

# Poseidon Asides

## #2: Tyree's Tattoos, Haven

Welcome to Poseidon Asides, articles that focus on the people and places of Poseidon. This article introduces Tyree's Tattoos, a tattoo shop in the back alleys of Haven's warehouse district that is much more than it seems.

### History

Located in one of the myriad of back alleys in Haven's Warehouse district is a small, unassuming tattoo parlor named Tyree's Tattoos. However this establishment is anything but ordinary as it is home to a small biomod clinic that specializes in illegal biomods useful for criminal activities.

Tyree's Tattoos is owned by Tyree Johnson, who also works as one of the tattoo artists. Tyree employs three other artists to help shoulder the workload; Damont, Henry, and Jervis. All of them are present most days. The shop is small, and has a cramped feeling not helped by the partitions each artist has set up around his area for customer privacy. Tattoo drawings and photos hang from every wall, sharing the space with only a few neon signs, a clock, and a large, stuffed mojo. A haze of smoke hangs perpetually in the air, a blend of tobacco, marijuana, and pharium, as well as the incense Tyree constantly burns to "clear the air". The light is dim except for the lamps the artists used when doing a tattoo, and music always plays at a low volume in the background. The artists refer to the music as "The Dub", which is a mix of classic Jamaican folk music, reggae, and modern electronica. This makes the overall atmosphere of the shop feel very casual and laid back, which is exactly what Tyree wants.

While the tattoo shop is technically only a front for the real business, it nonetheless brings in enough money to be completely self-sustaining, which means the financial records are always on the level. This is important to Tyree as he is known to the Haven GEO Patrol as a small-time, ex-smuggler of pharium, as well as suspected of having ties to the NRM and Gorchoff family. The truth of it, of course, is far more complicated than that.

Tyree and his brother Donall were high ranking officers in the NRM in Kingston since their childhood, up until 3 years ago. Tyree started as a courier, running pharium at age 12. Donall was a lot brighter than his brother and took to education. As he grew up, Donall decided he wanted to become a doctor, to treat his NRM bredren exclusively. Once it was clear that Donall had the ability, the NRM paid to put him through college and medical school, seeing the benefit of having a doctor that was one of their own. Donall made it through med school with honors and went to work in a private practice set up by the NRM. After two years, he had a bold idea. What if he not only took care of the bredren, but had his own biomod clinic where they could receive biomods much cheaper than other places. With a supply of Long John and information available on CommCore and from medical journals, he could perform the treatments for only the cost of the Long John and the other supplies needed. He voiced the idea to Tyree, who agreed the idea had huge potential, and together they presented the proposal to NRM leadership. It was flatly rejected, and Donall told to go back to patching up the bredren, where he belonged. The brothers refused to let the idea go, seeing the huge profit such an operation could bring in, and unanimously decided to break from the NRM. They knew they would have to leave Kingston, never to return, and would be hunted by the NRM for the rest of their lives. They took all the money and valuables they could get their hands on, and left for Haven.

Using small charter services, and called-in favors, they made their way to Haven, leaving no discernible trail for NRM killers to follow. Upon reaching Haven, Tyree settled on a small storefront in the warehouse district, mainly because it had a large basement. Once the sale was final, they began to renovate the inside of the place to meet their needs. They sealed the basement access off behind a wall lined with shielding to confuse high tech scanners. A door was cleverly concealed as part of the wall and moved by hydraulics controlled from a switchbox in the back room of the shop. They stripped the basement, sealing walls, cleaning, and running all new water, waste, and power conduits to it to support the clinic. The specialized equipment needed, as well as starting Long John, sapped the rest of their money, but it was enough to get it going. Tyree had learned tattooing during his years in the NRM, though he rarely used the skill. He settled on that as a natural front for the clinic, even hiring other artists to help when the shop attracted more business. After a couple months, the shop was doing brisk business above, even as word was leaked out that there was a new place to get biomods when other clinics refused you.

The next step the brothers had planned was made for them. Instead of having to go out and court the local criminal network, several Gorchoff enforcers showed up to make the standard protection offer. Tyree and Donall showed the enforcers the basement clinic and made them a counteroffer. Amazed at what they saw, the enforcers reported back to the family. Several visits and tours later, the brothers cemented a solid deal with the Gorchoff family. The family sees to it the clinic gets the supplies it needs and protection, and in return family members get special discounted rates. Donall has since researched and implemented several new cybernetic devices and biomods specifically made for criminals, much to the delight of the Gorchoffs.

The shop gets investigated by the Patrol from time to time and occasionally they arrest someone getting a tattoo, usually for an outstanding warrant or pharium possession. Tyree puts up with the intrusions with a smile, since he knows these little aggravations keep the Patrol's attention away from the real purpose of the shop.

### Donall's Biomods

Donall Johnson has come up with several biomods of his own that are quite specific in function, usually towards illegal activity. These biomods have been very well received by the family and word of them is starting to circulate through the criminal underworld of Haven. The resources of the family allow him to offer most modifications, short of full genetic redesign, in addition to his custom biomods. The price of standard biomods is reduced by 20%.

## Marsupial Pouch

This very simple modification creates a 120 cubic centimeter pouch in the person's abdominal cavity, held closed by muscles and covered with a skin flap. The cover flap seals to the surrounding skin like Velcro™, rendering it undetectable by visual inspection. While the pouch isn't large, it is sufficient to conceal drugs, small weapons, dataspikes, or similarly small objects. While fairly proof from a visual and physical search, the pouch and contents can be picked up by advanced sensors like marnoc and numar. The pouch grants a +3 bonus to Target Number when concealing an object(s) in the pouch.

**Legality:** Legal (although the uses of the pouch probably aren't)

**Transformation Time:** 1 week

**Cost:** 3000 cs

## Muscle Enhancement

This biomod increases the subject's muscle mass, aiding his ability to lift, carry heavy loads, and deal out pain in hand-to-hand combat. Needless to say, this modification is a favorite of street thugs, family enforcers, and other fans of brute force. The biomod grants a +2 bonus to Physique rolls when performing tasks requiring raw strength, and a +1 to the Damage Rating of armed and unarmed melee attacks.

**Legality:** Legal

**Transformation Time:** 3 weeks

**Cost:** 11,000 cs

## Programmable Larynx

This cybernetic device is installed in the person's throat around the larynx, tapping into the muscles that control the vocal cords. The device can alter the person's voice to a nearly perfect replica of someone else's voice. The implant can be programmed with up to 5 different voices, besides the person's own voice, which can be activated by tapping the side of the neck or via a bodycomp or icomp. The altered voice can fool voice recognition systems, granting the user a +2 Target Number bonus to defeat voice-based security.

**Legality:** Proscribed

**Transformation Time:** 1 month

**Cost:** 8000 cs

## Retinal Repatterning

This biomod reconfigures a person's retinal pattern, changing it to a random new pattern or to a specific pattern unique to another person. The former use prevents the person from being identified by their retinal pattern, while the latter can allow a person to bypass retinal scan security measures. When used to mimic a known pattern, the person gains a +2 Target Number bonus to bypass retinal scan security systems.

**Legality:** Proscribed

**Transformation Time:** 1 month

**Cost:** 12,000 cs

## Back Alley Clinics (Optional Rule)

Back alley biomod shops are notorious in reputation due to the fact that many people die each year from complications of illegal biomodification. This doesn't stop those without the money for legitimate clinics, or those seeking biomods only available from these dubious places.

The quality of a clinic has a profound effect on whether the person comes through the modification unscathed, or even alive. The rules below describe how the quality of the clinic can affect the outcome of the biomodification.

The quality of a clinic is measured on a scale of 0 to -3, from best to worst. The number is the modifier to a Physique roll to avoid any complications of the biomodification. If the roll is a success, there are no permanent side effects. If the roll is failed, roll on the Side Effects table below using the same modifier.

## Side Effects

Roll	Side Effect	Game Effect
1	Death! The person didn't survive the modification attempt.	Dead
2-3	Doesn't work. After all that effort, the biomod just doesn't function.	No additional effect
4-5	Permanent physical deformity. Lumpy muscles, bleeding eyes, swollen neck, or some other unpleasant looking malformation.	-1 TN penalty to all social interactions
6-8	Infection. Nasty infection that will need medical care to treat.	-1 TN penalty to all rolls until healed
9-10	Glitch. Twitches, uncontrollable winking, strange voice anomalies, or other minor, inconvenient effect.	Gain minor quirk or oddity

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## **Game Master's Eyes Only**

### **Hitmen**

Tyree and Donall's efforts wipe out any trace of where they went were very thorough, but the NRM has not forgotten nor forgiven their betrayal, and put every effort into locating them. They recently obtained information that leads them to believe the brothers Johnson are in Haven, and dispatched three hitmen to the city to locate and kill them. The hitmen have a difficult job ahead, as the brothers have had facial alterations. However them using their own names is the mistake that will eventually lead the hitmen to them. Characters could get involved in a number of ways; as Patrol officers tipped off to the arrival of suspected NRM enforcers or investigating the tattoo shop, members of the Gorchoff family who got wind of the hitmen and want them killed before their biomod clinic is threatened, or even friends or customers of Tyree and Donall who just want to help out.

### **Vendetta**

Despite the sophistication and cleanliness of Donall's clinic, sometimes someone suffers side effects or dies from the biomod. A person recently died after receiving a biomod from the clinic, and now a loved one is on a mission to kill everyone involved. This person could be an amateur with a gun and the will to use it, or someone powerful who can pit a lot of resources against the brothers, and their protectors.