time Readout glasses are for you.

Power: Absolute Time Sense

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 3

Real Cost: 1; \$85

TOUR GUIDE

Available from any travel agent, Tour Guide Glasses will make your stay in any city easier. Each pair gives an LCD readout of the city's hot spots, local historical monuments, museums, and a brief city map. The map gives major streets and intersections of the major city. Suburbs and sprawls are available. Just ask for them by name.

Power: KS: City-specific

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 2

Real Cost: 1; \$50

ULTRA SOUND

The advancement of an old technology is now available to hospitals in an easy to carry item. Ultrasound has been a great boost to the medical field. It has allowed doctors to see into the body without fear of harming the patient with radiation. The Ultrasound glasses can be set for construction, archaeological, or medical needs when purchased. Each pair of glasses are registered with Intelligence Services and there is a minimum ten year prison sentence for the illegal possession of the item.

Power: N-Ray Vision -not through reflective surfaces

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 20

Real Cost: 6; \$5700

ULTRA VIOLET

Using available light, the Ultraviolet Glasses give the wearer a black and white view of the world—even in the dark. These glasses have become very popular with game hunters, municipal and corporate police. It allows the officer to see the suspect without using a spotlight.

Power: UV Vision

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$145

X-RAY

Now the ability to imitate superhuman feats, like looking through walls is here—with X-Ray glasses by Universal Products. These glasses are radiation safe, and will not harm the human genetic structure. They are specially designed for hospital workers in emergency care who need to see what the problem is immediately. Each pair is registered with Intelligence Services and there is a minimum ten year prison sentence for the illegal possession of the item.

Power: N-Ray Vision—not through lead

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 20

Real Cost: 6; \$5700

KITS

DISGUISE

This kit is used by spies and others who wish to change their appearance. The kit includes: Liquid latex, color contacts 6 pair, hair dye six colors, fake hair, scar tissue, virgin molds (6), shoe lifts, and body padding.

Disguise skill with a +1, or a +2 with Disguise.

Power: +1 Disguise

Modifiers: OAF (-1); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$125

ELECTRONICS

Circuit jumper cables, wire cutters, wrench tools, soldering iron, blank circuit board, etc.

This toolkit includes several hand-held repair and diagnostic devices (e.g., ohmmeter, soldering iron, circuit tester) and a variety of small implements and electronics parts (i.e., wire strippers /snippers, transistors, capacitors, resistors, small integrated circuits). This toolkit will allow use of Electronics skill. The price of the kit is determined by the equipment it is made of. Whether the character grew up in a Sprawl and has a kit or in the Corp towers, he had to piece the kit together.

Electronics skill with a +1, or a +2 with Electronics.

Power: +1 Electronics (5 pts), OIF (-1/2); Independent (-2);

Active Cost: 5

Real Cost: 1; \$125

FINE TOOL

The fine tool kit includes everything for micro electronics repair.

Powers: Penlight—1d6 flash continuous, 16 charges; Magnification Monocle—x100 Magnification Sense; Small screw driver, files, and ROM extractor—1/2 d6 HKA; Soldering Iron—1d6 EB—Continuous, 16 charges

Modifiers: OAF (-1); Independent (-2); **Active Cost:** 28

Real Cost: 9; \$90

FIRST AID

This kit includes several hand-held diagnostic devices (thermometer, pulse gauge, blood tester, chemical analyzer, bone scanner, etc.) and various medical/surgical implements (hemostats, needles, sutures, instasplints, scalpels, etc.) and a few drugs (local anesthetics, antibiotics, skin sealer). This kit allows use of the Paramedic skill.

Paramedic Skill +1, or +2 with Paramedic.

Power: +1 Paramedic; Bandages 1d6 Aid End; Burn Salve 2d6 Aid End; Synthflesh 2d6 Aid End/2d6 Aid Stun; Morphine 2d6 Drain Con; Tranquilizer 3d6 Drain Stun; 3d6 Drain Con

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 115

Real Cost: 29; \$3000

FORGERY

The Kit includes a photo processor, ink, paper, micropress, magnetic strip generator, micro fiche generator, retinal pattern producer, latex finger print replicator, S.I.N. writer.

Forgery Skill with +1, or +2 with Forgery

Power: +1 Forgery

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$125

SECURITY SYSTEM BYPASS

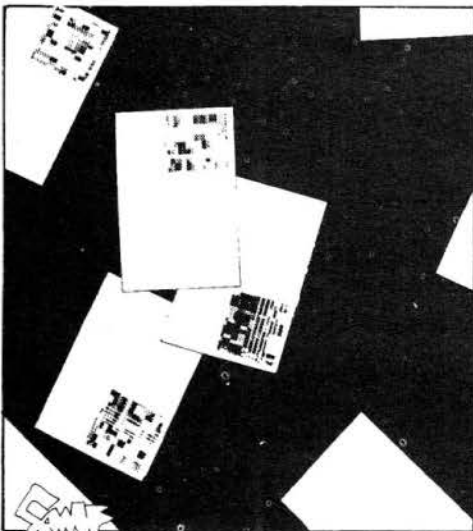
This kit includes electronic devices to locate and bypass electrical alarm systems. Voltage meter, electrical and magnetic lock picks etc. The Micro Computer will help identify systems. If the system is not on the computer, it will try to give suggestions on how to break through.

Security Systems Skill +1, or +1 with Security Systems.

Powers: +1 Security Systems; Micro Computer INT 5 (-5); DEX 10; SPD 02; 3 Programs (Search reference material for information on topic; Show-readout; Security Systems 11-)

Modifiers: OAF (-1); Independent (-2); **Active Cost:** 7

Real Cost: 2; \$200



STANDARD TOOL

This toolkit includes a versatile power tool with various drill and screwdriver bits as well as a sawblade assembly, hammers, electronic ruler, etc.) as well as a variety of small parts (nails, screws, bolts, nuts, washers, etc.).

Powers: Hammer +1d6 HA; Screwdriver Minikit interchangeable +1/2 D6 HKA; Wrench Set +1d6 HA; Ratchet Sets +1d6 HA

Modifiers: OAF (-1); Independent (-2); **Active Cost:** 16

Real Cost: 4; Cost \$400

SCANNERS

COREALIAN FIELD DETECTOR

The Corealian Detector can really read someone's magnetic field around them. Since a Corealian field is as individual as a finger or retina scan, this detector makes a perfect high security device for any corporation. Each employee is scanned and placed in a off-line system. When a person is assessed for clearance, he is scanned, cross referenced with the files, and given clearance or denied. The special property of the corealian scanner is that it will take into account the variables for mood changes based on the employees psychological profiles.

Power: Detect Corealian Field (sight), Discriminatory

Modifiers: IIF (-1/4); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 10

Real Cost: 3; \$3,000,000

EXPLOSIVE DETECTOR

The explosive scanner will scan individuals as they enter your building or any other access port the company places a sensor. The specific properties of every explosive agent is scanned for by this device and triggers the Security forces. Developed during the terrorist bombings of Europe in 2010 by various governments to protect their interests, this device eventually was perfected and today is used to stop most terrorist activities from ever occurring.

Power: Detect Explosives, Range, Discriminatory

Modifiers: OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 15

Real Cost: 4; \$3550

FINGERPRINT

The simple finger print scanner is still a first course security measure for any corporation. With improvements to the system, it now reads down to the finest details as a 100 power microscope, and has a detailed record of each employee's finger prints.

Power: Detect Fingerprints, Discriminatory; X100 Microscopic Vision

Modifiers: OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 16

Real Cost: 4; \$3800

MAGNETIC FIELD

The magnetic field scanner is a device to warn of intense magnetic fields, and the intensity of the field. This device is not shielded, so it will not work in a magnetic field, but it will warn of intense magnetic fields at range and their location.

Power: Detect Magnetic Fields, Range, Discriminatory

Modifiers: OAF(-1); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 15

Real Cost: 4; \$4000

MEDICAL

The medical scanner is a portable scanner used by emergency teams like Valkyrie Rescue Services. This device, once the pads are connected to the patient, will give a physiological display of the person, and suggestions on how to stabilize the person with paramedic and surgical skills.

Power: Detect Human Physiology; K.S. Medicine; K.S. Medical Library

Modifiers: OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 9

Real Cost: 2; \$2100

PORTABLE METAL DETECTOR

Used by security forces in every major airport and mono-rail port in the world, these portable metal detectors worn of the presence of metal. The device will tell from what direction. Original used to prevent high-jacking, the device has become a standard for any security team.

Power: Detect Metal, Range, 360 degrees

Modifiers: OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); Only give direction (-1/2); **Active Cost:** 20

Real Cost: 5; \$470

MICRO SCANNER

The micro scanner is a tiny (5 cm) device which transmits all information seen. It can zoom in on objects, and break down to pixel graph patterns to enhance images in the foreground.

Power: N-ray vision (sight and sound—not through solid objects.); Targeting; +5 Enhanced Perception

Modifiers: OAF(-1); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 35

Real Cost: 8; \$8200

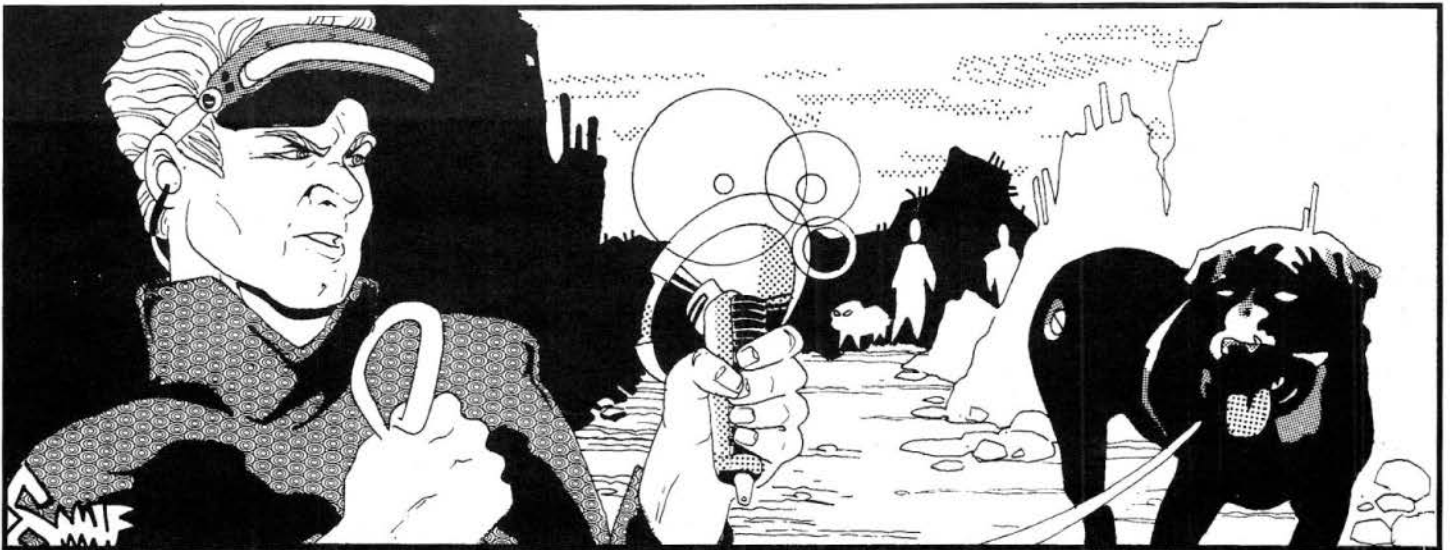
PORTABLE MOTION DETECTOR

The portable motion detector is a standard of corporate military and governmental forces world wide. This device will show you the exact position of any moving object within it's range up to 2 1/2 meters radius.

Power: Detect Motion, Discriminatory, range; +5 Enhanced Perception

Modifiers: Area Effect Radius (+1); OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 50

Real Cost: 12; \$1200



PORTABLE NARCOTICS DETECTOR

The narcotic detector was original developed by the United States Government in its efforts to stop the flow of drug into the country. It scans objects for the chemical properties of know drugs and tell the user the direction and range.

Power: Detect Narcotics, Range, 360 Degree Sensing

Modifiers: OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 20

Real Cost: 5; \$1200

RETINA

The retina scanner will scan a persons retina pattern microscopically and match the pattern with its files.

Power: Detect Retina patterns, Discriminatory; X100 Microscopic Vision

Modifiers: OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 16

Real Cost: 4; \$3800

SURVEILLANCE

The bug finder as it is commonly called is used to sweep surveillance devices from major corporate and governmental offices. The device looks for electronic emissions within the working perimeters of the most common surveillance devices and gives direction within a 360 degree area.

Power: Detect Surveillance device , Range, 360 degree

Modifiers: OAF(-1); Independent (-2); Does not work in magnetic fields (-1/4); Only gives direction (-1/2); **Active Cost:** 20

Real Cost: 5; \$5000

SECURITY EQUIPMENT

DAMAGE GAUGE

A good security system is hard to find that will determine what your opponent is made of and what he can take without killing him. The Gauge Computer will read the intruders weight, his physical make up (including cyber and neo systems), and what amount of damage he can take. Just place the gauges throughout the complex's floors and triple the effectiveness of a security system It is also very useful for those multi-level security systems.

Powers: Damage Gauge Computer 20 INT; 0 DEX; 4 SPD; Scanners: *Physiology:* (Detect Human physiology; Discriminatory); *Weight Gauge:* (Detect Characters weight, Discriminatory); *Damage Control:* (Detect Body of character; Detect Stun of character)

Modifiers: IIF (-1/4); Independent (-2); Does not work in magnetic fields(-1/4); **Active Cost:** 60

Real Cost: 17; \$1,700,000

ELECTRICAL CABLES

Lay electrical cables throughout your corridors and insure an active security system. The cables are available in non-lethal, and lethal levels. Combined with the Damage gauge, it will stop any intruder from coming into your building.

NON-LETHAL

Power: 3d6 E.B—Energy

Modifiers: IIF (-1/4); Independent (-2); Does not work in magnetic fields(-1/4); Area Effect Line (+1/4); Continuous (+1); **Active Cost:** 33

Real Cost: 9; \$9640

Power: 5d6 E.B—Energy

Modifiers: IIF (-1/4); Independent (-2); Does not work in magnetic fields(-1/4); Area Effect Line (+1/4); Continuous (+1); **Active Cost:** 56

Real Cost: 16; \$16,000

Power: 7d6 EB—Energy

Modifiers: IIF (-1/4); Independent (-2); Does not work in magnetic fields(-1/4); Area Effect Line (+1/4); Continuous (+1); **Active Cost:** 79

Real Cost: 23; \$23,000

Power: 9d6 EB—Energy

Modifiers: IIF (-1/4); Independent (-2); Does not work in magnetic fields(-1/4); Area Effect Line (+1/4); Continuous (+1); **Active Cost:** 101

Real Cost: 29; \$29,000

LETHAL

Power: 1d6 RKA—Energy

Modifiers: IIF (-1/4); Independent (-2); Does not work in magnetic fields(-1/4); Area Effect Line (+1/4); Continuous (+1); **Active Cost:** 33

Real Cost: 9; \$9640

Power: 2d6 RKA—Energy

Modifiers: IIF (-1/4); Independent (-2); Does not work in magnetic fields (-1/4); Area Effect Line (+1/4); Continuous (+1); **Active Cost:** 68

Real Cost: 19; \$19,000

Power: 3d6 RKA—Energy

Modifiers: IIF (-1/4); Independent (-2); Does not work in magnetic fields (-1/4); Area Effect Line (+1/4); Continuous (+1); **Active Cost:** 101

Real Cost: 29; \$29,000

ENVIRONMENTAL CONTROL

To prevent those nasty incidents of environmental terrorism, like gas grenades, or a biological infection into your security system, use Climatic's air filtering system. With this system, the air is perfectly clean and will stay that way within a 8 meter radius area of the system. This system is widely used in Biological , and electronic manufacturing.

Power: Life Support

Modifiers: Area Effect Radius (+2); IIF (-1/4); Indep. (-2); Doesn't work in magnetic fields (-1/4); **Active Cost:** 30

Real Cost: 8; \$8,000,000

FLECHETTE KNOCKOUT DARTS

The Flechette Knockout Dart system is easily installed in any business. The dart dispensers are placed in strategic places and queued with the companies computer. Once an intruder is sighted, the system will activate and fill the area with flechette darts stunning anyone in the area. The flechettes will not penetrate armor, but the spacing of the darts does insure a large portion of the body will be hit. The system comes in a variety of strengths and will deactivate once all criminals are knocked out.

Power: 2d6 EB*; **Active Cost:** 45

Real Cost: 11; \$112,500

Power: 3d6 EB*; **Active Cost:** 67

Real Cost: 17; \$167,500

Power: 4d6 EB*; **Active Cost:** 90

Real Cost: 23; \$230,000

Power: 5d6 EB*; **Active Cost:** 112

Real Cost: 28; \$280,000

Modifiers (for all): * – NND (Not through Armor) (+1); Autofire (+1/2) Area Effect Cone (+1); Continuous Charges 125 (+1); OIF (-1/2); Does not work in magnetic fields (-1/4); Beam Attack (-1/4); Independent (-2)

G.O. IDENTIFICATION SYSTEM

Graphic Overlay Identification system give the company a digitized readout of distortions in structures and people, and the distortions of poorly concealed weapons. It, also, can penetrate vehicles to discover the number of people inside the vehicles, the weight of the people in the vehicle, and the number of weapons or cybernetics they may be carrying from the weight and resolution of the person. The G.O. System is the best in security provided by I.S.

Powers: 25 INT; 20 DEX; 4 SPD; Concealment; Sensor Operation; Detect Weight of character, Discriminatory; N-ray vision—not through lead; Programs: (Compare information against company records; Alert Security if files don't match)

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 90

Real Cost: 26; \$260,000

INORGANIC SCANNER

The inorganic scanner was designed to detect synthetic guns and ammunition. It will scan for inorganic material and give its location as well as the material it has located.

Power: Detect Inorganic, Discriminatory

Modifiers: OIF (-1/2); Independent (-2); **Active Cost:** 10

Real Cost: 3; \$30,000

INFRARED TRIPWIRE

The infrared tripwire is an affordable home and business security system which can be placed across any door opening or window to trigger an alarm system. The plus to the system is in addition to the security experts roll to install it.

Power: +2 Security Systems

Modifiers: IIF (-1/4); Independent (-2); **Active Cost:** 4

Real Cost: 1; \$100

KEY PAD

A key pad is the perfect protection for your business or home. Just place your private number into the system and no one will gain access. The plus is a modifier to the person installing the system.

Power: +5 Security Systems

Modifiers: OAF (-1); Independent (-2); **Active Cost:** 10

Real Cost: 3; \$300

MAGNETIC FIELD DEVICE

The E.M. Field generator will produce a magnetic field within any area. Protect your business against cybernetic sabotage.

Power: 10 pts. Change Environ (Mag. Field) AE=2 hexes

Modifiers: IIF (-1/4); Independent (-2); Bulky (-1/2); **Active Cost:** 10

Real Cost: 2; \$23,500

Power: 20 pts. Change Environ (Mag.Fields) AE=8 hexes

Modifiers: IIF (-1/4); Independent (-2); Bulky (-1/2); **Active Cost:** 20

Real Cost: 5; \$47,000

Power: 30 pts. Change Environ (Mag. Fields) AE=32 hexes

Modifiers: IIF (-1/4); Independent (-2); Bulky (-1/2); **Active Cost:** 30

Real Cost: 7; \$70,000

Power: 40 pts Change Environ (Mag. Fields) AE=128 hexes

Modifiers: IIF (-1/4); Independent (-2); Bulky (-1/2); **Active Cost:** 40

Real Cost: 9; \$94,000

MAGNETIC LOCKS

Magnetic locks can be placed on any service one wished to have sealed. The magnetic lock will remain in place until the proper code is given or it is broken. The plus is a modifier to the security system roll.

Power: +1 Security Systems

Modifiers: OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 2

Real Cost: 1; \$50

MONITORING CAMERA

Each monitoring camera is installed inside of secure walls in hallways and lobbies. The camera will monitor all who enter the building. The +5 is a modifier to the installment of the security system, and the Concealment roll is applied against all chances to see it.

Power: +5 Security Systems; +5 Concealment Roll

Modifiers: IIF (-1/4); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 20

Real Cost: 5; \$900

MOTION SENSORS

This pack of ten motion sensors can be used to protect your warehouse or home. The sensors will detect any motion.

Power: +3 Security Systems; +3 Perception Roll

Modifiers: OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 12

Real Cost: 3; \$300

PASSIVE ENVIRONMENTAL CONTROL

The Passive Environmental Control system is a simple environmental system which fills the room or hallway with gas knocking the assailant out. Each canister contains 32 doses of spray.

Power: 2d6 Drain Stun

Modifiers: Area Effect Cone (+1); Continuous Charges 32 (+1/4); IIF (-1/4); Independent (-2); Bulky (-1/2); Does not work in magnetic Fields (-1/4); **Active Cost:** 45

Real Cost: 12; \$120,000

Power: 3d6 Drain Stun

Modifiers: Area Effect Cone (+1); Continuous Charges 32 (+1/4); IIF (-1/4); Independent (-2); Bulky (-1/2); Does not work in magnetic Fields (-1/4); **Active Cost:** 68

Real Cost: 18; \$180,000

Power: 4d6 Drain Stun

Modifiers: Area Effect Cone (+1); Continuous Charges 32 (+1/4); IIF (-1/4); Independent (-2); Bulky (-1/2); Does not work in magnetic Fields (-1/4); **Active Cost:** 90

Real Cost: 24; \$240,000

Power: 5d6 Drain Stun

Modifiers: Area Effect Cone (+1); Continuous Charges 32 (+1/4); IIF (-1/4); Independent (-2); Bulky (-1/2); Does not work in magnetic Fields (-1/4); **Active Cost:** 112

Real Cost: 30; \$300,000

Power: 6d6 Drain Stun

Modifiers: Area Effect Cone (+1); Continuous Charges 32 (+1/4); IIF (-1/4); Independent (-2); Bulky (-1/2); Does not work in magnetic Fields (-1/4); **Active Cost:** 135

Real Cost: 36; \$360,000

RADIOACTIVE MARKING

Radioactive marking is a harmless radioactive isotope spray which is used to mark animals in the wild. There have been reports that the spray has been used to mark infiltrators and following them to their employers. Easily followed with a radiation detector. Each canister contains 16 doses.

Power: +5 Tracking

Modifiers: Charges 16 (0); **Active Cost:** 10

Real Cost: 10; \$100

SANITAL HELMET

The Sanital Helmet provides a clean breathable environment for the wearer. It contains an oxygen tank good for extended periods allowing the wearer to go hours without breathing contaminated air.

Power: Life Support

Modifiers: OIF (-1/2); Independent (-2); Coverage Areas 3-5 (-2); **Active Cost:** 10

Real Cost: 2; \$200

SECURITY SHUTTERS

Security Shutters are a must for any security system. They are useful for blocking all windows, doors and exits with the shutters to retain the infiltrators. An inexpensive security measure for any home or business.

Power: 10rPD Armor

Modifiers: OAF (-1); Independent (-2); Bulky (-1/2); **Active Cost:** 15

Real Cost: 3; \$300

SONIC SCANNER

The Sonic Scanner is a hand held device used to give military a comprehensive picture of the combat area. It will show where forces are and all detail in the area. The device is also used by security forces to check area before entering them.

Power: Active Sonar, Discriminatory; +3 Enhanced Senses

Modifiers: Activation 14- (-1/2); OAF (-1); Independent (-2); **Active Cost:** 26

Real Cost: 6; \$58,000

SOUND BLOCK

This small device can be placed on any wall and block any listening devices from detecting a conversation. A barrier is placed on the wall keeping sound from passing through.

Power: Invisibility—Sound

Modifiers: Area Effect radius (+1); IAF (-1/2) Independent (-2); Fragile (-1/4); Continuous charges 3—1 hour each (0);

Active Cost: 40

Real Cost: 11; \$1100

THERMAL BLOCK

Place a Thermal Block inside of any wall preventing heat from escaping. This environmental measure saves energy and lowers heating bills. An added bonus is the security measures provided by the system. It will keep those with IR and Thermal detection devices from detecting any one or group of people in a building or room by their heat emissions.

Power: Invisibility—IR (Thermal Block)

Modifiers: Area Effect Radius (+1); Reduced Endurance (+1/2); **Active Cost:** 50

Real Cost: 50; \$5000

WHITE SOUND GENERATOR

The White Sound Generator will stop any intruder. The generator sends out a beam of white sound in the area. The beam will stun the victims within seconds. Each system has 32 charges before maintenance is needed.

Power: 2d6 EB Sound (10 pts)

Modifiers: NND—Hard Ear Covering(+1); Area Effect Cone (+1); Continuous Charges 32 (+1/4); IIF (-1/4); Independent (-2); Bulky (-1/2); Does not work in magnetic Fields (-1/4); Beam Effect (-1/4); **Active Cost:** 22

Real Cost: 5; \$520,000

Power: 3d6 EB—Sound (15 pts)

Modifiers: NND—Hard Ear Covering(+1); Area Effect Cone (+1); Continuous Charges 32 (+1/4); IIF (-1/4); Independent (-2); Bulky (-1/2); Does not work in magnetic Fields (-1/4); Beam Effect (-1/4); **Active Cost:** 38

Real Cost: 9; \$900,000

Power: 4d6 EB—Sound (20 pts)

Modifiers: NND—Hard Ear Covering(+1); Area Effect Cone (+1); Continuous Charges 32 (+1/4); IIF (-1/4); Independent (-2); Bulky (-1/2); Does not work in magnetic Fields (-1/4); Beam Effect (-1/4); **Active Cost:** 45

Real Cost: 11; \$1,000,000

Power: 5d6 EB—Sound (25 pts)

Modifiers: NND—Hard Ear Covering(+1); Area Effect Cone (+1); Continuous Charges 32 (+1/4); IIF (-1/4); Independent (-2); Bulky (-1/2); Does not work in magnetic Fields (-1/4); Beam Effect (-1/4); **Active Cost:** 56

Real Cost: 13; \$1,300,000

Power: 6d6 EB—Sound (30 pts)

Modifiers: NND—Hard Ear Covering(+1); Area Effect Cone (+1); Continuous Charges 32 (+1/4); IIF (-1/4); Independent (-2); Bulky (-1/2); Does not work in magnetic Fields (-1/4); Beam Effect (-1/4); **Active Cost:** 68

Real Cost: 16; \$1,500,000

TOYS

COMPUTER—POCKET

The Pocket Computer is a smaller version of the desk top model. The computer can access information concerning News, Movies, Music, and video games. It carries a large array of movies and video games for the user.

This pocket computer features a 15 cm diagonal screen and a mini-keyboard. It can perform programmed functions just as any larger computer can (given that the appropriate programs are installed), but is limited to keyboard commands only (no datajack or voice command). The pocket computer does have a low-speed modem in it, suitable for transferring files to and from the Net, but it is too slow for a real netrun.

Powers: INT 5 (-5); DEX 10; SPD 2; Program: (Search reference material for information on topic: Entertainment—show); K.S. News; K.S Movies; K.S Music; Video Games

Modifiers: OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 10

Real Cost: 2; \$200

COMPUTER—MICRO

This small hand-held computer features a 6 cm diagonal screen and a mini-keyboard. It can perform programmed functions just as any larger computer can (given that the appropriate programs are installed), but is limited to keyboard commands only (no datajack or voice command). The microcomputer does have a low-speed modem in it, suitable for transferring files to and from the Net, but it is too slow for a real netrun.

Powers: Concealment; INT 5 (-5); DEX 10; SPD 2; Programs: (Search reference material for information on topic: Entertainment—show); K.S. News; K.S Movies; K.S Music; Video Games

Modifiers: OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 14

Real Cost: 3; \$300

DIGITAL CAMERA

The Digital camera will take normal pictures on a high resolution disc. The disc does not need to be processed and be feed directly into a computer. The advantage of the camera is it will give near pixel resolution for each picture.

Powers: Eidetic Memory

Modifiers: Charges 250 (+1); OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 20

Real Cost: 5; \$5000

DISPLACER BELT

A military device used to gain the advantage on the field of combat. Designed during the fifties, this device distorts the visual spectrum around the wearer. It does not make the wearer invisible, but does make the wearer very difficult to hit with a ranged weapon or to deal with Hand to Hand. Because of this effect, it allows the user to take advantage of his opponents disorientation from the field effect. The field generators automatically vary their cycle every ten seconds to prevent anyone from aiming a score at the center of the effect, i.e., the belt.

Powers: +3 Combat Skill Levels

Modifiers: OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); Charges 4 (1 extra phase); **Active Cost:** 15

Real Cost: 4; \$40,000

Not For Sale!

EXOSKELETON

Used for heavy lifting in warehouses, the exoskeleton is an everyday device which has eliminated the forklift. Crates can be too heavy for some people, so the exoskeleton braces the body and allows one to lift extraordinary weights. Made from titanium alloys, the exoskeleton is a very durable and light weight addition to any warehouse. Just slip into the easy to use framework, and the strength is yours. It does not provide superhuman Strength, but it can assist with the movement of heavy armor suits or crates. Mass: 5 kg.

Powers: +3 Strength; **Active Cost:** 9

Real Cost: 2; \$2500

Powers: +5 Strength; **Active Cost:** 11

Real Cost: 3; \$3000

Powers: +7 Strength; **Active Cost:** 13

Real Cost: 4; \$4000

Powers: +10 Strength; **Active Cost:** 16

Real Cost: 5; \$5000

All exoskeletons have the following:

Powers: +2 Body, 4 rPD Armor, Ablative

Modifiers: (-1); Real Armor (-1/4); Mass (-1) [Armor Cost 2 pts] Independent (-2); OIF (-1/2)

GAS MASK

The modern gas mask fits over the mouth and nose, and pressure seals itself to the face. Designed to keep out a number of gases, the mask is made by Universal Products. It comes in many designer colors and shapes.

Powers: Life Support—5 pts

Modifiers: OIF(-1/2); Independent (-2); Activation 14-; **Active Cost:** 5

Real Cost: 1; \$100

HANDCUFFS — Plasteel

This pack of ten plasteel handcuffs are regular handcuffs. They are used by Corp Cops and Security forces when arresting cyber augmented individuals.

Powers: 5d6 Entangle

Modifiers: Charges 10 (-1/4); OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); No range (-1/2);

Active Cost: 25

Real Cost: 5; \$500

HANDCUFFS — Plastic Tie

The inexpensive Plastic Tie Handcuffs were developed in the 1980s and still is a very practical way of handling the handcuffing of large numbers of people. The \$1.25 per handcuff makes these, by far, the least expensive item a Corp Cop will ever buy.

Powers: 3d6 Entangle

Modifiers: Charges 64 (+1/2); OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); No range(-1/2); One body (-1/2); **Active Cost:** 45

Real Cost: 8; \$80

HOLOCAMERA

Take your favorite picture in perfect three dimensions with the Holocamera. The camera records your photograph on a high resolution disc in three dimensions. Twelve photos may be taken per disc. Any Photomat can develop and provide a disc for the camera.

Powers: Eidetic Memory

Modifiers: Charges 12 recoverable (-1/2); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 10

Real Cost: 3; \$3000

HOLODECK

This device is a flat triangular plate which has a small projection surface. The Deck projects images from discs containing holographic images. They are inserted into the viewer, providing a 3-D display filling a 2' Hex Radius (13') Area. The Holodeck can also broadcast Television and telephone calls in 3D, if the transmission is received with the proper information.

Powers: Images—All sight groups and all hearing groups; -20 to all Perceptions Rolls; High Range Radio Hearing

Modifiers: Area Effect radius (+1/4); OAF (-1) Independent (-2); Does not work in magnetic fields (-1/4); Bulky (-1/2);

Active Cost: 112

Real Cost: 24; \$240,000

HOLODECK — PORTABLE

This device is a portable flat triangular plate about a foot long and a small projection surface. Discs containing holographic images can be inserted into the viewer filling a 1 Hex area (6.5') with a 3-D display.

Powers: Images—All sight groups and all hearing groups; -7 to all Perception Rolls

Modifiers: OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 40

Real Cost: 9; \$95,000

MAGNETIC FIELD SUPPRESSOR

Designed to suppress magnetic fields, this device had been used by cybernetic experts to dampen the effects of magnetic fields on their system. When the suppressor is used, a minimal magnetic field like those used in airports and rail systems will not effect the cybernetic unit protected by the suppressor. The suppressor must be placed on each system to be protected. The suppressor resembles a metal band which can be wrapped around the arm or leg of an individual and uses the bodies own electrical system to run the item.

Powers: 2d6 Suppress Magnetic Fields

Modifiers: Reduced Endurance 0 (+1/2); Effects a single special effect. (+1/4); Invisible Power effect—sight (+1/2); IAF (-1/2); Independent (-2); No range (-1/2); **Active Cost:** 23

Real Cost: 6; \$6000

MAGNETIC FIELD SUPPRESSOR A-1

The A-1 is a slightly more powerful version of the suppressor, except the system tend to damage itself when used multiple times. Once the device has been used 13 -16 times, it burns out. It can be repaired for one tenth the original cost of the suppressor. The Suppressor must be placed on all systems to be protected.

Powers: 3d6 Suppress Magnetic Fields

Modifiers: Effects a single special effect.(+1/4); Invisible Power effect—sight (+1/2); IAF (-1/2); Independent (-2); Charges 16 (0); **Active Cost:** 26

Real Cost: 8; \$7500

MAGNETIC FIELD NEUTRALIZER

Designed to damage magnetic field generators, the Magnetic Field Neutralizer will stop most magnetic fields from damaging electronic devices. This device sets up its own counter frequency to the Magnetic Field and creates a field around the electronic device. If used for Cybernetics, it will dampen any magnetic field which may try to effect it. Therefore, it is not a good idea to walk through a security desk with one activated, since it will deactivate the magnetic field generator at the desk. They will not see the individual do anything to the scanner, but will suspect him and have him searched. The Neutralizer must be placed on all systems which must be protected.

Powers: 1d6 Drain, Change Environment—Magnetic Fields

Modifiers: Reduced Endurance 0 (+1/2); Invisible Power effect—sight (+1/2); IAF (-1/2); Independent (-2); No range (-1/2); **Active Cost:** 20

Real Cost: 5; \$5000

MAGNETIC FIELD NEUTRALIZER – PLUS (+)

The Neutralizer Plus is an advanced model of the neutralizer. It projects a stronger field around the electronic. This is used widely in the military to protect equipment and personal Armor. The Neutralizer Plus must be placed on all systems which must be protected.

Powers: 2d6 Drain, Change Environment—Magnetic Fields

Modifiers: Reduced Endurance 0 (+1/2); Invisible Power effect—sight (+1/2); IAF (-1/2); Independent (-2); No Range (-1/2); **Active Cost:** 40

Real Cost: 10; \$10,000

MAGNETIC FIELD NEUTRALIZER – A

This is the street version of the Neutralizer. The 'A' will neutralize magnetic fields which might effect a cybernetic system. It is not as durable as the real item, and will burn out after 13-16 uses. The system can be repaired for one tenth the cost to repair circuits.

Powers: 1d6 Drain Change Environment—Magnetic Fields

Modifiers: Invisible Power effect—sight (+1/2); IAF (-1/2); Independent (-2); No range (-1/2); Charges 16; **Active Cost:** 15

Real Cost: 4; \$4000

MAGNETIC FIELD NEUTRALIZER – B

An advanced street version of the Neutralizer, this version called B is stronger but suffers from the same problems as the A. Repair Cost, if available, can be expensive. Repairs can run one tenth to one hundred percent of the total cost.

Powers: 2d6 Drain Change Environment—Magnetic Fields

Modifiers: Invisible Power effect—sight (+1/2); OAF (-1/2); Independent (-2); No range (-1/2); Charges 16 (0); **Active Cost:** 30

Real Cost: 8; \$8000

PAINT SPRAYER

The Paint Sprayer is an portable airbrush which can be attached to any can of spray paint. With the instrument, marking territory with artistic material will let everyone know who the world really belongs to. The Sprayer comes with four cans of paint which will last for about an hour each with continual use.

Powers: Darkness—sight

Modifiers: OAF (-1); Independent(-2); Charges 4 (1 hour each)(0); **Active Cost:** 10

Real Cost: 3; \$25

ROCKET PACK – R-1

The R-1 Rocket pack was designed by the Vott Messerschmitt to compete against Honda's Jetpacks. The R-1 will fly a maximum speed of 50 kph. The fuel tank holds enough fuel to fly for two hours. It is a very quick and dexterous device. The size of the pack (-4 DCV) leaves the user an unencumbered with the 1.6 kg weight.

Powers: STR 15; BODY 10; Size 0.25x0.125; DEF 2; DEX 15; SPD 3; 7 " Flight; x2 non combat

Modifiers: OIF(-1/2); Independent(-2); Does not work in magnetic fields (-1/4); Activation 14- (-1/2); Charges 2 (1 hr each) (0); **Active Cost:** 84

Real Cost: 18; \$1800

ROCKET PACK R-2

The R-2 Rocket pack was designed by the Vott Messerschmitt to compete against the Honda Grasshopper. The R-2 will fly a maximum speed of 70 kph. Like the R-1, the fuel tank holds enough fuel to fly for two hours. It is a very quick and dexterous device and the size of the pack (-4 DCV) leaves the user unencumbered with the 1.6 kg weight.

Powers: STR 15; BODY 10; Size 0.25x0.125; DEF 2; DEX 15; SPD 3; 10 " Flight; x2 non combat

Modifiers: OIF(-1/2); Independent (-2); Does not work in magnetic fields (-1/4); Activation 14- (-1/2); Charges 2 (1 hr each) (0); **Active Cost:** 90

Real Cost: 21; \$2100

ROCKET PACK – R-3

The R-3 Rocket by Vott Messerschmitt will fly a maximum speed of 150 kph. The fuel tank holds enough fuel to fly for two hours. It is a very quick and dexterous device. The size of the pack (-4 DCV) leaves the user unencumbered with the 1.6 kg weight.

Powers: STR 15; BODY 10; Size 0.25x0.125; DEF 2; DEX 15; SPD 3; 15" Flight; x2 non combat

Modifiers: OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); Activation 14- (-1/2); Charges 2 (1 hr each) (0); **Active Cost:** 100

Real Cost: 24; \$2400

SIN CARD

The core of data storage in the 21st Century, these little rectangles (about 4 x 6 x .5 cm) can store vast quantities of information. They are almost completely standardized, so one datacard fits all computers, readers, and cyberdecks. The card contains the characters medical and life history, resume, Drivers license, Passport, and money. The card, for a beginning character, begins with 1000 Nuyen. The special scanner on the card reads the owners finger prints. If the card is stolen, it cannot be used by another person. The \$500 cost is the administration cost to reconstruct a new one with an updated history.

Powers: KS Personal medical history of character, DNA-record, birth certificate, etc.; KS Personal life history of character; school records, former addresses, etc.; Money; Perk: Resume; Perk: Drivers License; Perk: Passport; Detect fingerprints as touch; Discriminatory

Modifiers: OIF (-1/2); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 18

Real Cost: 5; \$500

SMART BUTTON

Smart Buttons were designed by the military to reduce casualties by friendly fire. The button sends out a beacon to a smarted weapon which tells it not to fire in a specific place. The gun will not fire at someone wearing a smart button. The Smart button comes with a receiver for a gun and one button. There is always the chance the button may not work.

Powers: Desolidification (Special Effects, Weapon does not fire)

Modifiers: Reduced Endurance (+1/2); Works only with Smarted Weapons on the same frequency as they button. (-1/2); Independent (-2); IIF (-1/4); Activation 14- (-1/2); **Active Cost:** 60

Real Cost: 14; \$1400

TELEPHONE—POCKET

Carry a telephone with you wherever you go. The Pocket telephone will fit into any pocket with ease. A base cost of \$60 is charged for the phone, and an additional \$6 per month fee is charged for unlimited service. Hands free operation, 100 # Memory Storage, 32 digits per number, Call in progress prompt, Call in Absence Indicator, Electronic Lock, Auto Retry, Electronic Scratchpad.

Powers: High Range Radio Hearing; +10 Telescopic Sense

Modifiers: OAF (-1); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 25

Real Cost: 6; \$60

TELEPHONE SAT

Talk with anyone in the world or off planet with the satellite phone. The cost for the phone is \$335, but a user fee for the satellite is \$35 per month. Hands free operation, 100 # Memory Storage, 64 digits per number, Call in progress prompt, Call in Absence Indicator, Electronic Lock, Auto Retry, Electronic Scratchpad.

Powers: High Range Radio Hearing

Modifiers: No range modifier(+1/2); OAF (-1); Inde. (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 15

Real Cost: 4; \$335

VOICE MODULATOR

Imitate anyones voice like a professional mimic. The modulator records voices and works in synch with the larynx muscles to allow the voice to speak as another person. The device is usually held or worn around the neck.

Powers: +1 Mimicry

Modifiers: OAF(-1); Independent (2); Does not work in magnetic fields (-1/4); **Active Cost:** 5

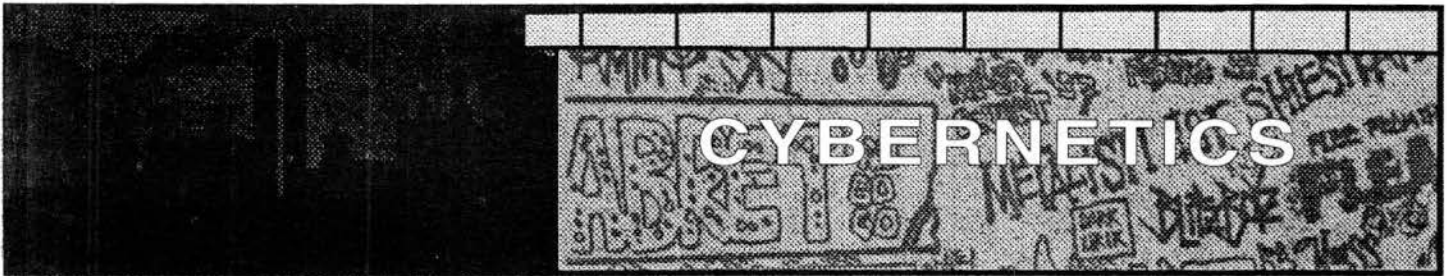
Real Cost: 1; \$125

VOICE MODULATOR PLUS

Used by Corps, the disguised modulator plus is usually made into a necklace or choker. It allows for the same ability as the Voice Modular, but does not allow anyone to tell where the effect is coming from.

Powers: +1 Mimicry (5 pts), Invisible Power Effect-sight(+1/2); IAF(-1/2); Independent (-2); Does not work in magnetic fields (-1/4); **Active Cost:** 8

Real Cost: 2; \$2100



In heroic campaigns, heroes buy cybernetics with character points, although the GM may require cash as well. Heroes start with their current characteristics, and add cybernetic enhancements as a special effect. This includes all the cybernetics in the charts provided, although some cybernetics are expensive, hard to locate, or impossible depending on the world setting. What follows are some guidelines in building cybernetics in a heroic campaign.

Limitations define the technology and color of cybernetic systems. Limitations chosen for each type of cybernetics differ to represent the difference in the level of technology used. The two major types of cybernetics are Cybernetics and Neo Cybernetics. As the names imply, Cybernetics are built with basic technology and Neo Cybernetics are built with newer technology. The difference is in the Limitations. Each part of the body being augmented by cybernetics has a different set of limitations.

The GM should limit the availability of Neo Cybernetics in the campaign to give the characters something to strive for. A Neo Cybernetic should be prized for its rarity, uniqueness, and of course because it's the latest Makura model.

ALTERNATE CYBERNETICS

There are many ways that cybernetic enhancement could be shown in *Cyber Hero*. These rules show cybernetics as useful, but unreliable and psychologically dangerous. If you want to portray cybernetics in a different way, feel free to change or eliminate the common cybernetic and neo cybernetic limitations. Like modifying the rules of the Net, modifying the Limitations on cybernetics can change the history and tone of your cyber-universe.

CYBERNETIC LIMITATIONS

All Cybernetic systems share common Limitations, no matter who the manufacturer is, because the technology does not vary enough between them to make a difference. Cybernetic systems represent the genesis of cybernetic technology and are crude, very mechanically orientated, and unreliable. The systems use the body's natural electrochemical reactions to operate, while others use lifetime batteries to support the system when more power is needed.

Cybernetics are easily identifiable with a Perception roll at the appropriate minus for that particular body part. Cyber

COMMON CYBERNETIC LIMITATIONS	
Burnout 15-	-1/4
Side Effects	-1/2
Accumulative Side Effects	-1/2
Doesn't effect figured characteristics	-1/4
Does not work in magnetic Fields	-1/2

systems are easily detected by physical inspection, IR, X-ray machines, magnetic field detectors, and other such devices. Externally visual cyber systems can be covered with a variety of different materials, i.e., synthskin, transplanted tissue, vat grown tissue, and synthetics of varying color of which chrome is most popular. No matter what the covering, the system is noticeable. Cybernetic eyes cannot be made to look normal and are usually identifiable as cybernetic.

CYBERNETIC REJECTION

Cybernetic rejection is represented by the Limitations Side Effects purchased as Mind Control. Roll 6D6 or 1D6 Mind Control per 10 Active Points in Cybernetics (whichever is greater). All Cybernetic systems have Side Effects. The Side Effect is rolled every time the character is under a great amount of physical or mental stress or has taken damage to one of their cybernetic systems. A good time for characters to roll for Side Effects would be if a character failed a burnout roll or gets shot.

The draw back of having cybernetic augmentation is the psychological impact of having living tissue replaced by metal. Anyone with cybernetics puts their psychological well being at risk. Psychological rejection is caused by ones being repulsed by feelings that one has made a mistake replacing flesh with metal. A cybernetic arm feels, not like an arm, but a unnatural and disconnected prosthesis. This is a uncomfortable and unnerving feeling, not unlike trying to breath under water. At deeper levels of rejection, depression sets in. Generally, over the counter drugs can alleviate the depression, but characters must get professional psychiatric attention. The worst case is the chemical changes in the brain caused by rejection is often psychosis and psychopathic tendencies. The chart below will give the GM and the Players a good guide on how to role play rejection.

CYBERNETIC REJECTION CHART

Mind Control Total minus Mental Def	Effect
> EGO	Character feels the difference between the metal and the meat. Character is unnerved, may become introverted. The effects will wear off.
EGO + 10	Character may become irritable and violent. Character is unstable, but generally are in a state of depression. Players still have control of their characters.
EGO + 20	Character is a manic depressive, (see Psych. disadvantages), and suffers from mild psychopathy. Characters will com-mit violent acts they would not normally do without provocation, this is generally not directed at friends or family.
EGO + 30	Character is in a deep depression and is a Psychopath. Immediate treatment is necessary.

NEO CYBERNETIC LIMITATIONS

Neo cybernetics represent the cutting edge which differs between manufacturer's technology. For simplicity all Neo Cybernetics will share common Limitations. GM should feel free to design new systems using different limitations.

COMMON NEO CYBERNETIC LIMITATIONS

Side Effects	-1/4
Accumulative Side Effects	-1/2
Doesn't effect figured characteristics	-1/4
Does not work in magnetic Fields	-1/2

NEO CYBERNETIC REJECTION

Neo Cybernetic rejection is represented by the Limitations Side Effects purchased as Mind Control. All Neo Cybernetic systems have this Side Effect. Rejection is the same as cybernetics, however, characters roll a minimum of 3D6 or 1D6 of Mind Control per 20 Active Points in Neo Cybernetics (whichever is greater).

Neo Cybernetics are not easily identifiable. A Perception roll may not be allowed depending on the special effect (what it looks like), Neo Cyber systems are easily detected by physical inspection, IR, X-ray machines, magnetic field detectors, and other such devices. Externally visual neo cyber systems can be covered with a variety of different materials, i.e., synthskin, transplanted tissue, vat grown tissue, and synthetics of varying color of which chrome is most popular. Neo cybernetic systems can be made to look like the original body part without visual detection.

BUILDING CYBERNETICS

When a cybernetic system is made it may use any common or uncommon Power, or Skill listed in the Power and Skill section. The following limitations for cybernetics and neo cybernetics are the location limitations used to design the systems in *Cyber Hero*.

SPECIFIC CYBERNETIC LIMITATIONS

LIMITATIONS: (Body)

-1/4 Burnout 14-; -1/2 Side effects (30 pts [6D6] of Mind Control, or 1D6 per 10 Active Points in the power, whichever is greater.); -1/4 Doesn't effect figured characteristics; -1/2 That Limb Only. Effects Skills for that limb or System only; -1/2 Accumulative Side Effects when impaired multiple systems; -1/2 No more than one selection per group per limb; -1/2 Doesn't work in magnetic fields; -1/2 Cannot more than double beginning characteristics. -1/4 Characters with limbs exceeding Normal Characteristic Maximum must have skeletal reinforcements.

Total Limitations: -3 3/4

LIMITATIONS: (Head)

-1/2 Activation 14-; -1/4 Burnout 14-; -1/2 Side effects (30 pts [6D6] of Mind Control, or 1D6 per 10 Active Points in the power, whichever is greater.); -1/4 Doesn't effect figured characteristics; -1/2 Accumulative Side Effects when impairs multiple systems; -1/2 No more than two selections per group per eye or ear; -1/2 Doesn't work in magnetic fields.

Total Limitations: -3

LIMITATIONS: (Internal)

-1/4 Burnout 14-; -1/2 Side effects (30 pts [6d6] of mind control, or 1D6 per 10 Active Points in the power, whichever is greater.); -1/4 Does not affect figured characteristics; -1/2 Accumulative Side Effects; -1/2 No more than one selection per group; -1/2 Doesn't work in magnetic fields.

Total Limitations: -2 1/2

LIMITATIONS: (Armor)

-1 Ablative; -1/2 Accumulated Side Effects; -1/2 No more than one selection per group; -1/2 One Hit location only.

Total Limitations: -2 1/2

SPECIFIC NEO CYBERNETIC LIMITATIONS

LIMITATIONS: (Body)

-1/4 Side effects (15 pts [3D6] of Mind Control, or 1D6 per 20 Active Points in the power, whichever is greater.); -1/4 Does not effect figured characteristics; -1/2 That Limb Only. Effects Skills for that limb or System only; -1/2 Accumulative Side Effects when impairs multiple systems; -1/4 No more than two selections per group per limb; -1/2 Doesn't work in magnetic fields; -1/4 Characters with limbs exceeding Normal Characteristic Maximum must have skeletal reinforcements.

Total Limitations: -2 1/2

LIMITATIONS: (Head)

-1/4 Side effects (15 pts [3D6] of Mind Control, or 1D6 per 20 Active Points in the power, whichever is greater.); -1/4 Doesn't effect figured characteristics; -1/2 Accumulative Side Effects when impairs multiple systems; -1/4 No more than four selections per group per eye or ear; -1/2 Doesn't work in magnetic fields.

Total Limitations: -1 3/4

LIMITATIONS: (Internal Systems)

-1/4 Side effects (15 pts [3D6] of Mind Control, or 1D6 per 20 Active Points in the power, whichever is greater.); -1/4 Doesn't effect figured characteristics; -1/4 Limited Power; -1/2 Accumulative Side Effects when impairs multiple systems; -1/4 No more than two selections per group; -1/2 Doesn't work in magnetic fields.

Total Limitations: -1 3/4

LIMITATIONS: (Armor)

-1/2 Accumulated Side Effects; -1/2 That limb only

Total Limitations: -1

FIGURING THE COST OF CYBERNETICS

To figure the dollar or Nuyen cost of a system, the device must first be designed. For example, a CyberArm in designed to give it's user an additional body and 2 PD and ED to the arm replaced. It's active cost is 6 pts : 1 Body (2 pts), 2 PD (2 pts), and 2ED (2 pts). The real cost is divided by the limitations for the body. 6 pts divided by (3.5 +1) is 1.333. The real cost of the arm is 1 rounding down since it is below 1.5. This figure is then multiplied by 1000, hence, a cyber arm cost 1000 Nuyen.

Real Cost (rounded) X1000 = Dollar or Nuyen Cost

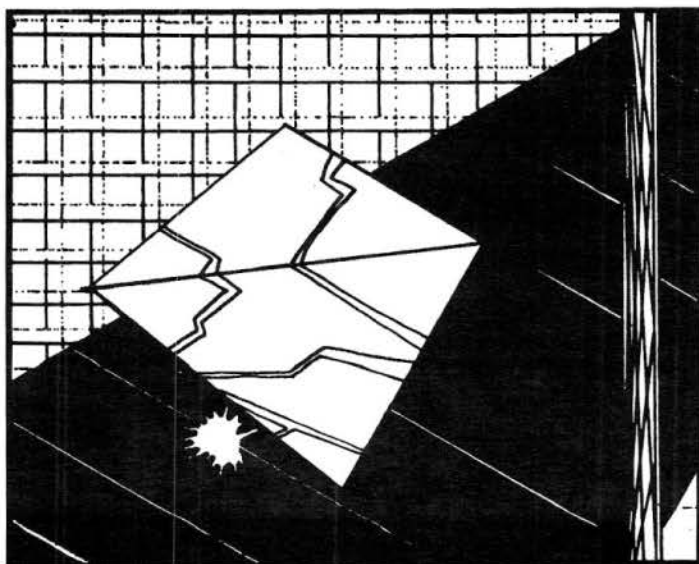
FIGURING THE COST OF NEO CYBERNETICS:

To figure the dollar or Nuyen cost of a system, the device must first be designed. For example, a Neo CyberArm in designed to give it's user an additional body and 2 PD and ED to the arm replaced. It's active cost is 6 pts : 1 Body (2 pts), 2 PD (2 pts), and 2ED (2 pts). The real cost is divided by the limitations for the body. 6 pts divided by (2.5 +1) is 1.7. The real cost of the arm is 2 rounding up since it is above below 1.5. This figure is then multiplied by 10,000, hence, a Neo CyberArm cost 20,000 Nuyen.

Real Cost (rounded) X 10,000 = Dollar or Nuyen Cost

SURGERY

Whenever a cyber or Neo cyber system is implanted in a character, the character must pay a surgical fee for the augmentation as well as the cost for the cyber limb each time the character has a system installed. This cost is figured at 1000 Nuyen per hit location and does not cost character points to have surgery, only money. If multiple systems are being installed at one time in one location , the player does not pay surgery cost multiple times. There are 18 hit locations in the **Hero System**, therefore, it would cost 18,000 Nuyen each time the character has to have surgery for the entire body. The following is a description of the locations as to how they apply.



\$COST	Location
1000	3 Lower front of head
1000	4 Top of head
1000	5 Back of head
1000	6 Hands — both
1000	7 Left Arm
1000	8 Right Arm
1000	9 Shoulders — front and back
1000	10 Left Side of chest — Left rib cage
1000	11 Right Side of chest — right rib cage
1000	12 Stomach — front and back areas
1000	13 Vitals — Lower abdomen/groin area — front/ back
1000	14 Thighs left and right
1000	15 Right leg
1000	16 Left leg
1000	17 Right Foot
1000	18 Left Foot
1000	Connection of two separate systems

FRAMES

Frames are skeletal reinforcements to keep the body from literally ripping itself apart. Made from metal and super-plastics and placed in the joints of the body, they help support the muscles and tendons from tearing away from stress. A Frame adds to the current BODY of characters to allow them to increase their attributes without suffering self inflicted damage. Frames do not effect figured characteristics. When cybernetics or boosters are chosen to raise a characteristic above Characteristic Maxima, a Frame must be implanted into the body to help support it against the great stress it undergoes. A Frame is not noticeable, unless the character is weighed. For each BODY that is added to the character, he will gain 2.2 pounds or 1 kilogram.

A Frame is chosen based on the (Active Pts + 5) of the most expensive Booster or Cybernetic equipment that has been added to the character. If a character has added a +2 Speed Booster (+20 pts), he must buy the +4 Body Frame for 4 points. This is assuming that it would take him above the Normal Characteristic Maximum.

FRAME LIMITATIONS

-¼ Side Effects (15 pts [3d6] of Mind Control, or 1D6 per 20 Active Points in the power, whichever is greater); -¼ Does not effect figured Characteristics; -½ Accumulative Side Effects

Frames	Active Cost	Real Cost
Body +2	4	2
Body +4	8	4
Body +6	12	6
Body +8	16	8
Body +10	20	10

CYBERNETIC SYSTEMS LIST

Cyber System	Parameter Summary	Active Cost	Real Cost	\$Cost	Body
LIMBS					
CyberArm	(+1 Body, + 2 PD/ED)	6	1	1000	1
DexterityArm	(+3 Dex, +1 Body, + 2 PD/ED)	15	3	3000	3
	(+5 Dex, +1 Body, + 2 PD/ED)	21	5	5000	4
DexterityHand	(+3 Dex, +1 Body, + 2 PD/ED)	15	3	3000	3
	(+5 Dex, +1 Body, + 2 PD/ED)	21	5	5000	4
StrengthArm	(+3 Str, +1 Body, + 2 PD/ED)	9	2	2000	2
	(+6 Str, +1 Body, + 2 PD/ED)	12	3	3000	2
StrengthHand	(+3 Str, +1 Body, + 2 PD/ED)	9	2	2000	2
	(+5 Str, +1 Body, + 2 PD/ED)	6	1	1000	1
DexLegs (2)	(+3 Dex,+1 Body,+ 2 PD/ED)	15	3	6000	3 per leg
	(+5 Dex,+1 Body,+ 2 PD/ED,+ 2" Run)	25	6	12000	5 Per leg
	(+8 Dex,+1 Body,+ 2 PD/ED,+ 3" Run)	36	8	16000	7 per leg
StrengthLegs	(+3 Str,+1 Body,+ 2 PD/ED)	9	2	4000	2 per leg
	(+8 Str,+1 Body,+ 2 PD/ED)	14	3	6000	3 per leg
	(+13 Str,+1 Body,+ 2 PD/ED)	19	4	8000	4 per leg
OPTICAL					
CyberEye	(Normal Sight)	0	0	1000	Spec.Effect
Telescopic	(+2 Telescopic sense, R-Mod)	3	1	1000	1
	(+4 Telescopic sense, R-Mod)	6	1	1500	1
	(+6 Telescopic sense,R-Mod)	9	2	2000	2
Microscopic	(x10 Magnification)	3	1	1000	1
	(x100 Magnification)	6	1	1500	1
	(x1000 Magnification)	8	2	2000	2
Enhanced Sight	(+2 Enhanced Sight)	4	1	1000	1
	(+4 Enhanced Sight)	8	2	2000	2
	(+6 Enhanced Sight)	12	3	3000	2
IR Eye	(Infra red sight)	5	1	1000	1
UV Eye	(Ultra Violet sight)	5	1	1000	1
Spectral Sight	(Infrared/Ultra Violet sight)	10	3	3000	2
Thermal Sight	(Detect heat as sight)	5	1	1000	1
	(+ 1 Detect heat as sight)	7	2	2000	2
	(+3 Detect heat as sight)	11	3	3000	2
Anti Flash Eye	(+5 Flash Defence, vision)	5	1	1000	1
	(+9 Flash Defence, vision)	9	2	2000	2
Photographic	(16 Charges,Eidetic Memory)	10	3	3000	2
	(64 Charges,Eidetic Memory)	15	4	4000	3
Video Eye	(4 Charges of 5 min. each, tapes, Eidetic Memory)	10	3	3000	2
	(8 Charges of 5 min. each, tapes, Eidetic Memory)	15	4	4000	3
Target Eye	(+1 Skill level all fire arms)	5	1	1000	1
	(+2 Skill level all fire arms)	10	3	3000	2
Internal Status Eye	(Detect physical status)	5	1	1000	1
AUDIO					
CyberEar	(Normal Hearing)	0	0	1000	Special Effect
Enhanced Telescopic Hearing	(+2 Telescopic hearing)	3	1	1000	1
	(+4 Telescopic hearing)	6	1	1500	2
	(+6 Telescopic hearing)	9	2	2000	3
Enhanced Amplified Hearing	(+2 Enhanced hearing)	4	1	1000	1
	(+4 Enhanced hearing)	8	2	2000	2
	(+6 Enhanced hearing)	12	3	3000	2
Anti Audio	(+5 Flash Defence, hearing)	5	1	1000	1
	(+9 Flash Defence, hearing)	8	2	2000	2

Cyber System	Parameter Summary	Active Cost	Real Cost	\$Cost	Body
Ultrasonic Audio	(Ultrasonic hearing)	3	1	1000	1
Audio Recorder	(4 Charges of 5 minutes each, Eidetic Memory)	10	3	3000	2
	(8 Charges of 5 minutes each, Eidetic Memory)	15	4	4000	3
OTHER SENSES					
Enhanced taste	(+2 Enhanced taste)	4	1	1000	1
	(+4 Enhanced taste)	8	2	2000	2
	(+6 Enhanced taste)	12	3	3000	2
Enhanced Smell	(+2 Enhanced smell)	4	1	1000	1
	(+6 Enhanced smell)	12	3	3000	2
Tracking Scent	(Allows tracking by scent)	10	3	3000	2
Anti Smell	(+5 Flash Defence, smell)	5	1	1000	1
	(+7 Flash Defence, smell)	7	2	2000	2
Enhanced Touch	(+2 Enhanced touch)	4	1	1000	1
	(+4 Enhanced touch)	8	2	2000	2
	(+6 Enhanced touch)	12	3	3000	3
Thermal Detection Touch	(+ 1 Detect heat by touch)	7	2	2000	1
NERVOUS SYSTEM					
Dex Booster	(+5 Dex)	15	4	4000	4
	(+8 Dex)	24	7	7000	5
Speed Booster	(+1 Speed)	10	3	3000	2
	(+2 Speed)	20	6	6000	4
Strength Booster	(+10 Strength)	10	3	3000	2
Nerve Booster	(3D6 Aid for Con, Dex, Str: duration 5 minutes)	15	4	4000	3
RESPIRATORY					
Oxygen Extraction	(+5 Con)	10	3	3000	2
Air Storage	(10 pts of Life Support)	10	3	3000	2
Gills	(5 pts of Life Support)	5	1	1500	1
Gas Filter	(5 pts of Life Support, environment defined by player or GM)	5	1	1500	1
CIRCULATORY					
Aid Blood Loss	(1D6 Aid Body, 10 charges)	5	1	1500	1
Immunity	(Immunity, defined by player or GM) (example: a specific poison or chemical)	3	1	850	1
Recovery Antibodies	(+2 Recovery)	4	1	1000	1
	(+4 Recovery)	8	2	2000	2
ARMOR					
Subdermal Armor	(2 rPD—Armor Invisible Power Effect)	5	1	1500	1
	(4 rPD—Armor Invisible Power Effect)	9	3	3000	2
Plastisteel Armor	(4 rPD—Armor)	3	1	1000	1
	(6 rPD—Armor)	9	3	3000	1
WEAPONS					
External Blades	(1D6k)	15	6	6000	3
	(1D6+1k)	20	8	8000	4
	(1 ½D6k)	25	10	10000	5
Subdermal Blades (Adv Invisible ¼)	(1D6k)	23	9	9000	4
	(1D6+1k)	30	12	12000	5
	(1 ½D6k)	38	15	15000	6
Subdermal Bludgeon (Adv Invisible ¼)	(2D6)	9	4	4000	1
	(3D6)	14	6	6000	2

Cyber System	Parameter Summary	Active Cost	Real Cost	\$Cost	Body
Subdermal Stungun (15 charges a day)					
(Limited No Range ½,	(2D6 Energy Blast ED)	15	6	6000	3
Adv Invisible ¼)	(3D6 Energy Blast ED)	23	9	9000	4
	(4D6 Energy Blast ED)	30	12	12,000	5
TOOLS					
Tool hand (Micro)	(Fine Tool Kit)	26	6	6000	5
Tool hand (Standard)	(Standard Tool Kit)	18	4	4000	3
Subdermal (Micro)	Fine Tool Kit)	42	9	9000	8
Subdermal (Standard)	(Standard Tool Kit)	24	5	5000	5
OTHER SYSTEMS					
Data Transmit	(Radio transmit only, cyber eye, ear, internal status only)	3	1	800	1
Data Receive	(Radio receive only, cyber eye, ear, internal status only)	3	1	800	1
Data Transmit/Receive	(Radio receive/transmit,cyber eye, ear,internal status only)	5	1	1500	1
Micro Radio Transmit	(Radio transmit vocal) (Adv. Invisible to Sight +½)	5	1	1000	1
Micro Radio Receive	(Radio receive vocal) (Adv. Invisible to sight (+½))	5	1	1000	1
Micro Radio Transmit / Receive	(Radio transmit/receive) (Adv. Invisible to sight (+½))	8	2	2000	2
Vocal Mimic	(+1 Mimicry)	5	1	1500	1
	(+3 Mimicry)	9	2	2400	2
NEO CYBERNETIC SYSTEMS LIST					
LIMBS					
CyberArm	(+1 Body, + 2 PD/ED)	6	2	20,000	1
DexArm	(+3 Dex, +1 Body, + 2 PD/ED)	15	4	40,000	3
	(+5 Dex, +1 Body, + 2 PD/ED)	21	6	60,000	4
	(+8 Dex, +1 Body, + 2 PD/ED)	30	9	90,000	6
	(+10 Dex, +1 Body, +2 PD/ED)	36	10	100,000	7
DexHand	(+3Dex, +1 Body, + 2 PD/ED)	15	4	40,000	3
	(+5 Dex, +1 Body, + 2 PD/ED)	21	6	60,000	4
	(+8 Dex, +1 Body, + 2 PD/ED)	30	9	90,000	6
	(+10 Dex, +1 Body, +2 PD/ED)	36	10	100,000	7
StrengthArm	(+3 Str, +1 Body, + 2 PD/ED)	9	3	30,000	2
	(+8 Str, +1 Body, + 2 PD/ED)	14	4	40,000	3
	(+13 Str, +1 Body, + 2 PD/ED)	19	5	50,000	4
	(+18 Str, + 1 Body, + 2 PD/ED)	24	7	70,000	5
StrengthHand	(+3 Str, +1 Body, + 2 PD/ED)	9	3	30,000	2
	(+8 Str, +1 Body, + 2 PD/ED)	14	4	40,000	3
	(+13 Str, +1 Body, + 2 PD/ED)	19	5	50,000	4
	(+18 Str, + 1 Body, + 2 PD/ED)	24	7	70,000	5
CyberLeg (1)	(+1 Body, + 2 PD/ED)	6	2	20,000	1
Dex Legs (2)	(+3 Dex, +1 Body,+ 2 PD/ED)	15	4	40,000	3
	(+5 Dex, +1 Body,+ 2 PD/ED,+2" Run)	25	7	70,000	5
	(+8 Dex, +1 Body,+ 2 PD/ED,+3" Run)	36	10	100,000	7
	(+10 Dex,+1 Body,+ 2 PD/ED,+4" Run)	44	13	130,000	9
StrengthLegs	(+3 Str, +1 Body, + 2 PD/ED)	9	3	30,000	2
	(+8 Str, +1 Body, + 2 PD/ED)	14	4	40,000	3
	(+13 Str, +1 Body, + 2 PD/ED)	19	5	50,000	4
	(+18 Str, +1 Body, +2 PD/ED)	24	7	70,000	5

Cyber System	Parameter Summary	Active Cost	Real Cost	\$Cost	Body
OPTICAL					
CyberEye	(Normal Sight)	0	0	10,000	Spc Eff.
Telescopic	(+2 Telescopic sense, R-Mod)	3	1	10,000	1
	(+4 Telescopic sense, R-Mod)	6	2	10,000	1
	(+6 Telescopic sense, R-Mod)	9	3	30,000	2
	(+8 Telescopic sense, R-Mod)	12	4	40,000	2
Microscopic	(x10 Magnification)	3	1	10,000	1
	(x100 Magnification)	6	2	20,000	1
	(x1,000 Magnification)	9	3	30,000	2
	(x10,000 Magnification)	12	4	400	2
Enhanced Sight	(+2 Enhanced Sight)	4	1	10,000	1
	(+4 Enhanced Sight)	8	3	30,000	2
	(+6 Enhanced Sight)	12	4	40,000	2
	(+8 Enhanced Sight)	16	6	60,000	3
IR Eye	(Infra red sight)	5	2	20,000	1
UV Eye	(Ultra Violet sight)	5	2	20,000	1
Spectral Sight	(Infra red /Ultra Violet sight)	10	4	40,000	2
Thermal Sight	(Detect heat as sight)	5	2	20,000	1
	(+1 Detect heat as sight)	7	3	30,000	1
	(+2 Detect heat as sight)	9	3	35,000	2
	(+5 Detect heat as sight)	15	5	50,000	3
Anti Flash Eye	(+5 Flash Defence, vision)	5	2	20,000	1
	(+7 Flash Defence, vision)	7	3	30,000	1
	(+10 Flash Defence, vision)	10	4	40,000	2
Photographic Eye	(16 Charges, Eidetic Memory)	10	4	40,000	2
	(64 Charges, Eidetic Memory)	15	5	50,000	3
	(125 Charges, Eidetic Memory)	18	7	70,000	4
Video Eye	(4 Charges of 5 minutes each, Eidetic Memory)	10	4	40,000	2
	(8 Charges of 5 minutes each, Eidetic Memory)	15	5	50,000	3
	(12 Charges of 5 minutes each, Eidetic Memory)	18	7	70,000	4
Target Eye	(+1 Skill level all fire arms)	5	2	20,000	1
	(+2 Skill level all fire arms)	10	4	40,000	2
	(+3 Skill level all fire arms)	15	5	50,000	3
Internal Status Eye	(Detect physical status)	5	2	20,000	1
AUDIO					
Enhanced Telescopic Hearing	(+2 Telescopic hearing)	3	1	10,000	1
	(+4 Telescopic hearing)	6	2	20,000	1
	(+6 Telescopic hearing)	9	3	30,000	2
	(+8 Telescopic hearing)	12	4	40,000	2
Enhanced Amplified Hearing	(+2 Enhanced hearing)	4	1	10,000	1
	(+4 Enhanced hearing)	8	3	30,000	2
	(+6 Enhanced hearing)	12	4	40,000	2
	(+8 Enhanced hearing)	16	6	60,000	3
Anti Audio	(+5 Flash Defence, hearing)	5	2	20,000	1
	(+7 Flash Defence, hearing)	7	3	30,000	1
	(+10 Flash Defence, hearing)	10	4	40,000	2
Ultrasonic Audio	(Ultrasonic hearing)	3	1	10,000	1
Audio Recorder	(4 Charges of 5 minutes each, Eidetic Memory)	10	4	40,000	2
	(8 Charges of 5 minutes each, Eidetic Memory)	15	5	50,000	3
	(12 Charges of 5 minutes each, Eidetic Memory)	18	7	70,000	4

Cyber System	Parameter Summary	Active Cost	Real Cost	\$Cost	Body
OTHER SENSES					
Enhanced taste	(+2 Enhanced taste)	4	1	10,000	1
	(+4 Enhanced taste)	8	3	30,000	2
	(+6 Enhanced taste)	12	4	40,000	2
	(+8 Enhanced taste)	16	6	60,000	3
Enhanced Smell	(+2 Enhanced smell)	4	1	10,000	1
	(+4 Enhanced smell)	8	3	30,000	2
	(+6 Enhanced smell)	12	4	40,000	2
	(+8 Enhanced smell)	16	6	60,000	3
Tracking Scent	(Allows tracking by scent)	10	4	40,000	2
Anti Smell	(+5 Flash Defence, smell)	5	2	20,000	1
	(+7 Flash Defence, smell)	7	3	30,000	1
	(+10 Flash Defence, smell)	10	4	40,000	2
Enhanced Touch	(+2 Enhanced touch)	4	1	10,000	1
	(+4 Enhanced touch)	8	3	30,000	2
	(+6 Enhanced touch)	12	4	40,000	2
	(+8 Enhanced touch)	16	6	60,000	3
Thermal Detection Touch	(Detect heat by touch)	5	2	20,000	1
	(+1 Detect heat by touch)	7	2	25,000	1
	(+3 Detect heat by touch)	11	3	37,000	1
NERVOUS SYSTEM					
Dex Elevator	(+5 Dex)	15	5	50,000	3
	(+8 Dex)	24	8	80,000	5
	(+10 Dex)	30	10	100,000	6
Speed Elevator	(+1 Speed)	10	3	30,000	2
	(+2 Speed)	20	7	70,000	4
	(+3 Speed)	30	10	100,000	6
Strength Elevator	(+10 Strength)	10	3	30,000	2
	(+15 Strength)	15	5	50,000	3
Nerve Elevator	(3D6 Aid for Con,Dex,Str: Duration 5 minutes)	15	5	50,000	3
RESPIRATORY					
Oxygen Extraction	(+5 Con)	10	3	30,000	2
Air Storage	(10 pts of Life Support)	10	3	30,000	2
Gills	(5 pts of Life Support)	5	2	20,000	1
Gas Filter	(5 pts of L.S., environment defined by player or GM)	5	2	20,000	1
CIRCULATORY					
Aid Blood Loss	(1D6 Aid Body, 10 charges)	5	2	20,000	1
Immunity	(Immunity, defined by player or GM. Example: a specific poison or chemical)	3	1	10,000	1
Recovery Antibodies	(+2 Recovery)	4	1	15,000	1
	(+4 Recovery)	8	3	30,000	2
	(+6 Recovery)	12	4	40,000	2
	(+8 Recovery)	16	5	50,000	3
ARMOR					
Subdermal	(2 rPD—Armor Invisible Power Effect)	5	2	20,000	1
	(4 rPD—Armor Invisible Power Effect)	9	4	40,000	2
Plastisteel Armor	(4 rPD—Armor)	6	3	30,000	1
	(6 rPD—Armor)	9	4	40,000	2

Cyber System	Parameter Summary	Active Cost	Real Cost	\$Cost	Body
WEAPONS					
External Blades	(1D6k)	15	8	80,000	3
	(1D6+1k)	20	10	100,000	4
	(1 ½D6k)	25	13	130,000	5
Subdermal Blades (Adv Invisible +½)	(1D6k)	23	12	120,000	5
	(1D6+1k)	30	15	150,000	6
	(1 ½D6k)	38	19	190,000	8
Subdermal Bludgeon (Adv. Invisible +½)	(2D6)	9	5	50,000	2
	(3D6)	14	7	70,000	3
Subdermal Stungun (Adv. Invisible +½) (15 charges a day (+0), No Range (-½))	(2D6 Energy Blast ED)	15	6	60,000	3
	(3D6 Energy Blast ED)	23	7	70,000	5
	(4D6 Energy Blast ED)	30	12	120,000	6
TOOLS					
Hand (Micro)	(Fine Tool Kit)	28	14	140,000	6
Hand (Standard)	(Standard Tool Kit)	16	8	80,000	3
Subdermal(Micro)	(Fine Tool Kit)	42	21	210,000	8
Subdermal	(Standard Tool Kit)	24	12	120,000	5
OTHER SYSTEMS					
Data Transmit	(Radio transmit only,cyber eye,ear,and internal status only)	3	1	10,000	1
Data Receive	(Radio receive only, cyber eye,ear,and internal status only)	3	1	10,000	1
Data Transmit/ Receive	(Radio receive/transmit,cyber eye, ear, and internal status only)	5	2	20,000	1
Micro Radio Transmit	(Adv. Invisible to Sight +½) (Radio transmit vocal)	5	2	20,000	1
Micro Radio Receive	(Adv. Invisible to Sight) +½) (Radio receive vocal)	5	2	20,000	1
Micro Radio Transmit/ Receive	(Adv. Invisible to Sight +½) (Radio transmit/ receive)	8	3	30,000	1
Vocal Mimic	(+1 Mimicry)	5	2	20,000	1
	(+3 Mimicry)	9	3	30,000	1



CYBERNETIC EQUIPMENT

LIMBS

CYBERARM

A myoelectric prosthesis capable of performing all normal arm movements, includes attached CyberHand. Originally used as replacement arms lost during combat or accidents, implantations of these units has become relatively popular with mercenaries due to their ability to absorb punishment. The CyberArm gives the wearer an additional body and two PD.

DEXTERITY ARM

A specialized CyberArm model with a built in somatic guidance/feedback system which allows the Dexterity Arm to move with perfect smoothness and grace, includes attached Dexterity Hand. It will give the wearer a higher OCV, DCV, and base Dex Roll for skills used with this specific arm.

DEXTERITY HAND

A specialized CyberHand model with a somatic guidance/feedback system which allows the Dexterity hand to move with perfect smoothness and grace. It will give the user a higher OCV, DCV, and base Dex Roll for skills used with this specific hand.

STRENGTH ARM

A specialized CyberArm model made of superior alloys and neomuscle fibers, includes StrongHand. It gives the wearer the normal benefits of a CyberArm plus the additional strength.

If wearers Strength exceeds normal human maximum with the StrengthArm, the character must reinforce the joints the arm are connected to. (See Frames.)

STRENGTH HAND

A specialized CyberHand model made of superior alloys and neomuscle fibers. It gives the wearer the benefits of a CyberHand as well as the additional strength.

CYBERLEG (1)

A myoelectric prosthesis capable of performing all normal leg movements, includes CyberFoot. Gives the wearer an additional body and two PD to the specific leg. The legs can be bought in pairs giving the wearer additional movement.

DEX LEGS (2)

A specialized CyberLeg model with a built in somatic guidance/feedback system, includes DexFoot. The wearer must have both legs done or his dexterity will suffer. The legs will give the wearer a higher OCV, DCV, and base Dex Roll with skills used with the legs.

STRENGTH LEGS

A specialized CyberLeg model made of superior alloys and neomuscle fibers, includes CyberFoot. The wearer must have both legs done.

OPTICAL

CYBER EYE

Anyone can have a cybernetic eye. They are primarily used for those born blind and need new eyes, or for patients who don't have time for blind training while their vat eye is being grown.

TELESCOPIC

This sensor system allows enhanced vision over great distance, and multiplies the apparent size of objects at shorter distances. Telescopic sensors can be designed for +2 to +8 depending on the quality of the system.

MICROSCOPIC

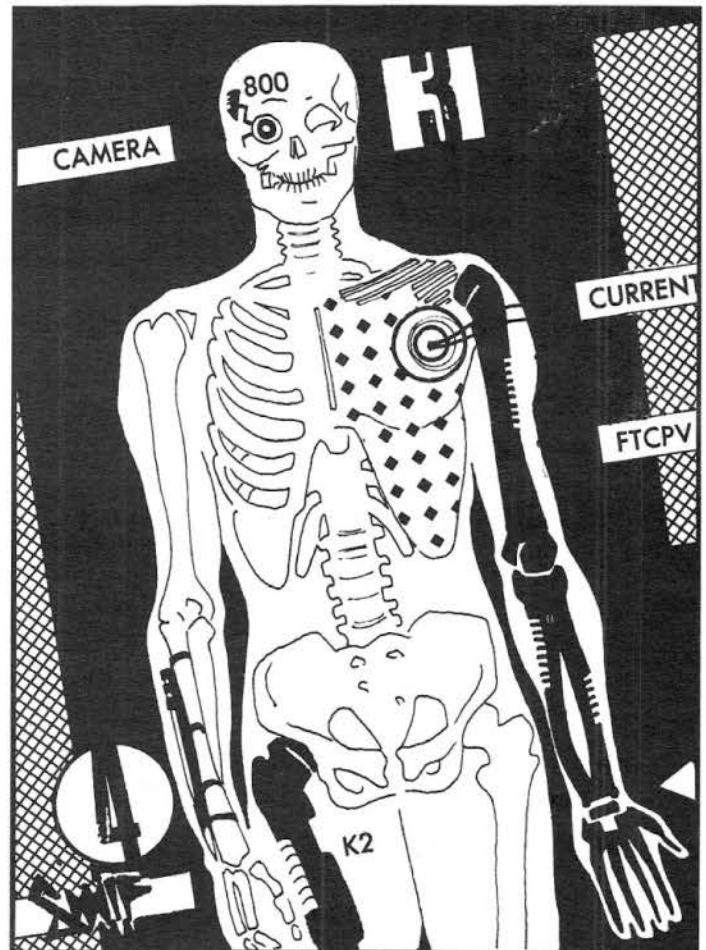
Allows enhanced perception of objects which are of extremely small size and are viewed at very close range. Sensors magnify objects X10 to X10,000 depending on the system available.

ENHANCED SIGHT

Allows greater definition of objects within visual range adding a plus to perception rolls made with sight.

IR EYE

Allows the user to detect objects by the heat they emit. The target object must be emitting heat to be detected.



UV EYE

Allows for normal night time sight, but in a black and white visual spectrum. The UV sensor operates like the Starlight scope and captures low light allowing normal sight. This sensor will not work in caves or other areas sealed from Ultraviolet light.

SPECTRAL SIGHT

Allows for the Infrared and Ultraviolet to be used at the same time. The wearer is allowed to perceive wavelengths of radiation which are significantly longer or shorter than normal visual light waves.

THERMAL SIGHT

Allows the viewer to perceive objects in terms of their temperature. The object targeted does not need to be emitting heat. The actual temperature of an object determines the color it appears to be; brightness and "mixed colors" serve to provide detail.

ANTI FLASH EYE

Protects the viewer from the optical damage or difficulties which arise due to colloquially referred to as "shades". Shades are popular amongst riot control cops whose units frequently rely on the use of "Field Blinder" Grenade. Can be used against any Flash attack.

PHOTOGRAPHIC EYE

Allows the viewer to record 16 photographic images of whatever he sees. The images are stored on a miniature hi-resolution disc. The viewer can peruse past photos at leisure while the disc is still installed. The disc "film" must be ejected before 16 new photos can be taken. The disc can be ejected and replaced with another.

VIDEO EYE

Allows the viewer to record motion picture images of whatever he sees. The images are stored on high resolution video discs. The number and length of the recording time vary from four, five minute discs to twelve, five minute discs. The discs can be switched instantaneously to allow for controlled and extended movies. Caution: once a disc is turned on it will run for five minutes and cannot be stopped. The viewer may view the tapes at his leisure and are easily ejected and replaced.

TARGET EYE

Functions as a heads up display, registering target range and position against a crosshaired scope and displaying these factors in small characters at the edge of the visual fields. Targeting systems are little use unless linked to Smart Gun or Programmed Response module, either of which can use the information to increase the accuracy of the shot. Sensors come in +1 to +3 with weapons.

INTERNAL STATUS EYE

Receives information from other systems, and prints the data out in the form of small glowing characters which appear in the corner of the wearers field of vision. Viewed from the outside, there is no way to tell that the wearer is receiving information. For information to be received, the sensor must be connected to the other systems. The eyes will also give the wearer his heat rate, physical status, and health rating when activated.

AUDIO**CYBER EAR**

Anyone can have a cybernetic ear. They are primarily used for those born deaf and need new ears, or for patients who don't have time for sign language training while their vat ear or ears are being grown.

The auditory implant gets its input directly from the environment. The sensors are housed in a false ear prosthesis, but are designed to look like actual ears. The ear is set with a somatic trigger which activates or deactivates the system. These triggers are generally manipulated by moving the muscles of the cheek or jaw.

TELESCOPIC HEARING

Provides a narrowed field of hearing for the wearer, effectively limiting auditory input eliminating any extraneous noises from other areas around the wearer. These sensors can add from +2 - +8 to the wearer's range modifier for hearing.

ENHANCED AMPLIFIED HEARING

Magnifies the volume of all sounds heard. The drawback, however, is that they amplify All sounds in the area of effect—not just those desired.

ANTI-AUDIO

Allows the wearer to edit out deafening sounds which could damage the ear drum. This is patched into the auditory nerve directly behind the ear, and is triggered by a Somatic Trigger.

ULTRASONIC AUDIO

Allows the wearer to hear the wavelengths within the ultrasonic range.

AUDIO RECORDER

(4 Charges of 5 minutes)

Allows the listener to make internal recordings of any sound he hears. These recordings are stored on a miniature hi-fidelity audio disc, which can be purchased in nearly any corporate sector. The system allows five full minutes of stored audio data on each of the four discs. The number of discs can be improved to 12.

OTHER SENSES

ENHANCED TASTE

This implant is placed in the tongue or a false tongue implant. The system requires an activation through a trigger and allows the wearer to identify and enhance known tastes from foods and other substances.

ENHANCED SMELL

The sensors are housed in a false nose or in the nasal cavity. The sensors are sensitive to various specific types of scent producing chemicals. A small processor categorizes input before passing the information on to the brain. It will provide a bonus when attempting to identify known scents.

TRACKING SCENT

Privies the wearer a narrowed field of olfactory perception, effectively eliminating any extraneous scents from other areas around the wearer. This will allow the wearer to trace a scent to its source.

ANTI-SMELL

Provides the wearer with a filter to prevent the olfactory nerve from being overloaded with information which might harm the nerves.

ENHANCED TOUCH

The nerve ending enhancers are placed in small skin grafts about one square centimeter square in an area. They are usually placed on the ten digits of the hand, but can be placed on other parts of the body as well. These enhancers can add a +2 – +8 to the perception roll depending on what system is used.

THERMAL DETECTION TOUCH

Sensors and processors which enhance the standard human sense of temperature can be placed in any location of the body but are usually placed on the ten digits. The sensors are placed below the skin and linked with the afferent nerve network. The Thermal Detector is little more than a highly accurate thermometer which measures the precise temperature of the surrounding air in both Fahrenheit and Celsius degrees and relays the information to the brain or other cybernetic systems.

NERVOUS SYSTEM

DEX BOOSTER

A microprocessor implanted at the base of the neck amplifying all neuromotor signals. The connection of the system requires extensive surgery for each part of the body as the nerves are treated for the response rate. This will enhance OCV, DCV, and all Dexterity based skills.

Note: It does not effect Speed.

SPEED BOOSTER

A microprocessor implanted at the base of the neck speeding all neuromotor signals. This requires extensive surgery for the entire body as the nerves and muscle are treated for the new response rate. This will enhance the Speed of the Character.

STRENGTH BOOSTER

A microprocessor implanted at the base of the neck regulates the adrenal cortex and administers the amount of adrenaline given to the wearer. The micro processor only administers the chemicals which will enhance strength. This operation is for the entire body since each muscle must be treated for the stress of the additional chemical changes. The bone and cartilage are not done.

NERVE BOOSTER

Attached to each adrenal cortex, this device monitors the body's regular use of adrenaline and can increase the "dose" somewhat. The effect is an increased Constitution, Dexterity, and Strength. The duration of the boost is five minutes.

RESPIRATORY

OXYGEN EXTRACTION

A powerful extractor system placed in the lungs. This unit greatly enhances the body's ability to retrieve oxygen from the air.

AIR STORAGE

An inflatable plastic "organ" placed in the body allows the wearer to hold their breath for an extended period of time while in an unbreathable atmosphere.

GILLS

Gills allow the wearer to extract all needed oxygen from water.



GAS FILTER

A microprocessor and chemical analyzer set to divert a specific chemical compound without allowing it to be taken into the lungs. The compound is exhaled harmlessly from the body.

CIRCULATORY

AID BLOOD LOSS

Mounted adjacent to any major blood vessel in the body, this device has a built in Biostatus monitor attuned to sense blood pressure levels, and an artificial gland which stores and releases Hemosclerex. When the sensor detects a change in blood pressure, it triggers the Hemosclerex gland to open and dispense the drug into the blood stream which will cause almost immediate blood clotting at the injured sites.

The Neo version uses nanites, tiny biochemical machines given in a single injection, to produce the chemical and deliver it to the injured sites.

IMMUNITY

A microprocessor and chemical analyzer implanted at the entry ways to the heart, this unit is set to divert specific chemical compounds, forcing them out of the bloodstream.

RECOVERY ANTIBODIES

The chemical, called Antibody by its founders, enhances the bodies ability to use and store oxygen.

The Neo version uses nanites given in a single injection to create and carry oxygen through the body.

ARMOR

SUBDERMAL ARMOR

Resilient high-density plastic fibers are placed in layers under the skin providing the wearer with resistant armor against killing attacks.

PLASTISTEEL ARMOR

Consisting of a skin-graft exoskeleton made of synthetic polymers and alloys, jointed with Dermoplast, this armor provides a wearer with a lightweight and flexible means of protection. Plastisteel may be chromed or otherwise colored.

TOOLS

TOOL HAND — Standard

Designed to hold such tools as power drills, laser cutters/welders, sheet metal punches, etc., the Toolhand does not resemble a true hand. The tools appear to be an extension of the end of the wearer's arm. All tools functions are controlled by specific neuromotor commands.

TOOL HAND — Micro

Designed to hold all the tools found in a Fine Tool Kit, the Micro Toolhand does not resemble a true hand. The tools appear to be an extension of the end of the wearer's hand. All tools function are controlled by specific neuromotor commands.

TOOLHAND SUBDERMAL (Micro)

A cybernetic Micro Toolhand resembles a true hand in appearance and movement, but does not look truly normal.

A Neo Cybernetic Micro Toolhand looks like a real hand both in appearance and movement.

TOOLHAND SUBDERMAL (Standard)

A Standard Toolhand resembles a true hand in appearance and movement, but does not look truly normal.

Neo Cybernetic Standard Toolhand appears to be a real hand.



WEAPONS

EXTERNAL BLADES

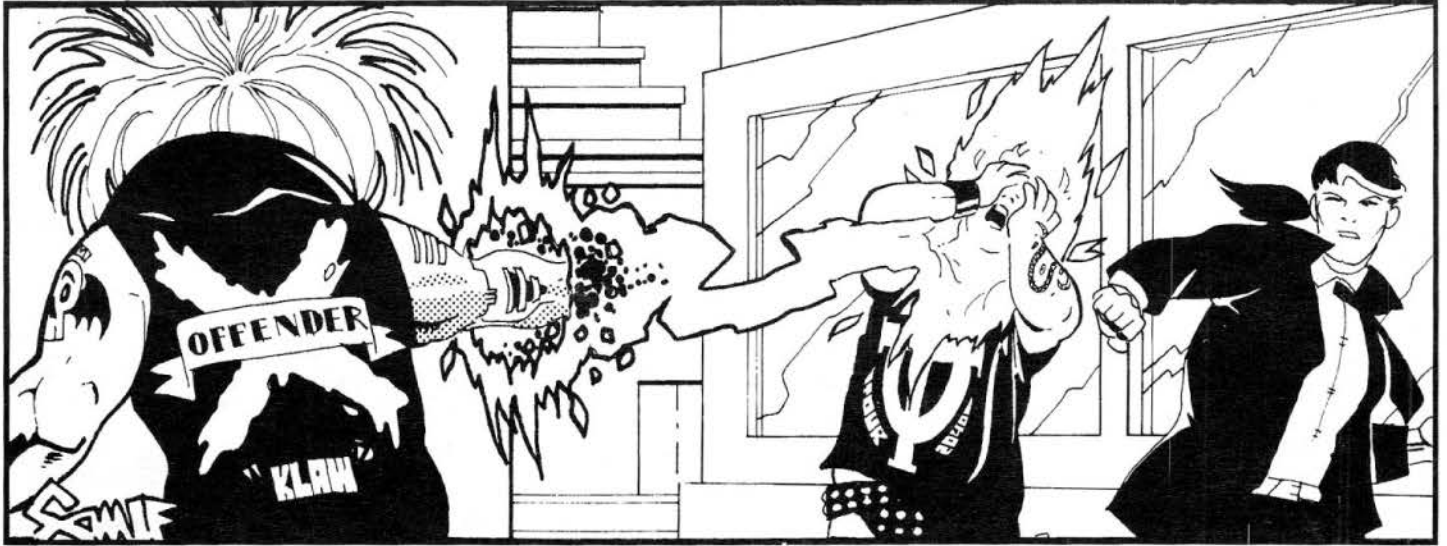
Regular Cybernetics blades are special titanium blades which are reinforced.

Neo Cybernetics offers bio-engineered blades which can be grafted on to the body. These blades are visible. Favorite biodecor idea are fangs, fingernails, claws from the back of the hand, and foot claws. These blades are alive and do grow, so they must be clipped for maximum effectiveness.

SUBDERMAL BLADES

Cybernetic blades made from titanium alloy, reinforced and razorsharp are available.

Neo Cybernetic are bio-engineered blades which have been grafted on to the body and are retractable.



SUBDERMAL BLUDGEON

Bio-engineered cement which is placed inside of a bone usually in the hand to make it heavier. It gives no additions to the body, but does give extra damage to Hand to Hand damage.

SUBDERMAL STUNGUN

Two electrodes about one square centimeter each are placed on two fingers of the wearers choice. The electrodes are charged by a small battery which is powered by the bodies natural electrical system. The stungun is usable up to 15 times per day. Other systems can increase the amount of damage.

The Neo system is grafted in to the body and uses mostly natural materials to construct the stungun.

OTHER SYSTEMS

DATA TRANSMIT

Allows wireless, real-time transitions of all sensory input to or from other devices via microwave or tight-beam communications laser. Transitions are encoded in a standard Programming Language. Systems must be interlaced to transmit all senses.

DATA RECEIVE

Allows wireless, real-time reception of all sensory input to or from other devices via microwave or tight-beam communications laser. Systems must be interlaced to receive all senses.

DATA TRANSMIT/RECEIVE

Allows wireless, real-time transitions and reception of all sensory input to or from other device via microwave or tight-beam communications laser. Systems must be interlaced to receive all senses.

MICRO RADIO TRANSMIT

A subdermal transmitter placed in the mouth or cheek. It can be turned on with a semantic movement.

MICRO RADIO RECEIVE

A subdermal receiver allows for reception of all sensory data.

MICRO RADIO TRANSMIT / RECEIVE

A subdermal transmitter and receiver placed behind the ear and in the mouth which allows for transmission and reception of all sensory input.

VOCAL MIMIC

A special microprocessor which electronically stores voice-prints and acts in synch with the laryngeal muscles to duplicate these voices when the wearer speaks, effectively mimicking other people.



MISSILE WEAPONS

Despite the presence of the samurai code, the weapon of choice in the 21st Century is the slugthrower, which can kill your enemies before they ever get to you. Pistols are more common than rifles, primarily as rifles tend to attract undue attention, but larger weapons are certainly available.

All of the "standard" *HERO System weapons* are available in a cyberpunk setting. However, "science fiction" weapons, with the exception of the Bolo Gun and the Taser, may not be available in the cyberpunk universe, except possibly as experimental weapons not available to the general public depending on the GM's setting. Note that Heavy Weapons are not available to the public, the exception being to qualified active duty military personnel (and cyberpunk street characters with enough talent to acquire them).

Because of the high tech materials and mechanisms used in these guns, their Strength Min is calculated based on Active Points/5, not Active Points/3 as listed in the Hero System Rules.

FLECHETTE WEAPONS

Flechette rounds are standard as cluster weapons in arms of large caliber. Usually the flechette is smaller than the bore of the weapon firing it. Two noteworthy examples being shotguns and the Beehive round used in artillery by the military. With the advent of caseless ammunition and hardened ceramics, the flechette has had much more success as an individual round. Ammunition clips are solid chemical bricks which are fed into the chamber and shaved into individual projectiles as part of the cycle. Once the brick is consumed, another may be loaded. The excess shavings are discharged and are not usable. Unfortunately, because of slight variances in the shape of the shaved projectiles, flechette weapons have a tendency to jam (on a 16-18)

Flechettes are small arrow shaped projectiles. They are generally between 20mm and 60mm in length depending on the weapon. Not all flechette ammunition bricks are interchangeable due to the different length of the round, however, most use 40mm.

Due to the nature of its construction and ammunition, the Flechette is silent. However, there is a down range report from the round traveling at supersonic speeds. Because of the light weight of flechettes, they do not penetrate armor well.

There are many versions of the flechette available. Although these weapons are silenced, they are not regulated under federal law. The N.R.A. is impeding all attempts to have the flechette weapon classified as a military assault weapon.

STINGER

The Stinger is the size of a small handgun. It has a front loading brick over the barrel. This is the only version to be commonly available on the market. Its small size and light weight make it a favorite with the civilian self defence market. The Stinger uses 40mm ammunition.

Flechette 4mm Pistol (Stinger)

Powers: 2d6-1 RKA; +3 OCV

Modifiers: Invisible (sound) (+1/2); OAF (-1); Independent (-2); STR Min 6 (-0), STR Min (-3/4); Charges (32) (+1/4); Wp type 1 hand (0), Cannot add damage w/ STR min. (-1/2); Jam 15- (-3/4); Reduced Penetration (-1/4); **Active Cost:** 54

Real Cost: 9, \$900

MOSQUITO

The Mosquito is an upgraded version of the Stinger. It is fully automatic and has a larger brick. The Mosquito was designed for security services and police, but was only successful in the private sector. The Mosquito uses 40mm flechette ammunition. The Mosquito has settings for semiautomatic fire, five round bursts, and automatic fire.

Flechette 4mm Auto Pistol (Mosquito)

Powers: 2d6-1 RKA; +3 OCV

Modifiers: Auto Fire 5 (+1/2); Invisible (sound) (+1/2); OAF (-1); Independent (-2); STR Min 9/14 (-0); Charges (60) (+1/2); Weapon type 1 hand (0), Cannot add damage w/ STR min. (-1/2); Jam 15- (-3/4); Reduced Penetration (-1/4); **Active Cost:** 54

Real Cost: 14; \$1400

WASP

The Wasp is a multiple barrel flechette weapon. Its design was contracted by Israel and its purpose was never directly defined. However, it is used by corporate security forces for covert urban operations. The two barrels are mounted side by side and it is rear loading with the brick being over the twin barrels. A special brick mount can be installed which can hold up to three bricks and is used as a stock, a very unpopular modification. The Wasp uses 40mm ammunition and has settings for semiautomatic fire (two rounds), ten round burst, and automatic fire.

Flechette 4mm SMG (Wasp)

Powers: 2d6-1 RKA; +3 OCV; +1 Range Mod

Modifiers: Auto Fire 10 (+1); Invisible (sound) (+1/2); OAF (-1); Independent (-2); STR Min 8/13 (-3/4); Charges (120) (+3/4); Weapon type 1 1/2 hand (-1/4); Cannot add damage w/ STR min. (-1/2); Jam 15- (-3/4); Reduced Penetration (-1/4); **Active Cost:** 105

Real Cost: 16; \$1600

DRAGONFLY

The Dragonfly was also submitted to Israeli military, but was not put into production until new requirements for security forces in orbit required a firearm which would be suited for space station use. The extremely high rate of fire and low penetration factor made it more attractive than other weapons. The Dragonfly is rear loading, has four fixed barrels, and fires 40mm ammunition. It has settings for semiautomatic fire (4 rounds), twenty round bursts, and automatic fire.

Flechette 4mm SMG (Dragonfly)

Powers: 2d6-1 RKA; +3 OCV; +1 Range Mod

Modifiers: Auto Fire 20 (+1 1/2); Invisible (sound) (+1/2); OAF (-1); Independent (-2); STR Min 11/16 (+0), Charges (120) (+3/4); Weapon type 1 1/2 hand (-1/2); Cannot add damage w/ STR min. (-1/2); Jam 15- (-3/4) Reduced Penetration (-1/4); **Active Cost:** 122

Real Cost: 20; \$2000

HYDRA

The success of the Dragonfly was not overlooked by manufacturers. The Hydra was designed as an assault rifle. It has three rotating barrels and is rear loading. The Hydra uses 60mm ammunition which comes in many variations. The Hydra has settings for semiautomatic (3 rounds), fifteen round burst, and automatic fire.

Flechette Rifle 7mm (Hydra)

Powers: 2d6 RKA; +3 OCV; RMod +2

Modifiers: Auto Fire 20 (+1 1/2); Invisible (sound) (+1/2); OAF (-1); Independent (-2); STR Min 17/22 (0), Charges (240) (+1); Weapon type 2 hand (-1/2); Cannot add damage w/ STR min. (-1/2); Jam 15- (-3/4); Reduced Penetration (-1/4); **Active Cost:** 156

Real Cost: 26; \$2600

HORNET

The Hornet was designed as a field quality flechette sniper rifle. However, it was found to be too unreliable in the field during testing and was dropped as a viable weapon. The project was picked up by orbital security forces who had adopted the flechette round as standard. Most Hornets are usually found to have been equipped with gyro stabilizers and multiple optic sights to meet the difficult requirements of a high powered sniper rifle. The Hornet was never intended as an orbital weapon, its use is strictly conventional. The Hornet uses a specially designed brick 80mm long and 11mm wide. It can be set to fire from one to five flechettes.

Flechette Rifle 10mm (Hornet)

Powers: 3d6 RKA; +3 OCV; R Mod +4

Modifiers: Auto Fire 5 (+1/2); Invisible (sound) (+1/2); Increased Maximum Range (+1/4); OAF (-1); Independent (-2); STR Min 16/21 (+0), Charges (12) (-1/4); Weapon type 2 hand (-1/2); Cannot add damage w/ STR min. (-1/2); Jam 15- (-3/4); Reduced Penetration (-1/4); **Active Cost:** 128

Real Cost: 21; \$2100

CHEMICAL SLUG WEAPONS

The technology of chemically propelled projectiles has been perfected. The reliability of chemically propelled projectiles cannot be matched and is still the standard weapon type used by most military and police forces. Caseless ammunition is the standard. The charge is molded into a usable shape for firing, no metal case is needed. This makes the cycle shorter since an empty metal case does not need to be extracted. The rate of fire is increased in this manner. The advantage of having such a high rate of fire is that several rounds clear the barrel before the barrel begins to climb, and more rounds hit the target. Caseless ammunition greatly diminishes the recoil of a weapon which makes it much more easier to control.

GYODO

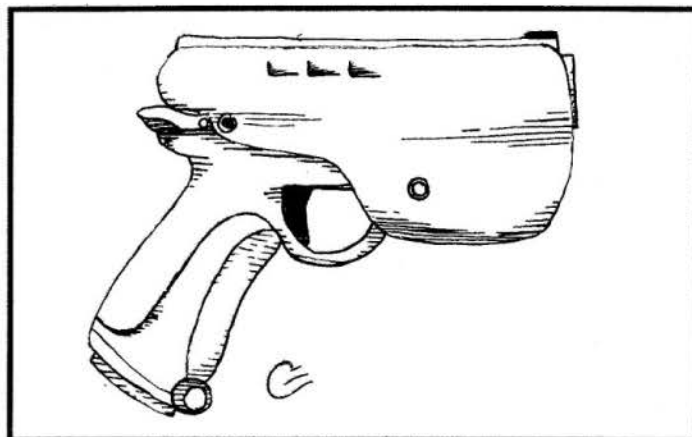
The Gyodo, true way, is a semiautomatic pistol. The 12mm round was specifically designed for ATF. The Gyodo is common in the civilian sector, and old military and police models are available. Ammunition clips are loaded into the handle.

Auto Pistol 12mm Caseless (Gyodo)

Powers: 2 1/2d6 RKA ; OCV +2

Modifiers: OAF (-1); Independent (-2); STR Min 5 (-3/4); Charges (16) (0), Weapon type 1 hand (0), Cannot add damage w/ STR min. (-1/2); **Active Cost:** 44

Real Cost: 8; \$800



RINZAI

An upscale assault weapon, the Rinzai (Zen Master), was designed for increased firepower over the Katsu. Two fixed over and under barrels are fed by a top mounted disposable clip. The Rinzai has settings for semiautomatic fire (2 rounds), five round burst, and automatic fire. The Rinzai was most popular with the FBI, ATF, and DEA as well as many international and municipal police forces, before the 14mm round became standard.

SMG 12mm Caseless (Rinzai)

Powers: 2 1/2d6 RKA; +2 OCV; +1 Range Mod

Modifiers: Auto Fire 5 (+3/4); OAF (-1); Independent (-2); STR Min 8/13 (0), Charges (60) (+1/2); Weapon type 1 1/2 hand (-1/4); Cannot add damage w/ STR min. (-1/2); **Active Cost:** 102

Real Cost: 24; \$2400

KATSU

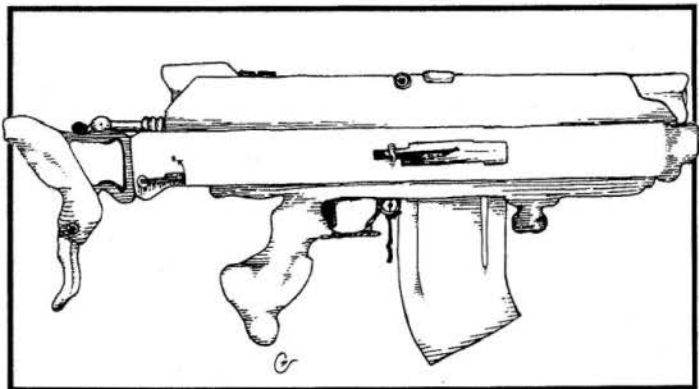
Designed for security and police forces as a tactical weapon, the Katsu, to win, is a popular weapon. The Katsu is a scaled down version of the Rinzai. It is extremely reliable and is a good field weapon. The Katsu has settings for semiautomatic fire, three round burst, and automatic fire. The clip is a top loading disposable box.

SMG 12mm Caseless (Katsu)

Powers: 2 ½d6 RKA; +2 OCV; +1 Range Mod

Modifiers: Auto Fire 5 (+½); OAF (-1); Independent (-2); STR Min 6/11 (-¾); Charges (32) (+¼); Weapon type 1½ hand (-¼); Cannot add damage w/ STR min. (-½); **Active Cost:** 80

Real Cost: 14; \$1400



ROSHI

The Roshi, master, is a fixed three barreled rear loading assault rifle. It saw limited use in the European military forces as the technology was outdated by the 14mm round. The ammunition required for the Roshi is different than other 12mm caseless rounds. It has a ceramic encased boat tail round and the propellant grain is tripled. The Roshi has settings for semiautomatic fire (1 round), three round burst, and automatic fire.

Rifle 12mm Long Caseless (Roshi)

Powers: 3d6 RKA; +2 OCV; +2 Range Mod

Modifiers: Auto Fire 5 (+½); OAF (-1); Independent (-2); STR Min 15/20 (0), Charges (60) (+½); Weapon type 2 hand (-½); Cannot add damage w/ STR min. (-½); **Active Cost:** 104

Real Cost: 21; \$2100

THUNDERER

The Thunderer is a semiautomatic pistol. It is large and has a kick due to the large calibre of the round. The Thunderer is common in the civilian sector, and old military and police models are available. Ammunition clips are loaded into the handle.

Auto Pistol 14mm Caseless (Thunderer)

Powers: 2 ½d6 RKA; -1 OCV (-2 pts)

Modifiers: OCV -1 (-2); Increased Stun X (+½); OAF (-1); Independent (-2); STR Min 7 (-¾); Charges (8) (-½); Weapon type 1 hand (0); Cannot add damage w/ STR min (-½); **Active Cost:** 60

Real Cost: 10; \$1000

SQUALL

Designed for security and police forces as a tactical weapon, the Squall is a popular weapon. The Squall is a scaled down version of the Cyclone. It is extremely reliable and is a good field weapon. The Squall has settings for semiautomatic fire, three round burst, and automatic fire. The clip is a top loading disposable box.

SMG 14mm Caseless (Squall)

Powers: 2 ½d6 RKA; +1 Range Mod

Modifiers: Auto Fire 5 (+½); Increased Stun X (+½); OAF (-1); Independent (-2); STR Min 8/13 (-¾); Charges (32) (+¼); Weapon type 1½ hand (-¼); Cannot add damage w/ STR min (-½); **Active Cost:** 93

Real Cost: 17; \$1700

CYCLONE

An upscale assault weapon, the Cyclone was designed for increased firepower over the Squall. Two fixed over and under barrels are fed by a top mounted disposable clip. The Cyclone has settings for semiautomatic fire (2 rounds), five round burst, and automatic fire. The Cyclone is most popular with the FBI, ATF, and DEA as well as many international and municipal police forces.

SMG 14mm Caseless (Cyclone)

Powers: 2 ½d6 RKA; +1 Range Mod

Modifiers: Auto Fire 10 (+1); Increased Stun X (+½); OAF (-1); Independent (-2); STR Min 12/17 (+0), Charges (32) (+¼); Weapon type 1½ hand (-¼); Cannot add damage w/ STR min. (-½); **Active Cost:** 144

Real Cost: 27; \$2700

WHIRLWIND

The Whirlwind is a fixed three barreled rear loading assault rifle. It saw limited use in the European military forces as the technology was outdated and European governments no longer saw the need for a field weapon. The advent of more destructive man portable weapons cut the production of the Whirlwind to only three hundred million. The ammunition required for the Whirlwind is different than other 14mm caseless rounds. It has a ceramic encased boat tail round and the propellant grain is tripled. The Whirlwind has settings for semiautomatic fire (1 round), three round burst, and automatic fire.

Rifle 14mm Long Caseless (Whirlwind)

Powers: 3d6 RKA; +2 Range Mod

Modifiers: Auto Fire 10 (+1); Increased Stun X (+½); OAF (-1); Independent (-2); STR Min 18/23 (+0), Charges (60) (+½); Weapon type 2 hand (-½); Cannot add damage w/ STR min. (-½); **Active Cost:** 144

Real Cost: 29; \$2900

SHOTGUNS

Shotguns have been the mainstay of American civilian firearms for over two centuries. The CAWS program sponsored by the Department of Defense gave the shotgun a large boost. The variance in types of ammunition that can be used by shotguns makes it unique amongst other firearms. Technological advances have added to the shotgun's longevity instead of diminishing it. Shotguns are reliable, flexible, and deadly. The 12 gauge magnum round has become the standard military round and is interchangeable with 20mm shorts. Most of the variant ammunition, other than GP, general purpose rounds, are not available and are illegal in civilian markets. The military variations include GP, AP, Slug, high mass slug, Flechette, and Explosive rounds.

BISHOP

This class of shotguns is derived from the sawed off pistol grip versions that were popular customizations and were never given design consideration by the manufacturers. The Bishop has a top loading disposable clip. This weapon can fire 20mm shorts, but at considerable discomfort to the firer. The Bishop is available in civilian markets.

12 Gauge Magnum Pistol Shotgun (Bishop)

Powers: 3d6 RKA ; +3 OCV; -2 Range Mod

Modifiers: Increased Stun X +1 (+½); OAF (-1); Independent (-2); Str. MIN 5 (-¼); Charges (8) (-½); Wp Type 1 Handed (0), Can't add damage w/STR min. (-½); Red. by Range (-¼); Red. Penetration (-¼); **Active Cost:** 72

Real Cost: 11; \$1100

POPE

The Pope was designed on request by the FBI after testing CAWS weapons and field experience showed the 10mm to be inadequate. The Pope underwent considerable design changes to make the weapon manageable as the barrel raise was significant. A new buffer system was designed and the gas operation system was abandoned. The Pope has been made available to civilian markets in small quantities. The NRA has abandoned any hope of having this class of weapon designated as a sporting weapon.

12 Gauge Magnum SMG Shotgun (Pope)

Powers: 3d6+1 RKA; +3 OCV; -1 Reduced RMod

Modifiers: Auto Fire 5 (+½); Increased Stun X +1 (+½); OAF (-1); Independent (-2); Str. MIN 11/16 (-¾); Charges (16) (0), Wp Type 1½ Handed (-¼); Cannot add damage w/STR min. (-½); Reduced by Range (-¼); Reduced Penetration (-¼); **Active Cost:** 109

Real Cost: 18; \$1800

EXECUTIONER

The Executioner is the civilian, semi automatic, model of the Inquisitor made available in small quantities.

12 Gauge Magnum Auto Shotgun (Executioner)

Powers: 3 ½d6 RKA; +1 OCV; +2 Range Mod

Modifiers: Increased Stun X (+½); OAF (-1); Independent (-2); Str. MIN 11 (-¾); Charges (32) (+¼); Weapon Type 2 Handed (-½); Can't add damage w/STR min. (-½); Red. by Range (-¼); Red. Penetration (-¼); **Active Cost:** 105

Real Cost: 17; \$1700

INQUISITOR

The direct impact of the CAWS program was the Inquisitor. The massive close range destructive power of the 12 G Magnum has made the Inquisitor popular with all modern military and security forces.

12 Gauge Magnum Auto Shotgun (Inquisitor)

Powers: 3 ½d6 RKA; +1 OCV; +2 RMod

Modifiers: Auto Fire 5 (+¾); Increased Stun X (+½); OAF (-1); Independent (-2); STR Min 16/21 (-¾); Charges (32) (+¼); Weapon Type 2 Handed (-½); Cannot add damage w/STR min. (-½); Reduced by Range (-¼); Reduced Penetration (-¼); **Active Cost:** 150

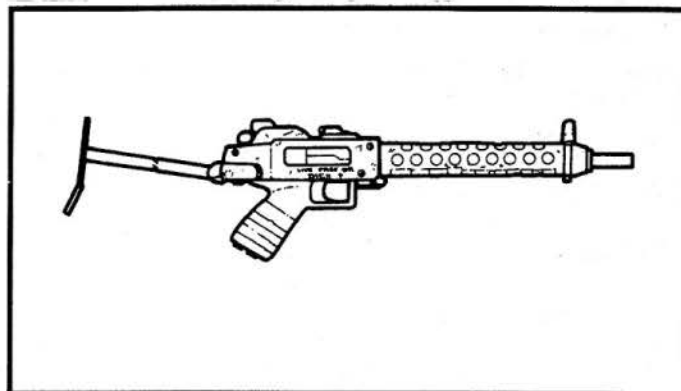
Real Cost: 24; \$2400

NEEDLERS

Based on the Gauss system, needlers are small rail guns which feed needles down onto a magnetically charged rail system which more than doubles the muzzle velocity of conventional projectiles. The longer the rail system, the greater the muzzle velocity and the greater the penetration of the round. Needlers are still experimental and production runs have only just begun. The weapon is almost impossible to get for any reason other than official demonstrations.

Each needler clip has a battery charge sufficient to power the flight of its clip. Needlers are armor piercing and two down range reports are heard at long range. Since a cycle only consists of dropping the round onto the rail system the rate of fire for a needler is fantastic. The needlers only shortcoming is jamming during the dropping of the needles.

Needles are symmetrically shaped and range in length from 40mm to 120mm and in bore from 2mm to 6mm. Needlers are illegal upon penalty of death in any orbital station or off world colony. Needlers are quickly becoming the infantry weapon of choice for some nations. Needlers are illegal in civilian markets. All needlers have been designed to replace existing weapons and the designs are general and have not been contracted for any set purpose as yet since the practicality of the weapon design is relatively recent. All needlers are top loading and have disposable clips.



Needler 2mm Auto Pistol (Babalawo)

Powers: 1d6 RKA; +3 OCV

Modifiers: Armor Piercing (+½); Auto Fire 10 (+1); OAF (-1); Independent (-2); Str. MIN 9/14 (-¾); Charges (60) (+½); Weapon Type 1 Handed (0), Cannot add damage w/STR min. (-½); **Active Cost:** 63

Real Cost: 12; \$1200

Needler 4mm SMG (Ogun)

Powers: 2d6-1 RKA; +3 OCV; +1 Range Mod

Modifiers: Armor Piercing (+1/2); Auto Fire 10 (+1); OAF (-1); Independent (-2); Str. MIN 8/13 (-3/4); Charges (120) (+3/4); Weapon Type 1 1/2 Handed (0), Cannot add damage w/STR min. (-1/2); **Active Cost:** 106

Real Cost: 20; \$2000

Needler 6mm Rifle (Erzulie)

Powers: 2d6+1 RKA; +3 OCV; +2 Range Mod

Modifiers: Armor Piercing (+1/2); Auto Fire 10 (+1); OAF (-1); Independent (-2); Str. MIN 17/22 (-3/4); Charges (240) (+1); Weapon Type 2 Handed (-1/2); Cannot add damage w/STR min. (-1/2); **Active Cost:** 154

Real Cost: 27; \$2700

NON LETHAL MISSILE WEAPONS (DARTGUNS)

The Civilian non-Lethal Orientated Weapons Nexus or CLOWN program was sponsored by the Department of the Interior. Its focus was on a nonlethal weapons system which could be used for crowd control. The systems developed in England, Israel, and Korea were considered and found to have too high a probability of causing severe injury and death. The CLOWN program was active for 20 years while system after system was refused by the DOI for not meeting the strict requirements of the program.

Most of the CLOWN development has been in designing rounds for existing weapons. However, the only system developed around the weapons which has been accepted by the world community is the Dartgun.

Dart guns were submitted for CLOWN and immediately rejected as a toy and totally ineffective for crowd control. The design was reapplied to the recreational and self defense market where it became popular. The advantage of the dart gun was the flexibility of the payload which can vary greatly depending on the intended use. The payload can be any toxin that will remain stable in variable temperatures. The Dart gun has been adopted by the CIA, KGB, and other secret police organizations and is extremely popular with assassins.

Unlike flechette rounds, the darts are manufactured with toxin and sealed in a disposable clip with an adequate charge of super-compressed air. The chambering mechanism is extremely advanced and, unlike toys, the charge is sufficient to propel the round with adequate muzzle velocity to give the dart gun an extremely long range with superior accuracy.

Dart Pistol — Powers: 1d6 Drain; +3 OCV

Modifiers: Invisible Sound (+1/2); Ranged (+1/2) Charges 8 Continuous 1 extra phase (0), Slow Return 1 hour (+3/4); OAF (-1); Independent (-2); STR Min 5 (-3/4); Weapon Type 1 Handed (0), Can't Add Damage w/STR (-1/2); Jam 15- (-3/4); Does not work against resistant armor (-1/2); **Active Cost:** 44

Real Cost: 7; \$700

Auto Dart Pistol — Powers: 1d6 Drain; +3 OCV

Modifiers: Auto Fire 5 (+1/2); Invisible Sound (+1/2); Ranged (+1/2); Slow Return 1 hour (+3/4); Charges 32 Continuous 1 extra phase (+1/2); OAF (-1); Independent (-2). STR Min 7/12 (-3/4); Weapon Type 1 Handed (0), Can't Add Damage w/STR (-3/4); Jam 15- (-1/2); Does not work against resistant armor (-1/2); **Active Cost:** 60

Real Cost: 9; \$900

Dart Rifle — Powers: 2d6 Drain; +3 OCV; +2 Range Mod

Modifiers: Invisible Sound (+1/2); Ranged (+1/2); Slow Return 1 hour (+3/4); Charges 16 Continuous 1 extra phase (+1/4); OAF (-1); Indep. (-2); STR Min 9 (-3/4); Wp. Type 2 Handed (-1/2); Can't Add Damage w/STR (-1/2); Jam 15- (-3/4); Does not work against resistant armor (-1/2); **Active Cost:** 87

Real Cost: 12; \$1200

Auto Dart Rifle —

Powers: 2d6 Drain; +3 OCV; +2 Range Mod

Modifiers: Auto Fire 5 (+1/2); Invisible Sound (+1/2); Ranged (+1/2); Slow Return 1 hour (+3/4); Charges 32 Continuous 1 extra phase (+1/2); OAF (-1); Independent (-2); STR Min 14/19 (-3/4); Weapon Type 2 Handed(-1/2); Can't Add Damage w/STR (-1/2); Jam 15- (-3/4); Does not work against resistant armor (-1/2); **Active Cost:** 109

Real Cost: 16; \$1600

AMMUNITION

In more detailed campaigns, characters may wish to use different types of ammunition to reflect the real variability in modern ammunition. GM's should use the following guide lines provided below when using variable ammunition.

AMMUNITION MODIFIERS

Most types of variable ammunition modify the weapons Damage Class (DC) and add a special effect to the weapon's attack. Some Damage Class modifiers require that the DC be +1, -1, or that it be multiplied by x2/3 or by x1/2. The chart below lists a weapon's base damage and the final damage when the DC is modified by +1, -1, or by x2/3 or x1/2.

DAMAGE CLASS MODIFIER CHART				
Base Damage	DC+1	DC-1	DCx2/3	DCx1/2
1 pip	1/2d6	1 pip	1 pip	1 pip
1/2d6	1d6	1 pip	1 pip	1 pip
1d6-1	1d6	1/2d6	1/2d6	1 pip
1d6	1d6+1	1d6-1	1d6-1	1/2d6
1d6+1	1 1/2d6	1d6	1d6	1d6-1
1 1/2d6 or 2d6-1	2d6	1d6+1	1d6	1d6
2d6	2d6+1	1 1/2d6	1d6+1	1d6
2d6+1	2 1/2d6	2d6	1 1/2d6	1d6+1
2 1/2d6 or 3d6-1	3d6	2d6+1	1 1/2d6	1d6+1
3d6	3d6+1	2 1/2d6	2d6	1 1/2d6
3d6+1	3 1/2d6	3d6	2d6+1	1 1/2d6
3 1/2d6 or 4d6-1	4d6	3d6+1	2d6+1	2d6
4d6	4d6+1	3 1/2d6	2 1/2d6	2d6

HERO SYSTEM RULES WEAPONS LIST

Name	Bore	OCV	R Mod	Damage	STUNx	STRmin	Shots	Notes
REVOLVERS								
Derringer		0	-1	1d6-1K	0	5	2	
S&W Mod 10	.38sp	0	0	1d6+1K	0	7	6	
Colt Python	.357M	0	0	1½d6K	0	8	6	
S&W Mod 57	.41M	-1	0	1½d6K	+1	7	6	
Super Comanche	.44M	-1	0	2d6K	+1	8	6	
Webley	.445	+1	-1	1d6K	0	6	6	
Colt Peacemaker	.45	+1	0	1d6+1K	+1	8	6	
AUTOMATIC PISTOLS								
Ruger Timberline	.22	+2	-1	1d6-1K	0	6	10	
Lugger P-08	.30	+1	0	1d6+1K	0	8	8	
Walther PPK S	.380	+1	-1	1d6K	0	6	7	
Makarov PM	9mm	0	-1	1d6k	0	5	8	
Browning HP	9mm	0	0	1d6+1K	0	7	14	
Beretta 92	9mm	+1	0	1d6+1K	0	8	15	
Bren 10	10mm	+1	0	1½ d6K	0	8	12	
M1911A1	.45A	+1	0	1d6+1K	+1	8	7	
Wildey	.44M	0	0	2d6K	+1	10	8	
SUBMACHINEGUNS								
Bushmaster	.223	+1	+1	2d6-1K	0	6/11	30	Auto 5
Scorpion Mod 61	.23 A	+1	-1	1d6K	0	6/11	20	Auto 5
Beretta 93R	9mm	+1	+1	1d6+1K	0	8	15-20	Auto 5
Beretta MP12S	9mm	+2	0	1d6+1K	0	6/11	32	Auto 5
Uzi	9mm	+2	0	1d6+1K	0	5/10	40	Auto 5
H&K Mod 54	9mm	+2	0	1d6+1K	0	5/10	30	Auto 5
H&K MP5	9mm	+2	0	1d6+1K	0	5/10	30	Auto 5
Ingram MAC 10	.45A	+1	0	1d6+1K	+1	8/13	30	Auto 5
M3A1 Grease Gun	.45A	0	0	1d6+1K	+1	5/10	30	Auto 5
Thompson SMG	.45A	+2	0	1d6+1K	+1	5/10	50	Auto 5
RIFLES								
Springfield Mod 1903	.30-06	+1	+2	2d6+1K	+1	10	5	
M1 Garand	.30-06	+1	+2	2d6+1K	+1	10	8	
H&H African	.450 MN	0	+2	2½d6K	+1	10	2	
Barrett M-82	.50	0	+2	3d6K	+1	18	11	
Walther WA 2000	.300 M	0	+2	3d6-1K	+1	18	6	
ASSAULT RIFLES								
Carbine	.30 C	+2	+1	1½d6K	0	8/13	30	Auto 5
M16-A1	.223	+2	+1	2d6-1K	0	8/13	30	Auto 5
AK-74	5.54R	+2	+1	2d6-1K	0	8/13	30	Auto 5
AK47/AKM	7.62R	+2	+1	2d6K	0	9/14	30	Auto 5
FN-FAL	7.62N	+1	+2	2d6+1K	+1	10/15	20	Auto 5
Syeyr AUG-SA	5.56	+2	+1	2d6-1K	0	8/13	30	
H&K G11 (caseless)	4.7mm	+2	+1	1d6+1K	0	9/14	50	Auto 5

Name	Bore	OCV	R Mod	Damage	STUNx	STRmin	Shots	Notes		
SHOTGUNS										
Full Choke	.410	+1	+2	2d6K	+1	9	5			
Open Choke	.410	+2	0	2d6K	+1	8	5			
Sawed Off	.410	+3	-2	2d6K	+1	8	5			
Full Choke	12 G	0	+2	2 ½d6K	+1	10	5			
Open Choke	12 G	+1	0	2 ½d6K	+1	10	5			
Sawed Off	12 G	+2	-2	2 ½d6K	+1	10	5			
H&K-Olin CAWS	12 G M	0	+3	3d6-1K	+1	10/15	12	Auto 5		
Atchisson AS	12 G M	0	+3	3d6-1K	+1	10/15	20	Auto 5		
SPAS 12	12 G	0	+2	2 ½d6K	+1	10	8			
HEAVY WEAPONS										
LMG	7.62	+1	+2	2d6+1K	+1	10/15	100			
M2 HB HMG	.50 cal	+1	+4	3d6K	+1	-	200			
M 57 Grenade launcher	40mm	-2	-2	2d6K EX	-	5	1			
LAW		0	+1	4d6K AP	+	-	1			
TOW		0	-	6d6K AP	+1	-	1			
Recoilless Rifle	57mm	-1	+3	4d6K AP	+1	-	1			
Stinger SAM		+2	-	14d6 EX	0	-	1			
GE Minigun M134	7.62	0	+2	2d6+1K	+1	15/20	4000	Auto 20		
SCIENCE FICTION PISTOLS										
Blaster Pistol	N/A	+1	0	9d6N E	-	12	32			
Laser Pistol	N/A	+1	0	2d6K AP E	0	12	32			
Neutron Pistol	N/A	+1	0	4d6NND	-	5	32			
Gyrojet Pistol	N/A	+2	-1	2d6K	+1	7	16			
SCIENCE FICTION RIFLES										
Blaster Auto Rifle	N/A	+1	+2	9d6N E	-	9/14	16	Auto 5		
Laser Auto Rifle	N/A	+1	+2	2d6K AP E	-	9/14	64	Auto 5		
Neutron Auto Rifle	N/A	+1	+2	4½d NND	-	6/11	64	Auto 5		
Gyrojet Auto Rifle	N/A	+2	+1	2d6K	+1	9/14	32	Auto 5		
CYBER HERO WEAPONS LIST										
Name	Type	Bore	OCV	RMod	Damage	Stun X	STR Min	Shots	Act / Real / \$ Costs	Notes
FLECHETTE										
Stinger	Pistol	4/40	+3	0	2d6-1 K RP	0	-6	32	54 / 9 / 900	Silent, Jam
Mosquito	AutoP	4/40	+3	0	2d6-1 K RP	0	-9	60	54 / 14 / 1400	Auto5, Silent, Jam
Wasp	SMG	4/60	+3	+1	2d6-1 K RP	0	8	120	105 / 16 / 1600	Auto10, Silent, Jam
Dragonfly	SMG	4/60	+3	+1	2d6-1 K RP	0	11	120	122 / 20 / 2000	Auto20, Silent, Jam
Hydra	Rifle	7/60	+3	+2	2d6 K RP	0	17	240	156 / 26 / 2600	Auto20, Silent, Jam
Hornet	Rifle	10/80	+3	+4	3d6 K RP	0	16	12	128 / 21 / 2100	Auto5, Silent, Jam, x5MaxRng
CHEMICAL										
Gyodo	Pistol	12	+2	0	2½d6 K	0	-5	16	44 / 8 / 800	—
Katsu	SMG	12	+2	+1	2½d6 K	0	6	32	80 / 14 / 1400	Auto5
Rinzai	SMG	12	+2	+1	2½d6 K	0	8	60	102 / 24 / 2400	Auto5
Roshi	Rifle	12L	+2	+2	3d6 K	0	15	60	123 / 25 / 2500	Auto5
Thunderer	Pistol	14	-1	0	2½d6 K	+1	-7	8	60 / 10 / 1000	—
Squall	SMG	14	0	+1	2½d6 K	+1	8	32	93 / 17 / 1700	Auto5
Cyclone	SMG	14	0	+1	2½d6 K	+1	12	32	144 / 27 / 2700	Auto10
Whirlwind	Rifle	14L	0	+2	3d6 K	+1	18	60	144 / 29 / 2900	Auto10

Name	Type	Bore	OCV	RMod	Damage	Stun X	STR Min	Shots	Act / Real / \$ Costs	Notes
SHOTGUNS										
Bishop	Pistol	12G	+3	-2	3d6 K RP,RbR	+1	5	8	72 / 11 / 1100	—
Pope	SMG	12G	+2	-1	3d6+1 K RP,RbR	+1	11	16	109 / 18 / 1800	Auto5
Executioner	Rifle	12G	+1	+2	3½d6 K RP,RbR	+1	11	32	105 / 17 / 1700	—
Inquisitor	Rifle	12G	+1	+2	3½d6 K RP,RbR	+1	16	32	150 / 24 / 2400	Auto5
NEEDLERS										
Babalawo	AutoP	2	+3	0	1d6+1 K AP	0	-9	60	63 / 12 / 1200	Auto10
Ogun	SMG	2	+3	+1	2d6-1 K AP	0	8	120	106 / 20 / 2000	Auto10
Erzulie	Rifle	2	+3	+2	2d6+1 K AP	0	17	240	154 / 27 / 2700	Auto10
DARTGUNS										
Dart Pistol	Pistol	4	+3	0	1d6 Drain, +1Ph	0	-5	8	44 / 7 / 700	Silent,Jam,‡,Ret 1/hr
Dart Autopistol	AutoP	4	+3	0	1d6 Drain, +1Ph	0	-7	32	60 / 9 / 900	Auto5,Silent,Jam,‡,Ret 1/hr
Dart Rifle	Rifle	6	+3	+2	2d6 Drain, +1Ph	0	9	16	87 / 12 / 1200	Silent,Jam,‡,Ret 1/hr
Dart Autorifle	Rifle	6	+3	+2	2d6 Drain, +1Ph	0	14	32	109 / 16 / 1600	Auto5,Silent,Jam,‡,Ret 1/hr
HAND WEAPONS LIST										
Item	Description	AC	RC	\$Cost						
Gauntlet	+3d6 HA	14	4	400						
Gauntlet X-1	+3d6 HA	18	5	500						
Karatand	+1d6 HA	3	1	75						
Monofilament Coil	4d6 Entangle	80	20	2000						
Monofilament Garotte	2d6 RKA/1d6 Entangle	80	19	3800						
Monofilament Whip	2D6 HKA — AP/ 1" Stretching	65	16	1600						
Orchid	2d6 HKA	30	8	800						
KEY										
AutoP	Auto Pistol	Drain	Characteristic Drain	Jam	Gun works on 15-, Jams on 16-18					
RP	Reduced Penetration	+1Ph	+1 Phase of Effect	Auto#	May fire Autofire, with # = Max fired					
RbR	Reduced by Range	Silent	Invisible to Hearing	‡	Doesn't affect targets with Resistant PD Armor.					
AP	Armor Piercing	x5MaxRng ..	x5 Maximum Range	Ret 1/hr ..	Drain Returns 1 Character Point per hour					

LETHAL AMMUNITION

Most weapons have the ability to use many kinds of ammunition depending on the desired effect the firer needs. What follows are some of the most common ammunition variants available to most cyberpunk campaigns.

STANDARD AMMUNITION

Standard ammunition is for use with any caliber weapon: Revolvers, Automatic Pistols, Sub Machine Guns, Rifles, Assault Rifles, Cyberpunk Chemical weapons, and some of the Heavy weapons that use 5.56, 7.62, or 50 Cal.

Armor Piercing Ammunition: Armor Piercing ammunition is specifically a military round and is illegal for civilians. This ammunition reduces the effective damage of the weapon against unarmored targets, but is better at penetrating armor. Armor Piercing Ammunition is treated like 1 level of Armor Piercing for the weapon. However, the weapon is reduced to x2/3 the DC as a result and less effective against unarmored targets. Price is 3 times normal. This ammunition is not available for Needlers.

General Purpose (GP): GP ammunition is the mainstay of civilian sportsman and covers many types of ammunition, some of which may be illegal. These include: soft tips, full metal jacket, hollow points, mercury tipped, etc. GP ammunition uses the base stats for the weapon. The price is normal.

High Explosive (HE) Ammunition: This ammunition is a military round and is illegal for civilians. High Explosive Ammunition explodes after arriving at the target. Such ammunition tends to be lighter, but without the corresponding increase in muzzle velocity. High Explosive Ammunition is considered to have +1 DC, but Reduced Penetration through armor (due to its predilection to explode on impact). The price is 3 times normal. This ammunition is not available for Flechette or Needlers.

High Explosive Armor Piercing (HEAP) Ammunition: This ammunition is a military round and is illegal for civilians. HEAP ammunition combines the properties of both armor piercing and high explosive ammunition by exploding with the characteristics of a shape charge. The round has a -1 DC and is Armor Piercing, making it effective against armored targets. The cost the this ammo is 10 times normal. This ammunition is not available for Flechette or Needlers.

High Mass Ammunition: High mass ammunition is designed for stopping power with high kinetic energy, by filling the core of the shell with depleted uranium or another heavy metal. The user trades the increased penetration with lower muzzle velocity and reduced range. When using High Mass Ammunition, the firer has +1 Stun Multiplier, but subtracts 2 from the weapon's Range Mod value (due to the lower muzzle velocity). The cost is 3 times normal. This ammunition is not available for Flechette or Needlers.

SHOTGUN AMMUNITION

The strength of the shotgun, and the reason for its popularity and longevity, is the extreme variability of ammunition that the shotgun can use. Technological advances have added to the shotgun's deadly arsenal of ammunition instead of diminishing its widespread use. Shotguns are reliable, flexible, and deadly.

Armor Piercing Slug Ammunition: Armor Piercing Slug ammunition is a military round and is illegal for civilians. This ammunition reduces the effective damage of the weapon against unarmored targets, but is better at penetrating armor. Armor Piercing slug Ammunition is treated like 1 level of Armor Piercing for the weapon. However, the weapon loses all OCV bonuses and is reduced x2/3 DC as a result. Thus, against unarmored targets, this ammunition is less effective. The Reduced Penetration and the Reduced by Range Limitations are removed when using this ammunition. The cost is 2 x normal.

Flechette Ammunition: This ammunition is a military round and is illegal for civilians. Flechette ammunition is generally fired as a cluster weapon from a bore of larger caliber. The advent of the flechette as single projectile is recent and does not have the same characteristics of as flechette ammunition for other weapons. Flechette ammunition loses the Increased Stun X and the Reduced by Range Limitation is removed when using this ammunition. The price is 5 times normal.

General Purpose GP: GP ammunition is the mainstay of civilian sportsman and covers many types of ammunition, some of which may be illegal. These include: buck shot, 00 buck shot, bird shot, etc. GP ammunition uses the base stats for the weapon. The price is normal.

High Explosive (HE) Slug Ammunition: This ammunition is a military round and is illegal for civilians. High Explosive Ammunition explodes after arriving at the target. Such ammunition tends to be lighter than a slug, but without the corresponding increase in muzzle velocity.

With High Explosive ammunition the weapon loses all OCV bonuses, is reduced -1 DC and the Reduced by Range Limitation is removed. The cost is 3 times normal for this ammunition.

High Explosive Armor Piercing (HEAP) Ammunition: This ammunition is a military round and is illegal for civilians. HEAP ammunition combines the properties of both armor piercing and high explosive ammunition by exploding with the characteristics of a shape charge.

With HEAP ammunition the weapon is Armor Piercing, loses all OCV bonuses, is reduced x2/3 DC, and the Reduced by Range and Reduced Penetration are removed. The price is 10 times normal.

Slug Ammunition: Slug ammunition is standard sportsman ammunition. The weapon fires a single slug at the target that is as effective as a high powered rifle. The DC is reduced to x2/3 and the Reduced Penetration and the Reduced by Range Limitations are removed when using this ammunition. The price is the same as normal ammunition.

NON LETHAL AMMUNITION

The Civilian non-Lethal Orientated Weapons Nexus or CLOWN program has made the most progress in developing ammunition for existing weapons systems. The standard round is the 40mm propelled grenade.

MUSHROOM AMMUNITION

Mushroom ammo got the nickname from the Royal Marines who first used the system in the field. Mushroom refers to civilians and, although it is a derogatory term, it stuck. Mushroom 40mm ammo payload is a bag of gel. The bag is encased in a discarding sabot shell. The second version has multiple bags inside the sabot and was found to be more effective for crowd control. Versions are also vehicle mounted. The Mushroom ammo has been adopted by every municipal, state, and national police force in the U.S. as well as by many foreign governments.

The Mushroom 40mm Ammo fits into the standard 40mm grenade launcher (M57, M203), use the weapon stats provided instead of the standard stats.

Mushroom 40mm Ammo

Powers: 6d6 Energy Blast PD; Reduced RMod -2; +2 OCV

Modifiers: OAF (-1); Independent (-2); Str. MIN 6 (-3/4); Charges (4) (-1); Weapon Type 2 Handed (-1/2); Cannot add damage w/STR min. (-1/2); Reduced by Range (-1/4);

Active Cost: 31

Real Cost: 4; \$40

GEL AMMUNITION

Gel ammo is the upgraded version of the Mushroom ammo. The Gel round sabot is nondiscarding and carries an electrically charged gel which stuns the target unconscious. Civil rights activists fought to have the Gel ammo banned as a weapon of excessive force, needless, and indiscriminate in nature. The issue of the Gel rounds put these groups into a frenzy of political activity. The NRA has been active in lobbying for the widespread use of the Gel round as a means of convincing legislators to pass other legislation. The Gel round is a current issue for political platforms and has been issued to every police force in the country.

The Gel 40mm Ammo fits into the standard 40mm grenade launcher (M57, M203), use the weapon stats provided instead of the standard weapon stat.

Gel Ammo 40mm (Slimmer)

Powers: 5d6 Energy Blast ED; +2 OCV; Reduced R Mod -2

Modifiers: NND (+1); Sticky (+1/2); Charges 4—Continuous extra phase (-3/4); OAF (-1); Independent (-2); STR Min 5 (-3/4); Weapon Type 2 handed (-1/2); Cannot add Damage w/ STR (-1/2); **Active Cost:** 65

Real Cost: 10; \$100

NET AMMUNITION

One of the more notorious versions of the CLOWN program was the monofilament net rounds designed by a South African firm. The weapon's rounds were rejected because of the amount of cutting damage done when the target is hit plus the fact that the percentage of targets incapacitated by the net was extremely high, 80%. Military analysis of the net rounds, however, were much more favorable and the net round was adopted as a viable round. However, the advent of the net round was before that of the gel round which replaced the net round. Net rounds are still available because of the large production number required by the military before the round was superseded. Two versions of the net round were made. The first is a monofilament net and the second is a net whose weights were electrically charged and shock the target.

MONO NET

The net inflicts minor cutting damage to the victim; however, a victim that attempts to break out of the net will be cut into ribbons by their own struggling. The web has a 6ft radius, joined ever 4", and is weighted by 24 12oz. weights. The Net 40mm Ammo fits into the standard 40mm grenade launcher (M57, M203), use the weapon stats provided instead of the standard weapon stat.

Monofilament Net 40mm

Powers: 3d6 Entangle; 1d6 RKA (Linked to Entangle)

Modifiers: Entangle Takes No Damage (+1/2); Entangle with Backlash (+1/2); Area Effect One Hex Nonselective Target (+1/4); Charges 4 (-1); OAF (-1); Independent (-2); STR Min 13 (-3/4); Weapon Type 2 handed (-1/2); Cannot add Damage w/ STR (-1/2); **Active Cost:** 78

Real Cost: 11; \$110

ELECTRO NET

The difference between the Electro and the Mono is that the Electro's weights are chemically charged to shock the victim. Note that the initial cutting damage and the damage from struggling do body damage and the shock is NND. The Net 40mm Ammo fits into the standard 40mm grenade launcher (M57, M203), use the weapon stats provided instead of the standard weapon stat.

Electro-Monofilament Webbed 40mm

Powers: 2d6 Entangle;
4d6 Energy Blast (Linked to Entangle)

Modifiers: NND (+1); Sticky (+1/2); Linked to Entangle (-1/2); 1d6 RKA (15 Pts), Linked (-1/2); No Range (-1/2); Entangle Takes No Damage (+1/2); Entangle with Backlash (+1/2); Area Effect One Hex Nonselective Target (+1/4); Charges 4 (-1) OAF (-1); Independent (-2); STR Min 12 (-1/4); Weapon Type 2 handed (-1/2); Cannot add Damage w/ STR (-1/2); **Active Cost:** 110

Real Cost: 13; \$130

FLECHETTE AMMUNITION

Flechette Tranquilizer Round: The only standard round outside of the 40mm CLOWN program is the flechette tranquilizer rounds for the flechette single projectile weapons which are designed to disable the target rather than kill it by injecting it with a tranquilizer.

Tranquilizer rounds do half the weapons damage class. Should that attack do BODY damage (not just STUN), the tranquilizer delivers another attack, equal to half the weapons DC in d6 of NND attack (defense is immunity to poisons); The rounds cost 2 times normal

DARTGUN AMMUNITION

Dartgun Ammunition has been made legal for civilian use with some notable exceptions of those toxins which cause death. Some of the more common toxins, legal and illegal, are listed below.

Somnustoxin: Somnustoxin is standard for self defence and causes the target to fall asleep, apply the 1d6 Drain against STUN.

Confiteortoxin: Confiteortoxin is standard CIA interrogation round and is applied to EGO.

Cororistoxin: This illegal toxin is common on the black market. Cororistoxin comes in a gel to dip a standard Somnustoxin dart into. Cororistoxin is applied to BODY.

Debilitotoxin: This legal toxin weakens the target. It is most commonly used by people who have been victimized and wish to exact a little revenge. Debilitotoxin is applied to STR.

Dolortoxin: The extremely illegal Dolortoxin causes the target to feel vicious pain. This toxin is applied to STUN.

laceotoxin: Standard use CIA and KGB, laceotoxin, causes death in the target. Apply this toxin to BODY.

Pigrumtoxin: This commercially available toxin is used by security, enforcement, and personal security to slow the target to make apprehension or evasion easier. Apply Pigrumtoxin to SPD.

GRENADES

Grenades in the future are still common as they fill a multi-purpose roll in control of the civilian population and military use. Grenades come in many different forms: standard hand thrown grenade, 40mm self propelled grenade, timed satchel charges, small placed charges, and micro charges. Below are some standard cyber-grenades available to PCs as well as NPCs.

FLASH GRENADE

Flash Grenades are used by riot squads to blind the large crowds for control purposes. The bright flash will blind anyone in the area of effect unless they turn their heads away, cover their eyes, or wear shades.

Powers: 2d6 Flash

Modifiers: AE-Radius (+1); Charges 1 (-2); OAF (-1); Independent (-2); **Active Cost:** 40

Real Cost: 7; \$7

Powers: 4d6 Flash

Modifiers: AE-Radius (+1); Charges 1 (-2); OAF (-1); Independent (-2); **Active Cost:** 80

Real Cost: 13; \$13

Powers: 6d6 Flash

Modifiers: AE-Radius (+1); Charges 1 (-2); OAF (-1); Independent (-2); **Active Cost:** 120

Real Cost: 20; \$20

Powers: 8d6 Flash

Modifiers: AE-Radius (+1); Charges 1 (-2); OAF (-1); Independent (-2); **Active Cost:** 160

Real Cost: 27; \$27

MAGNETIC FIELD GRENADE

Produced by the military, the magnetic field grenades upon impact emits electromagnetic waves in an area for one minute. These are strictly military issue, but some companies have been reported to have been issuing these to their security forces.

Powers: 1" Rad. Magnetic Field

Modifiers: Continuous Charges 1 (-1) One Minute; OAF(-1); Independent (-2); **Active Cost:** 5

Real Cost: 1; \$10

Powers: 2" Rad. Magnetic Field

Modifiers: Continuous Charges 1 (-1) One Minute; OAF(-1); Independent (-2); **Active Cost:** 10

Real Cost: 2; \$20

Powers: 4" Rad. Magnetic Field

Modifiers: Continuous Charges 1 (-1) One Minute; OAF(-1); Independent (-2); **Active Cost:** 15

Real Cost: 3; \$30

Powers: 8" Rad. Magnetic Field

Modifiers: Continuous Charges 1 (-1) One Minute; OAF(-1); Independent (-2); **Active Cost:** 20

Real Cost: 4; \$40

SMOKE GRENADE

The smoke grenades will create a field of smoke so dense in an area that one will not be able to see through it with normal sight. The smoke cloud will last five minutes.

Powers: 1" Rad. Darkness—normal sight

Modifiers: Continuous Charges 1 (-¾) five minutes, OAF(-1); Independent (-2); **Active Cost:** 10

Real Cost: 2; \$20

Powers: 2" Rad. Darkness—normal sight

Modifiers: Continuous Charges 1 (-¾) five minutes, OAF(-1); Independent (-2); **Active Cost:** 20

Real Cost: 4; \$40

Powers: 3" Rad. Darkness—normal sight

Modifiers: Continuous Charges 1 (-¾) five minutes, OAF(-1); Independent (-2); **Active Cost:** 30

Real Cost: 6; \$60

Powers: 4" Rad. Darkness—normal sight

Modifiers: Continuous Charges 1 (-¾) five minutes, OAF(-1); Independent (-2); **Active Cost:** 40

Real Cost: 8; \$80

Powers: 5" Rad. Darkness—normal sight

Modifiers: Continuous Charges 1 (-¾) five minutes, OAF(-1); Independent (-2); **Active Cost:** 50

Real Cost: 11; \$105.

WHITE SOUND GRENADE

White sound grenades are the quiet way of dealing with crowds. Place one in a crowd and almost everyone who is standing will be stunned. This fine grenade developed by the I.S. corporation designed it to be another fine way of peacefully handling riots.

Powers: 2d6 EB—White Sound

Modifiers: NND—Hard ear coverings (+1); AE-Radius (+1); charges 1(-2); OAF (-1); Indep. (-2); **Active Cost:** 30

Real Cost: 5; \$50

Powers: 3d6 EB—White Sound

Modifiers: NND—Hard ear coverings (+1); AE-Radius (+1); charges 1(-2); OAF (-1); Indep. (-2); **Active Cost:** 45

Real Cost: 8; \$80

Powers: 4d6 EB—White Sound

Modifiers: NND—Hard ear coverings (+1); AE-Radius (+1); charges 1(-2); OAF (-1); Indep. (-2); **Active Cost:** 60

Real Cost: 10; \$100

Powers: 5d6 EB—White Sound

Modifiers: NND—Hard ear coverings (+1); AE-Radius (+1); charges 1(-2); OAF (-1); Indep. (-2); **Active Cost:** 75

Real Cost: 13; \$125.

HAND WEAPONS

All of the common melee weapons described in the *Hero System Rulebook* (p. 202) are available in the world of cyberpunk, although most of those with a medieval flavor are uncommon.

The cost of these weapons in a cyberpunk campaign reflects their availability. Common weapons (such as daggers, knives, clubs and batons) are available for \$10-\$20. In a Japanese-influenced cyber-culture, swords may cost between \$100 (for an inexpensive imitation) to \$10,000 (for an ancient katana). Unusual medieval weapons (such as axes, maces, pole arms, and flails) cost \$200-\$500, depending upon construction. The "science fiction" melee weapons cost between \$300 (for the Shock Prod) and \$4,000 (for the Energy Saber).

In addition to the common weapons, several other weapons are known in the cyberpunk world:

GAUNTLET

The Gauntlet is an exoskeleton hand which fits over the user's hand. It's hardened electronics and titanium alloy frame gives the user the extra hitting power he needs. This highly demanded black market item is readily available on the streets. The exoskeleton can be covered with gloves, but Gauntlets construction makes this very difficult to do.

Powers: +3d6 HA

Modifiers: Reduced Endurance (0) (+½); OIF (-½); Independent (-2); **Active Cost:** 14

Real Cost: 4; \$400

GAUNTLET X-1

The Gauntlet X-1 is a direct response to the Gauntlet by the Corporations. The X-1 is a concealed and miniaturized version of the street gauntlet. The hardened electronics and titanium alloys have been worked into a gloves. The X-1 can be made to resemble any style of gloves. It is a favorite among the Corp Cops.

Powers: +3d6 HA

Modifiers: Reduced Endurance (0) (+½); Invisible Effect—sight (+½); OIF (-½); Independent (-2); **Active Cost:** 18

Real Cost: 5; \$500

KARATAND

The karatand is a tight-fitting glove made of a specialized polymer called Implast. It is a favorite weapon among martial artists and gang members. The glove stiffens in response to any hard shock, loosening again immediately thereafter.

Powers: +1d6 HA

Modifiers: OAF (-1); Independent (-2); One Handed (0); **Active Cost:** 3

Real Cost: 1; \$75

MONOFILAMENT COIL

Used by Security forces, the monofilament Coil will wrap around and entangle an intruder. The Monofilament coil is kept in a small cylinder until needed. The coil is then released in the direction of the intruder and wraps around the person from head to foot.

Powers: 4d6, Entangle

Modifiers: No damage (+½); Backlash (+½); No DEF (-1½); Charges 2 (-1½); **Active Cost:** 80

Real Cost: 20; \$2000

MONOFILAMENT GAROTTE

The Garotte is an underground weapon designed after the monofilament coil. It is released and entangles the person it is aimed at. The coil will cut a man into baloney slices in seconds even with the proper armor.

Powers: 2d6 RKA; 1d6 Entangle

Modifiers: Linked to RKA (-½); No Range on entangle (-½); No damage (+½); Backlash (+½) OIF (-½); Independent (-2); Reduced by Range (-¼); Charges 16 (0); **Active Cost:** 80

Real Cost: 19; \$3800

MONOFILAMENT WHIP

A monofilament whip is a thin cable of single-molecule fiber with a weight at one end and a handle with retracting spool at the other. When the user swings the whip, it slices at anything in its path. It cannot penetrate steel walls or other extremely tough barriers, despite the imaginative portrayals of the Simisense shows, but it can inflict serious damage within a range of 1" or 2" Noncombat (6.5 feet or 13 feet).

Powers: 2d6 HKA; 1" Stretching

Modifiers: AP (+½); Reduced Endurance (+½); OAF (-1); Independent (-2); Str. Min. (-1); One Handed (0); **Active Cost:** 65

Real Cost: 16; \$1600

Str. Min: 13 STR.

ORCHID

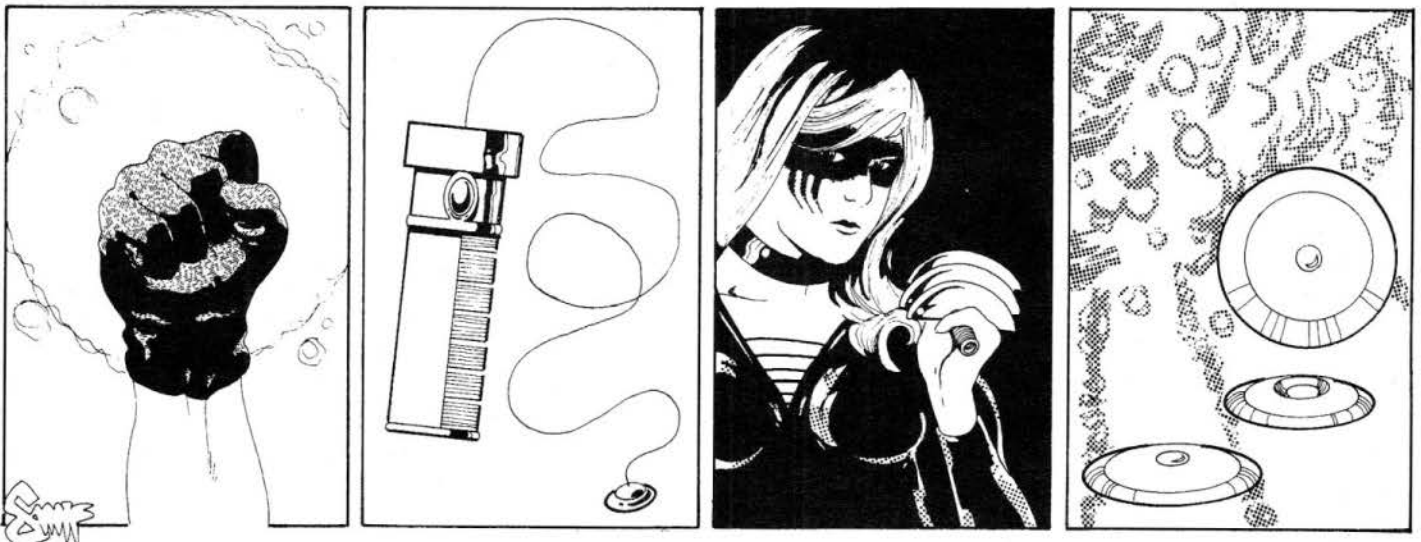
Another favorite hand weapon used by street fighters in the Sprawls, the Orchid is comprised of a number of sharp, curved blades connected to a central handle. The user inserts his hand into the "ball" of blades and grasps the handle, turning his hand into a lethal sphere.

Powers: 2d6 HKA

Modifiers: OAF (-1); Independent (-2); Str. Min. (-1); One Handed (0); **Active Cost:** 30

Real Cost: 8; \$800

Str. Min: 6 STR





This section is intended to provide an overview of the types of vehicles available in the late 21st century. The machines described are intended to exemplify the tech level of the average commonly available (or encountered) vehicles; no doubt there are more sophisticated vehicles lurking in MegaCorp hangars somewhere, and in many parts of the world there are still cars and planes left over from decades ago, aged but operational.

CIVILIAN VEHICLES

The wealthy individual or the corporate employee has a vast array of vehicles available to get him from one place to another.

As with all vehicles, an accredited license is required to pilot a car, plane or even jet pack on various roads and over airspaces. Such a license is normally acquired through a local government. A pilot caught without a license can be subjected to severe fines and/or imprisonment. Anyone operating a personal flier is also required to have a headset and monitor certain radio frequencies in case he is violating a restricted airspace. Many airspaces (especially those over Arcologies or corporate parks) are restricted and the monitoring authorities have the right to shoot down intruders.

JET BACKPACK

Popular modes of transportation in corporate sectors, Jet Backpacks are capable of reaching speeds of over 60 kph. They are controlled by extended handgrips, upon which are several buttons and levers for altering thrust, pitch, ascent and descent, and hovering. DNI models are available, which allow the user to control the backpack's movements by merely thinking the correct commands.

PERSONAL VEHICLE

With their aerodynamic plastic "anti-dent" bodies and "user-friendly" monitoring systems, the automobiles, vans and trucks of Cyberspace are truly impressive machines. Electronic gauges and options include automatic navigation and monitoring of all operating systems. Personal automobiles possess either wheeled or ground-effects maneuvering systems. Some people have their automobiles linked to local traffic nets. Monitored by TracSats (Traffic Control Satellites), their whereabouts and speed, as well as reports on local traffic conditions are constantly updated and sent to the driver. In many sectors (most notably Corporate Zones), internal combustion engines are illegal, and gasoline is nearly impossible to find. Many autos operate on either electricity or Megahol (a cheap alcohol derivative). Many cars are DNI controllable, allowing the driver to maneuver the vehicle by merely thinking the proper commands.

MOTORCYCLE

This broad category includes everything from a motorized bicycle to the supercharged turbo-driven Megahol guzzlers which will top 250 kph on the coastal-sprawl freeway. With the ever-growing congestion on the world's highways and city streets, two-wheeled vehicles have continued to grow in popularity and practicality. Fast, maneuverable, and inexpensive, motorbikes are the vehicle of the late 21st century. Motorcycles can also be equipped with virtually all of the same equipment as an automobile. Heads-up-displays can be projected on helmet faceplates, or even DNI 'faces' are available for data, communication and some cycle functions (such as throttle, signals and braking; steering is still manual in all cases).

HELICOPTER

Another popular mode of transportation, Helicopters are generally used by those who can afford the luxury of zooming along well above the congested roads of the Sprawls or taking in the view of the Corporate Sectors from the skies. Powered by large, rechargeable electric cells, they can be fitted with all the same options as automobiles (including Traffic Control links and DNI). Faster versions are jet-driven to provide additional thrust.

VTOL/PROPFAN PLANE

Sometimes used by heads of corporations and other VIP's, these personal air transports are expensive and luxurious. Powered by rechargeable electric cells, they can be fitted with all the same options as automobiles (including Traffic Control links and DNI).

EXAMPLE VEHICLES

Following are a few specific examples of the the spacecraft and stations described by type above. The manufacturer is noted in parentheses)

CARS

Phantom III (Honda; wheeled sportscar): A favorite for the up-and-coming CorpExec Thanks to a Honda torque breakthrough, this electric machine is one of the most powerful autos on the road. The Phantom is quiet, efficient, and sports a luxurious interior built for two. It is also one of the few designed for a DNI option. The batteries run for about 24 continuous highway hours before needing a recharge (requiring about an hour). The *Phantom III*s has the option of a solar collector roof and hood, maintaining a continuous charge. The collector cells are almost undetectable in the car finish.

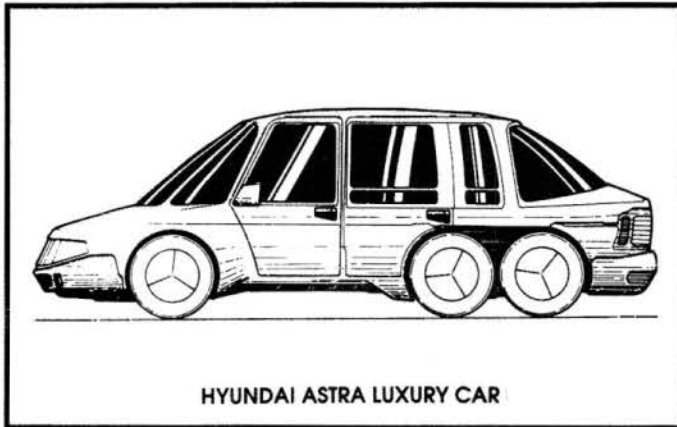
Interceptor (Ford; wheeled sportscar): Not as sought-after as the Phantom, the Interceptor is nevertheless a stylish machine. Powered by Megahol, it is less dextrous and more noisy than the ominously silent Phantom, but also is somewhat larger and slightly better acceleration.

Magellan (Chrysler; wheeled sedan): A luxury vehicle of the first order, the Magellan EX stretch limo version is the most popular ground limousine around.

Andromeda (Toyota; wheeled sedan): A mid-range Megahol burning machine with comfortable seating for four, the Andromeda is one of the most common vehicles on the road.

Ceres (Euromotors; wheeled sedan): a practical, reliable car, the Ceres is one of the latest in a line of autos from the European Common Market Motor Company. The San Francisco Metro Police have purchased a number of customized versions for their use in the Sprawl.

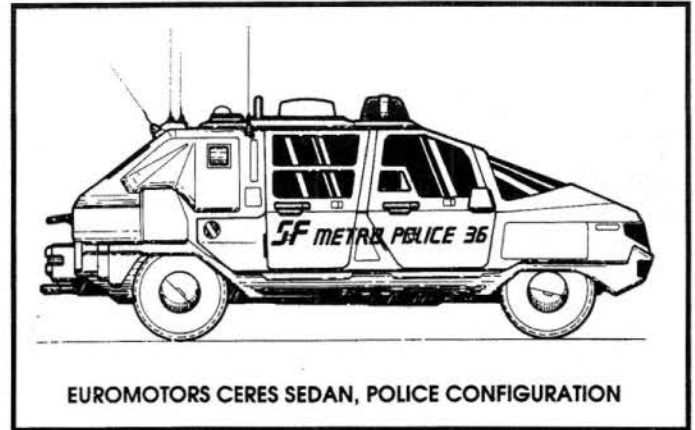
Astra (Hyundai; Wheeled Luxury Car): Despite its rather boxy appearance, the Astra is a status symbol. Kevlar III tire guards and plasteel coatings make this car as safe as it is opulent.



Nightflier (Nissan; GEM sportscar) Gull-wing doors make *another* comeback in the luxury two-seater. Popular as much for its novelty value as its handling or speed, the Nightflier is big with the more avante-garde factions. It is electric, and while neither as fast or powerful as the Phantom, its performance is superior to many Megahol-burning machines.

Hunter (Ford; VTOL Armored Car): powered by dual vectored thrust turbofan engines, the Hunter straddles the line between 'personal' and military vehicles. Four exhaust ducts can be vectored (much like the Harrier jump-jet of the 20th century and the Boeing lift-shuttle of the 20's) to allow this boxy machine to lift off and land vertically and with dizzying speed. Tied in to satellite networks and mapping databases, these cars can get into and out of tight spots with ease. Police versions are armored and equipped with weaponry. Used by municipal and corporate police forces, a larger, van-like version is used as an ambulance by the *Valkyrie* Emergency Medical Services.

Mayfly (Volkswagen LW-90): one of the few truly 'flying' vehicles offered privately, the Mayfly uses Megahol-fueled thrusters to fly much like the Hunter (above). Owners must pass a special driving exam and tie into the local Air Traffic Control Net during flight. Still, it is a sought-after vehicle, and dealers cannot keep them in stock.



Supercar (Gulfstar-Jeep; GEM vehicle): The 'Jeep' of the 21st century, this all-surface vehicle seats four and has a cruising speed on most surfaces of about 100 kph. Capable of travel on highway, relatively smooth terrain or water, it is very popular as a recreational vehicle. The Supercar also has a vertical boost feature, allowing it to rise up to 4' for a few seconds to lift over very rough terrain features. The Supercar runs on batteries for normal operation but requires Megahol to power the vertical boost.

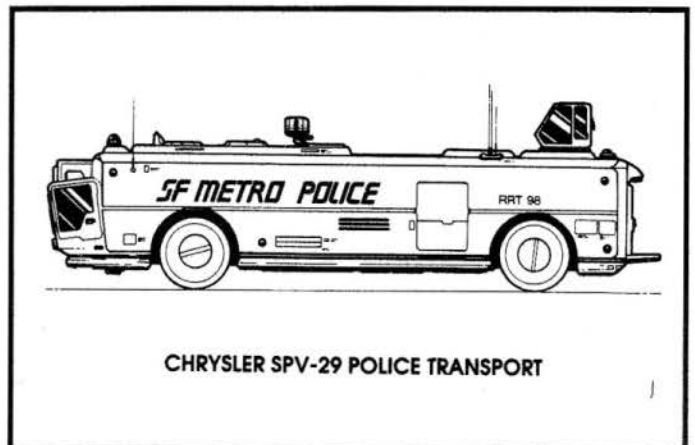
MOTORCYCLES

Pegasus (Yamaha; motorcycle): A mid-range cycle, but still suitable for highway travel. The Pegasus is electric with a 12 hour cruising limit before needing a recharge.

Katana (Chrysler/Jeep; motorcycle): One of the few "American made" motorcycles worthy of mention, the Katana is a sleek machine designed with collapsing windscreens for highway or city travel. While it is no match for the 800mi or the Annihilator, (see below) it is a worthy machine.

Jacknife (Nissan; motorcycle): An unusual suspension design is part of the reason for the name of this bike. It is an unremarkable, reliable, upper-mid price machine.

800mi (BMW; motorcycle): capable of 'well over' 250 kph, the BMW is certainly powerful if not particularly stylish. The outward design of the machine has changed little in the last hundred years or so, and while still fuel injected, these run on Megahol and utilized more sophisticated alloys and plastics than their forbears. Still liquid cooled, still driveshaft powered, this monster is not to be trifled with. (Bavarian Motor Works also offers the 600 and 450mi models, more suitable for city marauding).



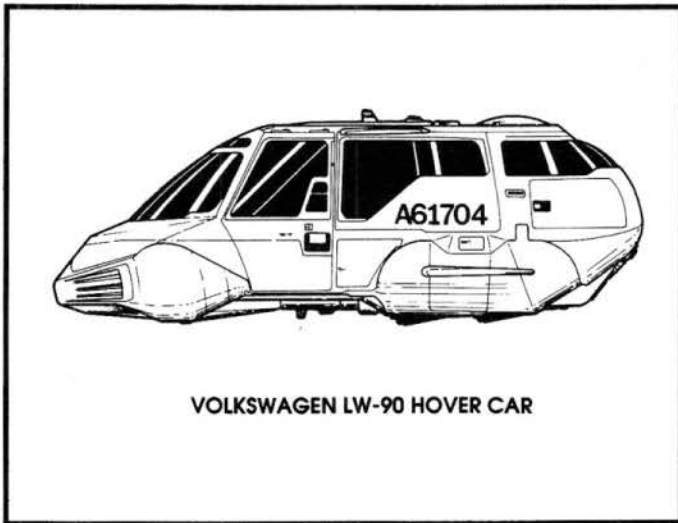
Revenant (Honda; motorcycle): Best of the electric motorcycles. Again, Honda is employing its high-power battery storage to good effect. The Revenant, a slick, nearly silent machine is a shadowy presence on the streets. Capable of cruising at 240 kph, the Revenant can maintain highway speeds for about 36 hours before needing a 1 hour charge.

Annihilator (Honda; motorcycle): Most powerful of the cycles, the Annihilator is streamlined and equipped with a variety of high-tech features.

JET PACKS

Sprint (Honda; jetpack): Fastest of the personal packs, this one is a favorite with corp recon teams. Able to maintain extended flight at 60+ kph for over two hours, the pack is loud but maneuverable.

Grasshopper (Hughes-Sikorsky; jetpack): more bulky, more expensive, and less reliable than the Sprint, the Grasshopper's only advantage is that it is faster. US Government forces employ the Grasshopper.

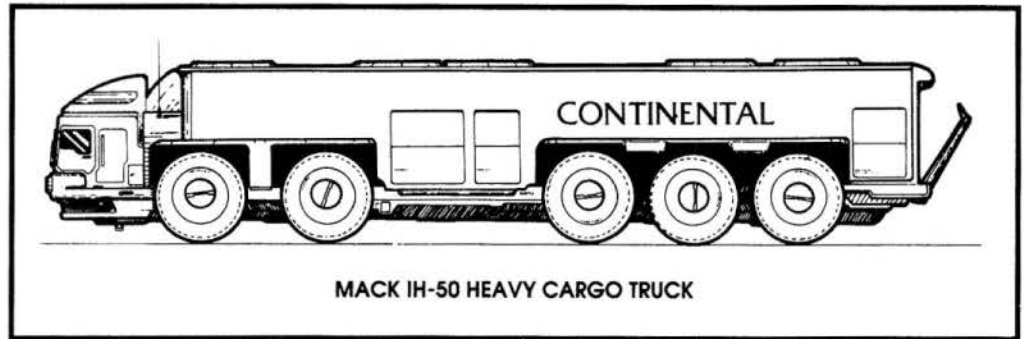


VOLKSWAGEN LW-90 HOVER CAR

WATER CRAFT

Hyperfish (Hobie-Kawasaki; Jet-Foil): a hybrid jet-ski sled and hydrofoil, this powerful little toy is extremely popular with the wealthy beachgoers—and some paramilitary groups. Capable of more than 80 kph cruising speed and short bursts of nearly 120 kph, the 'fish' uses small hydrofoils to lift the body out of the water for high-speed travel. While not suitable for open-ocean maneuvers, it is an excellent small beach-assault vehicle. It carries one man and limited equipment and can travel at cruising speed for six hours before exhausting its batteries.

Delta Flyer (Danci; powerboat): As much a recreational vehicle as anything else, the Flyer is the fastest thing on water. Utilizing hydrofoils, this four passenger speedboat can reach speeds well over 120 kph.



MACK IH-50 HEAVY CARGO TRUCK

LARGER VEHICLES

Hummingbird (VTOL plane): Basically an improved model of the military plane first used in the teens, this Osprey variant carries 20 passengers comfortably and is frequently used to shuttle CorpExecs from one branch to another, or to airports. A modified military version carries corporation troops.

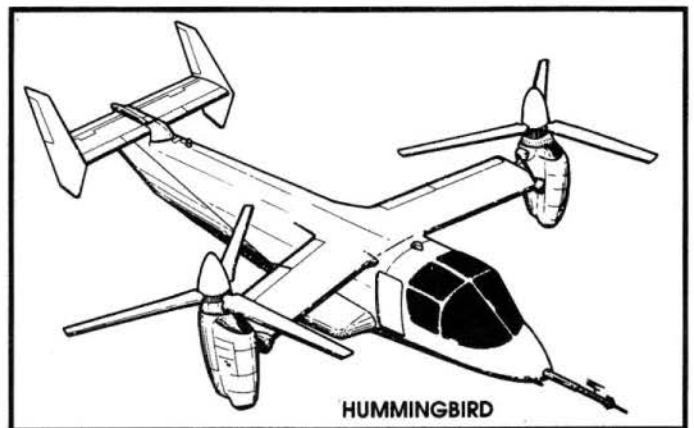
Lark (Boeing; helicopter): Very light and maneuverable, this helicopter has a cruising speed of 400 kph, and a max speed of 600. It can only carry a maximum of three (including pilot) but is ideal for short excursions.

Falcon (Sikorsky; heliplane): something between a helicopter and an Osprey-style VTOL plane, the Falcon's larger dual rotors allow for more maneuverability and lift power but sacrifice some lateral speed. These six-passenger craft are extremely popular among the Corps in and around the sprawl areas.

Starlight (Lear; Corporate Commuter Jet): Luxurious and elegant, the Starlight represents Lear's continuing stand as leader in the corporate long-range transport market. While pricey, the jet features VTOL capabilities (redirecting exhaust through lift nozzles) while maintaining a high cruising speed. The Starlight can carry ten very comfortably, has a cruising speed of 1200 kph/max speed of 1600 kph.

SPV-29 (Chrysler; Transport): Various police forces are the main customers for this vehicle which is more tank than truck

IH-50 (Mack; Heavy Cargo Truck): The semi of the 21st century, the IH-50 runs on high-output batteries.



HUMMINGBIRD

VEHICLE LIST

NAME	SIZE	DCV	Mass(KB)	STR	DEF	BODY	SPD	MOVE	MAX
CIVILIAN VEHICLES									
Jet Pack	0.25x0.125	+4	1.6kg(+6)	10	2	10	3	7x4	84
Grasshopper	0.25x0.125	+4	1.6kg(+6)	10	2	10	3	10x4	120
Sprint	0.25x0.125	+4	1.6kg(+6)	10	2	10	4	17x2	102
Wheeled Automobiles	2.5x1.25	-2	1.6ton(-4)	30	2	14	2	25x4	200
Andromeda	2.5x1.25	-2	1.6ton(-4)	30	2	14	2	25x4	200
Astra	2.5x1.25	-2	1.6ton(-4)	30	2	14	2	20x4	160
Ceres	2.5x1.25	-2	1.6ton(-4)	30	2	14	2	25x4	200
Magelian	2.5x1.25	-2	1.6ton(-4)	30	2	14	2	20x4	160
Wheeled Truck/Van	3.2x1.25	-3	3.2ton(-5)	35	2	15	2	10x8	160
Wheeled Sports Car	2x1	-2	800kg(-2)	25	2	13	3	25x4	300
Interceptor	2x1	-2	800kg (-2)	25	2	13	3	29x4	348
Phantom III	2x1	-2	800kg(-2)	25	2	13	4	24x4	384
GEM Automobiles	2x1	-2	800kg(-2)	25	2	13	2	21x4	168
Supercar	2x1	-2	800kg(-2)	25	2	13	2	21x4	168
GEM Truck/Van	3.2x1.25	-3	3.2ton(-5)	35	2	15	2	17x4	136
GEM Sports Car	2x1	-2	800kg(-2)	25	2	13	3	20x4	240
Nightflier	2x1	-2	800kg(-2)	25	2	13	3	25x4	300
Motorcycle	1.25x0.64	0	200kg (-1)	15	2	11	3	33x4	396
800 mi	1.25x0.64	0	200kg (-1)	15	2	11	3	38x4	456
Annihilator	1.25x0.64	0	200kg (-1)	15	2	11	3	39x4	468
Jackknife	1.25x0.64	0	200kg (-1)	15	2	11	3	32x4	384
Katana	1.25x0.64	0	200kg (-1)	15	2	11	3	33x4	400
Pegasus	1.25x0.64	0	200kg (-1)	15	2	11	3	31x4	372
Revenant	1.25x0.64	0	200kg (-1)	15	2	11	3	33x4	400
VTOL Automobiles	2.5x1.25	-2	1.6ton(-4)	30	2	14	3	44x4	528
Mayfly	2.5x1.25	-2	1.6ton(-4)	30	2	14	3	42x4	504
VTOL Armored Car	8x4	-6	50ton (-8)	55	4	19	4	34x4	544
VTOL/Propane Plane	3.2x1.6	-3	3.2ton(-3)	35	2	15	3	49x4	588
Jet Helicopter	3.2x1.6	-3	3.2ton(-3)	35	2	15	4	73x4	1168
COMMERCIAL TRANSPORTATION									
Airliner	10x5	-6	100ton(-10)	60	2	20	3	139x4	1668
Supersonic Transport	8x4	-6	50ton (- 8)	55	4	19	4	278x4	3300
Hypersonic Transport	8x4	-6	50ton (- 8)	55	4	19	5	250x4	5000
Maglev Train/Tubeway	80x4	-9	1.6kton(-14)	80	2	24	5	25x4	500
Wheeled Bus	16x2	-5	25ton (- 8)	50	2	18	2	13x4	104
GEM Minibus	3.2x2	-3	3.2ton(- 3)	40	2	16	3	14x4	168
MILITARY VEHICLES									
Jet Backpack	0.25x0.125	+4	1.6kg(+ 6)	10	2	10	3	97x4	1164
Jeep	2x1	-2	800kg (- 3)	25	2	13	3	14x4	168
Hovercraft	3.2x1.6	-3	3.2ton(- 3)	35	2	15	4	31x4	496
GEM Firing Platform	4x5	-5	25ton (- 8)	50	2	18	3	14x4	168
GEM Carrier	10x5	-6	100ton(-10)	60	2	20	3	7x4	84
Jet Helicopter(Small)	3.2x1.6	-3	3.2ton(- 3)	35	2	15	4	104x4	1664
Jet Helicopter(Large)	8x4	-6	50ton (- 8)	55	4	19	4	83x4	1328
Pteradon	8x4	-6	50ton (- 8)	55	4	19	4	104x4	1664
Stealth Bomber	6x3	-5	25ton (- 8)	50	4	18	5	83x4	1660
B-7C	8x4	-6	50ton (- 8)	55	4	19	5	150x4	3000
Stealth Fighter	5x2.5	-4	12.5ton (- 7)	45	2	17	5	167x4	3340
FL-117D	5x2.5	-4	12.5ton (- 7)	45	2	17	5	208x4	4160
VTOL Transport	3.2x1.6	-3	3.2ton(- 3)	35	2	15	4	125x4	2000
Tank	8x4	-6	50ton (- 8)	55	4	19	3	7x4	84
Half-track	8x4	-6	50ton (- 8)	55	4	19	2	25x4	200
Minitank	5x4	-5	25ton (- 8)	50	2	18	3	14x4	168
Submarine	40x8	-9	1.6kton(-14)	80	2	24	3	21x4	252
Warship	57x22	-11	12.5kton(-15)	95	20	27	2	13x4	104
Hydrofoil Destroyer	60x35	-10	6.4kton(-15)	90	20	26	3	21x4	252

Name	Size	DCV	Mass(KB)	STR	DEF	BODY	SPD	MOVE	MAX
SPACE VEHICLES									
OTV	40x5	-8	800ton(-13)	75	6	23	5	90x4	1800
Space Tug	40x5	-8	800ton(-13)	75	5	23	3	100x4	1200
Satellite Repair	8x4	-6	50ton (- 8)	55	4	19	5	90x4	1800
Space Rescue	12.5x6.4	-7	200ton(-11)	65	6	21	5	120x4	2400
Space Patrol	5x4	-8	800ton(-13)	75	6	23	5	150x4	3000
Orbital Lab	5x4	-8	800ton(-13)	75	6	23	5	60x4	1200
Orbital Factory	181x181	-17	800kton(-24)	130	10	34	5	30x4	600
SMU	0.25x0.125	-9	1.6kton(-14)	80	2	24	5	3x4	60
Interstellar	149x55	-15	100kton(-21)	115	20	31	5	150x4	3000

COMMERCIAL TRANSPORTATION

The following are just a few examples of the types of public and commercial transport available in 2090.

AIRLINER

Thanks to the overseeing eyes of NavSats (Navigation Satellites), airliners now run more frequently and faster than ever before. Most modern planes are rather small, with flexible or pivoting wings, and have a rather "swept-forward" design. Some have two hulls and a broad central wing, while others are great cousins of the smaller Propfan Planes. Smaller planes are fueled by Megahol or diesel fuel, while the larger models use solid propellant or fusion jets. Of particular noteworthiness are the two great airliners of today: the Supersonic Transport (capable of doing Mach 3, traveling from Tokyo to the Pacific Sprawl in 4 hours), and the Hypersonic Transport (which can make Mach 6 and complete any flight within 2 hours thanks to its fusion rocket-jet).

MAGLEV TRAIN

Many cities (especially corporate sectors) are connected by specialized railways along which bullet-shaped trains travel at speeds in excess of 300 KPH. The great speed and timeliness of these trains is made possible by the propulsion system known as "Maglev"; magnetic levitation. The "tracks" along which these trains run are comprised of large electromagnetic rings, laid around the train's course at every 20 meters. These rings create perfectly timed magnetic forces which serve two purposes: they levitate the train, and they push the train along by alternating positive and negative currents. Maglev trains are used by commuters and intercity travelers, though maglev shuttles also connect the Sprawl districts. They are almost always well guarded and clean (the presence of CorpCops is an accepted fact of life).

TUBEWAY

Some Maglev trains run through underground tunnels called tubeways. Most of these were originally subways or other sorts of tunnels, and were expanded and adapted when maglev technology became popular. They are generally located in the Sprawl zones. As a result, the tubeway tunnels and stations are not as clean or well protected as other Maglev installations. For example, the Hudson Tubeway is a popular site for gang fights and body disposals.

WHEELED BUS

Travel on the streets of the Sprawls is often done by diesel or electric bus. These dinosaurs are cheap to operate, and are without exception dirty, ancient, and scary.

GEM MINIBUS

A popular form of land and water transportation, These small hovercraft are chartered out for short skips or local tours. They are often owned by smaller companies, which possess local licenses from a major corporation to operate their lines in a given region, and sometimes run along "shuttleways" between corporate sectors and local airports.

MILITARY VEHICLES

By 'military,' this means not only the armed forces of nations, but of the corporations large and powerful enough to sport their own 'military' forces.

JET BACKPACK

Various corporate and governmental armed forces make use of Jet Backpacks in their maneuvers. These models are faster and more maneuverable than the commercial versions, but are more expensive. DNI versions are often used.

WHEELED VEHICLE

Corporate and governmental military groups still make widespread use of all manner of wheeled vehicles, including cars, jeeps, and trucks. These vehicles are generally equipped with advanced Processor-automated options, and are occasionally DNI controllable.

HOVERCRAFT

Military Hovercraft are usually larger and faster than the commercial models, making use of more advanced engines and hull designs. They often possess many Processor-automated options, and may be DNI controllable.

GEM FIRING PLATFORM

Used for the transport and cover of small (platoon sized) units, Ground Effects Machine Firing Platforms are large, hovering "air barges" which carry soldiers and equipment into battle. Their side walls are two feet high (gates on either side of the platform drop open to allow egress), and made of Crysteel or Duralumin alloy.

GEM CARRIER

Another, larger version of the GEM Platform, these massive floating vehicles are used primarily for the transport of other vehicles (such as RO/RO's, Helicopters and VTOL's). They are capable of crossing bodies of water with ease, and can be set down just about anywhere. Their side walls are several feet high, and made of Duralumin alloy.

JET HELICOPTER

Powered by large, rechargeable electric cells and liquid fuel for the jet, military Jet Helicopters can be fitted with all manner of Processor-automated options (including DNI). They possess tight-beam communications rigs with 5 to 10 km range. The larger versions are capable of carrying a platoon of soldiers and several small vehicles. Advanced versions are "smart", meaning that in addition to DNI controlling, they possess integrated computers which are capable of monitoring damage status and control, fixing flight coordinates, and performing sensor readings.

VTOL

Medium-sized fighter and transport planes which utilize powerful airjets or rotating props for take-off and landing (this allows them to come down vertically onto even the most blasted and rocky ground). Many VTOL models are DNI controllable, and may be "smart".

TANK

Still the most formidable AFV's on land, today's tanks carry large projectile guns and smaller, top-mounted machine guns. Some military groups prefer to use the Lasertank, which mounts a Laser Cannon. All tanks possess onboard Computers, and many are DNI controllable. In addition, some models are "smart".

SMALL AFV

Jeeps, Half-tracks and lightweight "Minitanks" are often seen on the battlefields of the *Cyberspace* world. These wheel or track vehicles are generally used for short-range transport and recon. Many possess onboard computers, and some are DNI controllable.

SUBMARINE

The fastest and most maneuverable subs in the world utilize the new magneto-hydrodynamic drive system, which pushes water through a tunnel in the hull, channeling it out the rear end of the vehicle and pushing the sub forward at great speeds (with the extra advantage of being almost soundless). These vehicles are capable of doing 50 knots in good water. Micro-air bubbles, injected into the hull lining, reduce drag on the ship, making it even faster. All submarines are equipped with onboard computers. Submarines are the ocean craft of choice by MegaCorps with large-scale territorial designs.

WARSHIP

Modern versions of the Destroyer, Battleship, Frigate and Aircraft Carrier can still be found plying the waters of the *Cyberspace* world, mostly the tools of the larger nations (they are considered by Corporations to be the dinosaurs of another era). These great vessels can carry hundreds of troops, scores of large mounted projectile weapons, and dozens of vehicles. In addition, many Warships carry ICBMs or dreaded "Cruise Missiles" in their launching bays. All Warships are equipped with onboard computers.

HYDROFOIL DESTROYER

Fast, light, and highly maneuverable, Hydrofoil Destroyers are extremely long vessels armed with large mounted projectile weaponry and torpedoes. They are capable of doing over 80 knots in good water. Many carry Cruise Missiles in launching bays. All Hydrofoil Destroyers carry onboard computers.

EXAMPLE CRAFT

Following are a few specific examples of the the vehicles described by type above.

Pteradon (Voerung; jet helicopter): A large military helicopter designed to drop troops into dangerous situations.

Dominator (Lockheed; VTOL Hovertank):

B-7C (General Dynamics; Stealth Bomber): Latest in a long line of electronic warfare aircraft, this is the "ultimate" bomber, capable of flying into enemy territory without registering on radar screens. Stealth Bombers possess very quiet engines, and their hulls are designed to absorb (rather than deflect) incoming radar emissions. They are frequently DNI controllable. Advanced versions are "smart", meaning that in addition to DNI piloting, they possess integrated computers which are capable of monitoring and relaying damage status and control, fixing flight coordinates, and performing IR and radar sensor readings.

F-117D (General Dynamics; Stealth Fighter) The smaller cousin of the Stealth Bomber, possessing the ultra-quiet engine and radar-absorbing hull of that vessel, these planes are small, fast, and difficult to track. They are a favorite of combat pilots worldwide, and are often DNI controllable. Advanced versions are "smart", meaning that in addition to DNI piloting, they possess integrated Computers which are capable of monitoring and relaying damage status and control, fixing flight coordinates, and performing IR and radar sensor readings.

FL-119 (Faring; Recon Jet): A particularly effective small recon jet manufactured by the Faring Corporation, the FL-119 (or "Flying Lizard", as it is often called), is a favorite for tactical strikes and small-scale military operations. Its polycarbon hull is capable of altering its size, wingspan and curvature to allow for greatest possible speed, and is coated with the Stealth planes' radar-absorbant layer. It possesses IR and radar sensors, DNI control capability and is "smart"; possessing integrated Computers capable of monitoring damage status and control, fixing flight coordinates, and performing IR and radar sensor readings. The FL-119 can carry only two people (one of whom is the pilot).

SPACE VEHICLES

The vehicle descriptions provided below (and in the *Vehicle Chart*) are of necessity rather vague. These are the standard designs, and are often modified by their owners to better fit the particular uses they are put to.

ORBITAL TRANSFER VEHICLE (OTV)

Also known as "Shuttles", these vehicles are used for transferring people and machinery between Earth's surface and orbital facilities. Many different types are in service, but all fall along the same basic rules of design. Owned by corporate, military, and even private parties, hundreds of OTV's take off and land each year. Many use scramjet technology for enhanced liftoff speed, and can carry dozens of people or tons of equipment. All are equipped with advanced computer systems, as well as sensors, cargo bays, dispensaries and assorted crew/passenger entertainment gear. Some are DNI controllable.

SPACE TUG

Used for hauling heavy loads of construction materials or tugging other vehicles into orbital sites, these workhorses of space are constantly in action. They hold a very small crew, possess sophisticated onboard computers, and are often DNI controllable. In addition, most Space Tugs carry a large laser cannon which can be used for blasting wayward chunks of rock or space-garbage out of the vessel's path.

SATELLITE REPAIR VEHICLE (SRV)

Some of the smallest ships in space are the SRV's, whose purpose and use is implicit within their name. These vessels carry a crew of two highly trained technicians, and are almost all owned by MegaCorps. Their onboard Computers are generally extremely powerful (possessing numerous technical reference programs), and they are occasionally DNI controllable. Robots are often used to crew these vehicles.

SPACE RESCUE VEHICLE

Owned by MegaCorps, governments and a few private institutions, these vehicles are only called out in a state of emergency. They are most often docked onboard a larger, orbital vessel (this facilitates speed of travel to the emergency site). They always carry an onboard dispensary or sick bay, as well as a Computer and various toolkits.

SPACE PATROL CRUISER

Utilized by various MegaCorps as well as agencies like T.R.A.I.L., Space Patrol Cruisers are not an uncommon sight in the orbital paths surrounding Earth. These vessels often serve no purpose other than to locate and survey satellites poised in orbit by competing organizations or governments, and to report their findings to headquarters. Several such cruisers are owned by private security corporations, who charge less fortunate companies for their patrol services. They are easily the fastest ships in orbit, and always possess the leading-edge onboard computers, as well as mounted weaponry. Some models are DNI controllable.

ORBITAL LAB

Used for earth phenomenological monitoring (meteorology, oil spotting, tidal research, etc.) as well as orbital products development, these large constructs are generally held in geosynch orbits for extended durations. This allows them to serve as stationary "warehouses" which are serviced and visited by OTV's and Space Tugs. Almost all of these vehicles are owned by MegaCorps, who use the information gleaned for further research and development. Many labs are completely automated, while others staff humans and robots alike. In either case, these vessels always possess at least one sciences lab and onboard computer.

ORBITAL FACTORY

Many MegaCorps actually possess huge processing plants in space, where special alloys, crystals, chemical compounds and metal products are fabricated. These huge constructs generally include attached living quarters for up to 5,000 workers, and also include fully-stocked docking bays for incoming transport vehicles. All Orbital Factories possess an onboard computer (usually several of them), as well as communication relays, Net tie-ins and defensive weaponry (Huge projectile launchers and laser cannons are the most common mounted weaponry). Many are partially staffed by robots of various types.

SMU

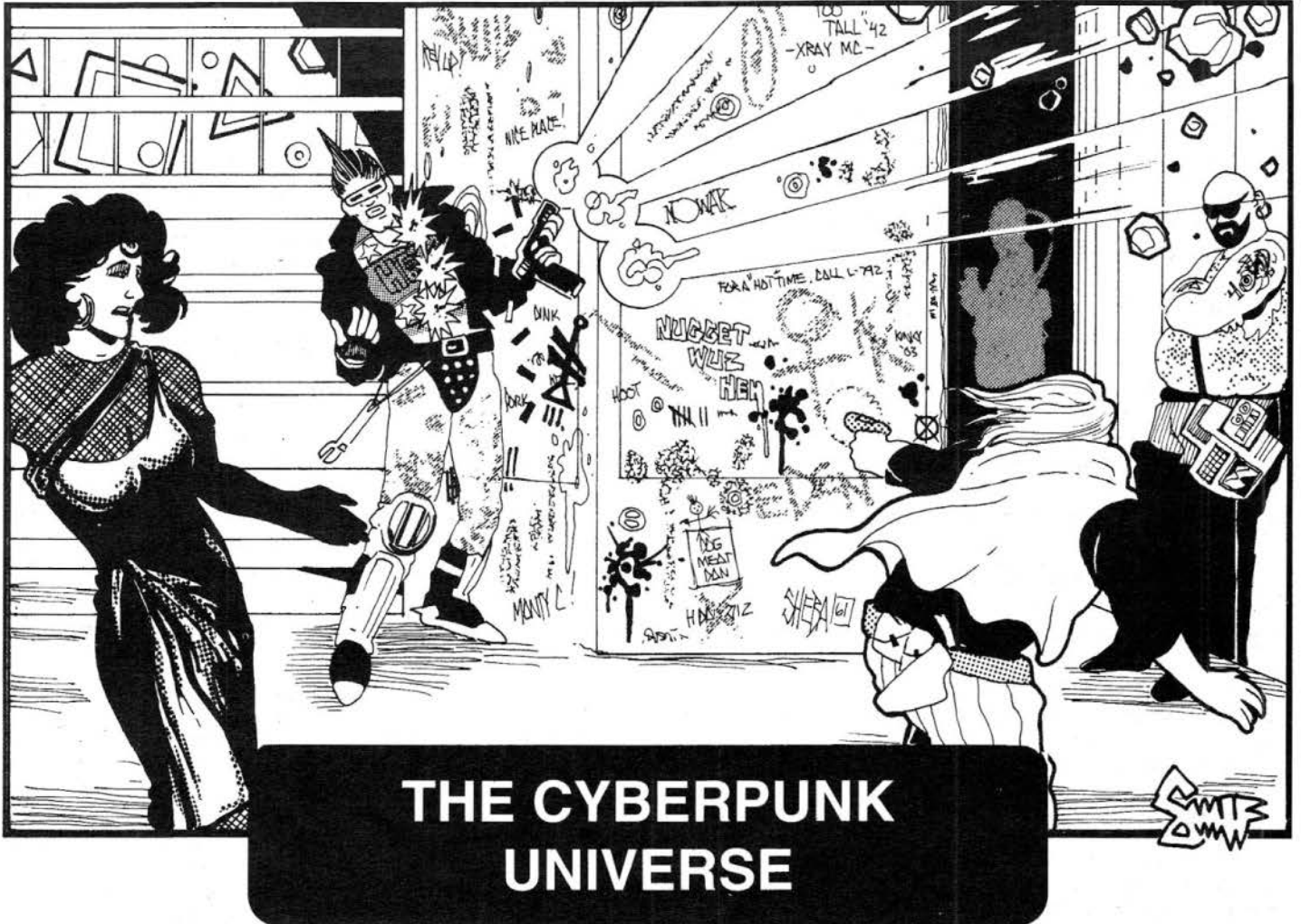
The Space Maneuvering Unit, first designed by the New Edison Corporation has become a standard item in the inventory of nearly all orbital missions. Often called "Skeeters", these lightweight contraptions are mounted on the wearer's back and wrap around the body like a harness. Entirely self-contained and controlled by handgrip-mounted levers and buttons, they allow the user to maneuver easily through space. Some models are DNI controllable.

INTERSTELLAR VEHICLE

Relying on LHT (Laser-Hydrogen Triggering) rockets for boost and sustained acceleration, the few interstellar vehicles used in 2090 are truly massive structures, despite their relatively small crew capacities. These vessels are off on the first organized searches for habitable worlds beyond our solar system. Several of these ships contain a few hundred colonists, held in cryogenic suspension for the duration of the journey. All Interstellar Vehicles possess huge onboard computers, and most maintain sporadic contact with their corporate or regional bases through microwave transmissions.

ORBITAL HABITAT

A real step beyond orbital labs and even orbital factories, these are now the permanent homes of several thousand humans.



THE CYBERPUNK UNIVERSE

Chase slumped in the back of the smoky bar, the back-beat of the young rockers buzzing his chair. His half-open eyes scanned for his contact. When the woman finally entered the room, Chase didn't move. A few steps behind her, a street punk in leathers strode in, trying hard to look as if he wasn't tailing her. Slowly, Chase reached for the flechette gun he had inside his coat, his fingers caressing the stock like the hand of an old friend.

Stupid! The woman hadn't made the tail. She walked straight towards Chase, smiling and holding out her hand like she was in some corper sky-tower. The rat eased his hand underneath his leathers, pulling out a small pistol.

Chase dodged and rolled as the street rat fired. The rat's bullets burst against the wall where Chase's head had been, "Obviously explosive, no finesse." Chase didn't even glance at the impacts, firing three flechettes which marched their way up the street rat's chest. The punk twitched and fell, the look of surprise never leaving his face.

Chase continued his roll until he was standing. The woman just stood there, stunned. Chase stepped forward, smiled grimly, and took her still-outstretched hand. "I'm Chase," he said, with no tension in his voice. "I hear you're looking for me."

The cyberpunk world is a nihilistic dystopia, where rich corporate executives live lives of ultimate fulfillment while poorer citizens struggle in filthy, crime-ridden streets. Depending upon where you are, power is determined by who you are, how much money you have, and in the final analysis, the firepower you command.



THE WORLD OF THE FUTURE

Manufacturing has dwindled to a few carefully chosen industries, thus reducing the need for unskilled labor and creating a permanent underclass of the unemployable. Public education has diminished in quality so that only the top 5% of those so educated can be employed. While diminished opportunities and subsistence-level social programs have led to multiple generations stripped of any hope of social advancement, a great majority of the population lives in collapsing urban "sprawls" of decaying public housing. Despite the huge tracts given over to these sprawls, many within are still homeless, wandering the streets and scavenging from those few who actually have income.

Within the lower classes, gangs have strengthened to become mutual protection organizations for society's perennially weak. Some gangs imitate history or art—the famous poser gangs wear costumes imitating their favorite cultural icon—while others form around a common interest or just a common stretch of urban terrain. Most are defensive bands formed for mutual protection, but some are predatory. They seek to establish their own safety by crushing the unfortunates around them. All are dangerous.

On the opposite side of the figurative tracks live the managers and corporate executives of the great internationals. These powerful figures live in walled complexes or corporate-owned suburbs. The lowest of their ranks have a standard of living well above that of an average 20th Century American. Within, the laws are those of the corporation, not the government, and trespassers are dealt with harshly by well-armed, well-trained, security forces.

Some complexes have become cities in their own right with populations in excess of 30,000 people. Often, several corporations will band together to form a larger complex, sharing security costs and exchanging personnel to provide a flexible labor pool. Attempts in the early 2030's to declare these complexes trusts led to the dissolution of the anti-trust laws, opening the door to the final conquest by the corporations.

The most extreme forms of corporate complexes are the arcologies and space colonies. Arcologies are land-based self-sufficient complexes containing all the elements needed to survive (their oceanic cousins are known as "aqualogies"). The first arcologies were developed by technical unions trying to stop the prostitution of their members' technical talent by preventing economic blackmail, but the form has been adopted by the corporations as a method of avoiding local taxation. Interaction with arcologies is limited to trade of ideas, although arcology members still purchase some luxury items and scarce natural resources. Trade with aqualogies and space colonies (most of which are either Earth-orbital, Lunar, or resident at one of the La Grange points in the Earth-Moon system) is further limited by the cost of transporting goods to and from these isolated pockets of civilization.

DIMINISHED QUALITY OF LIFE

The "common man" of the cyberpunk setting works as a computer records-shuffler or a low-level service agent for any of a thousand service-oriented industries, performing monotonous, demeaning work year in and year out with almost no hope for advancement into the ranks of corporate management. He returns home to a zoning-board-designed apartment barely large enough to survive in. His address is a block number and apartment code.

The standard of living for most people in so-called developed nations has declined since the 20th Century, as a decaying environment and increasing population have reduced the available goods, including, most importantly, energy itself. Most homes are on strict energy rationing, and it is a wealthy corper indeed who owns a personal vehicle.

Entertainment is doled out in meaningless dollops not only to consume the leisure time of the cyberpunk citizen, but also to dull his sensibilities and limit his horizons. Interactive television (ITV) provides the citizen with vicarious thrills as a space warrior, a medieval king—anything except the corporate executive who holds the real power. Creative energies are drained from the population by exhausting them against the unsolvable (and ultimately meaningless) problems of ITV.

For those without the energy for such pursuits, the entertainment media also provide simrecords, full-sensation recordings of healthy, beautiful people living out fantasies. Through simrecordings, you can be wealthy, young, and beautiful—at least for a few hours.

All of these entertainment options are available to those with jobs and money—but these are in the minority. At the opposite end of the economic scale, homelessness is rampant. Fully 15% of the population have no permanent home; "Gypsy bands" of nomadic scavengers wander the poorer neighborhoods, preying upon those unable to defend themselves. The urban homeless are not only without homes, but without hope.

The decline of the quality of life has also led to a drop in the value of life. Of course, each person still values his own life, but a sense of social equality and justice can be a liability when there isn't enough to go around. In some cities, this has led to such startling ideas as a "murder lottery," where citizens bet on the number of murders committed in the metropolitan area during a given week—with the proceeds going to bolster the weakening government.

THE DISSOLUTION OF THE FAMILY

The family of the 21st Century exists in a bizarre flux of states. Numerous forms of alternate lifestyle have created a culture almost without a standard of child rearing. While many still cling to the "nuclear family" concept, there are millions for whom the term has no meaning whatsoever. Most nuclear families exist in the poorer sectors of the world, where work and environmental conditions require the cooperation of a number of people. The Sprawls also contain their share of nuclear families (or shattered remnants of them).

Many of the larger MegaCorps (those with massive and integrated settlements of workers) run great "Breeding Centers" where natural and artificial birthing methods, often including specialized genetic modification techniques, are applied by skilled personnel.

In the arcologies, large extended "families" gather together in almost tribal groups. In these areas, the entire group shares a familial bond as strong as any blood heritage, and responsibilities are divided among the members along relatively egalitarian lines. In the true corporate sector, a child is tested, specially educated and maneuvered toward skills in which he shows aptitude, and fostered in every way by the professionally kind company instructors. These children grow into adults who feel that their strongest supporter is the corporation—the finest attitude that any employer could hope for.

In the corporate suburbs, once the bastion of the nuclear family, the fast pace and hedonistic attitude of the century have eroded traditional lifestyles. Unrelated co-workers live together in one large house, single professionals live with Personal Robots for companionship and labor, and some couples even raise children created by DNA-splicing.

The situation of the urban homeless is a mixed bag. Some nuclear families remain together while living on the street or in subterranean burrows and catacombs, but far more shatter and scatter to the wind as disgruntled fathers leave in search of work or young irresponsible mothers drop their children by the wayside and look for better lives elsewhere.

A SHIFT IN WORLD POWER

In the 21st Century, Japan and Germany have become the dominant economic forces. The Soviet Union is slowly rebuilding its economy from the devastation of the 20th Century, while the United States licks its wounds from losing world dominance following the Mid-East wars.

The currency of choice is the Japanese nuyen (also known as the World Dollar), bolstered and revalued in Japan's Currency Revolution. Japanese is the language of international commerce, and the Tokyo Exchange has eclipsed the NYSE as the dominant world market for corporate control.

While Japan has the currency (and the lead in certain key computer and biological technologies), Germany is the leader in micromechanization, shape retentive metals, and other tools of the cyber-revolution. German craftsmen still create the finest equipment in the world, and German and Japanese goods stand side by side at the quality pinnacle of the world's markets.

THE POWER OF THE CORPORATIONS

In the United States and most of Europe, the political, military and economic power of the great industrial nations had been faltering for decades. Seeking to improve their economic standing, the debt-ridden nations invested heavily into research, primarily in computer science, space exploration, medicine, food synthesis, and weapons research and development. Since the only entities capable of taking on such monumental efforts were diversified corporations, the government became their chief supporters.

As their economies declined, the states weakened. Without the large tax base of a wealthy population, governments diminished into a second-class status behind the great multinational corporations (MegaCorps). Operating in their own world of high finance and high technology, corporations became the new governments in all but name, all the stronger because they have no borders to defend.

Corporations are the gangs of the middle class and the armies of the wealthy. With their multinational status and their dominance of the world economy, much of 21st Century politics is really just a shadow of the more deadly game of corporate intrigue. The people assume that their elected officials hold the real power, but awareness is growing that the governments are really puppets of the MegaCorps—who answer to no one.

It is important to note that the corporations have not actually become governments—at least not yet. They are not interested in the same things as a political body. First, a government is chiefly concerned with a specific, limited region (the nation itself). A MegaCorp has no borders. Except for certain headquarters of research and development, the world is a MegaCorp's concern.

Second, governments are concerned with promoting and advancing the welfare and education of the people it governs. Although this is true of a MegaCorp as well, the scale and criteria are vastly different. MegaCorps care nothing about the fates of most people, except that they remain "good customers"—economically dependent upon the corporation for either goods or service. Education and the general welfare of the masses are left to the weakened, bankrupt governments; the MegaCorp's employees are granted all manner of perks.

THE MIRACLE OF TECHNOLOGY

The world of cyberpunk is as technologically advanced beyond the late 20th Century as the 1990s were ahead of the 1890s. Technology is an everyday part of life for most citizens, and in many ways shapes the culture as much as the culture shapes it.

For example, medicine for the poor consists of a state-supported medical system which guarantees each citizen a fixed value quantity of medical care. Should a given individual's needs exceed his quota, care is withdrawn. Corporate sponsorship has made anti-depressant and other psychoactive drugs inexpensive, creating an entire generation of addicts.



For those with money to spend, local surgicenters or “chop shops” can provide most minor medical treatments (including outpatient surgery and cybernetic installation), and for those with real money some hospitals still remain, although most are privately owned and operate for the benefit of corporate executives.

Some companies even provide mobile emergency care, and will come at an electronic signal to recover your wounded body and nurse you back to health. They can even restore you from “fatal” wounds, so long as they get to you in time.

The raw materials for such care must come from somewhere. Although medical technology can synthesize blood and grow skin, it cannot yet regrow limbs or complete organs. Thus, the bodybanks thrive. “Bodybanks” allow poorer citizens to sell their surplus organs so they can be made available for transplants. Hospitals and surgicenters also require patients to agree to donate their remaining organs in the event that treatment fails, and there have been a few proven incidents (and many more rumors) of intentionally “snuffing” healthy patients to get an organ with a valued tissue match. Without the vigilance of a strong government, body banks have become clearing houses for body parts of dubious origin, ‘laundering’ them for the hospitals and surgicenters. This is not to say that all body banks are unscrupulous amoral traders in flesh—but most are.

Information (for those who can afford it) has also been given a technological boost in the 21st Century. News is distributed by private news services, which cull trends and critical data from the stream of data produced by mankind and delivers them in summarized form to thousands of fax machines across the world. Although these news services

are contracted to deliver only the truth, many are secretly owned by internationals and slant their reporting to the benefit of their owners. Caveat emptor.

Educational opportunities are unlimited—again, for those with corporate sponsorship. The advent of computerized instruction and “chipped-in” skills (a physical implant which provides you with a skill on demand) has allowed those within corporate suburbs educational opportunities undreamed of in centuries past.

The computer network which acts as the financial and information interchange for the world is more powerful than any other human artifact in history. Through the Net (as it is called), any public and some private information is available at the touch of a button. For those with the courage and the hardware, the mind can be projected into this Net, creating a network persona with an existence as real as that of the explorer’s physical body.

THE DOMINANCE OF TECHNOLOGY

All this technology does not come for free. With the increase in medical miracles, the body banks flourish. With the improvements in education, more and more thought is controlled by those who create the educational programs.

The advent of the computer network has virtually eliminated the concept of privacy; almost everyone has a file where their life history is accumulated. Those few who do not are called “blanks.” Either they were born without a computer record, or had their record expunged sometime in the past. In either case, as a blank you don’t pay taxes and it is much harder to hunt you down. But if you’re caught and it is established that you are a blank, it is the second worst crime on the calendar—next to credit fraud.

What little of your life that is not reflected directly in the computer records can be monitored by the spy satellites and security cameras which keep the world under continuous observation. Although these records may not be available to everyone, for many, it is enough to know that they exist. Big Brother is always watching.

Throughout this rulesbook, technology dominates. Much of this text is devoted to describing the technologies of the 21st Century for use with the **HERO System**.

The social impact of this technology is perhaps what is most cyberpunk. Space opera and “hard” science fiction also deal with the effects of technology, but only in cyberpunk has technology achieved parity with and even the transcendence of natural man. In cyberpunk, the body is a starting point for technological transformations. For those with even a little money, technology can make you what you’ve always wanted to be—even if that isn’t quite human.

Much of the technology is incidental, having no more direct effect on the quality of life than an electric orange juicer. Overall, however, the denizens of cyberpunk live in a technological shell where the world of nature never enters. For most, the city is all they have ever known; for the privileged few, unspoiled nature exists only in expensive, carefully managed preserves.

When reading cyberpunk (and playing *Cyber Hero*), you may feel that the technology is taking over and the people are becoming the servants. The trouble is, you’re right.



EDUCATION

The educational opportunities available to the average corporate worker are staggering, due largely to the advances made in the fields of computer intelligence and communications technologies. For those who can afford it, this translates into easy access and flexible scheduling of all manner of educational media.

One of the most popular forms of specialized training these days comes in the form of On-line teaching, by which many people, separated by hundreds or thousands of miles, can participate in the same training program simultaneously. Courses in all types of skills are translated into standard Programming or Machine Languages, and fed out into the Net on a regular basis. Subscribers to various networking services can partake of these programs at their own rate, and on their own time (subscription to a Computer network costs anywhere from \$10 to \$200 per month, depending on the nature and frequency of programs broadcast). Other common variants of this approach include cable television (transmitted via satellite to all regions of the globe) and ITV courses (bought on compact datacard and played in a special screen printing device), both of which cost less than computer courses but lack the interactive quality.

All of this is not to imply that there are no schools in the 21st century—there are—but the advantages of these alternative training methods allow education to continue all through a person's life, and generally supplement and advance standard school training. Many schools are owned or operated by MegaCorps, which control the type and rate of teaching provided for their young employees-to-be. Some of these schools are open 24 hours a day, to facilitate enrollment of older citizens who must "flex" their school hours around their actual working hours. In addition, many schools are run by private concerns. These private schools generally provide a regimen of training which centers on a specific value or belief system, such as religious teachings or philosophical doctrines. In some areas (usually near the Resource/Refining Zones), MegaCorps have contracted with the local school board for control and integration of a total schooling system, thereby allowing them to better specialize and prepare the local populous for upcoming or currently operating industrial positions. In these areas (and any corporate schooling system), early proficiency testing is used to gear the youth into apprenticeship programs.

HEALTH CARE

The 21st century has seen advances in medical technology which are nothing short of amazing; with Direct Neural Interface applications, Cybernetic Implantations and Artificial Organ and Tissue construction being commonplace occurrences, it is not surprising that the health care industry is one of the most successful trend-setting fields. The variety and efficacy of medical/cybernetic treatments has become truly astounding—there are cures for diseases once thought incurable, and implants to correct conditions once thought permanent. This technology is not free bounty—most people simply cannot afford the diverse medical attention available, and must settle for whatever minimal state or corporate aid they can get. For the valuable corporate employee, however, health maintenance packages can greatly increase personal effectiveness and extend life-span by several score years.

Most people never visit a true hospital—the extensive (and expensive) treatments available at these massive facilities are reserved for truly difficult procedures and experimental research.

SURGICENTERS

For the most part, medical diagnoses, prescriptions, therapies, and even limited surgical procedures are performed at local "Surgicenters" (also known as "DocShops"). These small, clinic-like businesses are located everywhere, from the dingiest Sprawl ghetto to the most sparkling corporate sector. Here, trained Physicians, Medics, and CyberMedics utilize the latest in lightweight, low-cost field equipment to perform most routine medical procedures (including Cyber Implantation and fast, easy laser surgery). The service provided at luxurious Surgicenters (in corporate suburbs and business parks) is generally cleaner, more attentive, and more costly than that of the Sprawl "DocShop," but most Surgicenters are capable of handling the same types of problems, regardless of location.

HOSPITALS

The true hospital is almost completely computerized, with all clinical, financial, diagnostic, historic, and monitoring functions performed by various sorts of processors. In addition, robotic surgeons, nurses, and health aides are a common sight. Modern techniques include the use of Health Status Cards (laser-engraved media which replace the age-old "patient chart"), DNA scans (which reveal hereditary and radiation-caused diseases), and "attitude healing" (in which a plethora of specially-designed rooms, sensory stimuli and drugs are used to put the patient in a mental state conducive to healing). The grounds of these establishments are generally designed to ease the paying customer's mind and

provide a comforting environment for the healing process, thereby earning them the nickname "hospitels". In fact, many luxury hospitels actually offer vacation packages, where the rich and health-conscious can attend physical therapy classes, eat specially balanced meals, and take advantage of the finest biostatus monitors available. Partaking of such extravagances (the cost of which often runs over \$1,000 per day) is considered a status symbol in the extreme.

These days, a newborn child's natal record indicates such data as genetic profile, specific chromosomal defects or mutations (and likely future results of these anomalies), suggested and unsuitable professions, and projected lifespan. Health scans for adults are no less thorough. Telecommunication through the Net allows Physicians to share patients' health data or new procedural methods across thousands of miles, and all manner of operations are broadcast on special channels for practicing physicians.

MOBILE EMERGENCY CARE

Another ongoing advance of the 21st century has been mobile trauma care. From the first ambulances to paramedic-staffed portable trauma units to the sophisticated helicopters of the late 20th century, more and more emergency patient care became available at the site of the accident. This trend has continued in recent decades with the advances of VTOL technology and most recently with the introduction of the Pegasus variable thrust GEM vans (see the Equipment section). These highly maneuverable vehicles can land anywhere and have the capacity to carry on-board the most advanced medical facilities. On-site medical treatment has become so sophisticated, in fact, that many injuries considered fatal fifty years ago can now be treated at the facility (there is still some recovery time involved, however).

All the major corporations have their own mobile care fleets, but there are also several independent services which can be subscribed to like insurance.

VALKYRIE RESCUE SERVICE

Valkyrie is the world's largest single Emergency Medical Service Franchise, having dispatch centers in every major city. Reliable and professional, Valkyrie Trauma Trucks can make the difference between life and death. For a modest monthly fee (about \$200, adjusted depending on your medical history) you can subscribe to Valkyrie service. As long as you are within 10 kilometers of a Dispatch office, Valkyrie guarantees arrival within 3 minutes of summoning (call their exclusive 800 number, or special auto-summons devices are available) and has the equipment to pull you back from the brink—and beyond.

Valkyrie will not intervene if the situation is still dangerous (they are not your personal cavalry) but will attempt to recover your body if at all feasible.

BODY BANKS

Although medical technology can synthesize blood and grow skin tissue, it cannot—yet—re-grow limbs or complete organs. Thus the bodybanks thrive.

Even in the late 20th and early 21st centuries the organ donor trade had become a scandalous problem. Hospitals with wealthy clients desperate for organs turned to volunteers in third world countries. Kidneys sold for a high price.

It wasn't long before the homeless in the US began to offer their 'spare parts' for sale, and by the 20s, hired donation recruiters began to acquire organs from 'donors' who still needed them. The body banks became clearing houses for body parts of dubious origin, 'laundering' them for the hospitals and Medicenters who needed to keep their surgical instruments clean.

This is not to say that all body banks are unscrupulous amoral traders in flesh (but most of them are).

TRANSPORTATION

Since the great fuel shortage of 2041, various alternatives to the gasoline engine have been devised and adopted. The most common alternate fuel sources for transportation today are "Megahol" (a super alcohol derivative) and electricity (gathered by photovoltaic cell or turbine and stored in batteries of all sorts). Most vehicles run on one of these two power sources. In fact, possession of a gasoline-burning vehicle is illegal in many regions. The sleek, aerodynamically-designed automobiles of 2090 are not only slick looking, but quiet and relatively pollutant-free as well. The major change in personal transportation has not been in terms of fuel, however—as might be expected, it is Cybertechnology and automation which have altered the modern concept of driving. DNI vehicles are a relatively common sight in those sectors where people can afford such luxuries, and allow the driver to control the vehicle by means of neural impulses. This greatly increases the road handling of the average car and decreases reaction time necessary to turn, stop, or otherwise maneuver the vehicle. This is not to say that anyone can get into a vehicle and drive it, however—it still requires that driver know what he wants the vehicle to do, and therefore requires some knowledge of how vehicles maneuver in general.

Other electronic options have become very popular as well—vehicles these days generally possess all manner of on-board monitoring systems and computer-moderated controls. These systems serve to keep an eye on the vehicle's necessary fluid levels, motor wear and temperature, road speed, etc, and advanced models perform such tasks as calculating distance travelled, fuel cost, tire wear, and other figures. For an additional cost (generally around \$75 per month) a person can have his automobile tied into the local traffic network, by which satellites and beacons keep a constant watch on traffic flow, alerting drivers (via the automobiles' internal computers) as to congestion and then suggesting alternate routes.

Commercial transportation is much the same as it was in the 20th century, only there is more of it, and on a greater scale. A popular means of inner-city travel is via Maglev train or Tubeway (faster cousins of the old monorail and subway, respectively). Fare varies from sector to sector, but generally falls around \$2 for local hops and \$30 to \$80 for more distant travel.

In the air, various forms of advanced transport technology prevail; Supersonic and Hypersonic Transport Planes carry passengers between continents in just a few short hours (fares run from 100 to \$2000 for luxury shuttles), while OTV's (Orbital Transfer Vehicles) shuttle up and down the gravity well, carrying people and goods to and from the orbital colonies and stations. Fares on these shuttles are generally

around \$1,000. For those who wish to travel even farther, interplanetary craft service the Lunar and Martian bases. A ride to Luna runs about \$5,000, while travel to Mars costs a whopping \$100,000 (this price is largely due to the current political difficulties on Mars, and may some day fall back down to \$20,000 or so). In any case, 'tourist' travel to other worlds is still extremely rare; most transport to the Moon and Mars is business related and operated by the corporations involved.

COMMUNICATIONS

Personal communications have undergone a total metamorphosis thanks to the Global Telecommunications Network. The Net unites telephone systems (including cellular systems and Pocketphones), "smartphones", modem-interfaced computers, public accessible "Free" databases, Cyberdecks, special service cable broadcasting, satellites and FAX units into a cohesive structure, allowing near-instantaneous communication between any two points on the globe (or in space, for that matter). Many of these services have become so standardized as to be relatively inexpensive (especially the various telephone systems, which cost anywhere between \$20 and \$500 to purchase the phone equipment and another \$10 to \$100 per month for service and calling charges). Many Computer networks exist, most with their own special focal interest, through which hackers all over the globe can participate in simultaneous conversations, games, etc. Enrollment in such a network generally costs 10 to 100 dollars per month.

Another of the chief media used in *Cyber Hero* is the FAX paper. These glossy newsheets are correlated from global reports in local offices and broadcasting stations, then sent into the Net to be accessed by customers (at a monthly service charge around \$10 to \$30). These clientele connect their FAX modems with the paper's line, and can use their push-button dialing systems to indicate which sections of the paper they wish to receive. For the less fortunate, FAX paper receivers are located in many airports and Maglev train terminals. These units charge as little as 5¢ per page.

The best example of the electronic information system is Intelligence Services' two global data networks. WorldComp allows the user to tap into an ongoing stream of world events headlines, customizing the incoming news via user-selected filters—a step up from the rather generic FAX street service, and correspondingly more expensive. InterComp is an electronic archive, the 'sum total of human knowledge' housed in the IS database. The user is—of course—charged for this service, either by access and duration, or frequent users can be charged a monthly fee.

LAW ENFORCEMENT

As governmental power waned and corporate power grew in leaps and bounds, the definition of police also changed drastically. Once the defenders of common law and order as enforced by governmental legislature, police organizations have become corporate-minded security forces. They are generally owned and operated by whatever MegaCorp has the most prestige in a given area. Standard (i.e., municipal)

police forces still exist, but they are usually subsidized by a major corporation, and as such, their powers and areas of jurisdiction are greatly restricted or redefined. For the most part, these cops operate in the inner cities and Sprawl zones, where few corporate centers of activity exist.

In the corporate cities and suburbs, specially trained and equipped "CorpCops" patrol and administer their own brand of law and order—in short, whatever the company says, goes. In most areas, the CorpCops have more power than the municipal police forces, and certainly have more behind them. This trend has led many communities to turn to corporate security organizations in lieu of their own police forces, contracting these companies to design and implement local security measures as they see fit. In general, ever since the great riots of 2014 and 2034, the state of "law and order" in the civilized world has fallen to a few scant degrees above total chaos. Throughout the century most regions have known periods of martial law, and many localities still operate under the most harsh circumstances imaginable, as the forces of the MegaCorps strive to protect their profits and markets from the rising tides of anarchy.

In most places, prisoner treatment and police brutality laws are strictly a thing of the past (especially in the Corporate sectors, where the CorpCops can do whatever they want to). In addition to the age-old problems of robbery, fraud, extortion, rape and murder, police forces now have to deal with such high-tech crimes as computer embezzling, database manipulation, information theft and brokering, unlawful tele-surveillance and cable-tapping. To aid them in this ever-escalating war, many forces have turned to high-tech themselves; cybernized police officers are not an uncommon sight (especially CorpCops, for many of whom "enhancement" is mandatory), police squads utilize robotic aides and AI constructs in the streets, area-effect weapons such as Laser Blinders and Subsonic Field Guns are often used for crowd control, and most security teams include at least one "Icebreaker".

GOVERNMENTS

There are far too many to discuss in much detail, so following is a general approach to take with governments—especially the superpowers.

While governments in the classic sense still do control the world, they in turn are controlled by special interest groups, such as MegaCorps, Yakuza (organized crime) and a few other PACs (political action committees). In some technological countries, candidates are elected instantaneously through telelections, utilizing TV ratings at a given time to select a network endorsed winner. This is a bit extreme, however, and most 'democratic' governments use the time-honored election process, which has the inherent problems of media-izing candidates, altering election totals electronically, and a dozen other complications.

Few truly Communist countries remain, the government style unable to cope with media technology; the same goes for religiously fanatical governments, though of course a few groups remain.

As far as attitude towards citizens, large governments like the US have evolved into a schizoid hands-off/hands-on structure, alternately allowing states to practically secede before flexing a little muscle, and literally taking over entire

cities to 'clean up' the area. Covert organizations like the FBI and especially the CIA have never been more powerful while large-scale military operations have shrunk considerably. The US no longer has huge military forces scattered all over the globe; they can't afford it. States also vary in presence from nearly dictatorial to a government in shambles. It is the city governments which have taken up the slack, becoming like city-state monarchies, extending their control into the suburbs and beyond. Of course they don't interfere with the Corporations...

There are city police in all the sprawl areas and metro areas, but they are frequently at odds with local MegaCorp Cops, who are better trained, paid, and equipped.

ARCOLOGIES

Protected areas which have been returned to a more natural state, Arcologies are the home of nature-lovers who have turned their backs on Civilization. While some of these colonies truly are backward, many are led by very intelligent and well-educated oligarchies, men and women with advanced technical backgrounds. Some Arcologies are tied into the Net—if only to keep track of what the rest of humanity is doing to the world.

A few example Arcologies include:

NAPA

While not under a protective dome, the Napa Arcology is well protected by the surrounding mountains. The Napans control the Napa and Sonoma Valleys as far north as Mount Saint Helena and south just beyond the town of Napa. All entries to the valleys are closed and the borders are constantly being watched by vidicams, infrared, and SatCams. It is said that a flea couldn't get into Napa without being detected.

Most of the Napa wealth comes from the Napa Valley Power Authority, which controls the vast geothermal electrical plants. The private company that owned the plant was also a Napa Winegrower and, being concerned about the climate for his vineyards (and a little bit off the deep end) he organized the Arcology. Today it is one of the most powerful organizations on the west coast—though it almost never becomes involved in outside politics.

GOTTHAMBURG DOME

Constructed during the 20s by the entertainment conglomerate Äventyrspel, the Arcology (known also as Duckland) is the single largest covered environment in the world. Spanning more than ten miles, the structure is geodesic in nature but also supported partially by internal pressure and helium-filled pockets. The expense was enormous and has allegedly put Äventyrspel deeply into debt with Interplanetary Geoscience, who supplied the raw materials.

WINTERGREEN

One of the most mysterious and secretive Arcologies is Wintergreen. Located somewhere in the Virginia Blue Ridge Mountains, it was rumored to be a government wildlife research complex during the late 20th and early 21st century, but was closed and subsequently taken over by a

coalition of Environmentalists and a nearby university. Rather than attempt the massive undertaking of a gigantic dome like Gotthamburg, the planners designed a cluster of adjacent geodesic domes with interconnecting environmental systems, to create one effective ecosystem. The largest dome is almost half a mile across and contains the largest varieties of flora and fauna. Much of the support facilities are actually built underground, apparently making use of the vast complex left by the government. Rumors abound regarding the Wintergreen Arcology. Some of the more interesting are listed here:

1. It is operated in secret by a MegaCorp for some nefarious purpose.
2. It is populated by strange superhuman mutations who are planning to take over the world.
3. It is a base for extraterrestrials.
4. It is still a US government base where secret bio-warfare research is taking place.
5. It is populated by brilliant scientists who have built a super AI. This Artificial Intelligence has schemes of its own for taking over the Net and the world.

GM Note: *The last is considered to be closest to the truth but the GM may wish to exploit one (or more) of the other options. Take your pick.*

ORBITAL HABITATS

Despite the many social and political setback humanity has suffered, technology has marched ahead, and with it the exploration of space. Several groups have placed very large permanent stations in orbit around earth or at LaGrange points between the Earth and Moon.

Note: a LaGrange Point is a location between two bodies where gravitational forces are effectively cancelled out. Where a simple earth orbit is bound to eventually decay without artificial boosting, an object placed at a LaGrange point would theoretically remain stable forever. At this point only the IGI and United Nations have placed their stations at LaGrange Points.

TERRANOVA

Basic Design: A huge, reinforced cylinder which spins to simulate gravity.

Permanent Residents: 8,000

Guest Capacity: 500

Facilities: Self-sufficient, including full medical complex, recycling systems, flora and fauna.

Armaments: Two massdrivers (mounted at each end) and several laser cannons.

Location: LaGrange Point Trailing the Moon.

Ownership: Interplanetary Geoscience, Inc.

2nd largest of the colonies, Terranova is located at the LaGrange Point trailing Luna. As a result, it is actually quite distant from Earth, sacrificing easy ground-orbit access for a more stable orbital location.

EIDOLON

Basic Design: Originally a small ring-shaped research station, an additional cylindrical structure has been constructed adjacent and is essentially complete—though clearly designed so that the cylinder may be extended even further.

Permanent Residents: 4,000

Guest Capacity: (100)

Facilities: Advanced laboratory facilities; overall less spacious than Terranova or Crystal Palace but still a full-scale 'habitat'.

Armaments: A few missile launchers

Location: Geosynchronous orbit over a point in the equatorial Pacific.

Ownership: Space Research, Inc.

Eidolon is an independent research lab, but its real identity is an Arcology in space. Creating Eidolon was the plan of the founders of SRI from the beginning; they just needed the income from research contracts to fund the massive project of a truly self-sustaining orbital colony.

Eidolon has not quite reached self-sufficiency, so by necessity maintains some ties to the Earth and the several corporations which it serves. However, there have been permanent colonists since the 40's, so there are two generations of born orbital residents. Eidolians are infamous for their abrasive attitude towards 'Earthers' and consider themselves superior beings.



CRYSTAL PALACE

Basic Design: A gigantic cylinder 5 miles long and a mile in diameter, it spins to generate artificial gravity. Crystal palace has its own weather inside, including a tube of clouds which periodically develops in the central axis.

Permanent Residents: 10,000 (though about 1,000 are rotating staff).

Guest Capacity: ~200

Facilities: Docking ports are located at the ends; the end hubs (in essentially weightless conditions) also house research labs and medical facilities four parks and three lakes dot the 'landscape'. Entirely self-sufficient, recycling all materials.

Armaments: A dozen missile launchers, six Laser Cannons.

Location: Geosynchronous orbit over north Africa.

Ownership: Serendipity, Inc.

With a permanent population of 10,000 Crystal Palace is the largest and most advanced of the orbitals. Also interesting is that Serendipity elected to place the station in the less stable geosynchronous orbit over Africa rather than a LaGrange point. This means that massive thrusters are required to maintain the station's location to prevent orbital decay.

Crystal palace has its name partly because of the reflective solar converters covering the outside of the cylinder, and the three glittering collectors running the length, designed to reflect light into the core of the station.

Crystal Palace is controlled by Archon, arguably the most sophisticated artificial intelligence created by man. It monitors all computer functions on Crystal Palace (though of course there are a number of other mainframes designed for specific tasks). Archon also has interests on Earth, and while Serendipity maintains that they have full control over Archon, it is privately admitted that the computer has gone far beyond its programmed purpose.

VALHALLA

Basic Design: Like many of its brethren, a spoked wheel.

However, a large hexagonal shaft containing the Zero-Gee clinic extends through the hub of the wheel.

Permanent Residents: 300 medical and support staff.

Guest Capacity: 1000 patients

Facilities: Medical equipment for any condition, research labs, rehabilitation/recreation center.

Armaments: None

Location: Geosynchronous orbit over the Mediterranean.

Ownership: Humanadyne Medical.

Valhalla is an exclusive medical facility ostensibly for those who should be treated in a weightless or near-weightless environment.

Humanadyne boasts that Valhalla has the largest, most complete, and most modern medical facility in (or over) the world. No one has bothered to contest their claim. Indeed, Valhalla may be the very best treatment facility yet built by man. It certainly is the most expensive.

UNITED NATIONS STATION

Basic Design: four 300' diameter wheels, parallel, attached at the hub. Spin creates artificial gravity.

Permanent Residents: 1,200

Guest Capacity: 300

Facilities: Communications

Armaments: None

Ownership: Joint United Nations funding.

Completed in 2037, the United Nations Station (called, unimaginatively, UNS, since a better name could not be agreed-on) is neither the largest nor the most sophisticated of the orbital habitats. One of the principle duties of the staff is to monitor the activities of other stations.

THE MEGACORPORATIONS

The power and 'feel' of the cyberpunk milieu is in the realistic organizations that give it a life of its own. The number of large corporations in any cyberpunk setting is far too large to be presented in a book of this size, but certain organizations are needed to provide a basic environment for play.

The following section presents some of the more commonly available items and goods and the megacorporations that normally produce them.

Aerospace—Rockwell Interplanetary, New Edison, Glower, Lockheed, Voerung, Matsuyama.

Aircraft—Pratt & Whitney, Rockwell Interplanetary, Boeing, Lockheed, Matsuyama, Vott Messerschmitt.

Apparel—Burlington, Levi Strauss, Nike, Claiborne III.

Appliances—General Electric, Krups, Universal Products, General Electric

Automobiles—Honda, Nissan, BMW, Chrysler-Jeep, Volkswagen, Volvo, General Motors, Asmir-Grant, Sikorsky.

Banks—American Express, Bank of Hong Kong, CitiCorp, Transplanetary, Bank of Tokyo, WorldBank, 1st Bank of Luna.

Chemicals—Remmings International, Normark ChemCorp, DeVarre, Petroline, Dow, DuPont, Leyland-Carlisle.

Communications—New Edison, Serendipity, AT&T, Warner, Comsys, Northern Telecom, Mikura.

Computers—IBM, Digital Equipment, Hewlett-Packard, Nintendo, Graves-Masuda, Tandem, Nippon Electric Corporation.

Credit Services—Intelligence Services, American Express, TRW, Dun & Bradstreet.

Cyberware—Aizu-Shoto, Universal Products, Matsuyama, US Robotics, Mikura Biolabs, Nakamura.

Electronics—Hitachi, Sony, Universal Products, Serendipity, Graves-Masuda, Iwatsu, Murata

Entertainment—Serendipity, Time-Warner, Mindscape Network, Disney Corporation, Paramount-Gannett.

Environmental—Gear Natura, Novell, Climatics, Leyland-Carlisle.

Electronic Warfare Systems (EW)—Rockwell International, Sony, SST (Security Science & Technology) New Edison, Antax, Stealth Systems.

Financial Brokers—Drexel Burnham Lambert, Eisenhower Brinkley & Alexander, Merrill-Lynch, Transplanetary.

Foodstuffs—Beatrice, Swanson, Zik-Zak, Ralston-Purina, McDonalds, Hardemann, Anheuser-Busch.

Fuel/Power—Petroline, New Edison, Dome Petroleum, Mobil, Atlantic Richfield, Exxon, EBP.

Genetics—Syzestemics, Cetus, Helix, Johnson & Johnson, GeneTech, Tyrell.

Health Care—Humana, Neocore, Humanadyne, Medimart, Holiday Health, Inc.

Insurance—Prudential, State Farm, Aetna, Andromeda, Transplanetary.

Machinery/Tools—Leehauer, Kraaft, Mannix, Universal Products, Grant, Rotring, Borg-Warner.

Marine Vessels—Overseas, Mariner, Asmir-Grant, Masuda.

Media (general)—Columbia Broadcasting, Core Cable Network, Time-Warner, Paramount-Gannett, Disney Corporation, BBC.

Medical Equipment—Novell, Bioptics Global, Holista, Cadeuceus, Snap-on Tools, Black & Decker.

Metals—Interplanetary Geoscience, Tranquility Mining, Universal Products, Okira, Martian Metals, Ceros, Alcoa.

Military Vehicles—Aizu-Shoto, Rockwell Interplanetary, New Edison, Lockheed, Voerung.

Networks (Entertainment)—NNN (Now News Network), Network 69, PBC (Planetary Broadcasting Company), Channel Z.

Neural Link Systems—BioLogic, Nintendo, Tandem, Mikura, Austin BioLabs, Interphase.

Optics—Bausch & Lomb, AT&T, Serendipity, Corning Glass.

Pharmaceuticals—Upjohn, Squibb, Leyland-Carlisle, Eli Lilly, Addison-Izumo, Bausch & Lomb, Tamiko & Gibson.

Processor Cores—National Semiconductor, Austin BioLabs, Serendipity, Graves-Masuda, Cray Research.

Robotics—Remmings International, Mexus, Universal Products, Disney Corporation, Oshman, Steele, MannMachine.

Satellites—Infostar, AT&T, Intelligence Services, New Edison, Okara, Matsuyama, Rockwell Interplanetary.

Software (global net)—Intelligence Services, Metarom.

Software (personal)—Microsoft, Intelligence Services.

Surveillance—Intelligence Services, Interplanetary Geoscience, American Express, Serendipity.

Weapons (personal)—Heckler & Koch, Walther, Uzi, Ingram, GRU (Guns 'R' Us), Mirage, Colt, Beretta.

Weapons (systems)—Oskovska, Mirage, Targ, Antax, Universal Products, Voerung.

CORPORATE OVERVIEWS

The following selected corporate overviews are provided to give the beginning cyberpunk Gamemaster some feel for how these corporations operate within a cyberpunk setting.



AIZU-SHOTO CORPORATION

Primary Operations: Cybernetic implants, military vehicles.

Worth (Assets): \$189 billion

Total Employees: 420,000

Main HQ: New Hiroshima (an artificial island off the Japanese coast)

Net Icon: A tall, neon-edged Pagoda surrounded by a Japanese garden.

The leading producer of personal cybernetic systems, A-S is especially known for their sensory systems (Aizu-Shoto eyes are famous for their beauty and quality).

An old and respected firm, A-S dominates the market by sheer size. Its vast resources available for research and production allow it to continually outpace the competition. A-S rarely resorts to corporate espionage or other "shadow" business practices. Its biggest rival is Mikura Biolabs.

While not overtly aggressive or antagonistic, A-S is rumored to have connections with the Yakuza (Japanese organized crime) and some have even suggested that Harry Shoto, Chairman of A-S, is a powerful Oyabun (crimelord), but most reliable intelligence—including IS files—contradict this claim.



SERENDIPITY

Primary Operations: Software, satellite imaging, personal entertainment systems, computer hardware

Worth (Assets): \$401 billion

Total Employees: 450,000

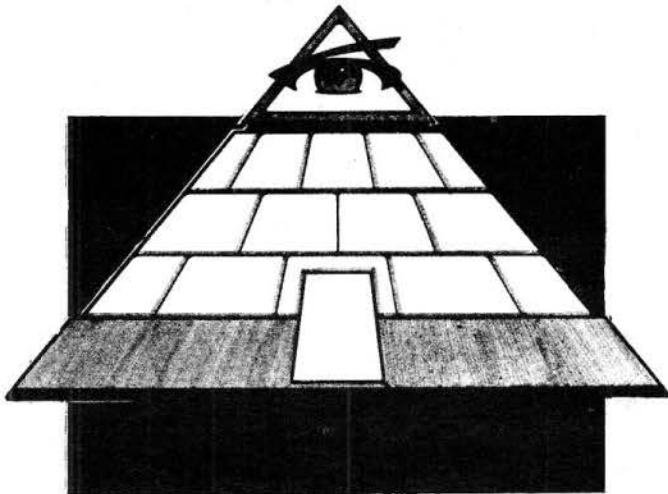
Main HQ: Crystal Palace Orbital Station. Planetary HQ is in Los Angeles, in a tall green-glass skyscraper known as Emerald City.

Net Icon: A glittering green glass palace (like Emerald City in the Wizard of Oz).

Serendipity has only recently arisen as a planetary corporate power. Their main source of initial wealth and the inner workings of the corporation are a mystery. Even IS supposedly has little hard data on the corporation.

Serendipity was the first company to take the experimental Direct Neural Interface to the public. With the profits they received, they built the largest permanent orbital space station in existence: the Crystal Palace. This cylindrical space station is viewed as a triumph of corporate ingenuity and determination, and is the permanent home of 10,000 Serendipity employees and the vacation spot of thousands of others.

The company's employees are tremendously loyal, with the percentage of departures almost absurdly small. Serendipity treats its people well, and the few who do leave never seem to find work anywhere else—or even live long enough to complete a resume.



INTELLIGENCE SERVICES

Primary Operations: Investigation, credit information and data security.

Worth (Assets): \$309.6 billion

Total Employees: 3,230,000

Main HQ: Cerberus Complex (formerly Alcatraz Island), San Francisco CA

Net Icon: A pyramid with the all-seeing eye on top.

Intelligence Services arose from a merger of several credit reporting agencies, an independent news service, a telecommunications and computer software company, and a major electronics firm. With this powerful combination, the corporation quickly gained recognition as a discreet and thorough investigator.

IS is now considered the ultimate intelligence source, more complete and authoritative than any government agency. With over fifty surveillance satellites, no area on earth is free from IS scrutiny. It is said that their satellite network can track the movements of nearly 2 million people.

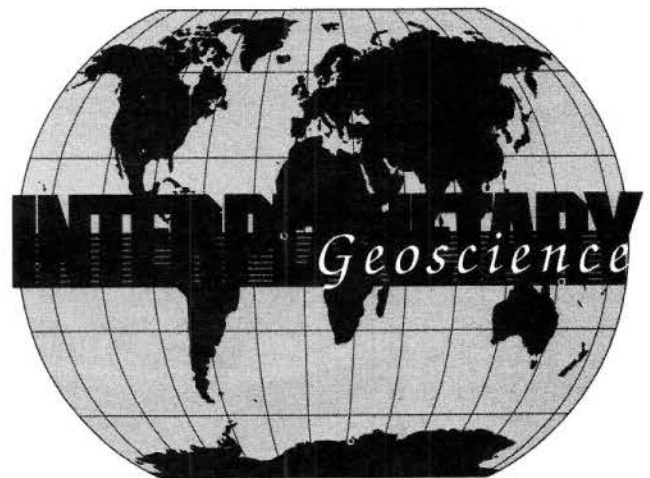
While IS is primarily a service corporation, they have a large software research staff to provide the most sophisticated protection for their priceless databases. On the other side of the coin, IS employs some fairly underhanded methods to acquire their highly sought-after data. IS cyberjockeys are well paid professionals and recognized as the best in the business.

IS's two data services are accessible through the Net. WorldComp allows the user to tap into an ongoing stream of world events headlines, customizing the incoming news via user-selected filters. InterComp is an electronic archive, the 'sum total of human knowledge' (as the advertising claims). The user is charged for these services by access and duration, or frequent users can be charged a monthly fee.

Cerberus

The corporate headquarters of Intelligence Services is on Alcatraz Island in San Francisco Bay. Purchased by Club Med in 2005, it was converted into a resort island with boat and helicopter access. The club foundered financially, however, and in 2025 IS purchased the island and began to build its base of operations: Cerberus.

Cerberus is now a fortress for the IS Mainframe, a complex of structures and a maze of underground facilities designed to protect IS and its corporate headquarters from interlopers. Completely independent of the city (it has its own electricity and other utility systems), Cerberus is virtually unassailable physically and electronically.



INTERPLANETARY GEOSCIENCE

Primary Operations: Orbital geosurveillance, metals acquisition and processing

Worth (Assets): \$415 billion

Total Employees: 210,000

Main HQ: Clavius Base, the Moon

Net Icon: A grey metallic globe of Earth slowly turning in an elaborate art-deco building/stand.

One of the largest corporations in the world, Interplanetary Geoscience is a leading producer of metals and other raw materials. It has bases on the Moon, Mars, and in Earth Orbit, and has large refineries in several key areas of space.

Terranova, the IGI space habitat, is the second largest in operation (exceeded only by Serendipity's Crystal Palace).

IGI has considerable geophysical data on the entire solar system stored in their databases (mostly at Clavius). If anyone knows more about the non-Terran solar system than IS, IGI does.

NETWORK 69

Primary Operations: Entertainment, news

Worth (Assets): \$110 billion

Total Employees: 230,000

Main HQ: Manhattan

Net Icon: A Corinthian column with 4 television screens mounted on top and facing outward to the four points of the compass, all showing Network 69's programs. This also resembles the corporate HQ in New York.

In a reversal of the trend of the early 2000's, the networks have taken control of the local stations and affiliates, making them essentially branch offices of the main global network. While Network 69 is not currently the largest TV programmer, it usually ranks in the top ten (of 200 global stations).

Among Network 69's most popular programs:

Leave it to Reaver—A mysterious phantom stalks the Sprawl, killing new guest stars every week.

Porky's Landing—Contrived Serial Drama. The continuing plot revolves around the Holswine family, their vast wealth and endlessly surfacing long-lost relatives and relationships.

Spandex Queens of Phobos—Comedy-adventure set on Mars' larger moon.

Heckler and Koch—A crime-drama centering on gay roommates who are also partners on the police force; lots of shooting.

TalkTalkTalk—A confrontational interview show (ratings are high because viewers tune in to see how long the host lives).

Wheel of Torture—An adventure/game show involving a big wheel, several surgical steel appliances, and new contestants every day.

World Beat—an "infotainment" show starring TV personality Cassandra Kelsey. Cassandra is known for her probing interviews and for her jaunts into potentially dangerous places to get stories.

World Weather Watch—Daily summary of catastrophic weather events, with graphic footage.

Your Body, My Body—This self-help medical program instructs about everything from sexually transmitted diseases (and exactly how they are transmitted) to do-it-yourself surgery.





UNIVERSAL PRODUCTS

Primary Operations: Finished goods, prepared foods, metals, heavy equipment, electronics, pharmonochemicals, clothing and textiles

Worth (Assets): \$1,350 billion

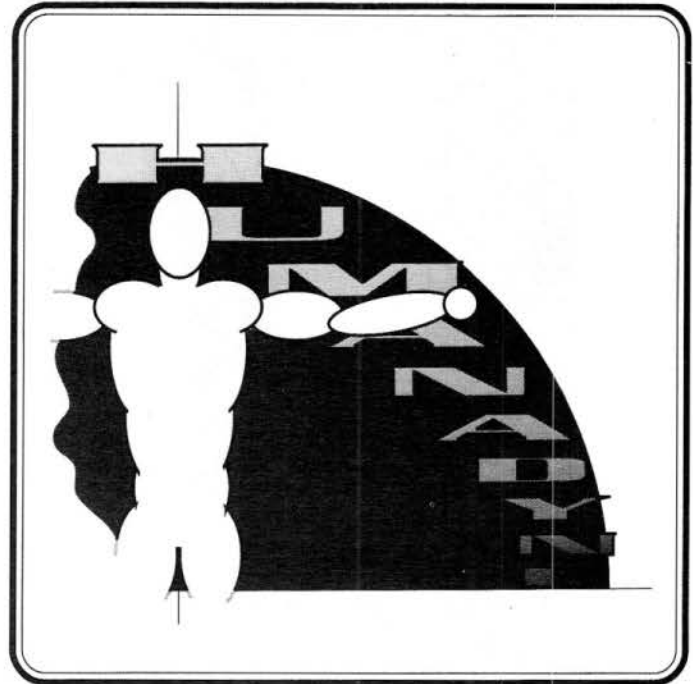
Total Employees: 1,140,000

Main HQ: Tokyo

Net Icon: A full-size replica of their corporate headquarters, a 200 story hexagonal structure of unimaginative design.

Universal Products is, quite simply, the largest conglomerate in the world. They manufacture products for virtually every market. UP stores dot the globe, offering food (prepared or packaged), furniture, appliances, cars, medicinal drugs—everything for everyone. While New Edison has concentrated on large-scale aspects of industry, UP has diversified and succeeded by literally providing everything. Its products are bland, but reliable.

Universal Products has made several forays into cybertechnology. Their most successful products have been those with minimal technological complexity (and few moving parts). The cutting edge world of cybertech has generally disdained UP's offerings, but they are well-respected in armor, skeletal reinforcement, and other base-material technologies.



HUMANADYNE

Primary Operations: Medical services

Worth (Assets): \$310 billion

Total Employees: 1,050,000

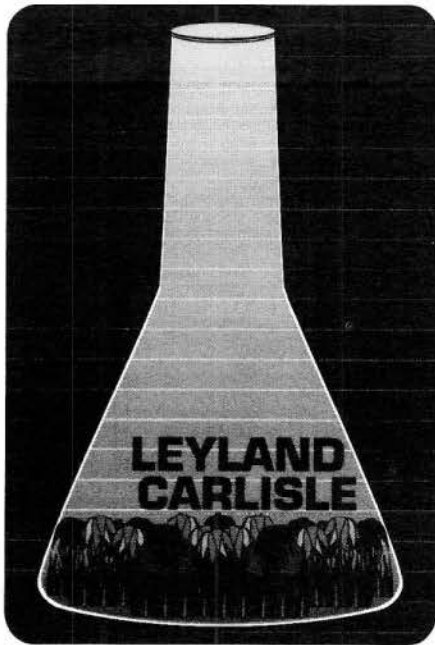
Main HQ: San Fransisco, CA

Net Icon: A huge double helix.

Humanadyne is the largest health service organization in the world, with hospitals in almost every major city and thousands of Valkyrie Emergency Medical Service franchises.

The company's large orbital resort/hospital, Valhalla, houses a medical research hospital as well as exclusive mental and physical rehabilitation facilities.

Humanadyne's emergency medical service franchise, Valkyrie, is immensely successful. Valkyrie contracts with patients to provide emergency medical care under almost any circumstances, guaranteeing arrival within minutes of being summoned (either by personal radio or automatic trauma sensor implant).



LEYLAND-CARLISLE

Primary Operations: Pharamochemicals

Worth (Assets): \$345 billion

Total Employees: 1,827,000

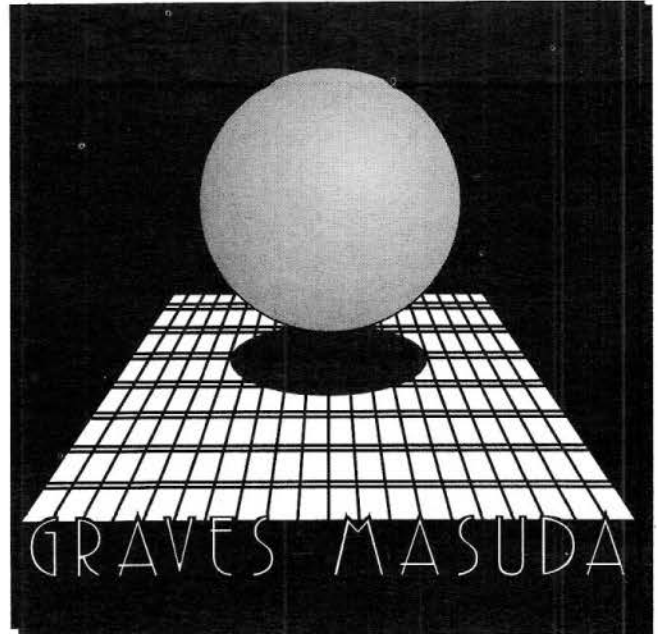
Main HQ: Brazilia

Net Icon: A gigantic Erlenmeyer flask with a rain forest growing in the bottom.

Leyland-Carlisle won the long fought battles for the South American rain forests and now controls much of the Amazon river basin. This area has been returned to natural rain forest and has been a considerable aid to returning global weather stability.

Of course, L-C did not do this out of selfless generosity. The rain forest provides a vast supply of unique chemicals necessary for the production of many pharamochemicals. These rare substances cannot be synthesized, and can only be acquired from rain forest flora and fauna.

Leyland-Carlisle's most notable move in recent history was their claim to the entire planet Venus. L-C bases its claim on the fact that it sent the first privately-owned craft there, and is currently spending billions on a terraforming effort. Several UN nations have disputed the claim, but no one else has tried to make a competing claim.



GRAVES-MASUDA

Primary Operations: Electronics, computer systems, cyberdecks

Worth (Assets): \$1,350 billion

Total Employees: 1,140,000

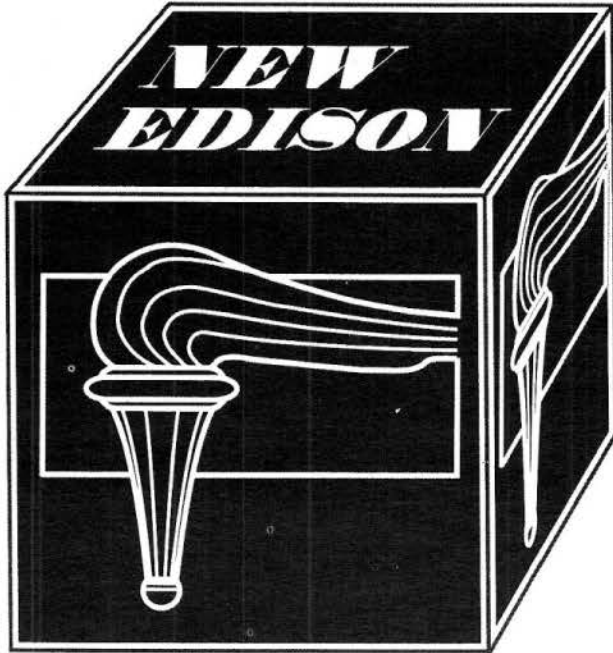
Main HQ: Tokyo

Net Icon: A perfect silver sphere hovering over the Net grid.

The premier producer of cyberdecks and related equipment, Graves-Masuda is known for its quiet confidence and ability to come out with elegant, state of the art products (with a correspondingly high price). However, Graves-Masuda products are well worth the expense.

Graves-Masuda is an old and honorable Zaibatsu (corporation), formed by the unification of an English and Japanese firm. They do not stoop to underhanded means to stay ahead, though their corporate police are terrifyingly efficient.

Serendipity does not like G-M, mainly because G-M produces better cyberdecks. Serendipity is constantly after secret G-M data, always using shielded agents or freelancers to keep its own hands clean.



NEW EDISON

Primary Operations: Aerospace, communications, electronic warfare systems, satellites, fuel/energy systems

Worth (Assets): \$1,250 billion

Total Employees: 2,150,000

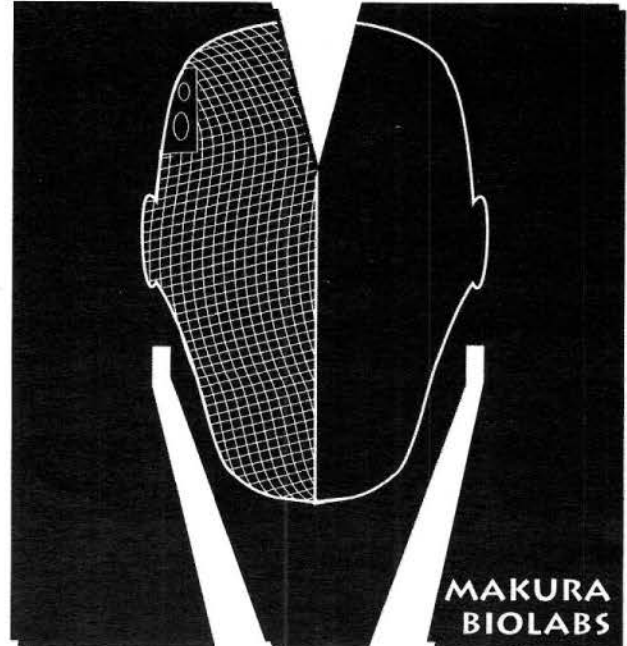
Main HQ: New York

Net Icon: A convoluted complex resembling an oil refinery as much as anything else—but with every part a glistening black.

New Edison epitomizes everything that is big and bad about the MegaCorps. A huge conglomerate, NewEd is exceeded in size only by Universal Products; it is more powerful than most governments.

NewEd is constantly trying to crush its competition in any dozen of the markets it is active in, and employs a variety of legal and illegal means to acquire secret information from those companies.

NewEd is not known for its lenience toward intruders, and their software department is constantly producing more effective means of preventing access to sensitive data. NewEd does not hesitate to employ black IC for protection, and has a widespread reputation for being as invulnerable on the Net as IS is—and far more dangerous to approach.



MAKURA BIOLABS

Primary Operations: Cybernetic implants, biological agents, pharмоchemicals

Worth (Assets): \$145 billion

Total Employees: 390,000

Main HQ: Osaka

Net Icon: A human head, half-flesh, half-cyber. The accessway from the Net is via the datajack mounted at the head's right temple.

Makura Biolabs claims that it is the inventor of the DNI technology which allows cybernetic implants to work. (Privately, they claim that Serendipity stole it from them, but they have never made a legal claim against that corporation.)

Railing against the unfairness of international competition, and complaining of infringement on various patents, they still manage to spend a fair amount of their time stealing (or attempting to steal) secrets from their competitors.

Makura specializes in neurological and biological implants: sensors, biomonitors, and other "enhancements." Their efforts at developing cyberlimbs and other heavily mechanical equipments has been limited by poor quality control within their mechanical engineering group.



Part of what makes the cyberpunk setting so unique is the slang which has grown up around the genre. Here are a few of the more common terms, along with some which are specific to the *Cyber Hero* setting:

AI: (1) The science of artificial intelligence; (2) a computer or program which is capable of reasoning, learning, and communicating.

A-Boys: *Boostergangs* whose motif is based on an animal.

Air out: To shoot someone, generally with a large caliber weapon resulting in a violent demise.

Arcology, Aqualogy: A self-contained, self-sustaining living environment. Usually dome-covered and located in relatively remote areas, most arcologies house less than 10,000 people. The term "aqualogy" refers specifically to arcologies which are on or beneath the sea.

Ballerina: A reflex-boostered female assassin in the employ of a major Corporation. See *Razor Girl*.

Black Clinic: Medical facility where illegal cybertech or other operations will be performed for cash, with no records kept and no questions asked. The only medical facility available for blanks.

Black IC: The most feared kind of Intrusion Countermeasure program, designed to physically or mentally harm an intruder trying to enter a system electronically.

Blank: A person who possesses no identification and is not on any computer records.

Big Bopper: An artificial intelligence, usually a term used to describe Military AI's.

Biochip: A biological chip. Biochips are faster and hold one thousand times as much memory as a chip. See *Chip*.

Biosoft: A chip containing data or a program which designed to be directly accessed by the human brain.

Bioware: Biologically engineered replacement tissue, usually superior to natural tissue.

Biz: (1) Business. (2) Illegal business.

Body Bank: Outgrowth of organ donor banks; bodies are brought in and sold for parts.

Bomb: Logic Bomb. A rogue computer program set to activate when a predefined condition is met on the systems it is on. Programs range from trivial to destructive.

Boost: To improve an ability through the use of cybertech.

Booster: A gang or gang member that has *Cyberwear* and has adopted violence as a way of life.

Bopper: A Robot.

Brain Tap: An implanted device that allows the transmission of information directly from the Brain to a Computer and vice versa. Can be used by wetware specialists to reprogram the brain. See *Wetware*.

Bug: (1) A tiny surveillance device, usually audio; (2) An error in a software program.

Chip: An integrated circuit that contains a program or data.

Chipware: Chipware chips are specially designed specially to be accessed by the brain. The chips can either be accessed externally by a socket or be surgically implanted as a dedicated system. See *Biosoft*, *Skillsoft*, *Dadie*, *Modie*.

Chop Shop: An unlicensed medical facility which specializes in stolen or illegal cyberwear usually with the owner, or part of the owner, attached. Chop Shops are sleazier than *Black Clinics* which pride themselves on their products; chop shops do not care much about anything except payment.

Chromer: Street slang for Heavy Metal rock fans.

Chromatic: A type of Heavy Metal rock, characterized by heavy electronics, simple rhythms and violent lyrics.

Cinema: A movie, usually refers to pre-Simisense films made in Hollywood.

Clave: Any person who lives in an *Enclave*.

Clone: A genetically identical duplicate of any life form. See *Doll*, *Meat Bop*.

Console Cowboy / Cowboy: A computer expert who uses a specialized cyberdeck to infiltrate computer systems on the Net and manipulate data for blackmail, theft, or to transfer funds for personal gain. See *Decker*, *Netrunner*, *Hacker*, *Wireboy*.

Construct: A digitized person. The life experience, personality, memories, and abilities of a person stored on *ROM*. The construct may not be aware of its own nature and will act independently. A construct may have features similar to those of an *AI*.

Corp: (1) A corporation; (2) An employee of a corporation, especially a large corporation.

Corpcop: A corporate security officer, usually licensed to carry a firearm.

CORPSE: Corporate Security Expert Team. Privately sponsored military special teams in the employ of a Corporation.

Crack: To break a security code and enter a guarded database.

Cutter: A Netrunner who specializes in cutting *IC*.

Cyber: An adjective meaning very high technology, usually associated with body modification or netrunning.

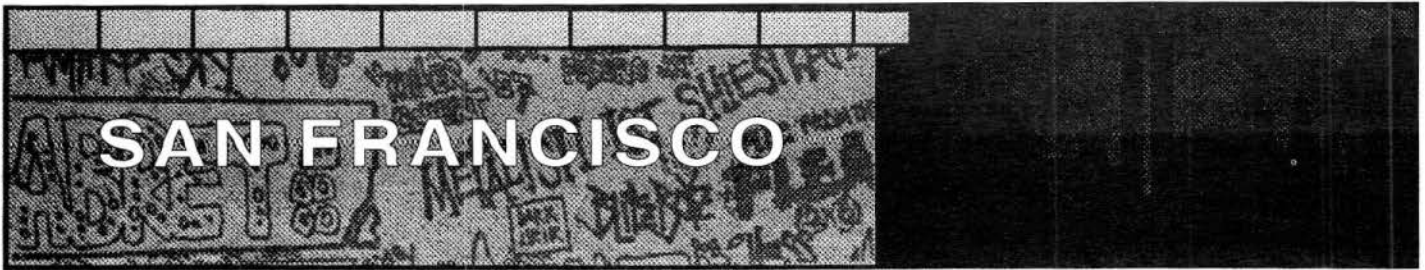
Cyberdeck: Specialized computer hardware used to access a computer network via neural interface.

Cybered: A person who has been modified with technology to make them better.

- CyberEye:** An electronic eye which is installed in a person.
- CyberLimb:** A functional artificial limb containing electronics and mechanical parts.
- Cybermonster:** A robotic weapon which can attack independently from its controller.
- Cyberpunk:** (1) The genre of fiction associated with the high-technology future represented by this game; (2) A young, unproved person with installed cybertech.
- Cyberspace:** (1) The "Landscape" of the Net as visualized by the users. (2) The abstract realm of electronic communication. See *Matrix, Net*.
- Cybertech, Cybertechnology:** Equipment specifically designed for installation in the human body.
- Cyberwear:** Same as *Cybertech* but used to imply that the Cybertech was designed artfully for aesthetic appearance as well as function.
- Cyborg:** A mechanical enhancement that links with the human mind and body.
- Daemon:** A program that runs without user intervention, from the Greek word for 'helpful spirit'.
- Dadie:** Slang term for professional information skill chipwear.
- Datagrab:** A foray into the *Net* to steal information; an illegal netrun.
- Debs:** (1) Transvestites, either males posing as females or females posing as males. (2) A transvestite of a *Poser Gang*.
- Deck:** Cyberdeck (see above).
- Decker:** A person who uses a cyberdeck to access the Net. See *Cowboy, Hacker, Netrunner, Wireboy*.
- Derm:** A pharmaceutical packaged to adhere to the skin and dispense through the skin. Approximately 8mm in diameter.
- De-rez:** 1) Being scattered into random bits, 2) Dying.
- Dinks:** A derogatory name for members of rival *Boostergangs*.
- DNI:** Direct Neural Interface. (1) a direct-wire interface between the human nervous system and electronic equipment; (2) the technology which allows netrunning.
- Doll:** An artificial life form. Also called a *Replicant*. See *Big Bopper, Bopper, Clone, 'Droid, Meat Bop*.
- Doppler:** Doppelganger. A personality downloaded onto hardware and then uploaded into someone or something else. See *Flatline, Ghost*.
- 'Dorphs:** Endorphins or designer drugs that duplicate endorphins which gives the user increased healing rate, limits fatigue, and gives the user a sense of euphoria. Extremely illegal and used by the military as a combat drug.
- Download:** To move data from a computer or mainframe and transfer it to a chip, file, RAM, ROM, O-ROM, or into the working memory of another computer.
- 'Droid:** Android. This may also refer to any robot that is user friendly, is aesthetically pleasing, follows verbal commands, and functions as a servant. See *Bopper*.
- Dumb Gun:** Gun with an embedded skillsoft allowing an untrained user to use it safely.
- Enclave:** Corporate housing complex, which is isolated and secured.
- Eta:** The outcasts and dregs of society—thieves, rogues, and beggars (originally Japanese).
- Evil Eye:** A *CyberEye* with an embedded weapon (typically a laser).
- Face:** To interface.
- Fate Meat:** (1) A suicidal person. (2) A person who is careless in life threatening situations. (3) Someone who's fate is the body banks. (4) A person who is suffering from the effects of cyber rejection.
- Firmware:** Programs built into hardware which cannot be modified by the user.
- Fist:** A method of operation. A person's characteristic "hacking" style, comprised of such factors as speed, number and length of pauses, commonly appearing words, commands, phrases, and mistakes.
- Flame:** To abuse, attack, harass, use profanity or argue online.
- Flatline (from "flat EEG"):** To kill someone; specifically a netrunner who has been killed during the course of a run by *Black IC*.
- Flatlined:** Brain dead.
- Flip:** To leave *Cyberspace* instantly while a program is still running in the *Net* or to reverse the process and return to a program currently running in the Net.
- Fly's Eyes:** Multiple Image Integration Sensors; 360 Vision.
- Frankies / Franks:** Derived from Frankenstein, people who have had transplants or cybersystems that are used parts. Many on the Fringe kill others for parts and are Franks.
- The Fringe:** (1) The physical edges of society (2) The cultural edges of society.
- Gaijin:** A foreigner. To mean not part of a group or gang. Originally Japanese.
- Ghosting:** Netrunner whose trace to his Deck has been cut, and continues his run. See *Netghost, Poltergeist*.
- Giggle-pig:** One whose humorous actions cause squeals of laughter.
- Glitter Boys / Glitter Girls:** Wealthy people. People who have nothing but time and money. Many *Posers* copy the fashion dress, speech, and lifestyles of the rich and famous and are also considered to be Glitter.
- Go LEO:** Go Low Earth Orbit. Where there are many work stations and platforms.
- Go-to:** (1) To find someone. (2) A dossier, privately compiled.
- Gutter Jumper:** Claim jumpers, squatters. Any person who inhabits a building or area that has been condemned or is abandoned, usually *Blanks*.
- Hack:** (1) To furiously work on a software or assembly project; (2) To break into a computer system or database. See *Crack*.
- Hacker:** One who hacks.
- Hardware:** Electronic equipment without software; computer equipment.
- Hardwired:** (1) Equipped with neurological boosts to improve DEX or SPD. (2) An attribute of a piece of equipment (or person) which is impossible to change.

- Headjack:** A direct-wire connection with the nervous system, usually installed in the head, which can be attached to a variety of equipment.
- Hippie:** A person with cybered limbs (from the U.S. Robotics High-Powered Prosthetic Implants).
- IC,Ice:** Intrusion Countermeasures; software (and possibly hardware) designed to prevent unauthorized access to network nodes.
- Icebreaker:** A person or program whose purpose is to penetrate or disable *IC*.
- Induction Headset:** A low-efficiency method of temporarily connecting electronics with the brain which does not involve any surgery or modification to the user.
- Implant:** A term for *Cyberwear*, usually internal.
- Input:** Girlfriend. See *Output*.
- Interface:** (1) Software and hardware link that allows a person to mentally communicate directly with cyberwear, cyberdecks, and the *Net*. (2) To jack into equipment. (3) To travel *Cyberspace*.
- Interface Jockey:** A computer expert who uses a specialized cyberdeck to infiltrate computer systems on the *Net* and manipulate data for blackmail, theft, or to transfer funds for personal gain. See *Cowboy, Decker, Hacker, Wireboy*.
- ITV:** Interactive Television. Computer-aided media stored on compact disk or digital tape which allows the viewer to affect the story by interacting with the characters.
- Jack In/Out:** To connect with or disconnect from a *Cyberdeck* or any piece of equipment which uses a headjack.
- Jacked-in:** When one is interfacing via a headjack.
- Jam:** to fight, as in "let's Jam." Also to run away from something "let's jam out of here."
- Jamming:** Sexual intercourse.
- Joyboy/Joygirl:** Prostitute.
- Kludge:** To solve a hardware or software problem with a makeshift method or device; Also such a solution.
- The Know:** Knowledge or information.
- Make a Deposit at the Body Bank:** To die or to kill.
- Matrix:** The global computer network. See *Net, Cyberspace*.
- Meat:** The human body. Usually the a negative view of one's body and the animal urges it subjects its owner to.
- Meat Bop:** A vat-grown life form, usually looks human, with computer designed memory and personality. Used by the wealthy as expensive playthings. See *Doll, Replicant*.
- Meat Bop Parts:** Vat-grown life forms designed as a supply of body parts and organs for a specific person. Extremely expensive, and used to extend someone's life span. See *Clone*.
- Meat Puppet/Puppet:** A person who rents their body out for various types of work, their consciousness suppressed, the body controlled by another person, program, chip, or computer, usually for prostitution.
- MegaCorp:** A very large international corporation.
- Merc:** Mercenary.
- Microsoft:** Chipware. A chip designed to be used directly by the brain. See *Biosoft, Skillsoft*.
- Mnemonic:** Anyone who uses a data storage implant in the brain as a secure electronic vault.
- Mod:** Any person who has been modified by cyberwear.
- Mobbers:** A group of netranners working as a team to cut *IC*.
- Modie:** A microsoft chip designed as a Personality Modifier.
- Module:** An optical memory chip, memorywear.
- Multicomp:** A large computer designed for use by multiple users simultaneously.
- Muscle Boy or Girl:** A person with extreme biological enhancements of strength, usually excessive muscle grafts.
- Nanoprocessor:** Extremely small, reasonably powerful computer.
- Net:** (1) The abstract realm of electronic communication (2) A network of electronic communications. See *Matrix, Cyberspace*.
- Netghost:** Netrunner whose trace to his Deck has been cut, and must return to his body before de-rezzing.
- Netrun:** A foray into the *Net*.
- Netrunner:** A person who projects his consciousness into or "enters" the *Net* via a cyberdeck. See *Cowboy, Decker, Hacker, Wireboy, Interface Jockey*.
- Ninja:** A corporate assassin, usually highly modified and generally put in cryogenic suspension until needed.
- Nuyen:** The modern Japanese currency of the 21st Century; much more valuable than 20th Century yen due to a currency restructuring in the early 21st Century.
- On-Beam:** Via wireless telecommunications.
- On Ice:** In cryogenic suspension.
- On-Line:** (1) Connected to a computer; (2) cable/optic fiber telecommunications.
- On The Fly:** In real-time or near-real-time; describes hurried preparatory activities or simultaneously running programs. See *Jam*.
- O-ROM:** Occupational ROM chip. Used by unscrupulous professionals to give them an edge. Its use is becoming standard practice. See *ROM*.
- Output:** A boyfriend. See *Input*.
- Oyabun:** Lord. (1) A Japanese *Yakuza* organized crimelord. (2) A boss or crime boss.
- Poltergeist:** A netrunner who assists a "physical entry team" by entering and controlling the computer system at the target site.
- Poser:** Any person who stresses style over substance.
- Prettyboy / Prettygirl:** One who stresses style over substance and is on a constant quest for the latest in fashion and the latest look. See *Glitterboy*.
- RAM:** Random Access Memory. A memory storage device that has fixed amount of memory which can be written on and erased on command.
- Razorboy/Razorgirl:** A street samurai with blade implants.
- Replicant:** A bio-engineered android which is designed to pass for a person, often called skin jobs. See *Droid, Meat Bop*.
- Ripperdoc:** Surgeon specializing in implanting illegal cyberwear. See *Black Clinic, Chop Shop*.

- Rockerboy / Rockergirl:** Freelance musician or stage performer whose message is usually anti-corp.
- Rogue program:** A program designed to damage the host computer's hardware or software, steal or modify data, or otherwise effect changes in the host system contradictory to the interests of the computer's legitimate owner and users.
- ROM:** Read Only Memory. (1) A memory storage device that has an unmodifiable program or set of data written on it that cannot be erased. (2) A person who is stubborn or set in his ways.
- ROM deck:** A cartridge with a program permanently burned into a ROM chip that is slotted into computers and decks.
- Ronin:** A freelance mercenary, who generally stays allied with one employer.
- RPV:** Remotely Piloted Vehicle. Usually via *DNI*.
- Samurai:** (1) A new Japanese Corporate Protector. (2) A freelance mercenary who specializes in street level services. See *Street Samurai*, *Ronin*, *Ninja*, *Razorboy*, *Triggerboy*.
- Shades:** Antiglare ocular implants or contact lenses; (archaic): antiglare glasses.
- Simisense:** An entertainment medium whereby the "viewer" gets a full sensory immersion into the life and activity of someone else. See *DNI*.
- Simisense Rig:** An electronic implant which transmits the full range of senses for the user of the rig to a receiver for the creation of simisense entertainment programs.
- Simisense Star:** A person who makes simisense tapes for entertainment purposes. Simisense stars are the "TV personalities" of the 21st Century.
- SINless:** A person with no System Identification Number. See *Blank*, *Zero*.
- Skillsoft:** A program module designed to be attached directly to the human brain (via a NAC) which can provide the user with Skills or Talents. See *Chipware*, *Biosoft*, *Microsoft*.
- Skillsoft slot:** A slot (and associated electronics) wired into the brain for using skillsofts. See *Chipware*, *Biosoft*, *Microsoft*.
- Smart Gun:** A gun with electronics that aid the user in targeting.
- Softhead:** One who uses *Chipware*, and has an external access port. If dust plugs are inserted, this person would be a Plughead.
- Software:** Electronic data, a computer program.
- Solo:** A freelance mercenary who prefers to work alone.
- Sprawl:** (1) The large, extended cities comprised of built-up areas which have blended into one another over the course of decades. Two major Sprawls exist in North America: the Eastern and the Pacific, although a Midwestern Chicago Sprawl is growing steadily. (2) Any low-income, underdeveloped urban area.
- Squid:** Superconducting Quantum Interface Device. An atomic probe designed to read erased memory from any electronic device.
- State of the Art:** To be modder than mod, to be on the edge of technology.
- Street Samurai:** Cybered warrior who works as a freelance; often associated with a code of honor and excellence reminiscent of the medieval Japanese samurai.
- Stud:** Also "studding in." To plug into any vehicle or machine via jack or direct neural interface.
- Suit:** A corporate executive, corp.
- Tag:** (1) A handle or trademark. Refers to a type of spray paint art popular among gang members. (2) To take something.
- Time bomb:** A rogue program designed to execute at a predetermined time.
- Toad:** Any person who has more weapons than necessary and must have one of every type of weapon obtainable.
- Triggerboy / Triggergirl:** One who makes his living by the gun; but, is unprofessional. A gunhappy individual. See *Toad*.
- Trojan:** A rogue program disguised to be a legitimate program. Also to denote a program which is disguised to be noticed, and when accessed, executes a rogue program.
- Upload:** To transmit material from storage to working memory.
- Vat Job:** A person so extensively augmented that the process is not possible with conventional surgical methods; the person is disassembled and reassembled biologically in a nutrient bath or vat.
- VeeTol:** Vertical Takeoff and Landing aircraft.
- Virus:** A rogue program designed to be transferred from system to system via hardware or software.
- Warm ("war-arm"):** A cybernetic limb which has been built as a melee weapon.
- Wetware:** (1) Slang for cyber implants; devices which house cyber systems within the body. (2) The ability to program the brain, read the memory of the brain, or access the brain. Commonly used with braintaps.
- Wireact:** Musician who plays instruments through a jack. These performers have an androgynous appearance and are the current Pop trend.
- Wireboy / Wiregirl:** Another name for a *Cowboy*, *Decker*, *Interface Jockey*.
- Wirehead:** A person who has had their pleasure centers wired for direct electrical stimulation.
- Yak, Yakuza:** Organized crime syndicate (originally Japanese).
- Zero:** Any person not on any database and therefore not legally existing. Most governments actively track down and register Zeros.
- Zeroed:** (1) To have all personal information taken off the Net and all backup systems, then becoming a non-person or a *Zero* which is to have yourself zeroed. (2) To be zeroed by someone else means to be killed.
- Zaibatsu:** (1) A Japanese megacorporation, usually built with the help and supervision of M.I.T.I. Zaibatsu is a pre-World War II term for industrial combines. (2) A very large multinational corporation (syn: *MegaCorp*).



San Francisco is presented here as an example of what one area of a *Cyber Hero* Sprawl would be like. It can be used as an adventure setting, or only as an example.

THE CITY: OVERVIEW

San Francisco is in many ways typical of the sprawl centers of the late 21st century. A congested central city core of older, rundown buildings is mostly the territory of gangs and the lower echelons of society. It is surrounded by a vast ring of beautiful, newer corporate suburbs, controlled by the MegaCorps. Each suburb is dominated by an office complex and encircled by pastoral lands dotted with apartment buildings and even (for the most powerful execs) single-family homes.

It is unusual, however, that the very core of a city is still held by the corporations as it is in San Francisco.

GOVERNMENT

San Francisco, like most other large US cities, continues to have a municipal government. However, the last several mayors have been corporate-backed puppets. The current mayor is Arnold Rivergate, virtually on the payroll of Intelligence Services. As a result, IS indirectly controls all operations in the city.

Interestingly, Los Angeles' mayor is controlled by Serendipity, and there is no love lost between the two companies.

Citycops

The city police of San Francisco, they are (ostensibly) neutral and their job is to protect the citizens of the city. Some citizens get better protection than others.

The police are on the Net, of course, but their primary intelligence database is from IS.

S.F. Police normally wear an armored body suit, Light body armor, and are equipped with stun batons (essentially contact tasers) and submachine guns. They have ten precinct stations located throughout the city; four are in the financial district.

GETTING IN AND OUT OF THE CITY

San Francisco is physically linked to the rest of the world by the air and spaceports, and a monorail system.

Monorail

The Monorail is the preferred method of travel for the mid-level executives (who can't quite afford to be flown in via chopper or Osprey). It's origins are in the old Bay Area Rapid Transit (BART) system, though that machinery has long since been retired. The Monorail is a sleek, maglev train with

high acceleration capabilities. Climate controlled, it is monitored by securicam and patrolled by armed CorpCops.

With San Francisco as center, it has four lines, all of which converge at the Transplanetary Building, whose lower floors have been converted into a terminal for this luxurious transit system. Most passengers have keycards or clearance encoded on their SIN Cards, but tourists with security clearance may purchase a ticket for any one line for five dollars.

There is also a West-coast shuttle, which San Francisco is the northern terminus of. Five times daily a long-range version of the monorail (even more plush, equipped with private lounges, full dining, media and computer facilities. The train travels at almost 500 kph

San Jose Shuttle: Running north from the San Jose and Palo Alto Corporate Parks, it stops in San Mateo and the International Airport. Running along old Highway 101, it switches to 80 in the City, goes through the financial district and into Transplanetary Station.

Airport-Spaceport Loop: Crossing the Oakland Bay Bridge from the City, it turns south through the Oakland Suburb, then shoots east through the hills to the Livermore Spaceport, ninth largest in the world. Speeding back west, it crosses the San Mateo Bridge and parallels the San Jose Shuttle up to Transplanetary Station.

Berkeley-Golden Gate Loop: Circling the northern part of San Francisco Bay, the monorail speeds east along the Oakland Bay Bridge, then curves north through Berkeley and Richmond, then west over the Richmond-San Rafael Bridge and south over the Golden Gate Bridge to Transplanetary Station.

Sonoma Shuttle: Connects the Sonoma Valley Corporate Suburbs and San Rafael to the City.

Air and Space Access

An airport and a Spaceport are situated just minutes from downtown San Francisco.

International Airport: The San Francisco International airport has been around for over a century, and now serves as primarily a cargo and shorter flight complex. One section is reserved for Corporate jets and similar craft; this terminal is very modern and well maintained. The rest of the airport has seen better days.

Livermore Spaceport: Praised as "A 22nd century space center," the Livermore Spaceport has facilities for VTOL craft such as Ospreys and choppers from the city, and is a fully functional spaceport, offering flights to Luna, Mars, and all Orbital stations. There are also suborbital hypersonic flights and many international connections. The terminal itself is very modern, combining the latest computer information displays with the ultimate in comfort and personal service. It was funded by a cooperative effort among several Bay area Corporations.

CITY TRANSPORTATION

The elite arrive in the city either on the rooftops via chopper or into Transplanetary Station via Monorail. Everything they may want to see is within walking distance in the Financial district. That is unless they want to go slumming for lunch, which calls for an exciting trip on a (heavily guarded) cable car into one of the popular restaurants in the 'outlying city'.

Cable Cars

Over two hundred years old, these antiques are still running in the heart of the city, and have become a symbol of elitism. The wealthy ride the cable cars (or taxis) on the surface while the poor and less fortunate use the underground metro system.

Metro

Aside from the cable cars and the corporate monorail, the main city mass transit system is underground. While this network was new and sleek after its complete renovation in the 40's, it has fallen into disrepair. The stations and cars are monitored by securicam, but half of them are broken. The chipped concrete walls are covered with graffiti and the cars are filthy. The only reason there aren't more homeless and derelicts living in the stations is the random Citycop raids. They round up vagrants and throw them in the Bay.

THE DISTRICTS

The City by the Bay is divided into several areas, many of which are so well-defined by residents and architecture that they almost have painted borders.

S. F. STATE UNIVERSITY

Basically an armed camp, the school is constantly struggling to protect itself from looters and vandals. It remains a state-funded institution, but looks more like an inner-city high school. The student body is made up primarily of Upper Sprawl and a few Lower Sprawl students.

SUNSET

Classic Sprawl, sunset was a victim of the huge building boom of the 40s, when northern California became a migra-

tion focus. Choked with huge high-rises, it is a residential wasteland. A few of the older structures have collapsed in earthquakes and the rubble has not been cleared.

GOLDEN GATE PARK

A completely enclosed area, the park has become something of a mini-Arcology, and a very mysterious complex. Sold to Leyland-Carlisle in 2065 in return for much needed city financing, L-C immediately began the massive project of restoring and enclosing the park. After five years the entire property was sealed off by a fifty foot reinforced concrete wall topped by a geodesic dome. There are a few ground-level access doors, but the main way in and out is via air: a section of the roof near the west side opens to allow access by VTOL vehicles. Along the beach front is also a heavily guarded dock facility. L-C has offices in the Transplanetary Tower, but their main branch in SF is in this parklike enclosure.

RICHMOND

An amalgam of Koreans, Filipinos, Russians and Irish, this area was once in better shape than it now is. Richmond is also a sea of low-cost, high-rise, poor construction housing, but is better maintained than much of Sunset.

THE PRESIDIO

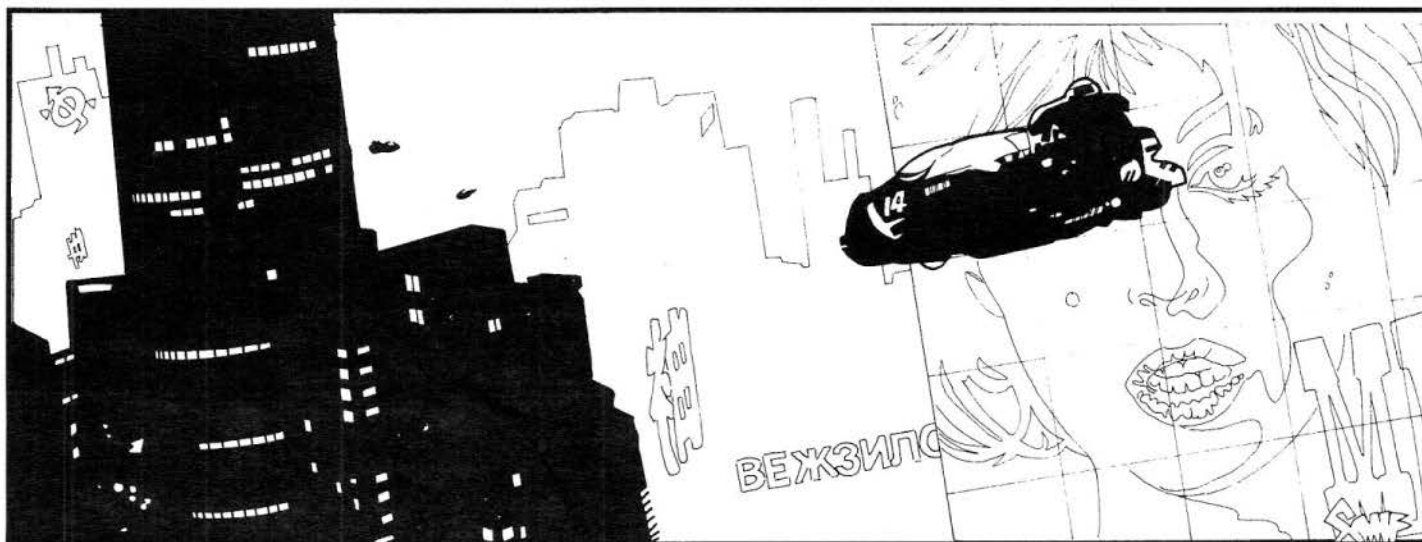
A fifty-foot wall surrounds this barracks of the US Sixth Army. Security is tight, and the army officials want little to do with the city or corporations. Inside are 1,500 acres of beautifully landscaped parkland.

MARINA

Once beautiful, it was built up by developers and then fell out of favor. Is is run down and consists of aging, mostly empty, condominiums.

NORTHERN WATERFRONT

Once a popular tourist attraction, this area has become a combat area Gang conflicts, drugs, and general violent crime is rampant. The Fusers of Telegraph Hill and the Chans have frequent clashes with the G.I. Joes in this area. Structures consist mostly of warehouses and run-down apartment buildings left over from decades ago.



NORTH BEACH

Chinatown has spread into this region over the last fifty years, creating tension with the elements in the Marina and Northern Waterfront zones. Still, its proximity to the Financial District has allowed it to retain some respectability. There are many shops and restaurants in this area, and Corp employees venture out here during the day.

FILLMORE

Once a respectable area of Gothic and gingerbread houses, this district has fallen into disrepair, been renovated, and is again showing its age. A few of the homes remain in decent shape, but most are dilapidated shells, and many have been replaced by anonymous concrete Multi-use structures.

PACIFIC HEIGHTS

A San Francisco oddity, Pacific Heights is a small (about a square mile) area of elegant, very expensive homes in the center of

This area has managed to completely shut itself off from the surrounding combat zones. A 20 foot high electrified fence with security patrols and securicam monitoring keeps the area safe .

JAPANTOWN

This area (including the Western Addition) is populated almost entirely by Japanese and related cultures. As Japan has had a growing influence on American Culture, more Japanese have come to the US to make their fortune. Intelligent and industrious, they have carved out a large slice of this city and are a force to be reckoned with. Many of the high-rise apartments are older, but most are impeccably neat and clean. Despite this, there are still scattered blocks of less desirable establishments.

CHINATOWN

Not surprisingly, Chinatown is packed to overflowing with Chinese. Their presence has changed little in their more than 200 year history with San Francisco. Chinatown remains a fascinating and mysterious city within the city, with its narrow streets and myriad tiny shops. Basement stores, shadowed alleyways and inscrutable facades can lead the curious into a complex and dangerous adventure.

FINANCIAL DISTRICT

The heart of downtown, this area remains a beautiful locale, carefully guarded and protected from the scum of North Beach and the marauders from SE of Market/Mission St. There may not be a physical wall around this area, but there might as well be. The district is heavily patrolled by Corporate police who will stop anyone who looks suspicious. They'll demand identification and a reason for being there, especially at night. If they don't like your answer, you could be roughly escorted to the 'perimeter'. This invisible boundary is constantly monitored by vidicams.

The one-block park Union Square, while not within the invisible boundary of the district, has been preserved at great cost to the nearby corporations. It and the immediate vicinity are heavily patrolled by City and Corp Police.



CASTRO

Southwest of the Financial District, Castro is a treasure-trove of restaurants and clothing shops. Most of the elite designers, though they have small shops in the Financial District have larger stores in this area where the poor spend all of their meager incomes on fine clothes.

Known as a gathering area for homosexuals since the mid 20th century, this neighborhood saw a decline in popularity during the AIDS purges of the 1990's. Since then, however, the area has returned to at least a modicum of respectability. The residents are a varied mix of races and Several high-rise condos and a number of health clubs dominate the central Castro region, while chi-chi restaurants and boutiques spread out from that core.

Of additional note are the *Twin Peaks* west of the Castro area, a fortified complex housing the University of California Medical Center, *Valkyrie* facilities, and protected residential condos for personnel and staff. The adjacent University is a vast complex, now largely underground

MISSION/POTRERO

While not the wasteland of Glen Park or the depressing concrete high-rises of Sunset, The Mission district (also called "SoMa" for south of Market) has fallen on hard times. Residents of the once-popular houses have security systems and carry guns when traveling. The huge Moscone Convention center has become a rally hall for the dominant gang—the New Hitler Youth—and a homeless hangout; the club area which was trendy around the turn of the century has become a popular night hangout for gang activities and drug dealers.

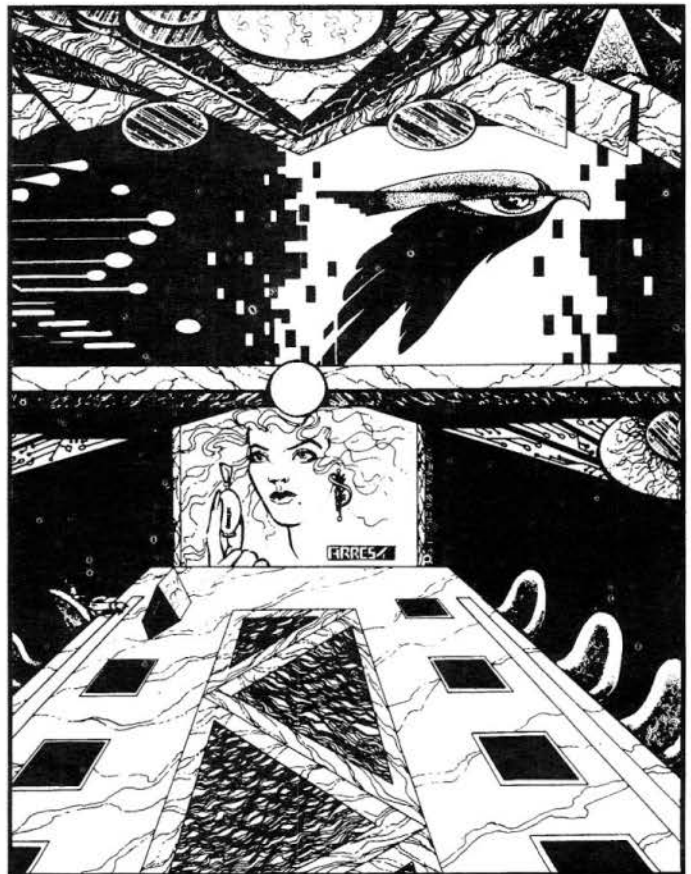
GLEN PARK

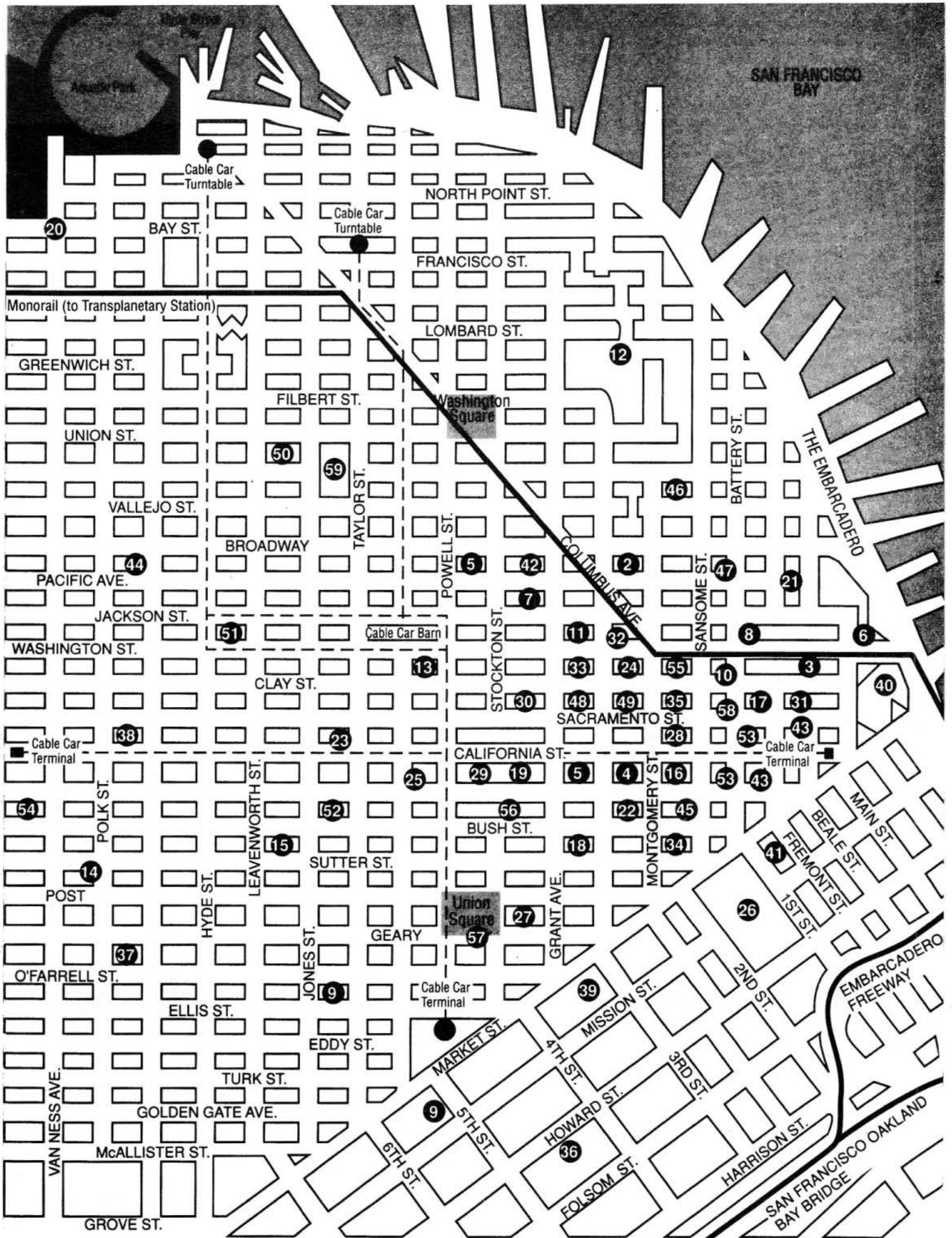
This area was built up in the 40's and 50's with high-rise low-cost apartments and quickly deteriorated into a vast slum. Travel here is extremely dangerous by day and suicidal at night. Some of the most dangerous and nihilistic gangs prowl here.

PLACES OF INTEREST

Keyed to the S.F. map, following is a more detailed illustration of a few specific locations in San Francisco.

1. **249 Flavors:** An 'Ice Cream Shoppe'; drugs are dealt in the basement.
2. **Aizu-Shoto Complex*:** A gleaming green tower, the lobby has huge columns of Martian Jade.
3. **Martian Metals Building*:** A major branch building, mostly offices. Network 69's SF offices are located here, and the top of the structure features four huge screens facing outward, constantly showing Network 69's programming.
4. **American Express Tower*:** Lower levels are travel service offices; the rest of the structure is corporate offices.
5. **Äventyrsspel:** Electronic games—including the latest SimStim titles.
6. **Black ICE:** A nightclub and soda bar popular with the Skateboys, it features holographic dancers and simulated Cyberspace environments.
7. **Bob's Pipe and Gun Shop:** Personal weapons and drug paraphernalia. No drugs here, though.
8. **Body Bionic:** Superior quality cybernetic goods, retail and wholesale.
9. **Cafe Counter Intelligence:** An Espresso/Leather Bar. Watch out.
10. **Cartier:** Still the pre-eminent jeweler in the world, Cartier's shop here is one of the most elegant.
11. **Chrome Bumper:** A restaurant featuring parts of antique cars as furniture. Popular with young CorpExecs who think they're hip.
12. **Coit Tower:** Built in the 1930's, this structure is home to the Fusers, a gang.
13. **Cow Town:** Steak and beer bar.
14. **Cut and Paste:** A fringe DocShop run by Xavier "X-acto" Kowalski. He's quick, discreet and cheap... but you get what you pay for.
15. **Eastern Standard:** A large, very popular bar, frequented by mid-level corp-types as well as gangs (especially the Models and the WASPs, though they have an unspoken truce on this turf). A mixed clientele of straight-laced and gay can always be found in its art-deco interior. Also a favorite for making professional contacts.
16. **EBA Center*:** Headquarters of the Eisenhower Brinkley & Alexander investment corporation. Like a monument to 20th century New York style architecture, this black monolith is a temple to the massive I-beams which run up the building's sides.
17. **Embarcadero Center*:** An exclusive hotel towers over a shopping complex.
18. **Eros Flynn Store:** Lord of the *tres chic* baggy men's coverall, Eros Flynn always has a few members of the Models gang hanging about showing off his designs.
19. **Express Yourself:** *Madonna's* boutique, it continues to feature all of her looks, from lace black undergarments through the spandex/steel hoops of her later period.
20. **Fort Mason:** A huge Army base, heavily guarded. 30' concrete wall topped with barbed wire surround the grounds.
21. **Galleria:** A large covered avenue of exclusive shops (including branches of Gianfranco Jones, Madonna, Kleine II, Eros Flynn, and others).
22. **Gianfranco Jones:** Men's clothing; his leather jackets are world-renowned (and priced accordingly); his men's suits and sportswear is also extremely popular and somewhat less expensive.
23. **Grace Cathedral:** Once a beautiful structure, it burned in 2060, and while the damage was not severe, it was never repaired. Now it is the headquarters of the WASPs, an infamous gang.
24. **Graves-Musada*:** This venerable electronics giant is represented by a daring retro Bauhaus design. The granite facings and multipaned windows are exquisitely rendered.
25. **Guns, Guns, Guns:** A Franchise, dealing in every variety of personal weapons, from the smallest pistol to automatic rifles, and a selection of grenades, launchers, more.
26. **Humana Medical Center*:** A sprawling medical center, catering to the wealthy. Humana contains the city's only Cloning facilities. Includes Valkyrie Depot Gamma: six Ford *Hunters* (large VTOL vans) and eight ground emergency vehicles are garaged here. It is sealed off from the surrounding neighborhood by guards, a high wall, and securicams.
27. **Hyatt on Union Square*:** Still a very elegant hotel, the Hyatt overlooks the one-block park.





SAN FRANCISCO BAY

NORTH POINT ST.

FRANCISCO ST.

LOMBARD ST.

FILBERT ST.

Washington Square

BROADWAY

TAYLOR ST.

POWELL ST.

STOCKTON ST.

SACRAMENTO ST.

CALIFORNIA ST.

BUSH ST.

SUTTER ST.

GEARY

MARKET ST.

MISSION ST.

HOWARD ST.

FOLSOM ST.

HARRISON ST.

EMBARCADERO FREEWAY
SAN FRANCISCO OAKLAND BAY BRIDGE

THE EMBARCADERO

Monorail (to Transplanetary Station)

GREENWICH ST.

UNION ST.

VALLEJO ST.

PACIFIC AVE.

JACKSON ST.

WASHINGTON ST.

CLAY ST.

Cable Car Terminal

POLK ST.

LEAVENWORTH ST.

POST

HYDE ST.

O'FARRELL ST.

ELLIS ST.

GOLDEN GATE AVE.

McALLISTER ST.

GROVE ST.

TURK ST.

EDDY ST.

5TH ST.

6TH ST.

4TH ST.

3RD ST.

2ND ST.

FREMONT ST.

BEALE ST.

MAIN ST.

EMBARCADERO FREEWAY

Cable Car Turntable

Cable Car Turntable

Cable Car Barn

Cable Car Terminal

Cable Car Terminal

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- 28. Interplanetary Geoscience, Inc.*:** IGI' structure is a neo-deco design, and the fifty-foot diameter hologram of a steel globe whirling above the stepped roof is certainly eye-catching.
- 29. Klein II:** Exclusive Boutique, men's and women's.
- 30. Lee Press-on Limbs:** A Cybernetics chain store. The product is known to be fairly reliable if somewhat uninspired and 'bland.'
- 31. Liz Claiborne:** Exclusive Boutique, men's and women's.
- 32. Max Max:** A trendy sporting-goods store.
- 33. Medimart:** A Docshop chain, very reliable. They accept most corporate insurance.
- 34. Michelangelo:** The makeover boutique boasts "A complete look for the evening—for under \$500".
- 35. Mikura*:** This cybernetics MegaCorp building is a study in biomechanic design. There are no sharp edges, only strange curves; struts and ribs of chrome and steel: pillars like gigantic spinal columns twist upwards, spanned by elastic-looking alloy and tension cables. The entire look of the structure is quite disturbing.
- 36. Moscone Convention Center:** Now officially closed, it is the regular meeting place of the New Hitler Youth.
- 37. Mousseketeer Klub:** Hair styling and restaurant.
- 38. Mushroom Cloud:** New-earth natural hallucinogenic Espresso/shroom bar.
- 39. New Church:** A favorite club for the young wealthy corporates. This structure was once St. Patrick's church, but has since been radically rebuilt.
- 40. New Edison Triad*:** These three triangular towers dominate the Embarcadero harbor area. Of a dull, steely grey, each is a different height, and they surround a small park.
- 41. Nihilism:** A bar, very popular with a rough crowd.
- 42. NU-YU:** Part of a chain of Plastic Surgery centers. Reliable if uninspired work, they utilize sophisticated holo-projection techniques to show what the client will look like.
- 43. Okira Building*:** Constructed entirely with materials from Mars, the structure has a red-brown hue. The six sides slope gently inwards, so that the hexagonal top is just large enough for a helipad.
- 44. Omar's Organic Garden:** Uptown restaurant frequented by slumming executives, mid-level corp types and the Models gang (and their hangers-on).
- 45. Pacific Coast Stock Exchange*:** One of the world's largest markets, where stocks in all MegaCorps are traded.
- 46. Post-nuclear:** Exotic French-Indian cuisine.
- 47. Saks-Benetton:** Very upscale apparel shopping.
- 48. Serendipity Tower*:** Retro-Deco, this structure has exclusive penthouse apartments on the stepped-in upper levels of the granite-faced structure.
- 49. Sony Center*:** Ever the masters of the video gimmick, the sides of this long, narrow monolith illuminate at night and the thousands of windows become tiny parts of a gigantic video screen. The Sonyscreens display adverts and promo pieces.
- 50. Suzie's Spare Parts:** A Body Bank, infamous for accepting bodies of questionable documentation.
- 51. Tennessee Waltz:** Good old American cooking for an elitist crowd that never had the real thing.
- 52. The Pawn Shop:** Exactly what it claims to be.
- 53. Time-Warner Towers*:** Two slender structures facing each other diagonally across California street, the TW towers are otherwise undistinguished.
- 54. Tokyo Rose:** American-Japanese restaurant.
- 55. Transplanetary Pyramid:** Corporate HQ of the Transplanetary Corp (formerly Transamerica). The building also houses the offices of a few smaller companies, exclusive condos, and retail shops. On the lower floors is the beautiful Monorail Station, the nexus of the high speed rail system connecting the city to the outlying corporate suburbs and the Southern Sprawl.
- 56. Ultima Dim Sum:** Chinese smorgasboard restaurant, right next to the Chinatown Gate.
- 57. Union Square:** An island in the city, this one-block park is policed with a vengeance by Citycops (one of their few bastions). The underground parking garage was closed long ago; that it is the headquarters of the Skateboys is an open secret.
- 58. Universal Products Tower*:** An interesting stepped-spiral design adds strength to the city's tallest building.
- 59. Valkyrie Depot Beta:** Standard maintenance and refueling station for Valkyrie rescue vehicles. Two Ford Hunters (large VTOL vans) and five ground emergency vehicles are garaged here. (No medical facilities except for EMS medical supplies.)

Note: An asterisk (*) indicates a rooftop heliport.

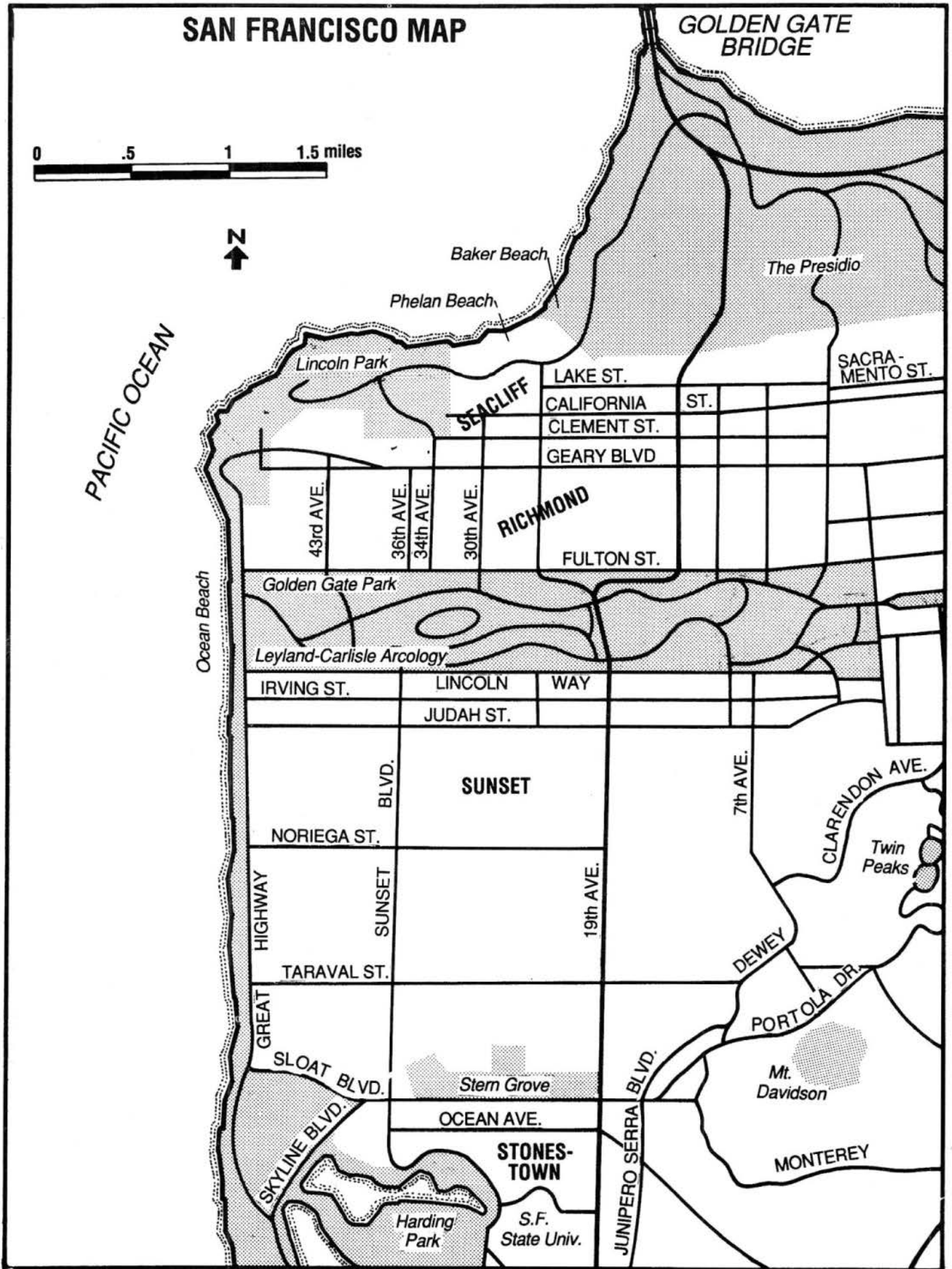
OUTLYING DISTRICTS

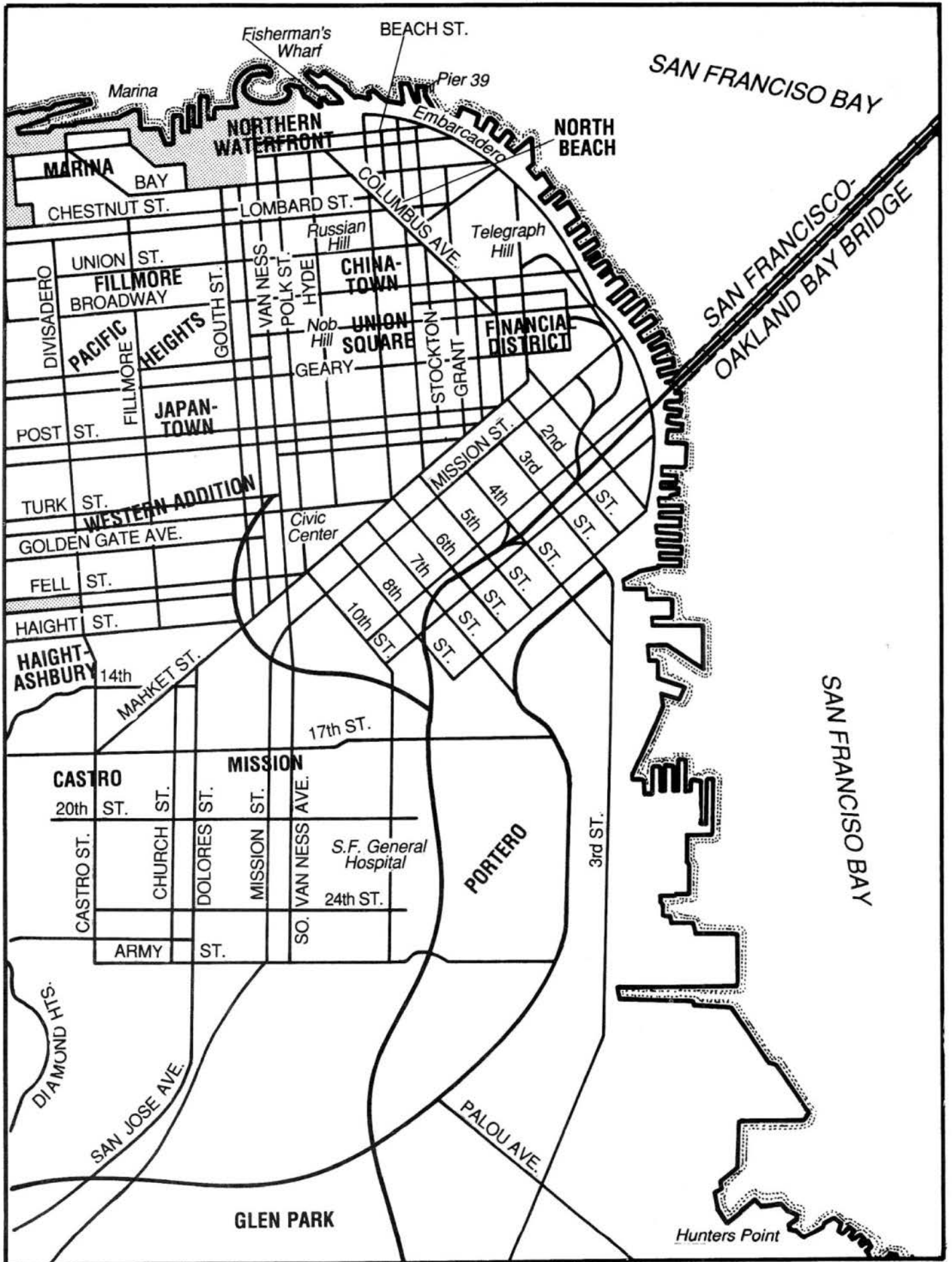
Just outside (mostly along the peninsula to the south) of the city areas described above is an industrial wasteland, a graveyard of old factories and a mass of newer, high-tech manufacturing areas. The Monorail, running along the coast, is shielded from this unpleasantness by a wooded ridge, but this area is still inhabited by thousands of laboring unfortunates.

Beyond, in the surrounding regions, lie the Corporate Suburbs. Each is clustered around a corporate complex (usually including R&D labs, more offices, community facilities such as schools and athletic facilities) and from that spreads the residential fan. In the rolling land just outside of the gleaming corporate center are the luxurious homes of the Corporate High Executives. These single-family mansions are set in landscaped plots with trees and grass. Beyond the elite residences lie the condominiums, and outside of them are the high-rise complexes of the lower-level employees.

THE NAPA ARCOLOGY

The arcology is one of the largest and most powerful in the world, fueled financially by their control of the NAPA geothermal power generator plants, which supply energy to the San Francisco area. *See above for more on Napa.*





GANGS

The gangs noted here are all in the San Francisco and Bay Area. The selection below is of the most flamboyant, outrageous or interesting gangs, though there are no doubt others.

GM Note: *the GM may wish to add gangs of his own, or even have the players start out as members of one of the gangs noted here (hopefully one of the less violent ones...)*

G.I. JOES

Leader: Joe VIII (Chaz Hendricks)

Membership: ≈ 150 (100% male; ages 16-30).

Headquarters: Barracks 12

Turf: Marina

Identifiers: Army Fatigues, Military weaponry, heavy Cybernetics.

Activities: Weapons and black market cybernetics deals, Drugs, Mercenary, Murder.

General Attitude: Belligerent.

Equipment: M21 assault rifles, Cybernetics: nightvision, cyberlimbs.

Despite their superficial resemblance to the US military, the Joes are a ruthless gang who spend much of their time harassing their rivals. They delight in military hardware, especially cyberware.

They are also renowned for their stupidity.

FUSERS

Leader: Erik Turbo

Membership: ≈ 80 (90% male; ages 10-20).

Headquarters: Coit Tower

Turf: Telegraph Hill

Identifying Symbols: bleached hair; usually flat-top; university sweatshirts and lee-vi's.

Activities: Intelligence, Cyberrunning, Fence.

General Attitude: Aloof; defensive.

Equipment: Various Cybersystems: Sensory (various), DNI, NAC. Various hand weapons.

The Fusers are one of the most powerful gangs in the City, but are less aggressive than some of their fellows. They are also among the most intelligent.

A unique aspect of the Fusers is their 'patron', a computer in the sub-basement of the Coit Tower. It is actually an AI, an artificial intelligence named "Ward." (The AI scanned old TV shows for a fitting persona to lead the boys and discovered the *Leave it to Beaver* show. It chose the father and adopted his voice and even presents an electronically generated image of Ward when dealing with the gang.)

Fusers employ some cybernetics, mostly interface jacks and the less obvious hardware but avoid flagrant cybernetic limbs or extensions (no chrome arms here).

CHANS

Leader: Harry Sulu

Membership: ≈ 300 (60% male; ages 12-25).

Turf: Chinatown

Identifiers: Red silk shirts and black pants

Activities: Bodyguards, Fence, Drugs

General Attitude: Sullen but efficient.

Equipment: Karatand, Nunchuks, assault weapons, concealed cyberware

The Chans are among the largest of the gangs, and the most deadly should you get on their bad side. Fortunately, they normally stick to their turf and their own business.

All highly trained martial artists, the Chans are a real terror when fired up on *WarpDrive* or a similar stimulant. They are also well-equipped with cyberware, though they tend to choose models that conceal the nature of their equipment. (That *looks* like a flesh-and-blood hand, but it just pinched your shotgun barrel closed...)

MODELS

Leader: Jimmy Idle

Membership: ≈ 200 (100% male; ages 16-25).

Headquarters: Decibel Death Club

Turf: Castro Street District

Identifiers: High Fashion clothes (Eros Flynn Overalls); Black stealth coveralls.

Activities: Assassination, Modeling, Industrial Sabotage & Espionage, Drugs.

General Attitude: Aloof.

Equipment: Cyber-sensory systems, DNI, Beretta M98 (signature model with silencer and laser targeting), razornails.

This gang is, interestingly, made up of the most cold-blooded killers in the city. They are without exception beautiful young men (some of them made so with the help of surgery) who model for fashion videocatalogs and shows for their day job. At night, however, they don stealth black coveralls and perform elaborate spy and sabotage missions for MegaCorps. Some are quite intelligent—skilled Cyberdeck operators and covert operations experts. Those with skulljacks have the placed so as not to detract from their appearance, of course. Models only employ cyberware which can be fully concealed.

Groups of them will roam the City at night, randomly attacking people on the street, especially beautiful young women. They deliberately scar their victims, laughing and yelling "Now we're prettier than you!"

The Models are often given the derogatory names of *Style Queens* and *Pretty Boys* by their enemies (often the WASPs, G.I. Joes and New Hitler Youth). The entire membership is unabashedly homosexual.

A favorite cyberweapon is the razornails: deadly blades that *snick* out from under fingernails with a slight movement.

NEW HITLER YOUTH

Leader: Klas Ackegård
Membership: ≈ 200 (70% male; ages 14-25).
Headquarters: The Gestapo (Moscone Convention Center)
Turf: Potrero
Identifiers: Nazi Germany SS Uniforms; the Swastika.
Activities: Murder, Drugs, Sabotage, Mercenary strikes.
General Attitude: Brutal, Racist.
Equipment: Uzis (ironically), antique German weaponry; Cybernetic Sensory systems.

At times mindlessly violent, the NHY is actually very well organized, holding weekly rallies in the Moscone center and attracting a growing following. When not spreading Neo-Nazi propaganda they are cruising the streets beating up or killing anyone they consider to not be of suitable racial stock. NHY groups leave a bloody trail through the alleyways, sometimes going on rampages through the city lasting for days. Though the police know they meet in Moscone Center, nothing is done. It is widely suspected that one of the MegaCorps is paying off the CitiCops to leave the NHY alone, while they are grooming this brutal gang for some as-yet unknown project. NHY members are not known for their intelligence or creative thinking.

Note: The Hitler Youth never fight with the WASPs because they admire their racial background.

SKATEBOYS

Leader: Scott ("Scooter") Ridley
Membership: ≈ 200 (80% male; ages 14-20).
Headquarters: Union Square Parking Garage
Turf: Financial District
Identifiers: Neon spandex.
Activities: Drugs, Messenger Mail, Prostitution.
General Attitude: Non-aggressive.
Equipment: Motorized skateboards, MAC 20's, stun batons.

The Skateboys are the most flamboyant—and harmless—gangs in the City, zooming everywhere on their motorized skateboards.

Of all the gangs, the Skateboys are the only ones with a semi-legitimate profession: they carry 'messages' around the city.

While data transmission has become easy with FAX and Modems, there are still datafiles which are unsafe sent over an electronic net where any five thousand people could be tapped-in. Plus certain merchandise requires physical delivery. The Skateboys claim to never deliver illegal drugs, but... And of course a delivery service is an ideal cover for prostitution.

The rest of the time is spent exercising, repairing their beloved boards, or shopping for new clothes with the brightest possible colors.

Skateboys are always clean, well-groomed and in top physical condition. They are usually handsome boys or rather pretty (if sometimes butch) girls.

WASPs

Leader: Skip (Rupert Preston Rutherford)
Membership: 25 (100% male; ages 14-25).
Headquarters: Grace Cathedral
Turf: Nob Hill
Identifiers: Preppy clothes, BMW mi series Motorcycles.
Activities: Vandalism, Murder, Prostitution.
General Attitude: Chaotic
Equipment: Pistols (often silenced), needleguns. No assault gear.

The WASPs are one of the most contradictory gangs in the City. Membership is exclusive: you must be a black sheep from one of the City's wealthy families, and you must of course be a White Anglo-Saxon Prep (*Protestant* was lost long ago). They are thus self-funded and are not involved in the usual criminal activities other gangs perform to support themselves (some, cut off from the 'rents, are reduced to prostitution; some do it for 'fun').

What makes WASPs a hazard is their penchant for pointless violence: arson, murder, rape, vandalism are all staples of a WASP outing, performed about once per week.

The WASPs are usually clean-cut, well-groomed, quite handsome and at least of average intelligence (most went to exclusive private schools before being kicked out). The Preppy clothes which are the uniform of the WASPs are the same as they have been for 150 years: all-cotton, khaki and pastels, with leather footwear and white socks. It has become even more anachronistic and expensive to own.

WASPs use absolutely no cyberware, but they are sometimes abusers of relatively mild drugs, and they like high-tech 'toys'—as long as they don't require a surgical interface.

If it weren't for their random bouts of nihilism, the WASPs would be only slightly offensive.

CYBERPUNKS

Leader: Tom Jefferson
Membership: ≈ 500 (70% male; age 15-25)
Headquarters: The Chrome Bumper (a bar)
Turf: Sunset (South of Golden Gate Park)
Identifiers: Black leather jackets, multicolored and strangely styled hair, visible cyberware.
Activities: Drugs, fence, looting, random acts of street terrorism.
General Attitude: Antisocial.
Equipment: All varieties of cyberware: plenty of chrome. Also a vast array of weapons.

The Cyberpunks are the consummate streetwarriors: powerful, cyber-enhanced, and streetwise. Because the 'Punks are such a large gang they are disorganized and effectively broken up into several smaller groups. While claiming to be vigilantes, the 'Punks are actually some of the worst criminals in the city.



CYBER HERO ADVENTURES

The following section describes adventures which you can use with your cyberpunk group.
If you are going to play in these adventures, **READ NO FURTHER!**



TO RAISE A GHOST

Skeeter peered at the shambles of his apartment, its ruined interior flat and lifeless through the monochromatic viewport of his deck. The netrun had failed, and he'd spent the last hour dodging the Black IC which they'd set on him as he left. He'd hopped halfway around the world dodging through the commgrid like a rabbit before he finally lost the last of it.

Then he'd returned home, ready to collapse with exhaustion, to find something he'd never even thought of. He shivered, knowing that it was just a matter of time before he was dead.

Someone had stolen his body.

To Raise a Ghost is an adventure for 3-5 Heroic or Wild Cyberpunk characters. At least one of the PCs should have some netrunning skills, and significant firepower will be needed at times. The adventure is written for a Heroic Cyberpunk campaign.

PLOT SYNOPSIS

The PCs haven't seen an old friend of theirs (a netrunner named Bill Evans—codenamed Skeeter) for a few days, and some mutual acquaintances are worried about him. When they go check him at his apartment, it has been ransacked and worse: Skeeter—more specifically Skeeter's body—is missing. His mind, however, is still trapped in his deck, as he was ghosting when he was kidnapped.

Skeeter was working on a netrun to steal some data from Makura Biolabs. His employer was a fixer named Jean Mandale. Skeeter has been trapped in his deck for 2 days, and is about out of his mind with fear.

When the PCs try to find Mandale, they discover he too has disappeared—apparently kidnapped by someone from Makura Biolabs. After fighting off a few of Mandale's people who want to know the PC's interest in the missing man, the PCs are free to investigate Makura Biolabs.

During their investigation, they are approached by Alfred Penney, a dislikable corper who claims to be Mandale's employer. He locates the PCs because they were looking for Mandale; he offers a substantial reward for Mandale—or for the data Mandale was supposed to be getting.

Eventually, the PCs are led to Makura Biolabs, where their investigation uncovers Project Millennium, a fiendish plot to create sub-human warriors from humans by RNA-infection to change their genetic structure. Before they can escape with the goods, they are captured and thrown to the experimental rejects, and only escape with their lives—and enough data to get Skeeter's body back and to get rid of Makura's Project Millennium.

INVOLVING THE PCS

The PCs can become involved in Skeeter's problem through any of several means:

- 1) The PCs can be looking for Skeeter for a job; this is especially useful if the PCs need a netrunner for some other adventure.
- 2) Someone can have hired the PCs to find Skeeter on an unrelated manner. They were selected because they knew Skeeter's haunts and knew him personally.
- 3) Mutual friends could have contacted one of the PCs; they haven't seen Skeeter in a few days, and they're getting worried.
- 4) The PCs have been receiving mysterious commlink calls for the last few days. Most of them have been silent (pick up and there's no one there), but a few have had a moaning voice which a PC recognizes as Skeeter's.
- 5) The PCs drop in on Skeeter without any knowledge of his disappearance.

Regardless of the reasons, at least one the PCs should know Skeeter personally, and should have good reason to trust him (possibly including pre-adventure runs together). To really make this adventure interesting, introduce Skeeter as a recurring character well before this adventure, and only introduce this adventure after they have come to care for him. Alternatively, replace Skeeter with any other NPC netrunner in your campaign.

SKEETER AS A PC

In this adventure, Skeeter's options are fairly limited, and he is at much greater risk than the PCs. Therefore, it is not advised that you make Skeeter a PC. However, as an interesting roleplaying twist, you could invite someone to play Skeeter as a "guest star"; give them the limited information Skeeter has and let them enjoy the role of a half-crazed disembodied netrunner for a few sessions. Of course, this only works if the player is willing; GMs should not force the role of Skeeter on anyone.

SKEETER			
Val	Char	Cost	Combat Stats
8/15	STR	-2	OCV: 4 / 2
13/5	DEX	9	DCV: 4 / 2
15/20	CON	10	ECV: 8
9/20	BODY	0	Phases: 3, 6, 9, 12
23	INT	13	
23	EGO	26	Costs
8/20	PRE	-2	
8/15	COM	-1	Char: 68 Base: 75
2/10	PD	0	+ +
2/10	ED	0	Skills: 57 Disad: 50
4/4	SPD	15	= =
4/10	REC	0	Totals: 125 125
16/40	END	0	
17/50	STUN	0	
Pts Skills & Abilities			
3, 5	Computer Programming 14-; Cryptography 15-		
5, 3	Forgery 12-; Netrunning 14-		
3	Systems Operation 14-		
9	+3 Levels with Computer Programming, Cryptography, and Systems Operation		
2	Fluent Japanese		
2	Fluent German		
2	Contact: Player Characters 11-		
2	Contact: "The Gang" at the <i>Icepick</i> Bar 11-		
2	Contact: GM's Discretion		
3	Three Favors (GM's discretion)		
16	Danger Sense 14-		
Pts Programs (see the Program Catalog) *			
30	Echo		
55	Geometric View		
80	Node View (Factory)		
19	Mask (as Worker Program)		
13	Ooze		
26	Bullet		
20	Teleport 20" (4 hops), Activation 14- (-1/2), Concentrate (0 DCV), (-1/2)		
7	Life Support vs. Having No Trace; Limited: Persona Still Takes 1d6 STUN Per Hour (-1/2).		
7	Enhanced Sense: Sense Power with Sticky Advantage, Targeting Sense, Ablative (-1/2)		
15	10d6 Dispel, Extra Time (1 turn) (-1)		
75+ Disadvantages			
5	Age 40+		
20	Hunted by Old Victims (MP, NCI, 8-)		
15	Boastful (Common, Strong)		
10	Distinctive Features (Net Style) (Concealable, Noticed & Recognizable)		



Statistics before the slash represent Skeeter's body; statistics after the slash represent his netrunning persona. Powers and abilities marked with an asterisk (*) are for his netrunning persona only, and do not count against the character point total.

Skeeter (whose real name is Bill Evans) is a talented netrunner who tends to work the fuzzy edge of the law. His talents lie in untraceable data steals, preferably against low-security targets. He doesn't have the connections to get high-powered icebreakers; his claim to fame is a sophisticated custom pathfinding algorithm which speeds his travel through the commgrid. He is called Skeeter because of his friendly Southern drawl and the fact that even after he bites he is as difficult to catch as his insect namesake.

Skeeter can usually be found at the *Icepick*, a local streetbar appealing to netrunners and street warriors. His home address changes frequently, both because Skeeter likes to be on the move, and because his choice of housing changes with his financial fortunes.

As the adventure begins, Skeeter has been trapped in his deck for two days, and is about out of his mind with fear. He is not quite lucid, and goes through periods when he acts irrationally. As the adventure proceeds he becomes more and more irrational, until he goes totally insane. If restored to his body, he will recover in about a week.

Unfortunately, if he is not restored to his body, he will die. Skeeter's Life Support is defective, and he still loses 1d6 STUN each hour. His STUN is about gone, and once it is gone his persona's BODY will start to decay. Once the persona dissipates altogether (loss of all BODY), Skeeter is dead. Skeeter knows this; it's one of the reasons he's so upset by the prolonged ghosting experience.

AT THE ICEPICK

Any PC who knows Skeeter knows he can be found at the *Icepick*. This dingy streetbar is garlanded with chains of greenglow plastic murals. The murals are dotted with small street warriors and netrunners in battle before reference-grids of lines vanishing into infinity. The lighting is dim and gives everyone a greenish cast.

When the PCs come in, there are about two dozen patrons, evenly divided between thin netrunners and burly street warriors. The bartender looks up, but few others do. If the PCs ask for Skeeter, the bartender will respond "Ain't here." The bartender is only slightly taciturn; a few minutes of good conversation or a flash of cash loosens him up. Skeeter hasn't been in for a few days, but the last night he was in he was flashing cash and buying drinks. This usually means Skeeter's got work, but Skeeter didn't say that. If the PCs ask him to take a message he does, but he won't bother to notify the PCs if it never gets delivered. For a bribe (or a good PRE, or a female with a good COM), he will give them Skeeter's last home address—a tenement a few blocks away—and his commlink number.

If the PCs want to fight, they can probably start something with the street warriors. If they start brawling inside, everyone in the bar (including the bartender) will eject them. If they start verbally abusing the patrons or the bartender, they'll be called "outside" by an equal number of street warriors. (This is the patrons' favorite bar and they don't want to see it smashed up.)

For the street warriors, use the Competent Normal from the *Hero System Rulesbook* (p. 134), with Familiarity with the stilettos (1d6K AP because of STR) and small arms (1d6+1K, 14 shots) they're carrying and the 5 point skill level as a Combat Skill Level. For the bartender use the Skilled Normal (same page), with Familiarity with his baseball bat (4d6N) and a shotgun (.410 sawed off—see the *Weapons* section). The Netrunners are considered Normals for this fight (p. 133 of the *Hero System Rulesbook*); they'll try to stay out of the fight unless personally attacked, and have only their fists as weapons.

The street warriors will keep to normal non-ranged attacks as long as the PCs do, but if the PCs open fire or start using killing attacks, so will the street warriors. Anyone who takes BODY will drop out of the fight unless it looks like their survival is at stake. The cops won't show up unless the fight becomes a riot.

SKEETER'S PLACE

Skeeter's current residence is a two-room apartment in an old tenement building. The apartment is on the fourth floor, and the stairway is lined with the sleeping and the dead. The PCs have to pick their way up the stairs without stepping on anyone; if a PC fails a DEX roll, he doesn't succeed, but the unfortunate sleeper just moans and scampers out of the way.

Skeeter's apartment door is locked, a computer-controlled deadbolt out of place in this decaying building. Other apartments here don't have such locks. Knocking on the door produces no results. The PCs may take any of the following approaches:

- 1) If they choose to pick the lock, they must make a Lockpicking roll (complemented by a Systems Operation roll, if available) at a -3. If they fail, an alarm siren sounds, and loud growling and barking can be heard on the other side of the door (a sound effect produced by the lock), but no one comes to the door. The lock cannot be opened while the alarm is sounding. After 2 minutes, the sounds stop. Success opens the door.
If the PCs have been here before, and for some reason know the combination to the lock, that combination fails. The body thieves opened the lock with a "lockcooker," forcibly reprogramming the combination from outside. Such equipment is uncommon, and is only available to corporate and government security.
- 2) If they make a comm call to the room, the line is busy (the deck is still attached).
- 3) If they try to break down the door it is DEF 4, BODY 3. There is an electrified stunscreen attached to the far side of the door (4d6 NND Damage Shield—defense is non-conductive clothing) which will affect anyone breaking through the door with a conductive object (like a hand) and produce sparks and a loud buzzing sound. The stunscreen will also sound the alarm (and the growling and barking), which will last for 3 minutes. The stunscreen only has 3 charges, and is DEF 4, BODY 4. If it is destroyed, it no longer causes damage.

Once the PCs are inside, they discover that the apartment has been ransacked. Furniture is overturned, drawers are dumped onto the floor, and the tick in the corner has been slashed. There is no sign of a body; Skeeter's cyberdeck has been dumped off of its low stand and is sitting on its side on the floor with its case cracked.

PCs who investigate the deck will discover that the netjack cables are still plugged in and the deck is still on (although the deck's display is dark). Those making a PER roll hear a low, irregular buzzing noise. The noise is Skeeter (or at least Skeeter's "ghost") trying to signal them through the damaged speaker on his deck. PCs who investigate the noise discover where it comes from, and can make out the faint, fuzzy words "Help me!"

A successful Electronics roll can repair the speaker (a wire has nearly come loose). A second successful roll can repair the damaged viewport, allowing the PCs to see Skeeter's image.

HAUNTING MELODY

Skeeter can now communicate. Unfortunately, he has been trapped in the deck for two days; he is hysterical. Through several abortive conversations, filled with spontaneous cries of gratitude and fear, the PCs can garner the following information:

Skeeter had been hired to steal some data from Makura Biolabs. His employer was a street fixer named Jean Mandale agenting for an unknown corper. The data was blueprints and real estate projections for a new Makura plant; the employer was apparently interested in what land was being considered and how much Makura would be willing to pay.

As is usual for Skeeter, he set off into the Net ghosted (to prevent a trace to his real body), even though this was supposed to be a routine datasteal. When he broke through the light exterior IC at the Makura databank, however, instead of finding a wide-open database he was scanned by a powerful Security program which sent a variety of vicious Killer IC after him, way out of proportion with real estate data (which Skeeter never got to see).

As soon as he saw the array of IC he was facing, he dived out of the node and ran. It took him two hours of frantically hopping around the commgrid to lose the last of the IC; some of it was as fast as he is, and all of it was smart!

After he lost the IC, he kept running for about an hour, then scanned himself for viruses and returned to his deck. When he got back, he could see his apartment through the viewport on the deck, but he couldn't leave the deck because his body was gone. He didn't know what the thieves were looking for; frankly, he didn't think he had anything worth stealing.



WHAT REALLY HAPPENED?

The Makura Security software detected Skeeter (as Skeeter knew) and gave the alarm to a human operator (Dr. Anna Handsford). Dr. Handsford was using the computer for some highly classified (and highly illegal) research. Although the Security program reported that the intruder had left immediately, Dr. Handsford couldn't be sure that he hadn't seen anything. If he did (or even if he knew what she was involved in), he had to be stopped. She ordered the Security program to capture the netrunner.

Although Skeeter was running traceless, the IC wasn't. The IC reported his tactics to the home node. Even though the IC never caught Skeeter, the home node matched his behavior to the profiles of known illicit netrunners. A quick check of the municipal databank (with high-priority authorization) got Skeeter's address, and a team of Makura agents moved in to grab him and any evidence he may have had.

When the Makura agents arrived at Skeeter's apartment, they pulled him off of the deck (not having been told he was ghosting). When he didn't return to consciousness, they ransacked the apartment looking for Makura data; when they didn't find any, they took Skeeter's body back to Makura for "questioning."

THE NEXT STEP

Once the PCs have determined what happened (at least from Skeeter's viewpoint), they will want to find out more about the deal so that they can find Skeeter's body and restore him to life.

The PCs will probably want to move Skeeter; this apartment has already proven to be unsafe. Unfortunately, the deck is powered by a standard wall unit. An Electronics roll will be required to rig a portable power supply for the deck. A smart PC will ask Skeeter to ooze out onto the net for a moment while they switch the power; if Skeeter is in the deck when they change the power, then on a failed Electronics roll he loses 2 BODY.

Once they have Skeeter portable, the PCs have two avenues of investigation: Jean Mandale and Makura.

ON THE ROAD TO MANDALE

Jean Mandale is a street fixer with a fairly good reputation. His deals rarely fail to pay off, but they often involve more work than was contracted for. Most people believe that Jean's not dishonest (or no more dishonest than the rest of his breed), he just avoids looking too close.

Mandale's usual contact point is a moddy bar called Xanadu, a brothel/dance bar that caters to those who prefer their partners to come with a prepackaged personality.

Xanadu is decorated in a combination of traditional red velour curtains and bright-neon erotica. The patron area is divided into small booths; curtains in front can be drawn to close the booths, or they can be opened to watch the dancers. Booths are separated by soundproof panels, and the area is dominated by the driving beat of the music.

Mandale can be found in a booth at the rear of the bar, curtains closed. PCs who ask about him are told to wait; after a few minutes, Mandale's curtains open, and he gestures for them to come in. For Mandale's statistics, use the Competent Normal from the *Hero System Rulesbook* (p. 134) with the Fixer Package Deal.

Mandale will not answer any questions about his dealings with Skeeter unless he is convinced Skeeter is in danger. Showing Mandale Skeeter's deck (with Skeeter trapped inside) will convince him. However, all he is willing to say is that he has no idea who stole Skeeter's body or what is going on. He agrees to check with his unnamed client, and to inform the PCs when he has more information. He then offers to walk them to the door.

When they reach the street, Mandale asks them which way they are going, then smiles, shakes their hands, and heads the other way. When the PCs are about half a block away, a van with covered plates squeals to the curb and flings its door open. The barrel of a gun pokes from the door, and the PCs hear the single chirp of a dart being fired. Mandale drops into the van, the door slams, and the van tears away from the curb.

All of this assumes, of course, that the PCs do nothing. Most PCs will want to fire at the van or otherwise interfere in the capture. Let them try (possibly wounding or killing one of the kidnapers), but this is a "No Chance" snatch-and-grab.

If the PCs have a vehicle, they may pursue the van. The van has the attributes of a GMC Panel Truck (*Hero System Rulesbook*, p. 195) and the driver has Combat Driving 15-. Handle the chase as normal, but remember the hazards of city streets. There are four kidnapers in the van, counting the driver; up to two of them can fire Rinzai 12 mm caseless (*Weapons* section) at OCV 11 from the back windows of the van. They will only fire if the PCs pursue.

For the kidnapers, use the Skilled Normal attributes from the *Hero System Rulesbook* (p. 134). If all of the kidnapers are dead or down, the van crashes.

If the PCs capture the van, one of the kidnapers is carrying Makura Biolabs ID. If the PCs capture one of the kidnapers alive, he confesses his orders.

If the PCs don't capture the van (but follow it for a while), a successful Deduction roll indicates that the van was headed for the industrial sector of the city. PCs with subtler methods of following the van (like surveillance drones or some kind of tracer) can determine that the van entered the Makura Biolabs complex.

If the PCs don't see Jean Mandale the first night, Makura makes the snatch and the PCs can hear all about it from the bartender at Xanadu.

WHAT'S HAPPENING AT MAKURA?

The other angle the PCs have is Makura Biolabs. Considering what happened to Skeeter, the PCs may wish to avoid directly netrunning Makura. If they try to research the facility without netrunning it, they can get the following information (each one requires a successful Contact, KS: Library Use, Deduction, Netrunning or Bureaucratics roll, depending upon how they try to get the data):

1. From the Standard and Poor's Listing, Tokyo Exchange: Makura Biolabs is a multinational corporation headquartered in Japan. One of the major forces behind MITI3, the consortium of Japanese corporations dedicated to maintaining Japanese supremacy in high-tech industry and finance, Makura Biolabs is routinely criticized for using cheap labor in the United States and other second-tier industrial powers while transferring all profit and social benefit back to Japan. Despite the criticisms, the spillover benefit of Makura industrialization has caused most municipal governments to actively encourage investment.

Makura Biolabs primary business is cybernetic implants and bioengineering of food products. The standard Makura plan is to develop a food product (usually a form



of plankton) which can thrive in an undersupplied region, and provide the local government with samples of the product (and leased equipment) to provide a local food supply production plant. Most of its second-tier industry is in plant equipment manufacture and bioresearch.

Over time, Makura Biolabs has been accused of producing various forms of biological defense agents, including the deadly HIV-7 and aerobic botulism. Although some indiscretions in this proscribed area have been revealed in the past, Makura management maintains that it no longer participates in biological warfare agent development.

2. From the local paper (in articles spread over several months): Approximately two years ago, Makura was wooed by the local government and provided "prime waterfront real estate" to develop a new plant to manufacture incubating beds for plankton-based food production. The new plant was announced with fanfare, and a year later the plant opened at a formal ceremony.

Proponents of the plant had maintained that Makura would create over 700 new jobs for the city, and created over 300 construction jobs during its erection. However, rather than using local talent, Makura imported high-tech industrial robots, and performed a regional talent search for the few employees it would need. Most of the new jobs went to new workers imported by Makura—with their paychecks sent to families living in other communities. The new mayor has criticized Makura to no avail.



3. Also from the local paper (business section, within the last month): the pollution level in the local water table has been increasing. Particularly, the amount of selenium in the water has increased to near-toxic levels. Editorials in the paper have called for increased enforcement of anti-pollution statutes and a selenium extraction plant to be added to the drinking water purification system.

A footnote on the article says that selenium is used in semiconductor and other industrial processes, and a photograph with the article shows a wide-angle view of the harbor with several large industrial pipes extending into the harbor in the foreground. A retraction printed three days later states that the photographed pipes were from an Makura Biolabs plant and apologizes to Makura Biolabs for the implication that they are a polluter, stating that there is no evidence specifically implicating Makura Biolabs in the selenium increase.

4. Checking the Makura plant's address against zoning records indicates that it is in a poor section of the Sprawl. Most of the neighboring businesses are closed.

The city planning commission's computer also holds an overall floorplan for the plant. (Give the player characters the Map #3.) The site is guarded with barbed wire fences, dogs, armed guards, and automated defenses (the permits are kept in the file).

If the PCs check, the large pipes extend beneath the plant into a series of access tunnels which lead throughout the complex, but it is not possible to determine the function of all of the rooms in the plant from this high-level blueprint.

5. Cross-indexing the address against local crime reports indicates several disappearances of street people reported in the area within the last three months. Police investigations have been minimal, usually ending up with no leads. Residents reported hearing inhuman screams from the street the night of the disappearance.

Police Superintendent Robinson is quoted: "These people disappear all the time. Some of them are looking for work, while others just owe money to some pusher and have to get out of town fast." Makura is only mentioned in one human interest story "... unvalued homeless dying in the very shadow of the Makura plant..." The article also has the photo of the waste pipes (see #3 above).

6. Discussions with a local mercenary group leader or government agent (who is presumably a contact of one of the PCs) gets the tip that Makura may be performing biological warfare development at the local plant (in violation of many federal, state, and local laws). The best indication of this is that the facility has received several shipments of RNA-DMSO, a chemical agent used to carry RNA-carcinogens (and some genetic disease medicines) through the skin and cell walls. RNA-DMSO is also used in bioengineering new lifeforms, however.

WHERE GHOSTS FEAR TO TREAD

By this point, the PCs should have figured out that Makura Biolabs is behind Skeeter's predicament. Of course, just because they know who did it doesn't mean they know why, nor can they just knock on the door and ask for Skeeter's body back.

Cyberpunk-oriented PCs will sooner or later want to netrun Makura themselves and see if they can find anything. Skeeter's situation may cause them to rethink this option, but most players will try anyway.

Skeeter has Makura's comlink number, and can help the PCs find the net gateway. He can also accompany the PCs (unless the PCs have waited until he is too weakened to help), but in his ghosted state will head back into the commgrid at the first sign of trouble.

KEY TO MAP #1: MAKURA BIOLABS COMPUTER; LEVEL 1

Map #1 shows the "public" level of the Makura Biolabs computer (accessible to legitimate businesses). The public areas of this computer system are designed as a cross between a modern office and an Oriental fantasy. Note that all appearances are "as broadcast;" netrunner programs can override these if desired, or if the GM wishes to provide a different feel for the Makura computer complex.

(1) Entrance. This computer acts as the primary input/output port for visiting netusers. It is decorated as a large outer office, with soft carpeting, light Japanese music, and a Makura Biolabs symbol (a shimmering B inside of a chrome circle) hovering and twirling like a chandelier. There is a large desk with an attractive Japanese female receptionist (a helper program). When the PCs enter, the receptionist smiles at them and bows. If they ask it, it can direct them to any room on this level or contact any employee the PCs name by telephone; unless they ask it a question, it will remain silent and smiling.

The elevator doors to the left lead to the second (secure) level. The doors are clearly marked:

"EMPLOYEE ENTRANCE: UNAUTHORIZED PERSONNEL NOT PERMITTED BEYOND THIS POINT."

The doors will only open to a persona with a PRE attack vs a PRE of 15 or an Makura password; otherwise they act as a 20 DEF Data Screen. The doors will not open if a security alert has been sounded.

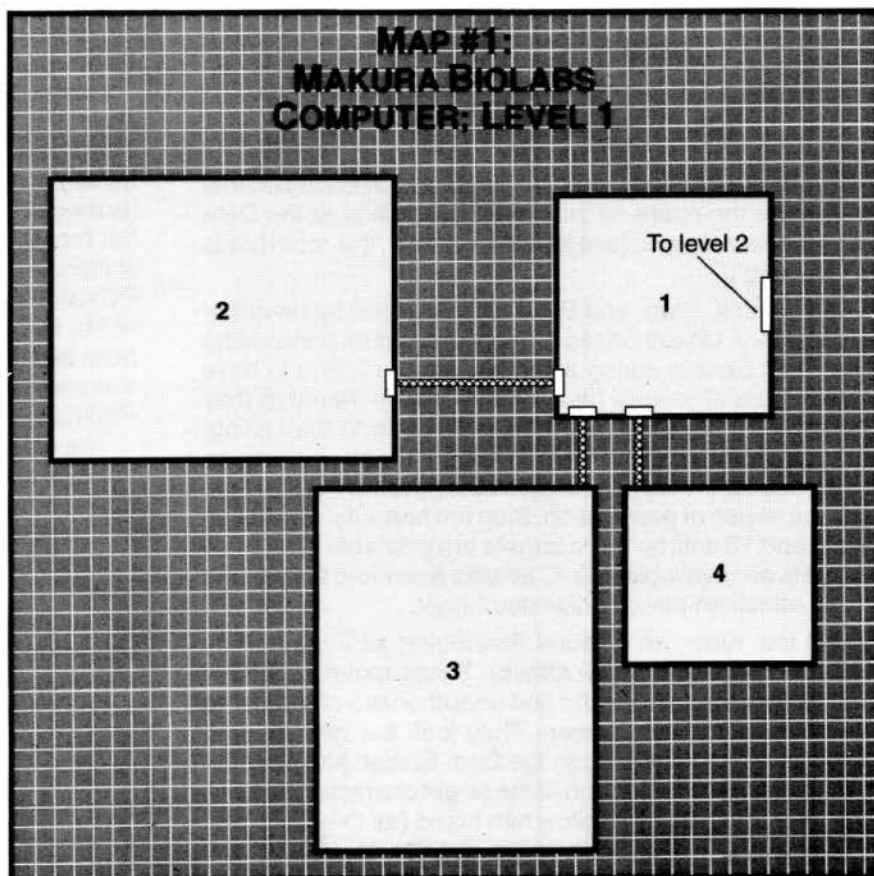
If the PCs use an Ooze program (or other obvious netrunning program) in front of the receptionist program, it will raise a security alert. The receptionist program only has 4 BODY and no special defenses. Skeeter knows this is the way to the secure area. (His mistake was to

ignore the receptionist; she saw him Ooze through the door and sounded the alarm, alerting Dr. Handsford.)

(2) Commodities Exchange. This computer is dedicated to accepting orders and exchanging funds. The teller programs are smiling Buddhas sitting crosslegged at low tables and accepting orders with beatific smiles. Before them are lines of messenger programs with a variety of aspects, from Western Union men to carrier pigeons. Each order is carefully scanned by the tellers, then lifted into the air to vanish in a puff of confetti. The confetti floats onto large bound books, and the pertinent details of the order appear on the upturned page. Once an order is processed, the book page turns, and the teller magically produces a sparkling golden envelope (with the Makura Biolabs seal on the outside) as a receipt. If the PCs try to turn a page back, the book will not turn (the data has been shipped to a more secure database).

All of this opulence usually goes unappreciated, as programs are usually the only ones in here. (The show is primarily for the benefit of touring students.) If any of the PCs try to talk to the tellers, a walking Buddha dressed as an overseer comes to them. This program has more intelligence, and is designed to work with human operators. Unless the PCs represent themselves as customers, the overseer directs them to the auditorium (#3) and advises them to "stay with their tour guide." If the PCs refuse to leave, the overseer will raise a security alert. Like the receptionist, the overseer has 4 BODY and no special defenses.

(3) Auditorium. This node appears as an auditorium. If the PCs are netrunning during the day, there will be a crowd of schoolchildren (netrunning shapes clearly marked with the flashing orange of the student netrunner) sitting in the auditorium; otherwise it will be empty.



As each PC enters, an additional chair appears, and the room grows subtly larger to make room for more attenders. On the stage, a man in kibuki makeup directs them to take their seats. This room is used as a public relations and teaching auditorium for junior-high and high school corper children. If all the PCs sit, the kibuki player (actually an instructional program) begins an animate discussion of the benefits of engineered food and the importance of Makura's work to society. As he speaks, hovering three-dimensional images form a multimedia presentation of propaganda aimed at a typical educated 10-year old. (If you need inspiration, think of sixth-grade science films.) So long as the PCs stay seated, the instructional program lasts about 10 minutes, then the kibuki player thanks them for coming and slowly fades away into a cloud of sparkles.

If the PCs get up before the presentation is over, the program stops its presentation, asking them to "please take your seats, young ones." If the PCs leave, the kibuki player will stop the presentation; so long as there are seated people in the audience, it will finish. Nothing the PCs do in here can cause a security alert (the management is used to dealing with crowds of rambunctious 10-year olds).

(4) Conference Room. This large conference room has seats for eight people, but additional chairs will appear if needed. One wall of the room is dominated by an animated computer display of the manufacturing plant, showing the status of all of the various assembly line segments. A "voice"-controlled slide show/display screen half-covers a second wall. A pen rests on the sill below the display; rotating the base of the pen changes its color (and the color of the line it draws). If the netridders invade during first or second shift (7 a.m. to 11 p.m. local time), the room will be in use. Unless the PCs have a good explanation, if they disturb the conference the attenders will raise a security alert.

KEY TO MAP #2: MAKURA BIOLABS COMPUTER; LEVEL 2

(1) Employee Access Center. This computer is the security gateway for the entire secure level. In addition to the Data Screen at the entrance (see Map #1, room 1), this room holds the following IC:

(a) 6d6 Freeze, Stun, and Blind, all Triggered by unauthorized entry. Unauthorized entry is defined as penetrating the Data Screen during a security alert or failing to have an Makura password (vs a PRE of 20). In the node they appear as swiveling gun turrets attached to the ceiling. These are SPD 3 programs which are always holding an action (unless they just fired), so they will fire the first time on the phase of penetration, then fire normally on phases 4, 8, and 12 until no more targets are available. If multiple targets are available, the IC attacks a random target, and may attack an already disabled target.

(b) 6d6 Ice, Killer, and Neural Scrambler, all Triggered by unauthorized entry (see above). These move at SPD 4, and follow the trace of the first unauthorized character to penetrate the Data Screen. They look like ghostly grey wolves which dive through the Data Screen just after the character passes through. If the target character is ghosting, the programs will follow him home (as they tried with Skeeter); see the *Netrunning* chapter to resolve the chase. The programs have a PER roll of 12-.

When the netridders penetrate the screen, they get one chance to head off the IC. They may use a Password Generator or Impersonate to fool the IC into letting them pass, Invisibility to prevent the IC from noticing them, or Echo to make the IC fire at the wrong target. If they have no icebreaker software, they may be in trouble here, but Skeeter can warn them what to expect. Note: This is as far as Skeeter got on the previous run. He has no further knowledge of this level, and only remained here until fired upon.

(2) Finance. This computer holds the financial data on the Makura plant. It looks like a bullpen-like arrangement of desks with identical workers operating coruscating calculators. File cabinets of financial records line the walls; accessing this data (opening the file cabinet) requires a password or a PRE attack vs a PRE of 25.

If the netridders enter here during first shift, there will be 1-3 (1/2d6) fiscal officers working on various projects. If the PCs cannot identify themselves, the netridders will sound the alarm.

The records that can be found here include payroll files which identify all of the employees of the plant (including Dr. Handsford), fiscal plans for research and manufacturing projects (including a sizable line item marked Project Millennium written by Dr. Handsford), and purchase requisition data (which associates the cost of most of the RNA-DMSO with Project Millennium). No details of the project are provided here, however.

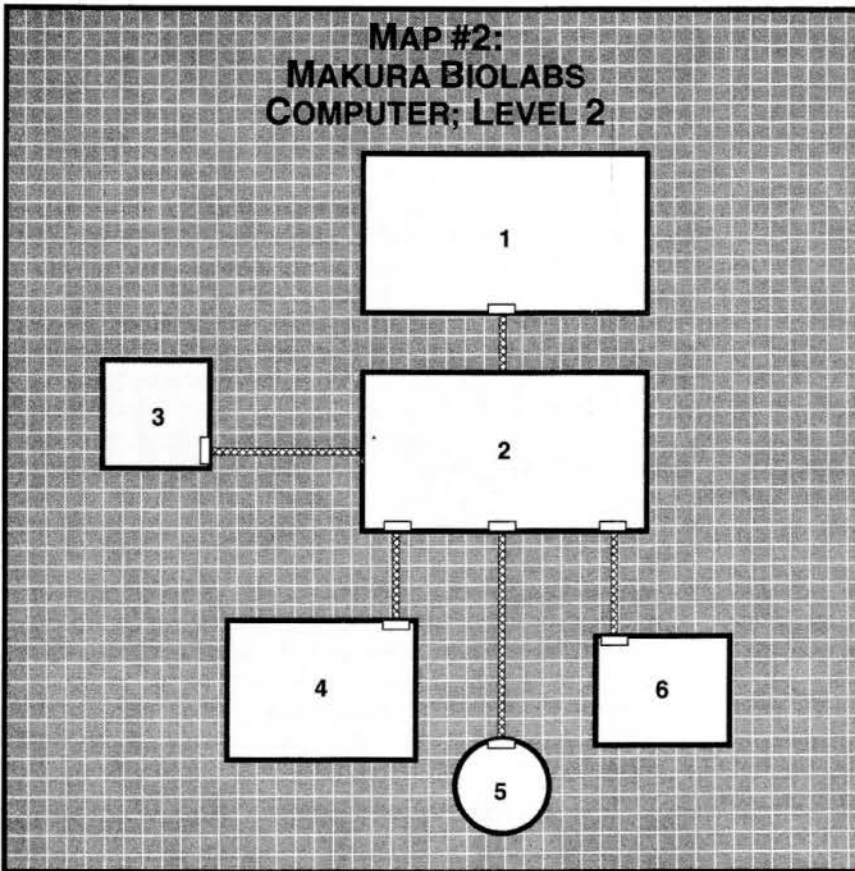
As an aside, the financial data Skeeter wanted is here. It is a map of a proposed expansion of the plant, along with the current owners and the price Makura Biolabs would be willing to pay for the land.

(3) Administration. This is the computer of the plant's chief administrator Mr. Robinson. It has a 20 DEF Data Screen at the entrance which can only be penetrated by Mr. Robinson himself (or an Ooze, or someone Impersonating Mr. Robinson).

Instead of the Oriental office motif of the remainder of the node, this room is a shack with an oceanside view of Wakiki Beach. Bikini-clad women frolic on the beach, waves rhythmically wash onto the shore, and there seems to be no "business" materials around. Shortly after the PCs arrive, a flat-faced, elderly Oriental gentleman enters dressed in an ill-fitting moo-moo, prostrates himself on the floor before the PCs and asks "What is your wish, master?" (This is the image of Mr. Robinson's boss, Mr. Yatonaka; Robinson hates his boss and this is his form of meaningless petty revenge. If Mr. Yatonaka ever found out about this, it would be the end of Mr. Robinson's career.)

The ersatz-Yatonaka is really a sophisticated verbal data retrieval and storage system. To use it, just ask it a question. It has no system control or security capabilities, however, so all the PCs can do is exchange information with it.

If the PCs ask the ersatz-Yatonaka about Project Millennium or Dr. Handsford, it re-dictates a memo from Robinson to Yatonaka requesting that Project Millennium be moved elsewhere, citing personality clashes with Dr. Handsford and some concerns about security. Should ersatz-Yatonaka be asked what he thinks, he puts on a smug face and in a deprecating tone says "Getting along with one's subordinates is the responsibility of the manager."



This node also has access to personnel files. Should the PCs ask, Mr. Robinson is Police Superintendent Robinson's nephew (hired to manage the plant at the time of its founding), and Dr. Handsford was transferred here three months ago from Chiba, Japan to head Project Millennium. Both Jean Mandale and Bill Evans are listed officially as volunteers for Project Millennium, and facsimiles of thumbprinted documents are maintained in the administrative records. Both were added to the volunteer list within the last 48 hours.

Apparently, however, Mr. Robinson doesn't know what Project Millennium is. Several previous memos (accessible through the ersatz-Yatonaka) request more information on the project from the home office in Japan, the most recent of which was written only a few weeks ago. The responses received are also filed: "This is not information you require to do your job."

If the PCs enter here during first shift (7 a.m. to 4 p.m.), there is a 50% chance (1-3 on 1d6) that Mr. Robinson himself is here. If he sees anyone in here except the beach-nymphs and the slave-Yatokana, he jacks out and sounds the alarm.

(4) Manufacturing. This computer controls the plant assembly line and the automated tools which perform most of the processing. Within, process control programs manipulate levers, dials, and other controls; a netrunner is here at all times to monitor the process (the plant runs around the clock). He is not prepared for an attack, however, and is only SPD 3. If he determines that the PCs are intruders, he will jack out and sound the alarm.

(5) Security Control. Use of this computer is theoretically limited to a specific list of persons (the security guards). However, a "back door" in the security program will allow anyone with a PRE attack vs a PRE of 25 to pass through the Data Screen unmolested. Anyone Oozing through the Data Screen, on the other hand, will be attacked by a SPD 5, 9d6 Freeze and will sound a security alert.

The interior of this computer is a circular room lined with TV screens. These screens show various scenes of the interior of the plant. There is also a large schematic of the plant marked with lights indicating sensor activity.

Should the PCs get into this room, they can use the sensors to monitor any intrusion into the plant. A properly talented netrunner could turn security sensors off at strategic times to provide PCs with a "window" within which to invade the plant. Controlling the sensors requires a Systems Operation roll and a PRE attack vs a PRE of 30. Failure causes no security alert, but the netrunner cannot disable the sensor, so the watchdog programs will detect the physical netrunners (causing a security alert). Disabling a sensor for more than 2 minutes (12 turns) also raises a security alert. During a security alert, two security netrunners will come to this computer to oversee the activity.

(6) Research. Like the security control computer, use of this computer is theoretically limited to a specific list of persons (including Dr. Handsford and excluding Mr. Robinson). The same "back door" allows anyone with a PRE attack of 60+ to pass through the Data Screen unmolested. Anyone Oozing through the Data Screen, on the other hand, will be attacked by a SPD 5 Hard Wedge, Continuous and Triggered.

This node is typically in use approximately two thirds of the time, but due to the odd hours of the researchers this is not particularly by shift. Roll 1d6: on a 1-4, the node is in use.

All of the records here are encrypted. Netrunners wishing to access any of the data must make a Cryptography roll at -5 (for the difficulty of the code) for each file they access. Mathematics and Computer Programming are complementary skills. If they fail to decrypt any single file three times in a row, a worm activates inside of it and devours all of the data in the file.

Most of the files here discuss new methods for manufacturing food equipment or for controlling the food development process. This data might be sold to another food manufacturer, but has no bearing on the adventure.

Among other things, this computer contains the records of Project Millennium. There are four files:

(a) A general dossier on Project Millennium, dated one year ago and developed in Chiba, Japan. Project Millennium is designed to create a subversive warrior for use in attacking "behind the lines" of countries. According to the dossier, the perfect subversive soldier can forage off the land, will attack without losing morale over time, and can have his mission terminated upon command. The dossier is vague on the methods used, although the termination section seems to hint at some form of suicide device.

(b) Medical records on over 100 volunteers for the program, all within the last three months. All of the volunteers were "treated" with some type of medicine (the substances are coded by number), and the reactions are recorded. Many of these experiments have ended in death; others record insanity or rapid development of cancers.

Searching for medical records of Jean Mandale or Bill Evans shows that Jean Mandale has been treated, showed some loss of intelligence but manifested the "desired" physical changes. Bill Evans is being monitored due to his catatonic state, and will be treated once he recovers from his catatonia. (Apparently the researchers don't know about Evans' ghosting.)

(c) Formulaic analyses of dozens of manufactured chemicals. A KS: Chemistry or KS: Biology roll is required to identify the general substance being manufactured (RNA); a roll at -5 is required to identify that these substances are RNA mutagens (RNAMs) which would make permanent changes in human DNA.

(d) A scientific paper (written by Dr. Anna Handsford) on the possibility of evolutionary regression through the use of RNAM treatment. The thrust of the paper is on the use of RNAMs to correct mutations in laboratory specimens, but a footnote to the paper proposes redeveloping extinct species through genetic modification of existing animals. Filed with the paper are several rejection notices from prominent scientific journals; the paper is four years old.

This computer also monitors Skeeter's body. PCs with Paramedic, Biology, or Medicine skill can determine that he is suffering from an advanced coma, his life signs are deteriorating, and he will probably die within 12 hours.

During a security alert, three security netrunners (use the stats from the *Program Catalog*) will enter the node within one minute (6 turns) and try to drive the intruders out. Simultaneously, Ice will attempt to follow each netrunner's trace, stop his deck, and report his physical location (actually his comm number) back to the main computer. Six minutes after the IC reaches the deck, four Makura security will arrive to arrest the netrunners. **Do not tell them this!** For statistics on the Makura security guards, see the Makura Biolabs plant write-up.

They ride up in an unmarked van, run to the house or apartment where the PCs are, and kick the door in. Their intent is to capture the netrunners and their accomplices alive for questioning, but they only need one alive, and if the PCs fight back they will shoot to kill (not under orders, just for their own protection).

However, there are only four of them, and the PCs who are not netrunning get a PER roll to hear them drive up. If the PCs start a firefight in the street, they can use the building they are in for cover. If the Makura security people begin to lose the fight, they will pull back and try to escape.

If the PCs capture the Makura security people, they tell their orders. These men are not fanatics; once defeated, they will cooperate with the PCs in order to preserve their lives.

RAID ON MAKURA

Obviously, in the wake of a successful netrun, the PCs will know where Skeeter's body is. If the PCs discover Skeeter's dying body, Skeeter will panic, flying out into the net (and causing a security alert, at GM's discretion). He returns to his deck shortly thereafter, but a successful Psychology roll indicates that he is suffering from advanced sensory deprivation and stress due to anxiety.

Skeeter becomes more and more unstable during the rest of the adventure. GMs who do not want a crazy man sounding off at every turn should let him mercifully pass out; more fiendish GMs may wish him to cry out at inopportune times, rant and rave, or issue meaningless hysterical musings: "Rosebud," "Daisy, daisy...". The only cure is to return him to his body.

There are several ways the PCs may try to get to Skeeter's body.

1. *Frontal assault.* The Makura Biolabs plant is thick with physical security, and quite capable of repulsing any military threat the PCs are likely to be able to whip up in 12 hours. Depending upon how effective the assault is (and how well the PCs have covered their retreat), the Makura guards will either drive them off or capture them and take them to Dr. Handsford.



2. *Masquerade*. If the PCs captured the Makura guards, they may try to impersonate their captors. Their Makura IDs and uniforms get them into the gate, and unless they make a terrible blunder they should reach the Research Center with little difficulty. Once inside, they must still challenge the security measures (their badges won't let them get into the Top Secret areas), but extremely clever PCs might try to see Dr. Handsford; should they be carrying bodies (the captured security guards), they could get all the way in without raising the alarm.

GMs who wish to challenge PCs using this route could have someone recognize one of their captives, or could have Skeeter sound off with loud nonsense verses (Lewis Carroll's "Jabberwocky" is especially amusing) at an inopportune moment.

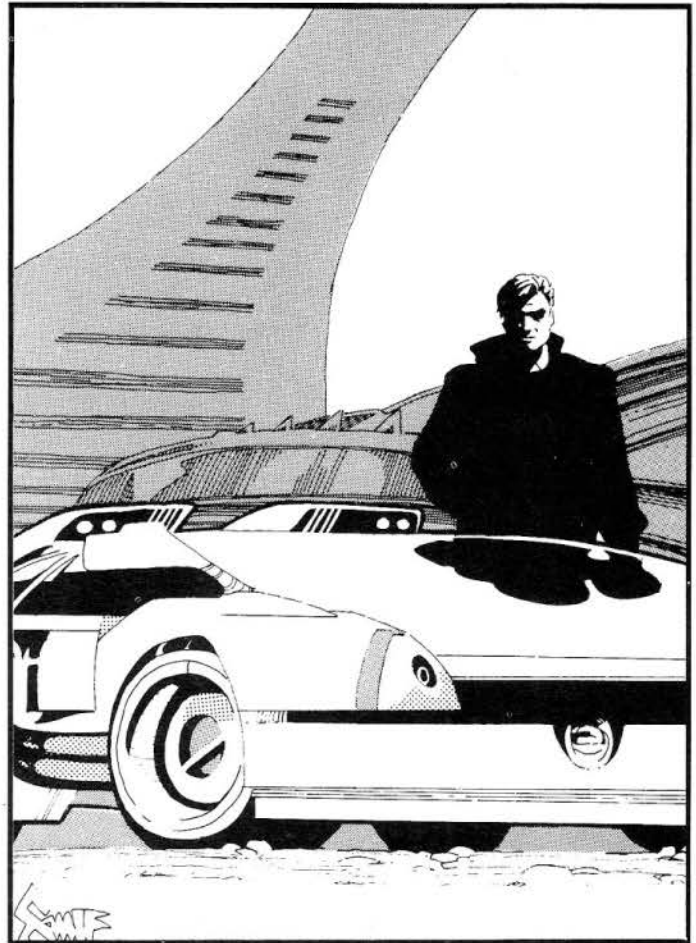
A masquerade as anyone else (Federal inspectors, delivery men) will have more difficulty, as such outsiders are never allowed past the periphery of the plant unescorted. Slipping the guards might be difficult. On the positive side, most Makura employees don't know about Project Millennium, so the guards and administrators are only normally protective (but PCs won't be allowed to enter with even semi-obvious weaponry). If the PCs wait to show force until after they're as far inside as they can get, the externally-oriented security forces might have trouble catching them.

3. *Via The Sewers*. PCs who got the photographs of the plant from the paper or who have the blueprints of the plant from the zoning commission may realize that the sewer system is an obvious hole in Makura security. Should they attempt it, with an adequate map of the system PCs could try to sneak into the Research Center via the sewers.

This plan entails three problems. First, Makura also recognized the security problem, and has installed a large metal grate at the end of all of the pipes. Fortunately for the PCs, someone (or something) has pulled the 1/4" steel bars apart, creating an opening which can be wriggled through. (A strength of 30 is required to bend the bars; each PC after the strongest who tries to help adds 5 STR.)

Second, the toxic chemicals in this pipe are extremely dangerous; PCs take an automatic 1d6 NND attack (defense is Life Support: Does not Need to Breathe) every 5 minutes while they are in the tunnel. Unconscious PCs take BODY as described in the Susceptibility Disadvantage (*Hero System Rulesbook*, p. 126).

Finally, the sewers are infested with the failed results of Dr. Handsford's experiments. GMs who want to frighten their characters can have them sense the inhabitants (shuffling sounds, grunts, shapeless hulking figures, etc.) but hold the attack back until after the PCs have gone into the Research Center. GMs with a more combat bent can hold an inconclusive battle now, then resume the attack in force later. For statistics on Dr. Handsford's rejects, see the *Deathtrap* section.



THE GUARDS

All Makura security guards are Skilled Normals wearing Kevlar jackets with helmets (DEF 5, Activation 11-) and carrying Flechette assault rifles (see the *Weapons* section).

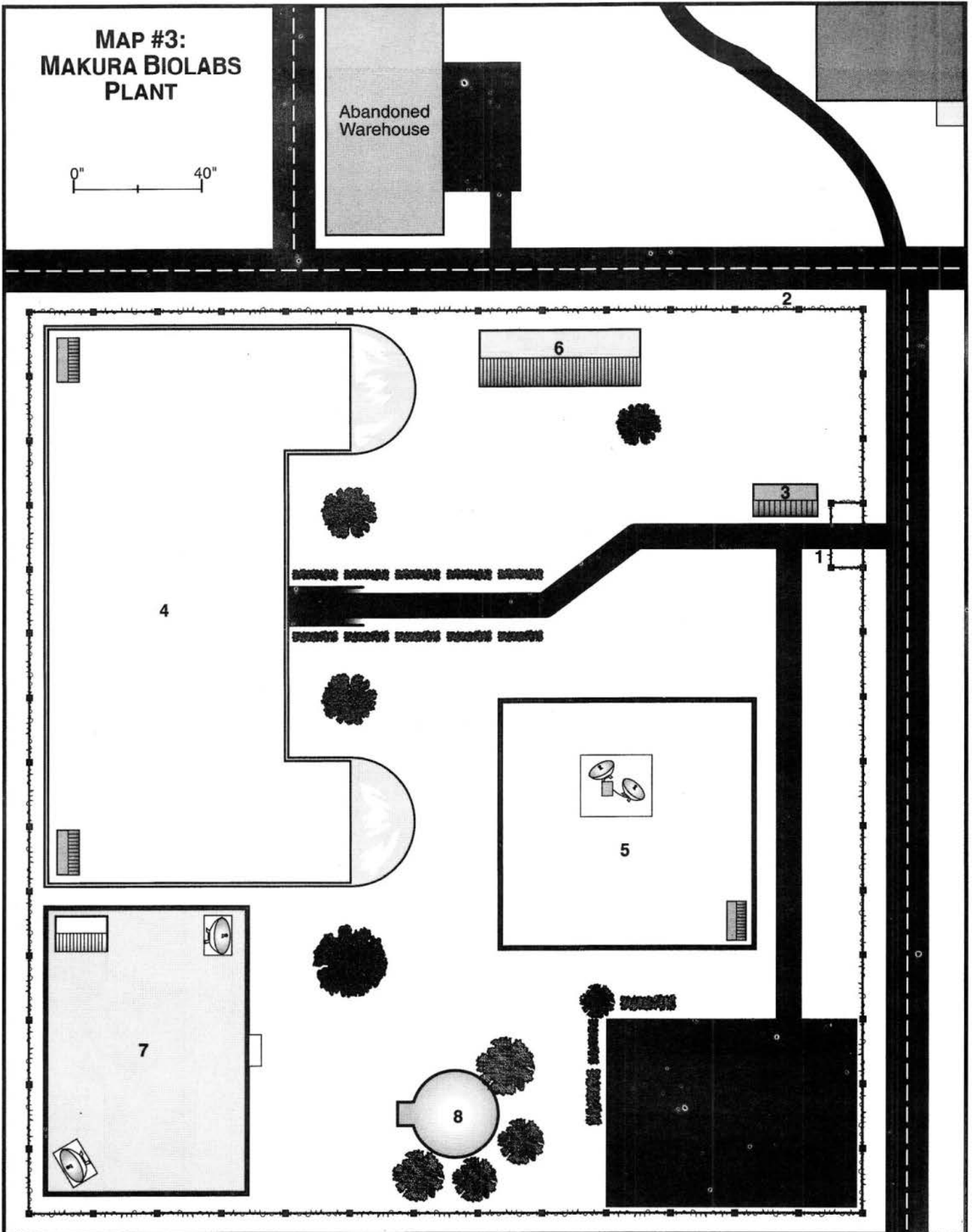
RESULTS IF CAPTURED

If the PCs are captured, they will be brought to Mr. Richardson for questioning. While there, Dr. Handsford will come; the two will confer privately, then the PCs will be taken to the Project Millennium facilities as experimental subjects. They will knock the PCs unconscious with drugs, take their equipment, disable or disconnect any obvious cyberware, and take them to the basement of the Research Center.

MAP #3: MAKURA BIOLABS PLANT



Abandoned Warehouse



KEY TO MAP #3: MAKURA BIOLABS PLANT

(1) Main Gate. The main gate of the Makura plant is a double chain-link fence gate, with a "gateway" region surrounded by chain-link fence. Two hidden machine guns (2d6+1K Autofire, OCV 8) aimed at the gateway region can be fired from the gatehouse or remotely from the security computer (see above).

In addition to the machine guns, four security guards are on duty at all times. Any unfamiliar vehicle will be searched. If assaulted, the gate guards will raise a security alert unless they are all taken down together.

(2) Perimeter Fence. This fence is chain-link, 20' high, and topped with barbed wire. Each section is electrified (3d6 NND Damage Shield, defense is total insulation), and the fence-poles are topped with security cameras monitored by watchdog programs (PER 11-). Any detected intruder will raise a security alert.

In addition, two patrols of four guards each circle the perimeter in opposite directions; a full circuit takes about 10 minutes. These perimeter patrols also use guard dogs

(3) Security Shack. This small building holds the reserve security force (12 guards). These guards rotate with the guards on gate duty and the two perimeter patrols. In case of a security alert, 1-3 patrols of four guards each will investigate, depending upon the severity of the alert. (An unknown intruder at the perimeter would be a one-patrol alert; a full-scale assault at the front gate would be a three-patrol alert.)

(4) Main Manufacturing Plant. This enormous building houses the Makura plant's assembly line. Most of the work here is done by industrial robots, controlled through the manufacturing computer. A few human overseers monitor for malfunction, but otherwise no one is in this enormous plant.

(5) Administration Building. This building houses the Makura offices and most of the non-researcher Makura employees. During the day, eight security guards monitor the safety of the 120 employees; at night, the patrolling staff is limited to four, and almost no one else is in the building.

(6) Employee's Lounge. This building acts as a lounge and cafeteria for the plant employees. A manned cafeteria is open during the first shift, but the second and third shifts must satisfy themselves with hot-vend food. (Although 21st Century machines are quite sophisticated, the quality of vending machine food hasn't improved much over the century). There is also a lounge, an assembly hall, tennis courts, a swimming pool, and a gymnasium. Theoretically any employee can use these, but in fact there are limited billets and they mostly go to senior management.

(7) Research Center. This facility is designed to develop new technologies in food production. A four-story building, most of its labs hold bizarre-looking equipment filled with various flavors of greenish goo (plankton). Researchers mostly work first shift, but there are always at least a few researchers working at any hour. A staff of 12 security guards patrol this building 24 hours a day. Map #4 describes the basement of this building, where Project Millennium operates.

Security in the building (aside from the guards) is managed via transceivers which are installed in most employees. Any employee with a transceiver automatically broadcasts his position to the computer at all times; the transceiver is used to determine whether the individual has access to any particular door. Most doorways are open to almost anyone with a transceiver (or who can make a Lockpicking roll). The basement requires a special access key; PCs wishing to break in here must either have a transceiver, get someone to let them in (unlikely without force), or make a Lockpicking roll at -4. Electronics is a complementary skill on this roll. A badly failed Lockpicking roll will cause a security alert.

(8) Generator. This building houses a generator which provides emergency power to the facility. It can operate the assembly line (and all other services) for four hours; after that, automatic systems disable the assembly line and most non-essential equipment, leaving only the computer, the security system, and minimal lighting. After four more hours, the generator's power source is exhausted, and the plant must be shut down until grid power is again available.

PROJECT MILLENNIUM

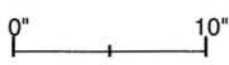
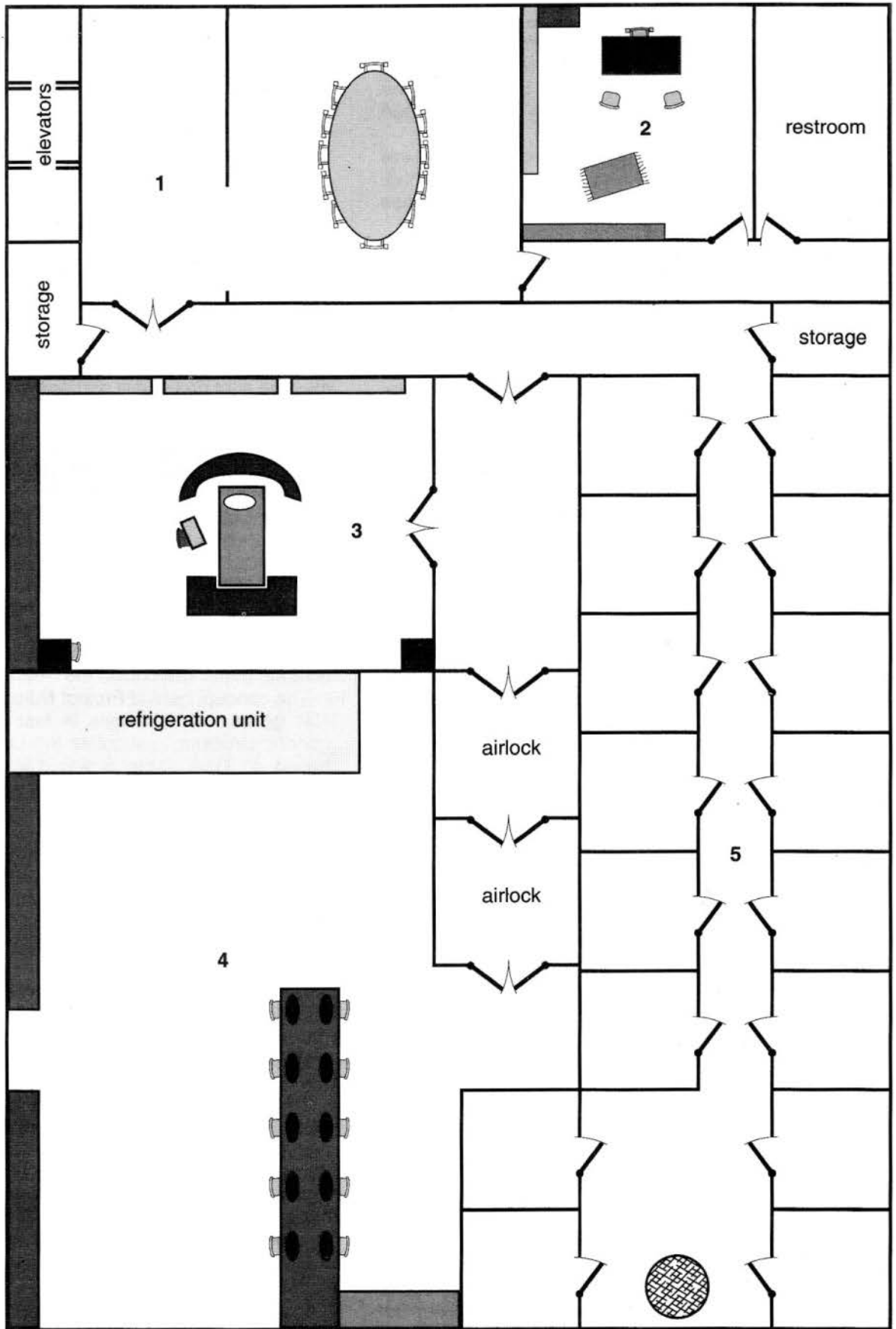
Project Millennium is a top-secret project developed by Makura Biolabs to create a behind-the-lines resistance fighter and a deep space planetary pioneer through genetic modification. The basic idea behind the system is that modern man has evolved away from being able to subsist on the land. To create the ultimate survivor, a genetic modification is used to alter the human DNA to the DNA of Homo Neanderthalis: our cousin the Neanderthal Man.

The concept behind Project Millennium is to induce specific genetic modifications in test subjects to alter their genetic structure to simulate the Late Pleistocene period, based on DNA samples found in some peat-preserved remains. The resulting individuals would gain the resilience and survival traits of Neanderthal man with the intelligence of modern man.

Unfortunately for the researchers, the scheme has not succeeded. (Most scientists believe it never can; that's why Dr. Handsford's paper was rejected.) In its current form, the Project Millennium genetic virus kills most of its users. Those who are not killed immediately usually die of cancer within 6 months. Those few who do not suffer these side effects gain +10 STR, +10 CON, and +5 BODY, but lose 5 INT and halve their COM (due to their appearance). They also become dependent upon the drugs used to stabilize their alteration (for unknown reasons), and will waste away and die without further doses (Dependence, Uncommon, 1d6/hour).

Dr. Handsford's research is illegal, although it is secretly sanctioned by the upper management of Makura Biolabs. If she fails, the management has maintained deniability; if she succeeds, OB can sell this product to most of the remaining governments of the world and no one will ask any questions. The pressure of being the "fall guy" for the project if it fails has caused Dr. Handsford to become somewhat paranoid, thus her extreme reaction to a relatively simple break-in.

MAP #4: PROJECT MILLENNIUM FACILITIES



IN THE LION'S DEN

When the PCs reach the Project Millennium facilities, it will be in one of two modes:

1. They have managed to enter the Project Millennium facilities under their own power without getting captured. Start them at room 1 (Entrance).
2. Captured. Start them at room 5 (Holding Pens).

KEY TO MAP #4: PROJECT MILLENNIUM FACILITIES

All of these facilities are in the basement of the Research Center (Map #3, Building #7). Entry to or exit from this area requires a transceiver identifying you as a member of the project (unless you were brought in as a test subject).

(1) Entrance. This reception area is primarily used by official visitors to Project Millennium. It contains a conference room (seats 12) with a holographic imaging system. PCs activating the player (using the remote control on the desk) may watch a 10 minute presentation on Project Millennium (a "talking head" style presentation with computer-generated graphics). Among other things, this presentation reveals Project Millennium's purpose (see above), and paints a rosy picture of the project's progress (a lie).

At the end, the project reminds the viewer that scientific advance does not come without cost, and urges the viewer to support Project Millennium. This portion of the video contains strong subliminals (treat as an 8d6 Mind Control) which make the viewer believe that Project Millennium is a worthwhile effort. The Mind Control should wear off after a while, but if all PCs are affected it could have amusing consequences, particularly if they decide to volunteer.

(2) Dr. Handsford's Office. Cluttered with papers, research reports, and memos, Dr. Handsford's office is a morass in which almost nothing can be found. Her co-workers joke about the desk "eating" anything placed on it; anyone with really important messages give them to her via electronic mail.

The clear portion of the desktop is a computer display, and the desk has a built-in cyberconnection. Netrunners entering the node from here go directly to the research computer bypassing security.

(3) Life Sciences Laboratory. This laboratory is equipped with the latest gear for genetic engineering and monitoring. A central table (with restraining straps) is surrounded with electronic gadgetry; PCs making a PS: Scientist roll know that this equipment cost millions of dollars.

(4) Genetic Clean Room. This white-walled room has a double-airlock and a glass wall. Inside the airlock, white hooded suits hang in a neat row. Within the room itself, white walls, floors, and ceilings surround white tables where Petri-dishes of genetic material are stored and manipulated. If PCs enter here without going through decontamination procedures (a process which takes an hour), the room will be tainted and will take days to clean.

(5) Holding Pens. These 16 pens hold individual test subjects. Some (like Skeeter) are yet to be used; others are going through horrible transformations; some are dying. Each subject is in his own cell; all subjects, including the PCs, have been injected with microtransmitters which monitor vital signs and genetic status and transmit this information to the computer. Anyone with a monitoring transmitter who leaves the Project Millennium section to enter the rest of the Makura plant will cause a security alert as an escaped test subject. After the PCs escape, they can be tracked by these transmitters for 30 days before the power cell wears out and the transmitter fails.

Each cell has DEF 8, BODY 5 walls. The doors are DEF 7, BODY 5, and can only be unlocked from the outside (by a simple pushbutton). Although such a cell may seem impenetrable, there are several ways the PCs could break out.

- (a) A PC with cyberstrength of 30 or more could knock the door down with a few haymakers.
- (b) The wall behind the pushbutton is weak (because the push-button prevented it from being reinforced). That small panel is DEF 5, BODY 2; someone with strength 20 could bash the back open with a single haymaker or martial strike. Once the panel is open the prisoner can activate the switch and open the cell from the inside.
- (c) A PC with Electronics skill and a few spare parts (possibly from some form of cyberware) could make a resonator which would confuse the electronic lock and cause it to open.
- (d) At worst, when one of Dr. Handsford's assistants comes to feed the PCs, one of them could pretend to be sick and bash him when he gets close. Her assistants have been treated with her serum (so they aren't all that bright), but fighting one alone could be dangerous.

If the PCs escape, they will find their equipment in a storage cabinet just outside the holding pens.

Near the holding pens lies the sewer entrance **(6)** (where the rejects are thrown to die). Dr. Handsford believes there is no way out of the sewers; she does not know about the bent bars at the tunnel mouth. The manhole cover is locked to keep the rejects out; a Lockpicking roll can disrupt the keycode entry pad and get the PCs in from the sewers.

FINAL CONFRONTATION

If the PCs have been captured, Dr. Handsford eventually comes to talk to them. She has Bill Evans' cyberdeck, and has managed to determine why the netrunner was comatose. She knows the PCs are in on the break-in with Skeeter, and plans to get rid of them by tossing them down to the rejects. Ideally, she shows up just as they have broken out and gotten their equipment, but if the PCs can't seem to escape she shows up anyway.

If the PCs were not captured, Dr. Handsford catches them just as they find Skeeter's body.

In either case, she has her assistants with her: if the PCs are loose and have their equipment, then there are two "Millennium Men" for each PC. If the PCs have been captured and don't have their equipment, then there is one Millennium Man for every two PCs. The Millennium Men are armed with FN-FAL rifles; they do not need to brace to use these in autofire mode, and have multiple clips. She orders her assistants to kill the PCs and dump them down the sewer, then leaves.

MILLENNIUM MAN

STR: 25 DEX: 13 CON: 22 BODY: 20 INT: 7
 EGO: 12 PRE: 10 COM: 4 PD: 6 ED: 6
 SPD: 3 REC: 10 END: 45 STUN: 45

Skills: FAM w/Common Melee Weapons, FAM w/Small Arms Group, Survival 15-, PS: Select one 13-, Tactics 12-.

Disadvantages: Berserk when in pain (common, 11-, 8-); Dependent on drugs (Uncommon, 1d6/hour).

LIFE IS LIKE A SEWER

The fight is likely to be vicious, as the Millennium Men aren't smart enough to know when to quit. If one of them manages to knock out a PC, he will try to take the PC to the sewer entrance and throw him in. If the sewer is opened, one turn later the rejects will come pouring out (attracted by the gunplay) and start slaughtering everything in sight (PCs, Millennium Men, and equipment). Presume each PC is attacked by one reject; they have the statistics of Millennium Men except that they have no familiarity with small arms, they have clubs (sticks or iron bars) instead of rifles, and they are already berserk (and aren't likely to come out of it).

Assuming the PCs either start with or get some weaponry, the PCs should win this battle (although they might be badly shot up). Whether or not they capture Dr. Handsford depends upon the GM. If the PCs are operating in a heroic mode, and you want to pull off a total victory for the PCs, they can catch Dr. Handsford in her office. She is unarmed, and does not resist. If the PCs take her to the authorities, she will be quietly spirited away by Makura Biolabs.

If you want a more cyberpunk ending, Dr. Handsford can have decided that the operation has been compromised and just leave, taking her research data (a single datacube) with her. The PCs will never see her again.

Alternatively, the PCs can come upon Dr. Handsford just as she has released a Worm to devour all evidence of the Project. The PCs capture the doctor, but there is no evidence of her wrongdoing and she must be released. In any case, Dr. Handsford is available to haunt your PCs another day.



RESURRECTION

The real triumph of this adventure is not defeating Dr. Handsford; it's restoring Bill Evans to his body. If the PCs connect Skeeter's deck to his body, the body begins to convulse and gasp. After a few minutes (PCs with Paramedic skills may be called upon to help here), Skeeter's eyes flutter open, and he starts to cry.

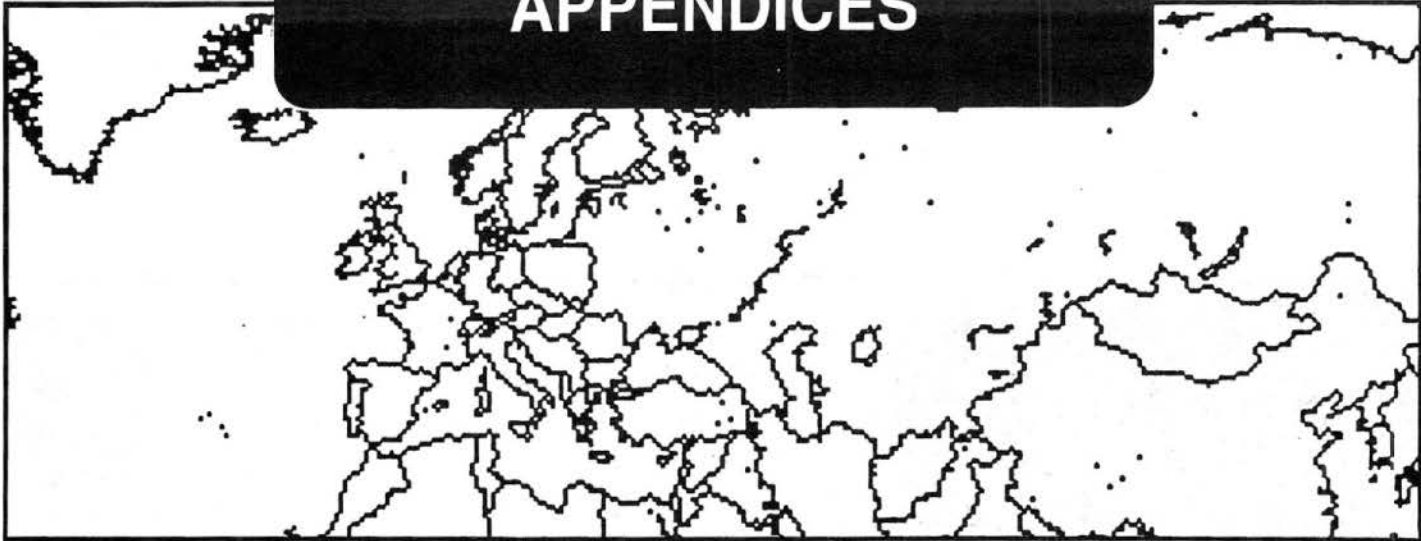
In a week, Skeeter is pretty much back to normal, although he continues to show an aversion to netrunning. He can remain as an NPC, owing the PCs a big favor, and can act as an expert on all manner of netrunning issues. It would not be inappropriate to give an extra experience point or two as Favors owed by Skeeter.



ADVENTURE SEEDS

- 1) On every news channel, there are reports of gang violence in the Sprawls. This is not uncommon. What is unusual is the gangs are saying publicly that they are not killing each other—someone/thing else is.
- 2) Dr. Terri Johnson, a well known doctor with five different medical degrees, has been killed while on a Good Samaritan visit to the Sprawls. San Francisco Hospital thinks he is still alive. The evidence points to a kidnapping by Merkia Hospital Supplies.
- 3) There are rumors that the Government developed a workable Cyborg which looked human and may have escaped the research department—thinking it was a human being.
- 4) Intelligence Services is puzzled by the unexplainable disappearance of the corporation's icon in the Net. Any information leading to the person, or Corporation causing this inconvenience please contact I.S.
- 5) John Miles' head exploded after he placed a chip into his head at his favorite bar, *Beyond the Ordinary*. There is word on the streets that he purchased a bad chip, others say he was killed. Any information leading concerning this occurrence could be worth quite a bit to the right people.
- 6) Be reborn in the church of *After Life*. We will provide you with the promised afterlife when you die, or save your personality forever insuring life immortal. After Life is a solely own by Batra Komana, a citizen of Haiti.
- 7) Any weapon in the world is available though the Red Market, it is said. You can buy, trade, or test any weapon known. The Streets are quiet about its location, and the Corporations will confirm or deny its existence.
- 8) Yuri Yang, the first daughter of Ken Yang the Multimillionaire, is being married in one week. Everything is going perfect, except for her fiancée wants for her to have a DNA scan done to see if she is a clean of any mutation. Ken believes that someone is going to tamper with the tests, but he doesn't know who, why, or if they are trying to make a good test look bad or a bad test look good.
- 9) Buck is a Cowboy in the Net who is having a little problem. His accounts have been erased and he has no way to get into the Net. He wants to know who erased his accounts and so does I.S.
- 10) Toyota is working on a new hovercar for mass production. It has been a secret for years, but the word has leaked out after someone saw it flying over a mountain. Toyota has not denied the sighting, and has confirmed they will be releasing a new model car in 10 days. Other corporations want to find out all they can before that time period passes, and if something happened to make the new car look unreliable or unsafe, well, that wouldn't be too bad either...
- 11) Keith Laren, a reporter for Channel 24, has discovered a horrible sight. He has found a cyber augmented person has had all his cybernetics torn from his body, and all the blood has been drained. He can see the ratings jump to a new high, but what is really going on here? Rumors of cybervampires begin to fill the streets. (Hmm...seems you can't hardly open a roleplaying supplement without seeing the word "vampire" anymore, doesn't it?)
- 12) On the streets, it is possible to get anything for a price. The only thing which is prized more than regular chips are those you are not supposed to have. Peter Joul is looking for a military chip for research for her company. Can one be found on the streets, or at the source?

APPENDICES



APPENDIX A: CONVERTING CYBERSPACE TO CYBER HERO

The *Cyberspace*™ system is a Science Fiction role playing game, also from Iron Crown Enterprises.

This section will explain how to convert *Cyberspace* statistics into their *Hero System* equivalents. Many GMs will find this to be very helpful, as they can use ICE's line of *Cyberspace* products. GMs wishing support products for their *Cyber Hero* game can buy any of the already existing *Cyberspace* products and use this conversion system. To make this even easier, some of the more "character-heavy" *Cyberspace* products are already converted for in the following sections as well.

GAME STAT CONVERSION

CHARACTERISTICS

Cyberspace Char.	Cyber Hero Char.
01-100+	Cyberspace stat ÷ 5

For example, an exceptional character with a 94 rating in a *Cyberspace* characteristic would have (94/5 rounded to the nearest) = 19 value in the appropriate *Cyber Hero* Characteristic.

SKILLS

The *Cyber Hero* equivalent of the *Cyberspace* skills can be found on the Skill Conversion Chart. To convert to the *Cyberspace* rules, the player should find his skill in the *Cyberspace* column in the Skill Conversion Chart.

To determine the Skill Roll, divide the *Cyberspace* skill bonus (generally a number between 1 and 100) by 100 and multiply by 18.

To find a character's OCV with a weapon, divide the character's weapon skill by 5. This figure is the total amount of points in the weapon skill and be used to buy the equivalent levels in *Cyber Hero*.

LEVELS

A character level is a concept which is not used in *Cyber Hero*. The *Cyberspace* character levels are converted when the skills are converted.

CONVERTING FIRE AND MISSILE

Cyberspace Value	Cyber Hero Value
10-100+	Cyberspace value ÷ 5 = Points in Combat Skill Levels

For example, A character with a 50 rating in Fire or Missile would have (50/5) = 10 pts of Combat Skill Levels. (+2 with Specific Weapons), (+2 OCV or +2 DCV with Specific Weapon.)

CONVERTING MELEE

Cyberspace	Cyber Hero
15 - 100+	Cyberspace value ÷ 5 = Points in Combat Skill levels in Hand to Hand or Points in Martial Arts

CONVERTING SKILLS

WEAPON SKILLS

Cyberspace Skill	Hero System Skill
Fire	Combat Skill Lvl's
Melee	Combat Skill Lvl's or Martial Arts
Missile	Combat Skill Lvl's w/ specific weapon
Mounted	Combat Skill Lvl's w/ Mounted weapon

GENERAL SKILLS

Cyberspace Skill	Hero System Skill
Drive	Combat Driving
Enviorns	Climbing, Paramedic, K.S.Maneuvers-Alien Enviorns, & Survival
Equipment	Computer Programming, Electronics and System Operations
Pilot	Combat Pilot

SUBTERFUGE SKILLS

Cyberspace Skill	Hero System Skill
Ambush	Stealth
Electronic Bypass	Security Systems
Mechanical Bypass	Lockpicking
Stalk and Hide	Stealth

SOCIAL SKILLS

Cyberspace Skill	Hero System Skill
Administration	Bureaucratic
Culture	High Society
Exploit	Acting, Interrogation, Seduction, Persuasion
Streetwise	Streetwise

CYBERSPACE SKILLS

Cyberspace Skill	Hero System Skill
Cyberdeck Operation	Decking
Combat	Decking
Intrusion	Decking
Utility	Decking

TECHNICAL SKILLS

Cyberspace Skill	Hero System Skill
Biological Technics	Science: Medicine, Science: Genetics
Cyberspace Technics	Science:Medicine Science: Cybernetics
Electronic Technics	Electronics
Mechanical Technics	Mechanics
Software Technics	Computer Program

SPECIAL SKILLS

Cyberspace Skill	Hero System Skill
Body Development	none
Cybernetic Attunement	Resistance
Linguistics	Linguistics
Perception	plus to Perception
Languages	Languages -1/lvl

SECONDARY SKILLS

Cyberspace Skill	Hero System Skill
Acrobatics	Acrobatics
Advanced Math	Science: Mathematics
Appraisal	K.S. Appraisal
Astrogation	Navigation
Astronomy	Science: Astronomy
Biology	Science: Biology
Chemistry	Science: Chemistry
Contortionist	Contortionist
Cybernetics	Science: Cybernetics or K.S. Cybernetics
Drug Tolerance	Resistance
Falsification	Forgery
Foraging, Rural	Survival:Rural
Foraging, Urban	Survival:Urban
Frenzy	Disadv. Berserk
Gambling	Gambling
History	K.S. History
Media	Oratory, Perk: Studio, Perk: Corp. Card
Medical Practice	Science-Medicine
Music	K.S. Music specific; K.S. Musical Instr.
Physics	Science: Physics
Planetology	Science: Planetology
Quick-Draw	Fast Draw
Sport	K.S: Specific Sports
Subduing	Martial Art: Nerve Strike
Trickery	Sleight of Hand

CYBERSPACE PRODUCT OVERVIEW

SPRAWLGANGS AND MEGACORPS™ (ICE 5101)

by Terry Amthor and Kevin Barrett

SprawlGangs and MegaCorps provides a pool of NPC and Corporations to fill a campaign world. The NPC provided range from the Slave Trader—Mr. Arnold Futzman who will do anything for a Nuyen, to the Corporate Suit, Thompson Harrington who is trying to climb that all important social ladder to the top.

The Corps are well detailed giving every needed detail to give a 21st Century Corporation the right color. The Organizations and SprawlGangs which are included represent the world outside the Corporations. Each group has a background and can be easily incorporated in any campaign.

See below for conversions of all of the game stats for this product—making it extremely easy for Hero players to use!

EDGE-ON™ (ICE 5102)

By Terry Amthor

Edge-On is a collection of four adventures set in the 21st Century. The scenarios come with sample character which can be run through the adventures, or integrated into a campaign. The scenarios range from an acquisition of channel 69's new fall schedule to discovering a secret base hidden in a Myan Temple. Each adventure has its own level of difficulty and should be a challenge to any Hero Player.

This product should be of special interest because it provides examples of how varied Cyber Hero adventures can be, and it is not heavy with game stats to convert.

CYBERROGUES™ (ICE 5103)

By Steve Bouton

CyberRogues is an excellent synopsis of the available NPCs in *Cyberspaces' Character Compendium #1*. These rogues provide stories unto themselves which can provide hours of intrigue and roleplaying. What is James Ruthers doing in the Net, and why is he always so mysterious? He, like other personalities in *CyberRogues*, will keep gamers guessing until they discover the truth.

Like *SprawlGangs and MegaCorps*, the characters from this product have been converted to the **Hero System** in the following section, making this book very easy to use.

THE BODY BANK (ICE 5104)

By Chad Brinkley

The Body Bank is not where a character should find himself. In *Cyberspaces' Character Compendium #2*, 16 new characters, and two groups are presented for digression. If needed color and exciting NPCs are needed to brighten or blacken a world *The Body Bank* will provide the personalities. Does the music of Philanthropic Epitaph sing in the dark world of *Cyber Hero*, or is it a stimsense world?

The characters are converted to *Cyber Hero* in the following section.

DEATH VALLEY FREE PRISON™ (ICE 5105)

By Brian Booker

Where do all the truly dangerous criminals go? Do they end up on the streets to kill for people? No, they go to *Death Valley Free Prison*. This product will provide the atmosphere of a 21st Century prison and how security is kept in and around such institutions.

Death Valley Free Prison is a detailed module describing Death Valley in the future (the entire area *is* the prison). This campaign module is highly recommended for *Cyber Hero* players, as it contains a wealth of information usable in any GM's world, and a really cool fold-out color map.

DEATH GAME 2090™ (ICE 5106)

By W.G. Armintrout

Tired of playing games? If not, try the newest game in town and be a StimTester. Test the newest games to be released and earn a fortune. This adventure will provide the Netrunner or any individual with a Jack to step into a world that is filled with the imagination mixed with reality. There is always a thin line between the two, but can a person survive a Stimgame if he's not sure which is which? Because the Stimgame takes place in a "fantasy" setting, GM's who have *Fantasy Hero* will find this adventure of special "genre cross-over" interest.

CYBERSKELTER™ (ICE 5107)

By Adam Fairbairn

Cyberskelter will take characters through four different adventures around the world. See the world beyond your home town. or San Francisco, a trip always does wonders. Each adventure provides the characters with a challenge. Cooking with Fats has the PC's retrieving a Slave Broker from the toughest area of San Francisco—Hunters Point. Other adventures will have the PC's gathering information, packages, and trouble as they work their way around the world.

CHICAGO ARCOLOGY™ (ICE 5108)

By James Long

This campaign supplement details New Edison's Arcology in the downtown section of the Chicago Sprawl. It describes the workings of the MegaCorp, the various sections of the Arcology itself, and provides dozens of NPCs and adventures to be used within the Arcology and in and around the Chicago of the future.

Like *Death Valley Free Prison*, this sort of product might be of special interest to *Cyber Hero* gamers because of its wealth of source material, and its wonderful color map of Chicago.

CYBER EUROPE™ (ICE 5109)

This campaign supplement is being released at the same time as *Cyber Hero* and details the continent of Europe.

SPRAWLGANGS AND MEGACORPS HERO STATS

SPRAWLGANGS

AIRBOYS

Fam/Pistol, +1 w/Pistol, +2 H to H or 10 Pts M. A., +6 Combat Pilot, +3 Combat Driving, +3 Computer Programming, +3 Electronics, +3 System Operations, +3 Perception

BLACK HAWKS

Fam/ M.A. Melee Weapons, Fam/ Submachine Gun, +3 w/Submachine Gun, +3 w/ Shuriken, +3 H to H or 18 pts Martial Arts, +8 Stealth, +7 Climbing, +7 Paramedic, +7 K.S. Maneuver in Alien Environments, +7 Survival (specific), +5 Computer Programming, +5 Electronics, +5 System Operations

CHAIN GANGS

Fam/ Shotgun, +2 w/Shotgun, +3 H to H or 16 Pts M.A., +4 Resistance, +4 Survival Urban, +3 Persuasion, +3 Seduction, +3 Acting, +3 Interrogation, +1 Stealth

CYBERPUNKS

Fam/ Submachine Gun, +2 w/Submachine Gun, +2 H to H or 10 Pts Martial Arts, +5 Computer Programming, +5 Electronics, +5 System Operations, +4 Resistance, +3 Survival Urban



DICK VAN DYKES

Fam/ Pistol, +1 w/Pistol, +1 w/Razornails, +5 Streetwise, +4 Acting, +4 Interrogation, +4 Seduction, +4 Persuasion, +3 Perception

FUSERS

Fam/ Pistol, +2 w/Pistol, +1 H to H or 6 pts M.A., +5 Decking, +3 Streetwise, +2 Security Systems

GANG GREEN

Fam/ Pistol, +1 Pistol, +1 H to H or 4 pts M.A., +6 K.S. Music specific, +6 Musical Instrument

GINOS

Fam/Pistol, +1 Pistol, +2 w/ Knife, +2 Resistance, +1 Acting, +1 Seduction, +1 Persuasion, +1 Interrogation, +1 Gambling

MID KNIGHTS

Fam/Pistol, Fam/ Common Melee Weapons, +1 w/Pistol, +2 w/ Sword, +4 K.S. History, M.A. Nerve Strike, +3 w/ Nerve Strike, +3 Acting, +3 Seduction, +3 Persuasion, +3 Interrogation, +2 High Society, +1 Resistance

MODELS

Fam/Machine Pistol, +3 w/Machine Pistol, +3 w/Razornails, +4 Security Systems, +4 High Society, +4 Computer Programming, +4 Electronics, +4 System Operations, +5 Acting, +5 Seduction, +5 Persuasion, +5 Interrogation, +5 Stealth

NET HEADS

Fam/Pistol, +1 w/Pistol, +1 DCV w/ Hand to Hand, +7 Decking,

NEW HITLER YOUTH

Fam/ SMG, Fam/ Pistol, +2 w/ SMG, +2 w/Pistol, +1 w/ Neural Whip, +3 Stealth, +3 Combat Driving, +2 Acting, +2 Seduction, +2 Persuasion, +2 Interrogation, +2 Oratory, Perk: Studio, Perk: Corporate Card

PUNK IN HEADS

Fam/ pistol, +1 Pistol, +1 H to H or 4 Pts MA, +4 Decking

PUNK IN HEAD II

Fam/Submachine Gun, +2 w/ Submachine Gun, +3 Survival Urban, +1 Stealth

ROAD KILLERS

Fam/ Shotgun, Fam/ Common Missile Weapons, +2 w/ Shotgun, +2 Crossbow, +2 w/ H to H or 12 Pts Martial Arts, +7 Combat Driving, +5 Computer Programming, +5 Electronics, +5 System Operations, +4 Mechanics

SHADES

Fam/ Pistol, +1 w/Pistol, +1 w/ Razornails, +6 Streetwise, +5 Acting, +5 Persuasion, +5 Seduction, +5 Interrogation, +4 Resistance

SKATTERBOYS

Fam/Submachine Gun, +1 Submachine Gun, +1 Karatand, +4 Combat Driving (Skateboard), +3 Acrobatics, +3 Sleight of Hand, +2 Contortionist

STALINES

Fam/ Submachine Gun, +1 Submachine Gun, +2 H to H or 10 Pts. of M.A., +5 K.S. History of Staline,+5 Acting, +5 Seduction, +5 Persuasion, +5 Interrogation, +4 High Society, +3 Oratory, Perk: Studio, Perk: Corporate Card, M.A. Nerve Strike, +1 w/ Nerve Strike.

THRASHERS

Fam/ Submachine Gun, +1 w/ Submachine Gun, +1 H to H or 8 Pts of M.A., +4 Resistance,+4 K.S. Music (Specific), +4 Musical Instrument, +3 Computer Programming, + 3 Electronics, +3 System Operations, +2 Survival Urban

UNTOUCHABLES

Fam/ Pistol, +3 Pistol, +2 Karatand, +6 Acting, +6 Seduction, +6 Persuasion, +6 Interrogation, +5 Stealth, +4 Forgery, +3 Computer Programming, +3 Electronics, +3 System Operations

WASPS

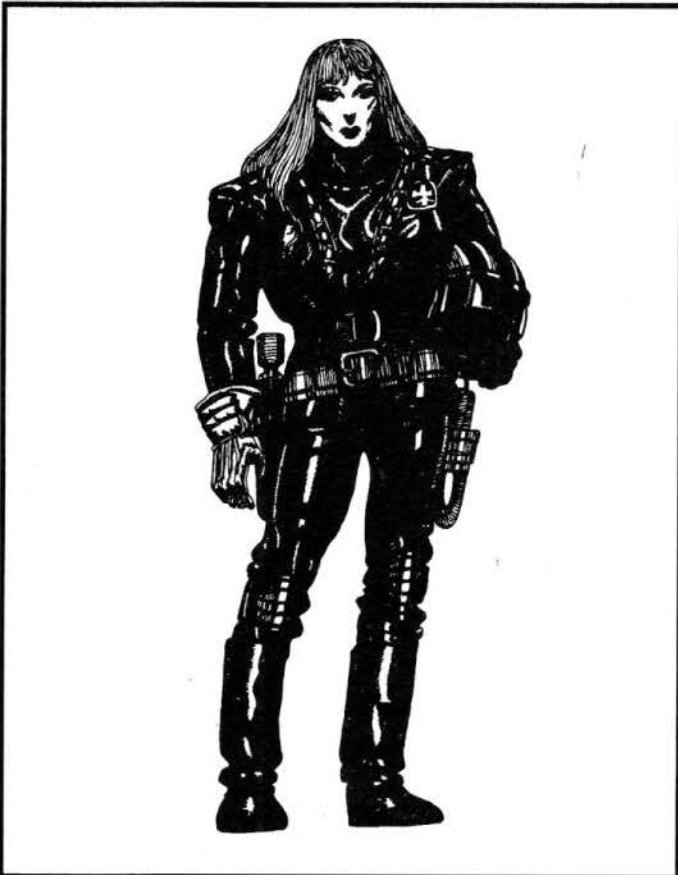
Fam/ Pistol, Fam/ SMG, +1 w/Pistol, +1 w/ SMG, +2 H to H or 12 Pts Martial Arts, +5 Acting, +5 Seduction, +5 Persuasion, +5 Interrogation, +4 High Society, +2 Streetwise.

ORGANIZATIONS

CORP COPS

Common

Fam/ Submachine Gun or Shotgun, +1 w/ Submachine Gun or Shotgun, +1 H to H or 6 Pts M.A., M.A. Nerve Strike, +2 w/ Nerve Strike, +4 Computer Programming, +4 Electronics, +4 System Operations, +4 Bureaucratcs



Elite

Fam/ Submachine Gun, +2 w/ Submachine Gun or Shotgun, +2 H to H or 12 Pts M.A., M.A. Nerve Strike, +3 w/ Nerve Strike, +5 Computer Programming, +5 Electronics, +5 System Operations, +4 Bureaucratcs

ENFORCERS

Common

Fam/ Assault Rifle or Shotgun, +2 w/ Assault Rifle or Shotgun, +1 H to H or 8 Pts of MA., M.A. Nerve Strike, +1 Nerve Strike, +4 Computer Programming, +4 Electronics, +4 System Operations, +4 Streetwise, +3 Perception

Elite

Fam/ Assault Rifle or Shotgun, +3 w/ Assault Rifle or Shotgun, +2 H to H or 13 Pts of MA., M.A. Nerve Strike, +3 Nerve Strike, +5 Computer Programming, +5 Electronics, +5 System Operations, +4 Streetwise, +4 Perception

EXTERMINATORS

Common

Fam/ Light Machine Gun or SMG, +3 w/ Light Machine Gun or SMG, +3 H to H or 15 Pts MA, +7 Perception, +6 Climbing, +6 Paramedic, +6 K.S. Maneuver in Alien Environs, +6 Survival (specific), +5 Fast Draw, +4 Computer Programming, +4 Electronics, +4 System Operations

Elite

Fam/ Light Machine Gun or SMG, +3 w/ Light Machine Gun or SMG, +4 H to H or 19 Pts MA, +9 Perception, +7 Climbing, +7 Paramedic, +7 K.S. Maneuver in Alien Environs, +7 Survival (specific); +6 Fast Draw, +4 Computer Programming, +4 Electronics, +4 System Operations

MOTHER THERESAS

Common

Fam/Pistol, +2 w/ Pistol, +1 H to H or 6 Pts M.A., +8 Stealth, +7 Security Systems, M.A. Nerve Strike, +7 w/ Nerve Strike, +4 Computer Programming, +4 Electronics, +4 System Operations,

Elite

Fam/Pistol, +2 w/ Pistol, +9 Perception, +8 High Society, +7 Bureaucratcs, +5 Computer Programming, +5 Electronics, +5 System Operations, +4 Forgery

ROAD PATROL

Common

Fam/Shotgun or Heavy Rifle, +2 w/ Shotgun or Heavy Rifle, +1 H to H or 7 pts MA, +4 Combat Driving, +4 Computer Programming, +4 Electronics, +4 System Operations, +4 Climbing, +4 Paramedic,+4 K.S. Alien Environs, +4 Survival (specific), +4 Perception

Elite

Fam/Shotgun or Heavy Rifle, +3 w/ Shotgun or Heavy Rifle, +2 H to H or 13 pts MA, +6 Combat Driving, +5 Computer Programming, +5 Electronics, +5 System Operations, +5 Climbing, +5 Paramedic,+5 K.S. Alien Environs, +5 Survival (specific), +5 Mechanic

SPRAWLGANGS AND MEGACORPS PERSONALITIES

	STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STN	OVC	DCV
Futman	18	1	12	12	18	6	1	1	4	2	2	6	24	37	1	1
Patel	16	6	14	14	19	19	6	6	3	3	2	6	28	29	2	2
Mugubwi	18	18	8	8	6	16	20	18	4	2	4	6	16	21	6	6
Takeishi	10	14	9	9	20	18	18	12	3	3	3	5	20	20	5	5
Carstead	4	14	13	13	21	6	12	16	2	3	3	5	26	22	5	5
Hamhal	20	18	18	18	15	1	1	8	5	4	4	8	36	37	6	6
Harrington	18	19	16	16	17	14	16	16	5	3	4	7	32	33	6	6

CYBERROGUES PERSONALITIES

	STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STN	OVC	DCV
Alio	21	19	17	17	10	14	8	8	4	3	4	7	34	29	6	6
Brady	9	11	13	13	10	18	6	16	3	3	3	5	26	23	4	4
Bryce	9	13	5	10	12	19	19	10	3	1	3	3	10	17	4	4
Calley	11	12	12	12	6	18	9	10	3	2	2	4	24	24	4	4
Casper	9	17	8	8	7	8	12	4	3	2	3	4	16	17	6	6
Chase	12	10	13	13	15	16	8	6	3	3	4	5	26	25	3	3
Dalton	11	6	4	10	16	14	19	8	2	1	2	3	8	17	2	2
Dooley	8	15	18	18	10	10	18	12	2	4	3	6	36	31	5	5
EDEN	12	8	5	10	6	12	20	20	3	1	2	3	10	19	3	3
Ember	16	18	15	10	6	13	18	14	3	3	3	6	30	26	6	6
Forenst	8	8	14	14	11	15	16	16	2	3	3	5	28	25	3	3
Fortney	4	6	18	18	12	16	18	12	1	3	3	4	36	29	2	2
Grey	19	20	18	18	6	12	16	12	4	4	4	8	36	37	7	7
Healey	4	16	6	6	17	10	7	7	1	1	2	2	12	11	5	5
Hernandez	13	18	18	18	19	10	9	4	3	4	2	7	36	33	6	6
HOWL	19	16	16	16	6	15	12	14	4	3	4	7	32	34	5	5
Hurst	10	16	11	11	13	8	14	8	2	2	2	4	22	21	5	5
Kane	10	14	19	10	10	6	10	10	2	4	3	6	38	25	5	5
Keklei	6	10	12	12	16	20	14	14	1	2	2	3	24	21	3	3
Lund	3	13	6	6	19	12	6	8	1	1	3	2	12	11	4	4
Macon	7	13	10	10	15	14	10	10	2	2	2	4	20	19	4	4
Manning	16	19	12	12	18	6	10	10	3	2	4	5	24	36	6	6
Horten	12	14	5	10	9	9	18	16	2	1	3	3	10	19	5	5
Percy	13	12	12	12	19	18	7	16	3	2	3	5	24	24	4	4
POLARIUM	10	15	12	12	8	16	14	12	2	2	4	4	24	23	5	5
Ratman	17	18	17	17	9	11	13	8	3	3	4	6	34	34	6	6
Runthers	9	15	12	12	12	19	12	12	2	2	3	4	24	22	5	5
SLIDER	8	20	10	10	12	8	14	6	2	2	3	4	20	19	7	7
Smit	5	11	8	8	13	19	6	14	1	2	2	3	16	15	4	4
Wallace	7	15	12	12	9	6	17	16	1	2	3	3	24	22	5	5

BODY BANK PERSONALITIES

	STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STN	OVC	DCV
Bradley	1	9	8	8	16	4	20	16	1	2	1	3	16	13	3	3
													Fam./ Pistol, +1 w/Pistol			
Chu	10	19	9	9	11	13	12	16	2	2	4*	4	18	19	6	6
													Fam./ Pistol, +1 w/Pistol, +1 Hand to Hand or 7 pts. Martial Arts.			
Ferguson	19	17	14	14	7	10	9	8	4	3	3*	7	28	31	6	6
													Fam/ Machine Gun, +1 w/Machinegun (+3 Eye), +1 w/ Hand to Hand or 7 pts. Martial Arts			
Gardener	10	10	4	5	11	8	10	8	2	1	2	3	8	12	3	3
													Fam/Scapel, +1 w/ Scapel			
Kendarma	7	11	6	6	14	8	20	18	1	1	2	2	12	13	4	4
													Fam/Pistol, +1 w/Pistol			
Lathem	8	12	8	8	12	1	15	14	2	2	2	4	16	16	4	4
													Fam. Pistol, +1 w/Pistol,			
Litner	14	12	9	9	6	1	18	18	3	2	3	5	18	21	4	4
													Fam. Pistol, +1w/ Pistol, +1 Hand to Hand			
Lockhart	4	15	11	11	15	8	16	14	1	2	2	3	22	19	5	5
													Fam. Pistol, +1 w/pistol, +1 Hand to Hand or 8 pts Martial Arts			
Loyd	6	8	20	20	14	7	20	1	1	4	1	5	40	33	7	7
													+1 Hand to Hand of 6 pts. Martial Arts, +1 Rocks			
Lupell	18	15	18	18	6	7	11	6	4	4	3	8	36	36	6	6
													Fam. Assault Rifle, Fam. Chainsaw, +2 Assault Rifle			
Maniac	20	16	19	19	10	8	15	10	4	4	3*	8	38	39	5	5
													Fam. Assault Rifle, +3 Assault Rifle, +5 Hand to Hand of 24 pts Martial Arts			
McCaffery	8	19	7	7	17	11	15	10	2	1	4	3	14	15	6	6
													Fam. Pistol, +1 w/Pistol, Fam. Knife, +1 w/knife			
O'Cullinan	11	20	10	10	12	2	16	16	2	2	4*	4	20	20	7	7
													Fam. Pistol, +2 w/Pistol, +1 Hand to Hand or 7 pts Martial Arts			
Rag	18	6	15	15	7	10	12	4	4	3	1	7	30	32	2	2
													+1 Hand to Hand or 6 pts Martial Arts			
Ryder	1	6	6	6	18	18	9	10	1	1	1	2	12	13	2	2
Scout	10	18	14	14	12	20	9	10	2	3	3	5	28	28	6	6
													Fam/Knife, +1 w/knife, Fam. Common Missile Weapons, +4 w/Composite Bow.			
EPITAPH																
Falsworth	10	8	10	10	12	8	18	12	2	2	2	4	20	20	3	3
													Fam/ Pistol, +1 Hand to Hand or 3 pts Martial Arts			
Riff	13	10	12	12	10	12	14	8	3	3	2	6	24	25	3	3
													Fam/ Throwing Knife, +3 Hand to Hand of 15 pts Martial Arts.			
Wood	15	15	16	16	10	1	8	15	3	3	2	6	32	32	5	5
													Fam/ Pistol, +1 w/ Pistol, +2 Hand to Hand or 10 pts Martial Arts			
Slamsin	19	18	15	15	6	10	13	9	4	3	2	7	30	32	6	6
													Fam/ Machinegun, +1 w/Machinegun, +2 Hand to Hand or 13 pts Martial Arts			
Sergal	8	6	3	3	16	14	17	10	2	1	1	3	6	8	2	2
													Fam/ Pistol, +1 DCV w/ Pistol			
Germaine	15	15	19	19	12	12	8	18	3	4	3	7	38	36	5	5
													+1 Hand to Hand to 7 pts Martial Arts			
Nicholas	9	8	7	7	12	10	7	14	2	1	2	3	14	15	3	3
													+1 Hand to Hand or 8 pts Martial Arts			
CATHOUSE																
Meter	16	18	9	9	10	4	20	20	3	2	3	5	18	21	6	6
													Fam/ Pistol, +1 w/Razornails			
Bliss	19	20	18	18	8	9	16	14	4	4	3	8	36	37	7	7
													Fam/ Machinegun, +4 w/Machinegun, +4 w/razornails			
Celester	4	11	7	7	20	19	12	16	1	1	2	2	14	12	4	4
Curran	10	16	13	13	10	14	8	16	2	3	3	5	26	25	5	5
													Fam/ Pistol, +2 w/ Pistol, Martial Arts +3			

Note: * = Cybernetic Enhancement



APPENDIX B: CYBERSPACE TIMELINE

- 1993-2000** — Due to increasing internal difficulties and lack of world marketing power, most communist countries begin allowing more and more laissez-faire capitalist endeavors within their borders; communism is on the decline. China remains the only exception to this rule, as protests continue in Hong Kong... Data security techniques include hand, retina, finger, voice, and alpha-wave prints; many Computers recognize the "fist" of their individual users... *Wheel of Fortune* becomes the first syndicated program to reach 1 billion viewers.
- 2001** — Remote FAXing of media into homes and "newsbooths"... The US completes its NavStar system; a network of satellites used to track and control movements of air and marine vessels all over the globe... The President of the US shoots an intruder in the Oval office with his personal H&K mp.
- 2002** — IVD & ICD (interactive video) and Holovision are in widespread private use... Spy Satellites abound in orbit.. Space-weapons include Remote Orbital Mines, Flechettes, and Krypton/Fluoride Laser Firing Platforms... An Ariane IX rocket explodes on the launch pad, causing serious damage to the complex and embarrassment to the European Space Agency.
- 2004** — Japan has evolved into an extremely powerful presence in the common market... US, Russia & Japan sign "Three Powers" treaty... First full-time space station is placed in orbit by the US... Development of FAX newspapers... The Sierra Society (a group formed of an alliance between the Audubon Society and Sierra Club) detonates a bomb in the Texaco building in Dallas, destroying four blocks and killing 4,500 people. Greenpeace denies association.
- 2005** — MIIS (Multiple Image Integration Sensors, or "Fly's eyes") are developed... transfer vehicles, spacetugs, satellite repair vessels and space rescue vehicles begin flying... LHT (Laser/Hydrogen Triggering) is first used to detonate small H bombs at a distance... The Sierra Society threatens to use nuclear weapons against petroleum manufactures unless safer processing methods are implemented.
- 2007** — The US begins building its SPSS (Solar Power Satellite system)... Psychoactives and surgery used to control criminal behavior... Forebears of powered armor are seen on battlefields... Russian place a large space station in orbit.
- 2008** — A bloody coup is staged in Iran, destabilizing that government foremost of the next decade... The US claims that its Space Shuttle *Challenger II* was attacked by a Chinese laser satellite (the shuttle landed safely)... An Exxon supertanker is torpedoed by the Greenpeace sub *Cermet*; all hands are lost. Bacteria released from the sub consume the 4 million barrel spill in eight hours.
- 2010** — Argentina bombs Brazil over disputed Rio de la Plata dams. US intervenes, stopping what would have been a bloody war by dropping nerve toxins along the disputed region and enforcing pullbacks on both sides. The US uses this excuse to leave permanent bases in Brazil and stop rain forest destruction... Population of the eastern Sprawl reaches 35% of the US population... Several "second world" nations have space programs well under way... The North American Satellite Communications Network (NASCON), is established... Human Organ Trade reaches incredible proportions as the homeless sell off organs to unscrupulous hospitals... The most concerted effort to legalize drugs in the US to date is defeated.
- 2011** — The "Fatal Winter" of 2011 (the first of many to come) catches the world off guard and leads to global food shortages and widespread deaths... 99.9% effective over-the-counter contraception is available for both men and women... Terrorist gangs roam the streets of the Eastern Sprawl... Techno-Rebels representing WARA (the World Allied Revolutionary Army) insert a datworm virus into Pentagon memory banks, destroying millions of dollars worth of data... The Mikura Zaibatsu develops the 128840 Superchip. Other firms perfect MagneBubble & OrganiMole storage... GEM cars first sold publicly.
- 2012** — First true AI (Artificial intelligence) developed... China, smaller nations and terrorist organizations undertake hostile maneuvers vs US and Russian satellites... New procedures allow reliable prediction of weather up to 14 days in advance, and limited weather manipulation becomes a reality (allowing the future possibility of climatological war). Russia and China complete their own satellite communications networks... China attacks North Vietnam... Dr. Richard head of the CDC in Atlanta announces a cure for AIDS; Iteferon III is also claimed by French and UK groups as their discovery; Tamiko & Gibson acquire rights to produce the product.
- 2013** — "Dianus" plague hits the Americas; tens of millions are killed by this respiratory disease, which is believed to have been released as a malicious act of biological war (many suspect China, but there is no proof)... Both the US and Russia suffer nuclear reactor meltdowns... East and West Germany are reunited in to a single country... In the US, corporate bonds outsell government bonds in a trend which continues throughout the century... Libya infuriates neighbors by oil-drilling in "hands-off" sites; border clashes with Egyptian forces ensue.
- 2014** — Artificial Wombs are created. Cryostorage of ovum/sperm/zygotes (both human and animal) becomes a commonplace occurrence. As a response to the ecological terrors of the past several years, unprecedented crime rates, riots, and anti-scientific jihads occur throughout the western world. AI battle machines first used for infantry support and crowd control.. Walt Disney Enterprises buys Corsica for a new Theme park.
- 2015** — The worldwide balance of power has shifted so that most countries recognize the US, Russia, Japan, and the EEC (European Economic Community) allies (led by Germany) as "The Four Superpowers"... Several varieties of synthetic food are created and distributed by the Omara Foundation of the UN... The worldwide fresh water shortage causes global unrest; most industrial nations are forced to ration and recycle water.

- 2016** — Nuclear Reactor meltdown in Israel is believed the act of Libyan terrorists, beginning a series of escalating field clashes... Mid-range fusion generators are developed... China declares war on India... The NAL (New Aryan League), and ultra-right organization bent on Hitleresque racial superiority theories, takes political control of San Diego. Discrimination against non-Nordic types begins almost immediately. Thousands flee; thousand more invest in peroxide.
- 2017** — Applications work with AI has spawned many varieties of common robots: Personal, Industrial, Secretarial, and Warrior-types. Robots are used extensively in space, often communicating by remote microfrequ channels... Interplanetary Geoscience performs the first moon mining; ores are carried into Earth orbit by automated systems.
- 2018** — Israel nukes Libya: US & Russia take a stand against nuke use at SALT XV... The first practical large-scale massdriver is developed by France, and placed in orbit to join in a collective operation with the US Space Station... Electric-powered cars are common... China claims most of India but seems unable to hold the territories... Highway violence, a phenomenon once unique to the US, spreads across Europe as frustrated motorists shoot each other with ridiculous frequency... In the US, state police begin wearing cheval and other armoring as part of their regular uniform.
- 2019** — "Second world": producing countries such as Taiwan, South Korea, Switzerland and Sweden see a rise in power... The US, Japan and several European countries tow arctic glaciers southward in order to provide fresh water sources... The Dalai Lama born in Lesser Antilles; bloody rioting in Tibet... Soap riots in the Soviet Union become intolerable.
- 2020** — "The Net" (the Global Satellite/Ground Communications Network) is fully integrated, incorporating older and newer satellite networks into its own computer-monitored structure... US physicians develop tests which can predict genetic diseases and carriers, leading to legal battles over the implications of their use... Population of the Pacific Sprawl (from San Diego to San Francisco) reaches 25% of the US population... the first true arcology is completed in Sweden, and many more follow throughout the next few years... All over the globe, smaller countries and territories vie for (and receive) independence from their mother countries.
- 2021** — The pharmaceutical MegaCorp Leyland-Carlisle wins rights to develop the beleaguered Amazon and begins an aggressive replanting operation (the rain forest is an unmatched source of new organic drugs)... Super immunosuppresses are discovered, allowing complex transplants and artificial organ implantations... The already thriving black market surrounding the procuring and sale of body parts becomes a serious problem, as murder for parts is commonplace... The US sees a near-total elimination of the "middle-class"; most citizens are either white-collar corporate elitists or itinerant workers (there is, of course, also a huge class of destitutes). Volunteer civilians are sent into the growing orbital stations as colonists.
- 2022** — Black Africa attacks Sough Africa en masse, forcing US and England to intervene; massive riots continue, leading the eventual overthrowing of white rule... Scientists begin learning about the mutative physical effects of extended zero-gravity on the human physiology, and one hundred US citizens form a petitionary anti-planetfall group, becoming the first politically independent orbital dwellers.
- 2023** — Nuclear arsenals have been developed in many third-world countries, prompting the Superpowers to take an even harsher stance against nuclear weapons use... A joint US/Russian mission discovers ice in the polar craters of the moon, which leads to the planning of a UN moon colony... The US abandons speed limits on all interstates as unenforceable.
- 2024** — All of the Superpowers are engaged in some form of space industry: energy/fuel production, informations gathering and disbursement, lunar mining and farming, etc... Although the balance of power has settled somewhat, there are still many small incidents of distrust, especially between Russia and China... IGI (Interplanetary Geoscience, Inc.) builds a massdriver on the moon to handle the transportation of mined lunar ore to vessels in orbit... It is discovered that algae growth shifts in the oceans are compensating for industrial global warming effects (the reason for the strange global winters every few years for the last couple of decades); Earth heals herself despite the abuses of mankind.
- 2025** — The Earth's population reaches 8 billion... Unemployed and homeless percentages soar, while almost 50% of employed persons work in their own homes, utilizing the Net to transmit everything from personal communications to stock portfolios... New Edison constructs the world's first large breeder reactor... A short burst of strange signals is received and relayed by the US probe Voyager 2, now in interstellar space. The signals are believed to originate from the Alpha Centauri system.
- 2027** — The earliest versions of DNI (Direct Neural Interface) are developed, and applications proliferate. Some of the quickly appearing trends include bionic prostheses, cybernetic soldiers, nerve-controlled office machines, and artificial pleasure/pain stimulators (the infamous Cyberdeck will not be perfected for several decades)... the NAPA arcology declares independence from California; the state is forced to agree or NAPA will cut off valuable geothermal electricity.
- 2028** — The UN prompts the Superpowers to offer tax incentives to citizens in an effort to control population growth... Japan builds the first "Aqualogy"; the undersea city of Koshimiru.
- 2029** — Tensions rise amongst the Superpowers as Russia suffers and epidemic flu virus which is said to be the work of Chinese biochemists... The UN manages to prevent war... The young Dalai Lama leads Tibet in a well-armed revolt against China.
- 2030** — The Pan-African state emerges from eight years of warfare with a newfound sense of solidarity, and begins making technological advances... British developers design the first of several "mood drugs": specific personality altering chemicals. Many more follow... The US is forced to put its manned mission to Mars plans on hold due to budgetary restraints, despite results from the recent Ares lander which indicated subsoil water and an environment less hostile than suggested by the Viking probes of the late 20th century.
- 2031** — Specialized organ/tissue cloning techniques are developed. A new procedure allows re-embryonization of mature cells (even nerve tissue) which allows them to be modified to fill the roles of other cell types.. The UN holds the first World Economic Summit, where a global currency is established; The World Dollar (or simply 'Dollar'). In most civilized areas, all monetary transferral is electronic, and an additional charge (2% to 10%) is levied against "hard cash" payments (forgery of paper currency has become childishly easy).
- 2031** — Driven by unlimited spending and haphazard speculation, the US is plunged into a massive depression which affects the entire world. Faced with an unprecedented federal deficit, the government is forced to borrow money from its largest corporations. Many allied and dependant countries follow suit, and the MegaCorps assume a level of unrivalled importance and prestige...
- 2033** — Brains can be kept alive outside of bodies for several months, leading to the manufacture of quasi-robotic beings: soldiers, space workers and explorers with human brains... Orbital stations, with their control of lunar mining, are growing in size and economic power.

- 2034** — Unable to keep a handle on their rioting and starving populations, the US and several EEC countries are forced to enter in to states of Martial Law... In many cases, private corporations are called upon to provide adequate police and security forces... China continues to be a threat to world peace yet the UN seems powerless to control the aggressive communists... The League of Nations II is formed, excluding Red China.
- 2035** — The first cloning of a sentient human being is performed in a French laboratory... The science of cryogenics finally reaches a level of sophistication where humans can be placed in 'suspended animation' for decades with minimal aging or evidence of brain damage. Interstellar colony ships (many funded by private organizations), packed with cryosleep units, are constructed in Earth orbit. the first begin departure by the end of the decade... Japanese economic power beginning to falter due to dependency on foreign raw materials.
- 2037** — The first large-scale orbital colony is completed by the UN... Cuban forces attack oil platforms in Mexico in an attempt to destroy US reserves: US fores intervene, but the platforms are lost... The League of Nations votes to exercise severe sanctions against China... *Star Trek: The Fifth Reincarnations* premiers in global syndications starring Cindy Shatner (as Captain Kirk, great-great grand niece of James T. Kirk) and Majel Barrett Roddenberry as Chief Medical Officer Christine Cathedral.
- 2040** — The Infostare corporation buys Ecuador, marking the first outright purchase of a country by a MegaCorp. Leyland-Carlisle follows suit by buying Brazil. This trend continues as banks and other large investing companies foreclose on debt-ridden nations.
- 2041** — Russia develops breeding of "intelligent" animal (including apes and marine mammals) for labor and combat... Spurred by wars in the middle east and the Mexican oil crisis, the US and other countries enter and unprecedented fuel shortage; gas raids and riots occur across the globe, and various firms begin marketing alternative engines... China, the last great communist empire, has become desperate and retaliates against worldwide draconian economic sanctions with a vicious all-out nuclear assault, but virtually all of the missiles are destroyed by the global satellite defense network.
- 2043** — Back-worn singly manned drive units (known as "SMUs" or more colloquially, "skeeters") are developed for space maneuvering... The US probe *Magellan III*, though lost in the 1990s, is picked up on orbital trackers heading towards the earth at an impossible velocity. Speculations about black hole travel is rampant. *Magellan* responds to commands but its sensory data is contradictory. It is expected to arrive in earth orbit in 2092.
- 2045** — US, Russian, and orbital citizen astronauts begin limited mining and enclosed farming projects on several asteroids.
- 2047** — Against UN sanctions, the Petroline and Syzestemics Corporations hire mercenary soldiers to battle against each other's claims of Middle Eastern Oil drilling sites. Each testifies before UN committee that such paramilitary clashes have been going on for over a decade... Japan charges that the destruction of their intercontinental Com Stat by a US space shuttle was an act of warfare, and the Japanese Space Defense Troops board and hold a US satellite repair station for twelve days before a New Edison anti-terrorist team reclaims the construct (an earlier US Marine raid was a failure: the Marine Orbital shuttle malfunctioned). The US seems incapable of handling its tactical situations without resorting to corporate aid.
- 2048** — ASP (Apparent Sensory Perception) techniques are developed by Bio-Logic, as subsidiary of Applied Technologies Corporation. This allows taping of one person's brain processes (experiences) and subsequent replaying into another's sensory input channels. A variety of the mysterious Narcissus Project funded by Leyland-Carlisle comes to fruition: Antigerus, the first chemical capable of considerably slowing the aging process, is developed by a Swiss biochemist.
- 2049** — "Hardwiring" (RAM chip implantation) techniques are developed, allowing near-instantaneous boosts of knowledge and learned capabilities... Two-person neural interface (often called "DNI-2" or "SimSense") makes machine-implemented "telepathy" a reality (some problems persist, including mental rejection and "SimSense insanity"... New Tomiko fuel refineries on asteroid Ceta XXIII.
- 2050** — Jet-powered backpacks developed by various firms are now SimSense military and police use... Serendipity Corporation begins construction of a large space base in central Africa; they divert their profitable lunar raw SimSense to a secret orbital project of their own.
- 2051** — LHT (Laster/Hydrogen Triggering) rockets are developed, decreasing travel time immensely: trips to Mars can now be made in ten days.
- 2052** — A conglomerate of MegaCorps (led by IGI) puts up the effort to build the first Mars colony. Used chiefly for mining and materials research, the achievement is a marking SimSense in the decline of SimSense; SimSense of which were SimSense of funding so immense an undertaking.
- 2054** — Practical Laser weaponry is developed by the Oskovska MegaCorp.
- 2055** — A surge of activity around the Leyland-Carlisle orbital label lab is noted by the UN, but the Pharmaceutical MegaCorp is silent... Vanna White retires from *Wheel of Fortune*.
- 2056** — It is determined that Leyland-Carlisle is constricting a cluster of huge spherical objects; speculation about a starship is rampant... *Wheel* is cancelled due to plummeting ratings.
- 2057** — The mysterious Leyland-Carlisle 'starship' - seemingly little more than a massive set of spherical tanks and an impossibly small drive system - is launched from earth orbit; its trajectory is calculated to send it into low orbit around Venus late next year. Construction on another ship begins.
- 2058** — Almost the entire population of Papua New Guinea suddenly claims to have been contacted by otherworldly "visitors" 10 years previously... The L-C ship arrives at Venus, and a fascinated world watches as the tanks begin dumping something into the Venus atmosphere. L-C announces that it has claimed Earth's sister planet as its own, and is beginning a terraforming project: the engineered life being dumped will convert the Venusian atmosphere. The UN is in an uproar... *Wheel of Torture*, a game show whose time has come, achieves world-wide acclaim.
- 2064** — Buddhist monks in Korea claim to have had visions of earth under the dominion of horrifying alien beasts; the visions are so stark that hundreds of monks publicly kill themselves to draw attentions to earth's impending doom... Torrential mud slides in the Philippines claim thousands of lives; there are reports of mud raining down from the heavens during destructive monsoons.
- 2065** — Serendipity's much spied-upon but never acknowledged orbital habitat is complete. Christened Crystal Palace, it is designed to house 12,000 people in a 5 mile long hollow cylindrical stations which spins to simulate gravity, and is fully self-sustaining.

- 2066** — Eleven orbital constructs and satellites inexplicably plummet to earth over the course of a single year; MegaCorp scientists are mystified and cannot explain the strange events.
- 2067** — Canada begins extensive Aqualogy development off the coast of British Columbia... The UK, over objections of other EEC members, annexes Libya, Kenya, and Tunisia - claiming that they always retained rights to those countries.
- 2068** — A strangely pacified China reopens diplomatic channels with many western nations. Rumors abound of a widespread rash of mutant births in that country.
- 2069** — Japanese mercenary gangs begin terrorizing American suburban residential districts... A Gallup poll indicates that 9 out of 10 North Americans experiment with recreational stimulants.
- 2070** — Several Third-world economies, propped-up for years by illicit drug sales to the United States, collapse as cheaper, artificially produced drugs flood the marketplace... Conservative factions in the US continue to block attempts to legalize any drugs except alcohol and nicotine. Canadian Tire Company receives the contract to toll and maintain all US interstates.
- 2071** — Remote African bushman tribe found killed to the last man; reason for deaths unknown, though all had had their digestive tracts removed.. Much of the southern US is a desert while coastal areas suffer periodic flooding; northern Africa and the Australian outback receive an average of twenty times their normal rainfall compared to 100 years before, all due to global climate shifts... The UK and a handful of European allies begin construction of a cryogenic interstellar vessel.
- 2072** — An American cybernetic warrior company, thought lost in action during a Central American brush war several years previously, resurfaces on Easter Island They decimate majority of the island's population before being eliminated by an airborne invasion staged by the Red Star MegaCorp.
- 2073** — An alliance of North African Moslems begin waves of overt military attacks and suicide bombings against Israeli targets. Israel invades and occupies a number of adjacent countries... Quebec secedes from Canada.
- 2074** — Polish forces invade Russia, beginning a protracted struggle between those two nations for years to come... Remnants of Noah's Ark recovered in Northern India and brought to Tel Aviv.
- 2075** — Intelligence drugs are marketed in the Americas and western Europe; these miraculous chemicals serve as synoptic re-formatters, raising one's powers of organization, inference, deduction and memory... The UK interstellar ship Indomitable is launched from earth orbit, accompanied by much pomp and ceremony... Quebec rejoins Canada.
- 2076** — The Great California Earthquake; vast tracts of the Pacific Sprawl devastated. While little actual southern California land slides into the ocean, there is severe damage to the entire Los Angeles-San Diego Corridor (San Francisco and region northward are relatively undamaged). Aid is sent to the region, but most governments only say "They had it coming to them."
- 2077** — The Chinese government, desperate for cash, leases Hong Kong to the Japanese. The US annexes Ontario as a 'protectorate'.
- 2078** — Death Valley in the US is converted into an open prison... The Red Market, illegal sales of US government issue items including weapons, breaks open to a frenzied public.
- 2079** — Strange and persistent "lights" observed over various portions of Australia for several months; these are accompanied by unexplained disappearances of hundreds of Australians. The Aborigines seem unaffected... The Red Market closes open operations to disgruntled public.
- 2080** — Israel's nuclear warhead stockpile mysteriously vanishes; this secret is kept for some years. The stockpile is never recovered.
- 2081** — DNI technology matures and the first true Cyberdecks are produced. The global Net takes on a form of its own and the realm of Cyberspace is born... New statistics show that 90% of all violent deaths in 2080 involved Red Market items.
- 2082** — The undeclared American/Japanese war abates as the two governments can no longer sustain military operations. MegaCorps from both countries are pleased with this development, having invested billions over the years to sabotage the war. The President makes closing of the Red Market a platform for the next election. Reelection is doubtful...
- 2083** — The President of the United States resigns his office under the cloud of a convoluted sex and racketeering scandal. The office is declined by the Vice President. US political structure is thrown into disarray.
- 2084** — An obscure cult from southern California claims to be able to "send" their members to planets beyond the solar system; this absurd declaration seems to be corroborated by a massive and unchecked exodus of citizens who are never heard from again.
- 2085** — A small comet impacts in the Indian Ocean. Though insignificant as comets go, the force of this impact is unimaginably violent. Clark Island (formerly Sri Lanka) is devastated. Steam released into the upper atmosphere has a catastrophic effect on world climate; global climate once again plunges into chaos, while vast tracts of jungle and forest are defoliated (The Amazon Basin is relatively unaffected)... Importance of Aqualogies and orbital agriculture projects increases.
- 2086** — The first complete recombinant DNA tests are performed on humans by the Syzestemics Corporation. Cloned embryos are designed with additional limbs, elongated phalanges, prehensile tails and a variety of other "freakish" physical attributes. Moral objections to the MegaCorp's work are myriad, but tests continue.
- 2087** — It is estimated that, while relatively few animal species have become extinct since 2030, 95% of the world's wild animal specimens are now located in MegaCorp-controlled zoological centers and wildlife preserves.
- 2088** — Corporate wares become more prevalent. One of the Corporate lunar bases imposes a quarantine, and rumors of an exotic disease outbreak are rampant. the quarantine is lifted months later, with no explanation... Interplanetary Geoscience announces that it has achieved weather control technology.
- 2089** — New Edison and Okira begin the Martian Conflict. IGI sends 1,000 troops to Mars and fortifies its own base. The Nemo corporation begins construction of an undersea city. "Pacifica" is scheduled to be completed in 2100.
- 2090** — The present.



APPENDIX C: BIBLIOGRAPHY

There are a number of cyberpunk novels and short stories available now, as well as a number of related books, movies, and other media. While this is by *no means* a comprehensive list, it does offer a wide variety of titles and formats that you could turn to for ideas, inspiration, and enjoyment.

An asterisk (*) indicates the editor's recommendation (in his humble opinion).

NOVELS AND SHORT STORIES

- 1984 by George Orwell
Angel Station by Walter John Williams
The Artificial Kid by Bruce Sterling
 **Burning Chrome* by William Gibson
A Clockwork Orange by Anthony Burgess
Company Man by Joe Clifford Faust
 **Count Zero* by William Gibson
The Cybernetic Samurai by Victor Milan
Do Androids Dream Electric Sheep? by Philip K. Dick
Ender's Game by Orson Scott Card
Gorgon Child by Steven Barnes
 **Hardwired* by Walter John Williams
Hyperion by Dan Simmons
 **Islands in the Net* by Bruce Sterling
 **Mirrorshades* edited by Bruce Sherling
 **Mona Lisa Overdrive* by William Gibson
 **Neuromancer* by William Gibson
Nightside City by Lawrence Watt-Evans
 **The Ophiuchi Hotline* by John Varley
 **Schismatrix* by Bruce Sterling
Streetlethal by Steven Barnes
Vacuum Flowers by Michael Stanwick

TELEVISION

OK, *The Six Million Dollar Man* is really stretching it, but there just aren't a lot of cybershows.

- **Max Headroom*
Six Million Dollar Man

MOVIES

A little leeway must be given to the list of movies, as the number of truly cyberpunk movies is extremely limited (some strict genre fiends would say that there are none).

- 1984
 **Akira*
Aliens
 **Blade Runner*
Brainstorm
Brazil
Buckeroo Banzai
A Clockwork Orange
Escape From New York
 **Freejack*
Highlander II (not!)
La Femme Nikita
Liquid Sky
Logan's Run
Outland
Predator II
Repo Man
 **Robocop*
Rollerball
Soylent Green
THX 1138
 **Tron*
Until the End of the World

COMIC BOOKS

- **American Flagg!*
 **Appleseed*
 **Batman, the Dark Knight Returns*
Cyberpunk
Cyberrad
Deathlok
Dirty Pair
Grendel
Grey
Judge Dredd
Marshal Law
Shatter
Silent Mobius
Watchmen

Superhero Shopping List

Look for these heroic products at your favorite game, book, comic, or hobby shop..

The Hero System

The *HERO System* is the original and best universal role playing system. Extensively revised and improved, the HERO System is intended to be intuitive — that is, all the rules follow from a few simple guidelines. It is generic in that it can be used to play in any role playing setting.

HERO System Rulesbook™ \$20.00

(Included in *Champions* hardcover) The award-winning HERO System lets you role play any time, any place, any technology, and any power level.

HERO Bestiary™ \$18.00

Every creature, every genre—the HERO System strikes again—a host of animals, monsters, dinosaurs, and other beasts.

Adventurers Club™ (AC)

The magazine for Hero Gamers! The articles and columns are dedicated to expanding and improving the already fine line of Hero Games. \$4.00 per issue. Subscriptions are available for (U.S.) \$12.00 for four issues to the U.S. or Canada; \$20.00 for overseas subscriptions.

Campaign Books

Campaign books are designed to complement the *HERO System*. Each book deals with a specific genre and provides enough information for complete roleplaying in that genre. The most successful example of a Campaign Book is *Champions* which has spawned its own sub-series of support materials.

Champions® \$26.00

(contains the HERO System rulesbook) Play your favorite comic book hero, or create your own! The character generation system lets you design your heroes the way you want them. The combat system is easy to learn and play. Also covered are skills, powers, disadvantages, weapons, and guidelines on campaigning.

Fantasy Hero™ \$20.00

This full-fledged 256 page campaign book shows you how to run a fantasy campaign using the HERO System.

Fantasy Hero Companion™ \$15.00

Fantasy Hero Companion II™ \$16.00

These products have everything you would want to make your *Fantasy Hero* campaigns even better.

Western Hero™ \$20.00

Western Hero is the definitive campaign book for adventures in the Wild West using the universal HERO System.

These fine products are sold at better retail outlets worldwide. Available at better game stores — or order from ICE, Inc. P.O. Box 1605 Charlottesville Va 22902, USA. **Prices are subject to alteration without prior notice.** VISA & MASTERCARD orders (and catalog requests) call (800) 325-0479. Va residents, Canadians and overseas customers call (804) 295-3917. Please make phone orders during business hours: 9am-5pm, Eastern Standard Time, Mon-Fri. **Call or Write for a free catalog!**

Supplements for Champions

Champions GM Screen & Accessories™ \$12.00

Designed to make a GM's life easier and to speed up play, it includes a screen with all important tables, maps, 60 full color stand-up playing pieces, additional character sheets, and more.

Mind Games™ \$8.00

Mentalists in Champions! This supplement highlights the rules for mental combat and the villainous organization, P.S.I..

Classic Enemies™ \$13.00

Over 80 of the best villains from *Enemies I, II, and III!*

Challenges for Champions™ \$9.00

Ten short scenarios, 17 new villains, scenario ideas, and suggestions for designing your own scenarios.

Mystic Masters™ \$13.00

Allows players to simulate the sorcery of magical comic books—a must for fans of super-magic.

The Zodiac Conspiracy™ \$11.00

An organization of villains for adventures or as recurring foes.

Invasions: Target Earth™ \$8.00

Learn how to run invasions, meet the different types of invading forces. Also included is an entire, ready-to-run invasion.

Day of the Destroyer™ \$7.00

"I have become Death, the shatterer of worlds..."—Dr. Destroyer, the greatest and most evil mind ever, upon his return.

Invaders from Below™ \$10.00

Provides a complete description of the kingdom of Subterra and its inhabitants.

Kingdom of Champions™ \$18.00

A campaign sourcebookset in Her Majesty's United Kingdom.

Champions in 3-D™ \$16.00

This huge 144 page sourcebook has extensive guidelines for running extra-dimensional *Champions* adventures.

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More than 40 alien villains and oddities.

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This 192 page book takes your favorite organizations including PRIMUS and DEMON, Red Doom, CLOWN, and Neutral Ground and not only reorganizes them, but updates them as well.

European Enemies™ \$13.00

Included within these 96 pages are over thirty-five all new never-before-seen villains, all from various parts of Europe.

Champions Presents #1™ \$14.00

This is an anthology of three hard-hitting, foe-smashing adventures. Each adventure can be played separately, or the three can be intertwined to form a comic book-style campaign.

Champions of the North™ \$14.00

A campaign sourcebook for *Champions* set in the great white north, our neighbor to the north, Canada.

Normals Unbound™ \$13.00

This *Champions* sourcebook for the "normal" NPCs that make up the majority of John Q. Public in any campaign.

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This is the definitive sourcebook for high-tech villainy: powered armor, robots, gadgets, androids, huge machines, cyborgs—the list goes on and on.

Welcome to the future.

It's not a particularly friendly place to visit, let alone live in. **Cyber HERO** is the **HERO System™** campaign supplement for the near dark future of cyberpunk science fiction. **Cyber HERO** provides everything needed to play in the grim reality of a world where the rich get richer and the poor slip into oblivion. Where keeping ahead in the world can be accomplished with a fast and reliable cyberdeck, a positive mental outlook, a charming personality, a few good friends to watch your back, and some high tech military hardware to even the odds.

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- ▼ Suggestions for creating your own cyberpunk setting and for handling the power level of a cyberpunk campaign—from heroic to superpowered.
- ▼ Detailed guidelines for handling use and abuse of Cybernetics.
- ▼ Comprehensive rules governing the Cyberspace Net, travel through it, and action within it.
- ▼ Material showing how to make the genre's equipment, weapons, armor, tools, and vehicles.

CYBER HERO

To play **Cyber HERO**, the player must already own the **HERO System Rulesbook™** or **Champions®**

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