

RESEARCHING MEDICINE



A Sourcebook for

CYBERGENERATION

INSIDESTUFF!

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Hello, and welcome to the re-energizing of Cyber-Generation. While some people might be looking for an update to the system, CyberGeneration 3.0 as it were, that is coming in the future, but for now we're looking at putting some life back into the game. The best way to do that is by putting out a few adventures, and a lot of source material to help GMs out there with their games. In the process we're hoping to generate a lot of new interest and momentum in the game before we move on with an update.

Before people start to get worried that the supplement they've just bought is going to be obsolete, all material that has been published before is going to be completely usable in any update. As a player as well as an editor I know that I would hate to get burned like that so we're going to make sure that you aren't either.

However, moving back to CyberGen, it's easy to see why this game could do well. What gives it this ability is that CyberGen is the good old cyberpunk setting with a twist. Someone once said that cyberpunk, as a genre, was "high tech, low life." CyberGeneration takes that notion and plays with it, moving it a step further. No longer is it "high tech, low life," but "high tech, low life, hopeful future." This setting is one that has the greatest potential for change. Instead of being the embittered cyberpunker who is moving from paycheck to paycheck without any real care of where it came from, the juves take centre stage and try to change the understanding of those around them. The biggest question all those old edgerunners will ask, is why do they do it? Why do they care?

Because they have hope.

Hope for a better future. Hope that they can actually make a difference, if not now then in the next generation. Hope for survival in a system that ignores them at best and hunts them at worst. Even

just hope for the sake of hoping.

That's what makes the CyberRevolution strong. This energy pouring out to make a brighter future. Here's to future adventures.

Adventure background

Researching Medicine revolves around the idea of medical ethics & research. This idea works because there have been attempts (see *Media Front*) to pass laws that eliminate the rights of those with diseases, such as the Carbon Plague. With the close vote at the end of that adventure there are people who think that those who are sick should have no rights. After all, they had the bad taste to get sick in the first place. That law dealt with those communicable diseases that have no cure.

While the ISA might not like it, the CDC isn't the only research facility in the ISA looking into the Carbon Plague. If you consider the fact that the major corps are all on the Council for Economic Prosperity (CEP) which is part of the government, the CDC isn't even the only government research facility working on this problem. While Corp research on the Carbon Plague is almost a given, there are still other places that are conducting their own research. One such place is a university. Universities are places where research, government or private, can take place. Since Night City University is such a large place, many professors enjoy using the extensive facilities for their own personal research which can be funded either by Government grant, or their own personal finances depending on the research involved.

One of the areas of research currently on the cutting edge is the area of biotechnology. It's also one of the areas that has some of the more difficult ethical questions regarding its research. For the most part, biotechnical research still uses animals as test subjects. They get around what little ani-

mal rights laws there are by cloning their own test subjects. For some, this is still not enough. They believe that in order to achieve the best results you still need to experiment with human beings right away since time is always of the essence, especially with diseases. The longer you wait, the more people will be infected and die. Besides, there is only so much testing on a chimp can tell people about how the product will react in humans.

The major problem, for those unscrupulous few, is how to get ahold of test subjects. In the past, illegal immigrants were occasionally taken by those crazy enough to think they could get away with it, but now with immigration at a halt and borders being patrolled in force, that resource has thinned dramatically.

Having people sign waivers was useless. You had to explain what your procedure was and if it was too dangerous in their eyes they'd never come back. It was even worse if a test subject died, then no one would want to sign up at all. Of course, if you were researching the Carbon Plague no one would want to sign a waiver in the first place, the ISA would have them interred before the ink was dry.

Now with the evolved out there, a new potential source for test subjects has emerged for a desperate researcher. A group of people systematically hunted by all government organizations with no one to turn to. No police officers, no medical associations, no governmental bureaucracy, nothing. How could a hunted group of people turn to any organization that was more than likely going to claim them as their bounty or subject them to their research. Even a large percentage of the population wouldn't disapprove of using what they perceived to be diseased monsters as test subjects. Anything to keep them away from their own, precious children.

This is where the brothers Marcus and Anthony step in. Over the past few months, there has been

an increase in kidnappings all over Night City. Not a huge blip, but concentrated enough to give quite a few parents pause. However, in a city as big as Night City such things are usually swept under the rug as being unsolved by the police, after all the survival rate of children is less than 3% after the first 24 hours. Not to mention the fact that in 2027 the police think there are more pressing things to do. In fact, after the 2020's looking for a missing child is a luxury. So while they say that they'll keep looking, more often than not the case gets shoved into a file and forgotten under the mound of work that keeps piling up.

you need to continue the game" problem that can occur with a more linear game. Such a game is also hard to recycle without a major overhaul if there are players who have played it before. With multiple options the game is always fresh and easy to use again, whenever you need it.

Enjoy.

The group at Firestorm Ink

Anthony was a recent victim of this wave of kidnapping and Marcus is going crazy trying to find out where his little brother is. In his desperation he has been sent by some people he knows to the PC's in a hope that they might be able to help him out.

How to use this Adventure

This game is meant for a group of PC's who have been with the Eden Cabal long enough to have some kind of reputation. However, the game can be modified to fit any type of campaign. If you need a way to get the group together you can have Marcus approach each player individually and then bring them together as a group. If they're already in a group but are just starting out, someone from the Cabal could introduce them to Marcus.

We tried our best to make this a non linear game. While making a truly non linear adventure book would take a lot more work and space, what we've done is try to give the GM as many options as possible. Each chapter in the adventure has the pertinent information that has to be given to the PC's. Also in the chapter, there are a few different ways that they can get this information and what's involved with getting it. It helps to prevent the "you must talk to a single person to get the information

MASHERS

Combat Medics, Healers and Surgeons

In a broken future filled with police brutality, gang fights and medical bills that could feed a third world country for a year, there's gotta be someone there that confused juves can fall back on after taking a knife in the arm or a bat to the side. They can't rely on the hospitals, unless they're GlitterKids or Goldenkids. This is where the Mashers, you, come in.

Mashers are unprejudiced, amateur medics ready to help any juveganger in pain. Your whole gang revolves around this idea, which is taken somewhat from an old flatvid television program. When ever there is a major gang fight or physical mosh pit, you can guarantee there'll be a handful of Mashers on hand to put people back together. It's what you and your cho's do and you do it well.

You try to base your lifestyle around both the Code and the Hippocratic Oath that you took after some grueling training. You're out there to help. It's a pretty decent method that's been working for the short time that Mashers have been around, which isn't all that long compared to a lot of the other yogangs.

What You Look Like

As a MASHer, fashion equals practicality. While BeaverBrats wear plain clothes to look innocent, and MallBrats wear plain clothes to blend in, you wear plain clothes because they're the most practical. Your clothing is usually either white in honour of the doctors you model yourself after or a military green since MASH does stands for Mobile Army Surgical Hospital. While not exactly a para-military group of people, you do try to keep a nice front, because it makes everything that much cooler and efficient.

When "on duty" you tend to stick with whites or greens. You also wear a name tag that states your position, you avoid the term "rank" as that gives the wrong idea, and the name people know you by. You avoid accessorizing since it's another thing that can get in the way when it comes time to fix someone, and time is too precious to waste. The only accessory you sport, at all times, is the red-cross arm band sported by everyone who is a MASHer. It's the only piece of clothing that crosses every unit. You also make sure that it's completely visibly at all times so that people know who they can get medical attention from, and who not to 'accidentally' mess with in some large gang fight.

Off duty you tend to wear more practical clothes. Jeans and shirts which give lots of room to move, and are in colours that are easy to wash if there is any blood spilt on them. You also tend to be pretty fastidious when it comes to your own appearance, bathing regularly and keeping your hair and nails pretty neat. You do this because you deal with a lot of emergency situations and end up in places where you can't always scrub up before getting inside.

Subculture

You believe that everyone is entitled to being looked after, and that includes medical care. You also know that in 2027 that such care is virtually impossible to achieve for everyone. Those who don't have any type of insurance can't afford the rising medical bills, and even some people who do have insurance do not get the medical attention they need. MASHERs feel that they need to try to help those who can't afford medical bills and those who, for legal reasons, can't walk into hospitals. After all, everyone should be able to get better.

MASHERs take the term mobile quite seriously. You move around all the time, rarely staying in a single area for more than two weeks. There are many

different reasons for this. One is that action often moves and so you have to pack up and follow it to minimize the amount of time from the action to the medical care. Another reason is that some people frown severely on MASHers thinking that its not right for juves to be practicing medicine above the first aid level, which some of you are trained to do. While that prejudice isn't as bad as what the BeastieBoys go through with their cloning practices, you find that it is usually better to just leave the area and set up your tent some place else then try to deal with all the explanations.

The "Tent" is the focal point of your yogang. It is not always an actual tent, you tend to set up where ever you can find room, but it's what you call the place you take most of the people who are beyond the help of first aid. It's also where the most experienced people work. When you start you are the one out in the field being the combat medic. Once you've gotten that down, as well as the ability to do first aid under a lot of pressure, you can be taught more and more intricate medical procedures. In turn you will spend more and more time in the tent helping those who are recovering from more severe wounds.

When dealing with other yogangs, you try to be as clinical as possible. Not that you aren't friendly, you just want to have some sort of distance between you and them in case you have some bad news to tell them. Some people disagree with this and try their best to make as many ties as possible, but that's a unit preference. Still, most yogangs see you as a group of cold clinical people.

belonging

It was pretty easy to get yourself in with the Mashers. There's no big fight to get in, no big "score" required for membership. You just had to demonstrate calm and control under pressure, an interest in medicine, and a willingness to help others. The

getting in was easy, the staying in was hard. After you showed interest you started to get trained and put in the field. Those who wanted to become a Masher for the protection dropped quickly from the group as the work got to them. Those that made it through the work and used the MASHer protection like some type of diplomatic immunity didn't last long either.

At first you were given a few odd jobs around the tent. After a few weeks of still sticking around you were given a week of first aid training, with a group of people, and then your team was sent out whenever there were combat medics needed. Once you put in your time in the field, and showed some skill patching people up, you were asked if you wanted to start learning more. If you did, and not all do (some juves like the thrill of being a combat medic), you began your training. It was a long session mixed with your combat medic duties, you didn't get a chance to shirk those, and it was months before you were allowed to actually practice on a patient. Once you successfully worked on a patient, under supervision, you were sworn in by the resident doctor. The oath that you took boils down to these key points:

- You will give medical attention to anyone who needs it, without prejudice.
- You will not willingly harm a patient.
- You will not deny a patient that asks for your help.
- You will keep everything between you and your patient confidential.
- You will teach anyone who aspires to learn the art of healing.

There are those who have broken these oaths. Depending on the severity of the oath breaking different punishments can happen. To decide what punishment will be handed out, a panel juves, selected by the whole unit, will listen to the evidence and will hand out a punishment if needed. Punishments range from temporary suspension of privileges, taking on certain special assignments to

redeem yourself, or for the worse "crimes," total banning from the unit. People who are banned are also banned from most other units. Word does spread rather quickly among MASHers. It would take a unit who was severely in need of someone to take on a banned person in their ranks.

Allies and Enemies

You have little to no enemies. This isn't to say that every MASHer is a pleasant person but more along the lines that even Megs think twice about the consequences of beating up a MASHer. Free health care after a scuffle is too good to pass up for most yogangs who couldn't afford any extended hospital stays. The only people that give you trouble from time to time are Guardians because you often have to "acquire" supplies from hospitals in less than legal ways. Most are willing to look the other way, you are trying to help the community after all.

You have a close bond with the Tinkertots. They can fix you up some tools, but they don't understand your interest in the human anatomy opposed to machinery. They don't really care as long as you can put feeling back in the hand they sent 10,000 volts of electricity through, while trying to modify an electric toothbrush into an all purpose lock pick.

Mallbrats like you because they know that they'll always have a market for medical supplies, and anything similar they can get their hands on. They

Okay, we've set up this yogang skill slightly differently than the rest. We're slowly making the move to having all yogang skills work like this. We're going to have people specialize in one area of three options. While the PC's still have access to everything that the skill has to offer, including the general use the skill has [first aid] they've just taken the time to study in one area over the others and in that area they get a bonus. We think this helps the "I'm good at everything" sameness that can happen with the skills. After all, just because you're good at sneaking into the hospital and fixing the records doesn't mean that you're just as good at patching people up. We've also taken away the "suggested attribute" next to the skill to make GM's think about what stat would work best. However, since it might be too much of a shock, if you do want the attributes it would be INT for any sort of diagnosis and TECH for the actual patching up work. In other words Meatball Surgery [INT/TECH].

even try to give you a small discount in exchange for guaranteed immediate service. This doesn't work very often, most MASH units see this as paying for service which would rank them with corporate hospitals.

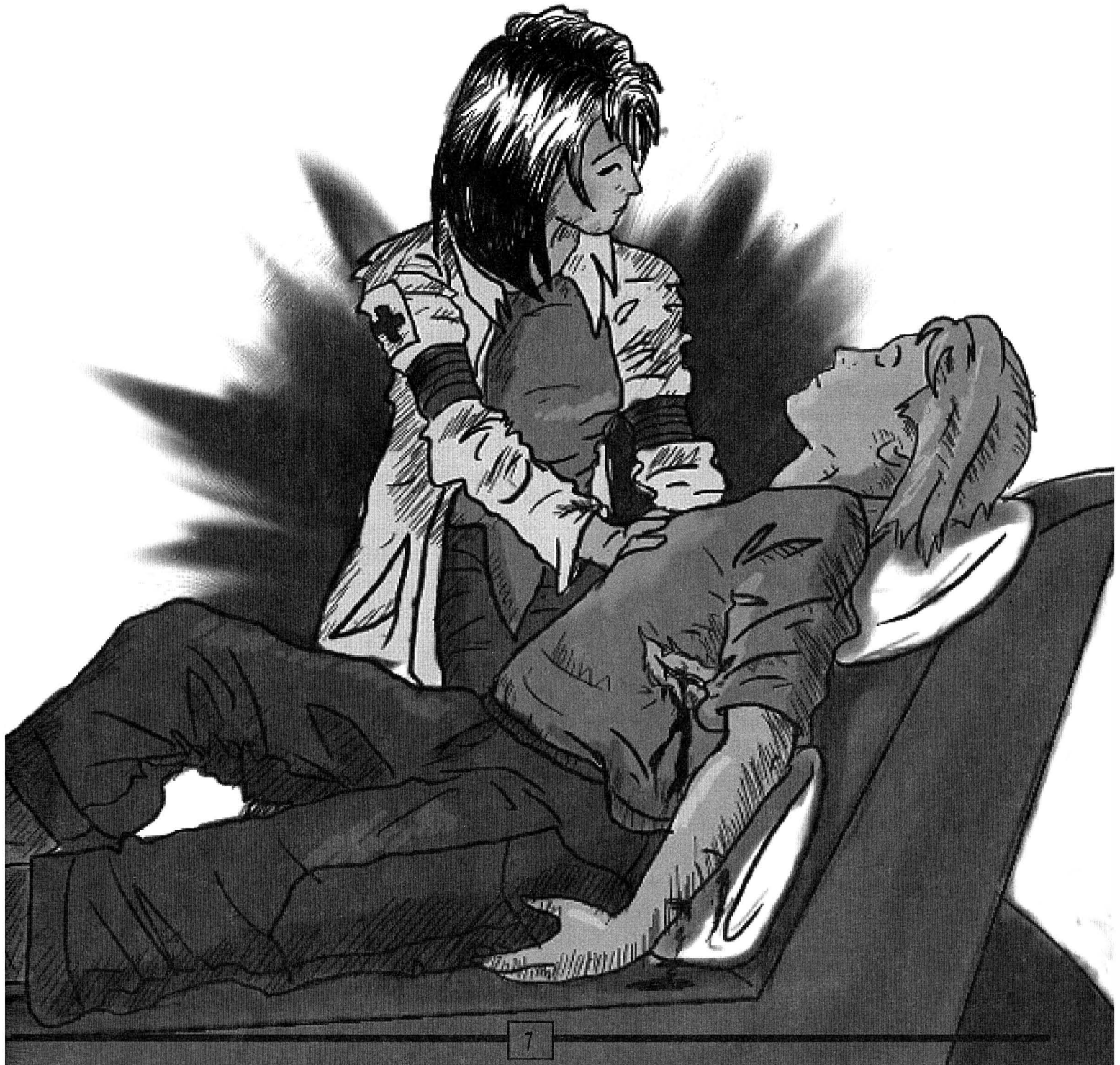
You're pretty close with the MegaViolents, GoGangers and BoardPunks not because of their clever wit, but because they need your practice more often than anyone else with their bone-breaking lifestyle. It's because of this you usually have a couple of Tents around their gang areas. Plus, being surrounded by big tough gangers that want you to survive is really good for your health.

As far as adults go, opinions vary. Hospitals have a strict non compliance policy with MASHers on the opinion that only school trained professionals should be practicing such medicine. They're also against anything that is taking money directly out of their pockets.

The Police tend to look at MASH tents with a public sternness and a private appreciation. They think that having a bunch of juves doing first aid, and a few other things, isn't a bad idea considering that there have been few occasions when police officers have used the tents in a pinch. Ask them in public what they think and they'll

toe the corporate line, they may like MASHers but not enough to risk their jobs.

MASHers also have the most adult interaction of any yogang save Guardians. This does cause a bit of friction between MASHers and a lot of other yogangs, but MASHers do know that they can't do everything. Most, if not all, MASH tents have a



resident doctor who is usually risking their job to help the public free of charge. They do it because they take their Oaths seriously, and honestly wish to help the people around them. That and they've realized that they've sold their souls, and they want them back.

Yogong Skill: Meatball Surgery

While other goboyes are smashing their bodies on boards, walls or other juves, you're standing close at hand ready to put their jig-sawed bodies back into something that resembles 'like new'. Over the years of learning and mimicking from the older Mashers, you've learned a few lifesaving tricks.

Now choose your character's specialization. While every MASHer has access to everything that the Meatball Surgery skill has to offer, some are better at some things than they are at others. Your specialization gives you a +2 bonus to your skill when you use Meatball Surgery in that way.

Specializations:

Nurse	= +2 Diagnostic
Field Doc	= +2 Neanderthal Surgery
Administrator	= +2 Triage

Diagnostic: You've been around so many sick and maimed juves that you can make a somewhat accurate diagnostic of what ails them. A common sickness or obvious injury is simple (easy). Telling that someone was drugged (average) and by what (V. difficult). Diagnosing that someone has a displaced vertebrae or an ulcer would be a lot more difficult to figure out (V. Difficult). Realizing that someone has cancer is well nigh impossible (N. Impossible).

Neanderthal Surgery: This skill also involves a lot of

regular first aid, but it also encompasses a lot of the work that is too complex for first-aid. You can do any minor surgery with the right equipment. You can deal with minor cuts and bruises (Easy), splint broken bones (Average), or keep someone's intestines from spilling out while waiting for help (V. Difficult). Taking a bullet out of someone without causing major damage to a non vital area (V. Difficult) or a vital area (N. Impossible), setting and casting a broken leg successfully (Difficult), prescribing the right way to heal (Difficult).

Triage: You can make your way around bureaucracy at the hospital. You know how to fill out the paperwork right (Easy), where to find medical supplies (Difficult), how to fix records (V. Difficult) and how to handle nurses and doctors (Average).

Slang

Tent - Where you do your work

QT - A patient who needs to be kept a secret

A Houlihan - Juve who sleeps around

C.O. - Doctor in charge

Under the knife - Under pressure or an intense situation

If You're a MASHer:

- 1) Tell me your name, age, and sex.
- 2) Describe what you look like
- 3) Besides your V-trodes, pick four different things from the list below that you are currently carrying.

- Scalpel (DC 1 AP)
- Medical Kit
- V-Cards with MASH episodes on them
- Black Doctor carry bag
- 3 Hypos with tranquilizers (Shock/Stun roll at -4)
- Stethoscope

AMEDICS: New Evolved Type

^^^The following was found by Spider Murphy from a large military information purge. Rache is pretty pissed that he missed it on the first try, and Spider isn't letting him live it down, which is a good thing in my opinion. It seems that Dr. Chaing wanted to keep a few things from his superiors. This message is dated one week before he mysteriously vanished and three weeks before his friend Lt. Gen. John Hunter vanished too. I guess Chaing knew something was up because this was an encoded message inside an encoded message. Smart man, too bad no one knows where he is right now.^^^

•ALT

Incoming **PRIORITY-OCRE**
Transmission.

Scramble Code: Zebra-Charlie-5-2-
Bravo-Tango-0

Source: Dr. David Chaing,
Centre For Disease Control
[NSEC_B@FtGGMeadeR&D_DBioP.
TC2]

Destination: Lt. Gen. John Hunter
DOD@Pent..NSec_Tac..JH2
Message reads:

John:

I'm sending this to you secretly because I need you to keep this from everyone and I know that you'll do this favor for me. You've always been good at keeping things quiet no matter what.

We found a new sport type a little while ago and it points to even more thought on the part of the CNM's. Some of these evolved children can heal people and heal them fast. This surprised us at

first but when we looked back at the data I can't believe we missed it before. When we first started this study one out of every thirty groups were healing at a phenomenal rate. Like a lot of our earlier research we shrugged it off as being a side effect of the Carbon Plague and never looked at it again. After all, the CNM's do allow the evolved to heal at a much greater rate.

Over the next few months we began to notice a trend in the actions of certain members in those special test groups. Whenever a subject was taken from the fast healing group (which I'll call group A just for convenience) there was always someone who would be awake and waiting for us to return with the test subject. It didn't matter when we came back, middle of the night, early in the morning or sometime during the day the same child would be waiting for us to return. Some of the researchers commented on how unnerving it was.

Then one of the lab technicians came up with an idea that we didn't even consider. Maybe we should put a camera on the cell, as opposed to just the regular surveillance camera which are lower quality, and see why that one person was always awake when we returned to their holding area. So we did just that and we made sure that it was late enough so that every other child was asleep. John, it worked beautifully.

When I saw the tape I couldn't believe what was going on. Whenever they were testing anything that had to do with pain on the subject, one of the children would wake up. We ran the times next to each other, exactly when the subject was in pain the child would wake up and start to pace the holding area. When the tests were changed then the child went to sleep. This was repeated three more times over the course of the testing period.

Then the most amazing thing happened. The test subject was returned and the child was there waiting for the guards to open the door. He took the subject from them and made sure that the guards

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were out of sight. When he was alone he put his hands on the subject and then healed him. Literally healed him. Any abrasions or cuts disappeared before my eyes. It was amazing; the CNM's had created a field medic. Thus the new name for this sport being Medic.

This is why I need you to keep it secret. I don't like what the politicians are trying to do to these kids. They are making them out to either be tools, or monsters and they are neither. It's too late to hide the other reports, all players involved with this have seen them but I'd like to keep as many of the rest of the sports hidden as much as possible. I can just see the corporations using these kids like portable hospitals, keeping them chained up next to a bed until they are tapped and then throwing them away to be replaced with another. We've found the cure for the common cold, now we just have to make sure nobody knows about it. I want to cure these kids John, but I want them to have a chance too.

Medic Skill: Sympathetic Healing [INT/EMP]

Medics are an interesting evolved type. They are a hybrid between a Scanner and an Alchemist, except more specialized.

The Scanner aspect of the Medic is the ability to determine any pain that's in the area. Using this ability isn't very specific, you can't pinpoint exactly where the source of pain is coming from, but you get more of a general sense of what direction the pain is coming from. Think of it more like a sensor or playing Hot and Cold (see table 1.1). The other part of the Scanner aspect is the ability to determine what is wrong with the patient. One problem with this is that it has a very limited range and the farther you are the harder it is (see table 2.1 and 2.2). This is important since the medic can't heal a person unless they know what is wrong. The nanites aren't a cure all, they need to know what needs fixing.

The Alchemist aspect of the evolved type deals with healing the ailment. It works on flesh only. You can heal broken bones, human or animal, cure disease, remove intoxicants and close wounds. You can't repair cyberwear or perform the surgery required to attach the cyberwear, that takes years of training.

What happens is that the nanites exit the Medic from the tips of the fingers, which have been covered in hexite, move to where the problem area is and return. So if you want to fix someone up you have to be in contact with them, or at least your fingertips have to. This is also direct skin on skin contact, gloves or any other sort of covering will stop the Medic from being able to heal.

Another limitation is that the Medic can't use this healing ability on themselves; the nanites are always repairing damage to their host. Because of this they heal 3 hits per day no matter what kind of medical treatment they are receiving. Another benefit is that all shock/stun rolls are at -2 because your body is able to withstand shock much better. Finally all poisons, toxins and drugs are nullified almost immediately (yes even alcohol), even if they don't have a protein signature.

Table 1.1 – Locating injured people

Distance	TN
25m	35
20m	30
15m	25
10m	20
5m	15
-5m	10

+1 TN for every injured person in the area. If one person is in a dumpster then it's relatively easy to determine where they are. If 10 people are injured it's easy to tell that people are injured but harder to pinpoint to a specific person. Think of it as emotional interference.

Table 2.1 – Determining the ailment [examples]

Ailment	TN
Blood Alcohol content	10
Recreational drugs	15
Minor sickness (cold, flu)	15
Prescription drugs	20
Large Illness (AIDS II, Cancer)	25
Blood disorders	30

Table 2.2 – Distance penalties

Distance	+to TN
Touch	0
.5m	5
1m	10
1.5m	15
2m	20
2.5m	25
3m	30

Table 3.1 – Curing the ailment

Ailment	TN
Fix Broken Bones	
Fractures	15
Clean breaks	20
Unclean breaks	25
Numb pain (-2 shock/stun rolls)	15
Clear Alcohol	

Low Intoxication	10
Med. Intoxication	15
High Intoxication	20
Clear Drug	
Recreational	15
Prescription	20
Combat	25
Deadly	30
Cure Illness	
Minor	15
Major	25
Rare	35

The Medic can use their powers a number times per day equal his or her BODY. Every time the Medic tries to heal, even if the healing attempt fails, constitutes a use. So if you try to sober up your pal who has been drinking heavily for eight hours and you fail the roll, you still used up an attempt. So be sure to make those rolls.

The Medic can also create the symptoms of an illness in an individual. If you want to give someone flu like symptoms -- like headache, fever and nausea you need to get into contact with them, just like you were going to heal them. The symptoms last for BODY/2 minutes. Using the skill like this takes up a use per day.

Table 3.2 - Causing Symptoms

Symptom	TN
Headache	10
Nausea	15
Fever	15
Chills	10
Diarrhea	20
Vomiting	25
Rash	20
Carbon Plague	35

Healing is a complicated procedure. Because of that, it requires its own little discussion. There are two types of healing, the quick healing often found in combat, and the easier long term healing that can be done outside of combat. To reflect this there are two Target Number charts -- 4.1 which deals with Combat healing, and 4.2 which deals with non Combat healing -- which are used.

Table 4.1 – Healing damage in combat

Hits healed	TN
Stabalize	15
1	20
2	25
3	30
4	35

Healing in combat is never easy. It's an intense pressure situation mixed with touch and go tactics. Because of this, healing any damage in combat is hard to do. At best you can try to stabalize severely injured people and heal them later when there are less bullets flying about. This is why the TN's for healing hits are higher, however these only take a single combat round to do.

There is another downside to this healing. Because it is quick, the nanites end up creating carbon sutures instead of knitting the flesh back together. So while a person may be healed it's only temporary lasting (D10/2) rounds. After the sutures break the person starts to lost hits again at a rate of 1 per round as they start bleeding. Until they get to their old total.

Table 4.2 – Healing damage out of combat

Hits healed	TN
1	15
2	20
3	25
4	30
5	35

Healing outside of combat is far easier for many reasons. First there is less stress involved, secondly there is time to actually put effort into the healing. While the nanites are impressive machines they are still healing human flesh. Healing someone out of combat takes two minutes per hit healed of constant contact between the patient and the Medic. If this is interrupted at any time during the healing process then the patient heals only partially. For instance, if you roll a 25 on your Sympathetic Healing skill, then you have to remain in contact with the patient for 6 minutes to have it work. If you are interrupted after the 4th minute, then they only heal 2 hits.

Because your body is knitting itself up, as well as trying to replace all the lost blood, the patient has a penalty to their REF for a while. The penalty is the amount of hits healed, so if you've just taken a devastatng hit of 5 damage, and a Medic heals you up, then you are at a -5 to REF as your body tries to heal you up. Stiff, yes, but it sure beats being unconscious or dead. This penalty isn't permanent, of course, the patient will recover their REF at the normal healing rate. This penalty can never drop someone's REF below the minimum of 2.

Table 4.1 – Dealing damage

DC	Healing Attempts
1	3
2	4
3	7
4	8

As a last resort the Medic can use their healing powers to harm people. This was not what they were intended to be used for so using the Nanites in this way has it's cost. When attempting to do damage to a target with the nanites it takes up your BODY/2 in healing attempts. This damage completely ignores any armor, since you'd have to touch exposed flesh to So use it only in extreme circumstances.

MEDTECHIES

history

During the CyberPunk Movement, the wild diversity of Med Techs was staggering. They worked and prospered in Government-run hospitals, corporate-run clinics, and often gained their experience through Trauma Team. These Med Techs worked above the “white line” earning their paychecks and living in corporate apartments. To them, the end of the CyberPunk movement was barely a blip on the radar. They treated less gunshot victims, less drug addictions, and performed more and more “reclaiming operations”, pulling the Cyber out of the Punk so to speak. Things were just as profitable, they still had their expensive cars and fast women running around them, but now more than a few had settled down with families and kids.

There were also the “black liners”-- the ones working outside the scope of the law-- performing illegal surgeries and providing medical care to those society deemed lawless and unwanted. They were the ripperdocs and the combat medics for the various independent groups. Working outside of the law came with its inherent dangers, such as losing one’s license, freedom, or even their life, but it led to a vast accumulation of material wealth during a short period of time. Then the Cyberpunk movement ended. Those Med Techs who were smart enough to stay out of trouble when the Curtain fell and the Movement ended had a strong reserve of ready cash, allowing them to more slowly make the transition “above the line” and into accepted society. Those who were not were caught dead.

To truly understand the differences between the white-liners and the black-liners, one must first examine the dramatically different worlds they lived in. For the White-liner, life was a high-paying job (among the highest in the world) in a glitzy corporate clinic, or in a clean and efficient hospital. A

few also worked in the poorer public hospitals, but most of those eventually ended up under the line, providing freelance services to illegal elements. Where the line seemed most recognizable as the difference between normal city and the Combat Zones of such places as Night City, London, and Detroit. Using this as a base divider is common when examining the issue, and is widely regarded by the Med Tech community, as well as historians, as the cleanest division.

below the board

The black-liner medical technician movement was as diverse a collection as any. It includes such specializations as combat medic, drug engineers, and of course, the Ripperdoc.

The Ripperdoc

The Ripperdoc of the late teens and early twenties was a common sight to the Edgerunners of the Movement. These were the techs who would provide them with medical treatment, cybersurgeries, and of course, a link to the County Coroner. Many independent groups made the bulk of their money by taking advantage of the Lifeline Act (1994), which gave them access to the bounty paid on transplantable organs. Any Ripperdoc of note had connections to the Coroner’s office, allowing them to make a decent, if not sizeable, profit from being the middleman between Edgerunners and the Coroner. Not only were organs involved in that trade, but the recovery of cybernetic implants from corpses brought to them by various groups, was important as well. They would pay a small bounty, then acquire the implants for future use. A decent Ripperdoc would have a small cyber clinic, possibly a technician assistant, to facilitate the refurbishment and re-implantation of cybernetic implants in new users. The black market cyber and organ legging was extremely lucrative, but

ended with the fall of the Cyberpunk Movement. In turn, many independent Ripperdoc clinics began to close as they had lost two of their chief sources of income. At this point, working under the “black line” became fiscally irresponsible, and any med tech able to find work at a hospital would. This isn’t to say there are no independent Ripperdocs anymore, but the chances of finding a good one (Med Tech > 4) are extremely slim indeed. (V. Difficult Experience roll)

Pharmaceutical Engineers

Since the days of Dr. Timothy Leary, the use of chemistry and science in developing newer, better, and cheaper drugs has grown exponentially. In the late 90’s, a growth in the number of chemically synthesized drugs available had caused an explosion, and many new players and engineers entered the trade. This growth continued until the early 2020’s, only stopping with the rise of the ISA and its restrictive drug policies.

Shortly after the turn of the millennium, very few drugs contained any ‘natural’ components at all. Most were created in a sterile lab by highly paid technicians and engineers. Quality control varied from lab to lab. A skilled technician could draw a salary of fifteen to fifty thousand euros a month, merely for running machines and ensuring that the drugs kept flowing. To a great number of young technicians, this was living ‘the dream.’ The variety of drugs continued to grow every year, until the ISA (2024) was formed, granting powers and freedoms to corporate security forces to remove any non-government sanctioned drugs, while eliminating the criminal elements involved. The change in law allowed the destruction of many drug rings, as well as the imprisonment or death of many of the technicians involved in the trade.

Combat Medic

Following the Corporate Wars, a large group of medical staff was released into the general populace of the United States. These combat-hardened and blooded medical techs had gained extraordinary skill during their time in combat zones, which was soon put to great use back in the US.

In the larger cities where Trauma Team™ functioned, the newly returned medics were overjoyed to be able to apply their skills and expertise for increased wages and benefits. A good medic with experience was able to draw a salary from eight to twelve thousand euros a month, in addition to any side-work they were able to pull in from the various contacts they had made. Trauma Team™ gave these medics access to State of the Art equipment, refresher training on demand, as well as “first pick” on combat losses. A good team could hope to pull a few bodies to the Coroner’s office a month, nicely subsidizing their already large paychecks. This allowed many to purchase their own equipment and construct their own clinics, which in turn further increased their incomes.

Trauma Team™ still exists today, in a smaller and less combat-oriented form. With the rise of the ISA and a general calm infiltrating the cities now, the need for a high-speed combat response team had greatly diminished. This left Trauma Team™ with a lessened need for soldiers, and a higher profit margin, as combat requirements and losses became negligible. Now Trauma Team™ functions more as a standard ambulance service, with higher response times than any of its competitors. This is due to the already existing infrastructure developed during the late ‘teens in response to growing urban violence and continued high quality service. There are still some high response combat teams, but their numbers are shrinking yearly, and they only respond to high-risk calls.

The End of the beginning

The period known as “The Cyberpunk Movement” was indeed a boom-time for those in the medical field willing to play mercenary or criminal. However, the bottom did fall out of the market. This left a great number of med techs scrambling to hide their illegal dealings or simply land a job they could put down on their tax forms to keep the ISA off their backs. For the hospitals and Trauma Team™ this was indeed a boon, as they could begin hiring skilled techs previously unwilling to work for them for less than their skills would normally draw. A doctor shortage at the public hospitals across the ISA quickly ended, becoming a glut of skilled physicians, paramedics, and nurses climbing above the white line. Unlike a great number of their compatriots in the Movement, however, the ISA was willing to turn its’ back on the past dealings of these new doctors and allow them to keep (or acquire) their licenses to practice medicine. The ISA saw this as an opportunity to gain the services of skilled practitioners for a fraction of their value, in turn granting a veneer of immunity from the corporate hammer. The techs that had crawled over the line knew their positions were tenuous at best, and in turn played the proper corporate with glee.

How it is
by: Shred

You might look at me and say “That’s one old frackin’ guy.” Well, I don’t care. I’ve been a medic since back in South Central (America, not LA, you puss), and I’ve been there, seen it, and done it all. I’ve still got my cyberarm, even though those jerkoffs gave me the tracker that my buddies ‘accidentally’ wired to a switch. But enough about me, even though we all know I’m better than you.

Back before the end of the Revolution, you had it all. Solos were knocking your door down to get the

newest piece of chrome grafted into their stinky meat-bods. Medias and Rockers would get you to give’em that ‘sculpt so that their nose was just so, or their hair was the perfect colour for the damned cameras. Nomads wanted you to patch people together after a run-in with a band of pirates, or just take out their kids’ tonsils. And the boosters? No one made drugs quite like you, right?

But that was seven years ago, and here you are, a “changed man”. The gangs are smaller, poorer, and try to keep themselves out of trouble. The Solos don’t call on you anymore because hell, they’ll actually fry if they have the super-chromed goodies (if you can even get them!) The nomad packs are an inch from dead, and the corps own your skin. So what now? Fifty hours a week in a hospital, doing sculpts and taking care of the good little machines. The money’s great but you can’t even look yourself in the mirror anymore. Your hands are as steady as ever, but you’ve lost the Edge.

Cyberkids are running from the corps trying to stay alive and strike back. The solos are slowly coming back but this time they’re carrying their kids instead of their buddies, and the law is hunting them down like a pack of frackin’ dogs. So here you are in your thirties, dusting off your old medkit and magnum, letting out the straps on your flak vest, and slipping on your combat pot like it’d never stopped.

Sure, it’s dangerous. Sure, the government wants your hide. But at least you got your Edge back.

Roleplaying a Med Tech

You’re a grown-up plain and simple. A medical degree from some hot-shot school, Bimmer in the driveway, and you eat real food more often than anyone except a corp. But that wasn’t enough. You had all that back during the Movement, but you had something else. You had a soul, and working for the corporations isn’t enough. Back in the day, you

were keeping up with the Solos, always ready to patch them up, and everyone needed your special skills. And they're needed again. You feel needed, really needed, like you haven't felt in years. You are their link to life, and you're not going to abuse it. Plus, there's a whole frackload of kids out there who need to know what's going on with their bodies and you have the ability to help them.

on his d10 giving him a 24, just enough to stop her from slipping further.

You might be a tad bitter, but you won't refuse medical help to anyone. Sanctity of life is one of your top priorities, and you won't let it slide. You're probably better with kids than most Edgerunners, and you can help people both medically and emotionally.

Med Tech Special Ability: Medical Tech

Medical Tech is based on your medical training and expertise in healing people. It allows you to perform everything from first aid in a combat situation to major surgery and cyber-implantation. It also allows you to help people psychologically, things like dealing with the strains of evolving and suddenly becoming a hunted person.

Game Use: To make a successful Medical Tech check you have to roll your d10, plus your Medical Tech skill, plus your TECH. To give someone medical attention the Target Number is 15 plus the amount of hits taken.

Example 1: West, a Megaviolent with a 7 BODY, has just taken a slice from a Goth wielding a monokatana. The monokatana is DC 6 and Armour Piercing so it deals (after the roll and the little armour involved) 4 hits to West. The battle continues and the Goth deals another 4 hits to West knocking her out because she now has -1 hits. After the battle is over, Angelo (an old Trauma Team™ medic) goes to stabilize West, he needs an 23 (15 + 8 hits) to stabilize her. He has an 9 in his Medical Tech skill, and a 7 in his TECH. He rolls and 8

OPTIONAL Improvement Point Rule

As a GM, one of the more annoying experiences is watching a player improve a skill that they have never used on the basis that they think it will be used more in later games. There is no rational involved other than player plotting, and a slight slant towards Min/Maxing.

To help curb this there is this optional rule for dealing with improvement points. Instead of just handing out only general improvement points (GIP) you should hand out skill specific improvement points (SSIP) as well. This not only rewards people for creative and inventive uses for their skills, it also shows players (and the GM) what skills are being used the most.

How do I know how much to give?

That depends on how the skill was used. If a player succeeds at a skill roll and it is an average use of a skill -- things like taking a look around to see if there is anything suspicious or jumping an average distance -- then that skill should get 2 points. When skills are used more creatively, or more successfully in harder situations, more points should be awarded.

For instance if someone succeeds greatly on an average roll, or barely makes a very difficult check, then they should get 4 points for that skill. However, if someone manages to throw that small explosive exactly where it needed to go to cover the player's escape while under heavy fire they should receive 6 points. However, when the players try something incredibly difficult and fail you don't want them to walk away with nothing, that

discourages them. Instead, when something truly amazing and spectacular was tried, and failed, they should still get at least 1 point for that skill. Now, as always, there will be players who attempt to abuse this rule by trying to roll as much as possible to get as many points as they can. This is particularly easy with some skills like Get A Clue.

GM: You walk into a room ...

Player 1: I roll my Get A Clue!

GM: ... riiiiight.

To cut down on this type of abuse you can do two things. The first is to limit the amount of times a skill can gain SSIP to six. The second thing you can do is award 0 SSIP to a player who is trying to make a roll just to get the points. This means that a player can get between 0 and 36 SSIP in a single session depending on how they use their skills. This is a big incentive to use those skills well.

It may sound confusing but here's a little chart to help explain how this works.

Skill	SSIP handed out
easy-difficult with basic success	2
average-difficult with great success	4
very difficult-impossible with basic success	4
very difficult-impossible with great success	6
very difficult-impossible with failure	1

To help with this, we've added a chart at the back of the book you can use to keep track of all the SSIP handed out and how many times it has been handed out for each skill.

When should I award these points?

Whenever you want. Some people find that awarding them during the game is easier, while others like to give them as a lump sum at the end of a session. Find what works for you and use it.

What do they do with these points?

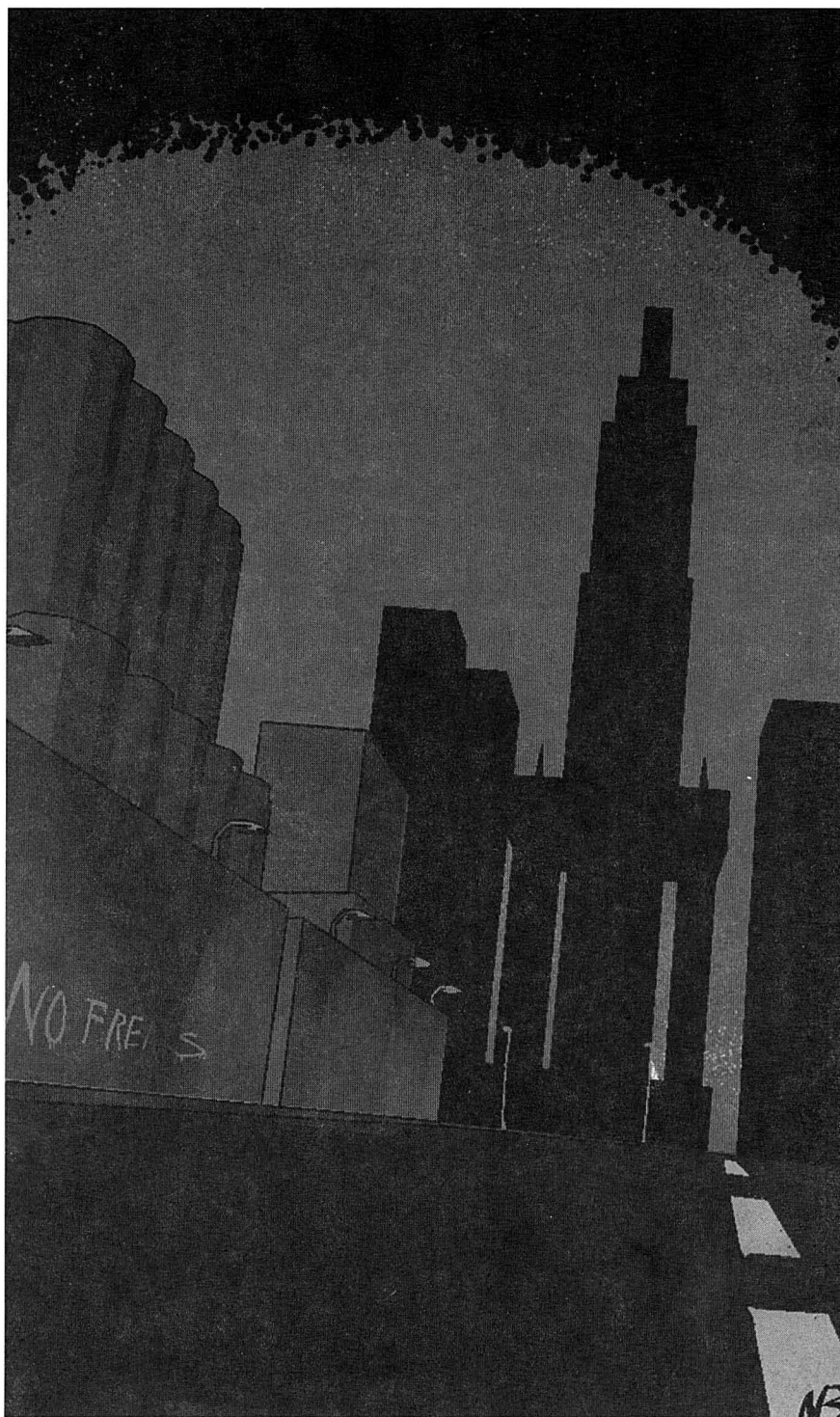
Improve stuff, that's why they are improvement point. To be specific, they can combine these

SSIP with their GIP to increase their skills. After all, the only difference between the two is that one is to be used on a specific skill while the other can be used anywhere, thus the terms Skill Specific and General. What a player needs to do in order to improve a skill is to take the SSIP they have and add on whatever GIP is needed to reach the next level. So if someone has a JockStuff of 3 and has 20 SSIP then they only need 10 GIP to increase that skill to reach the next level. The only proviso when increasing a skill like this is that the players have to use all the SSIP they have. It doesn't carry over to the next level.

Optional rule to the optional rule?

If you are a GM that gives out SSIP during the game then here is an optional rule for you. If someone has enough points to increase a skill during a session then let them, all they need to do is have is 50% of the required IP in the skill specific kind. So, if someone has just evolved and does something really amazing and scores 6 SSIP then let them use 4 GIP to move their skill up to level 2.

It's really easy to do this quick improvement of lower level skills, and much harder with those higher level ones. It becomes slightly more difficult after the average level, at level 4 it requires 20 SSIP which means at least 10 average successes, so this isn't something that will be used much beyond level 3 in game.



RED FISTS

MegaViolent Yogang

"'Cho, I wouldn't mess with T.M.I. she'd break your arm twice before you realise it. Three times if she likes you"

"We can do that for you, what are you going to do for us?"

Most MegaViolent yogangs are a loose collection of people who like to hang out and enjoy the finer things in life, like putting their fists into each others faces. There is very little cohesion, very little structure, and the leadership changes everytime someone feels like challenging the leader, which is often. The Red Fist Megas, on the other hand, seem to act differently than most other Mega yogangs. There is more cohesion, more unity among Red Fists than any other Mega group in Night City. It's all because of their leader T.M.I.

T.M.I has taken her Megas, as she calls them, and has turned them into an effective gang that is up for higher to the highest bidder. They do all sorts of jobs from delivering questionable goods to body guard and bouncer work to shaking down people who owe others money. Nothing is too low for the Red Fists to do, and they get paid well for it. All the jobs, however, come because of T.M.I and her ability to organize and lead her "boys and girls" to where the cash is.

This is truly a feat since this is all happening in a University district that covers a fair bit of space that used to belong to the Voodoo Boys. Not to mention the fact that the University has a crack security force that is less tolerant of gangs than it was two or three years ago. Despite all this, T.M.I. has managed, and managed well, to avoid any trouble with the machinery of the University. One more reason why her leadership has been rarely challenged, they know without her they'd be sunk.

Culture

Joining the Red Fists is pretty hard considering that it's a Mega yogang. Usually joining involves beating the crap out of one of the regulars, or taking on a couple of them and then coming back for more after you heal. That's not the case with the Red Fists, if you try that, all you get is an interview with T.M.I. She doesn't fight you, thankfully or else there would be very little in the way of new members.

The Red Fists are pretty centralized around T.M.I. She's created a whole unit of devoted Megas who will follow whatever she says, because up until now everything she's said has worked perfectly. However, those dedicated psycophants make up a smaller number of the yogang, maybe 5-8 out of 30 members. That doesn't mean the rest of the Megas won't protect T.M.I., they'll just run and bolt if things get too tough.

Among the Red Fists themselves there is very little structure. The juves who carry the most influence are the ones who are the strongest, in this way they are very similar to other Mega yogangs. T.M.I doesn't mind this, as long as the little power struggles don't interfere with the gang as a whole. And even though there is a culture beyond T.M.I., she's the one who ultimately dictates what can and can't be done. As for now, it's a free for all.

M. I.

The Red Fists tend to leave very little markings when doing any sort of illegal activity. Instead they depend on word of mouth, and a constant patrolling of their turf to keep control of what they see as rightfully theirs.

Now that they have a good grip on the University district they're starting to pull a lot of the old stuff that the Voodoo boys did, only with a lot more subtlety. They have to since the Maxx has stepped up

- Your "Tag"

T.M.I. [Tanya Meyers]



9 • CyberGen Type

Scanner

CyberGen Power

Interpretation

7

1 • Yogang Type	Megavolent
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2 • Sex F

Age 16

Wt. 150

Ht. 5'9"

3 • Your Description

4 • Yogang Stuff

AR 6 Armor jacket

battleglove

Heavy Pistol

3 Fight knives DC

5 • Your Stats

INT	8	REF	7	COOL	8
TECH	3	MOVE	5	LUCK	5
BODY	6	EMP	3	ATT	8

6 • Your Wounds (Cyberpunk & Cybergeneration)

L	L	L	S	S	S	C	C	C	M	M	M	M	M	M	M	M	M	M	M
<i>Schaeffert</i>								HITS		6									
BTM																			

7 • Your Skills

Streetfighting	5	Thief Stuff	1
Jock Stuff	4	Get A Clue	5
Blend	1	GenSpeak	1
Street Smarts	5	Fearless Leader	6
Schoolin'	3	GoGo	3
Little Angel	1	Melee	4
H-T-H	5		
Combat Sense	3		

Yogang Skill

berzerk

B

their security in regards to heavy gang activity.

The Red Fists are involved in dealing some drugs, mostly recreational (things like Blue Lace, or Smash) so that it flies under the radar better, acting as messengers and delivery for some of the bigger criminal elements trying to get back into the University, even acting as the muscle in small time protection rackets. They're making a lot of money doing this, nothing rating in the millions, but enough to make a lot of other yogang jealous.

T.X.I. [Tanya Mayers]

Red Fist Leader

Tanya Mayer has always been slightly off. With her parents having split up soon after her birth. Her mother ran off with a Euro solo soon before the Iron Curtain went up leaving Tanya's father, an old North American solo, with the task of raising his only daughter. He tried rather hard to raise her, but there wasn't much of a mother figure in S. K. Mayer. Since they lived in the Combat Zone, he taught her what he knew best, that was how to fight, and how to control people. First it was fists, then it was knives and swords, and by the time she around 12 she was incredibly capable with all three.

The first time she used her skills was at the age of 14, when her and her father were attacked while they were walking through the Combat Zone trying to get home. A couple of boosters thinking that a guy and a little girl would be easy pickings got torn apart by the same pairing. Tanya's father did most of the killing, but she still finished off one of them.

It was then that she found out that she had loved every minute of the fighting. She loved the contact, the giving and taking of blows, the heat from her opponents body, their laboured breathing, even

the feeling of getting wounded by a blade thrilled her. The next week she snuck out at night and joined a MegaViolent gang in the Combat Zone. It worked, for a while, but she was never taken seriously by any of the other gang members because of her looks and her smarts. She loved fighting, but she wanted to make something more out of her yogang. When she finally brought up her plans, she was laughed at by her peers, which caused a large fight but that's the way it is in Mega yogangs. This did nothing to stop Tanya from planning her future.

Then, when she turned 15, she went through the change and came out on the other side a Scanner. With that change, her infatuation with fighting, and pain, grew even more. Not only did she get to physically see how combat affected those around her, she could sense how it made them feel. She loved it, reveled in it, would have kissed it had she been able to. Now she was ready to take over, and start running things how she wanted to. She took over her yogang, and after the first week of changes barely made it out alive when her "best friend" decided that Tanya's changes were bad news and tried to kill her.

So she moved again, now she's in the University district and has started up another Mega yogang that has plans beyond the next fight. Her Red Fists have settled nicely into their goals for the University district, making money and gaining power, but Tanya (or T.M.I. the tag she picked up from her fellow Red Fists) has never been secure. Because of her previous attempt at forming a group like this, she's quite paranoid of anyone coming close to her, especially those who are nearest to her. She's jumpy, and quick to provoke if she thinks, or read, any hostile intention coming from anyone.

Fighting-wise she's become quite sadistic, reveling in the pain she takes as well as dishes out. The Red Fists have a saying, "Watch out when you cross T.M.I., 'cause she's gonna eat you. Literally chummer."

SGT. AMOS LANTHIER

Ex-Solo turned Maxx Sergeant

"You might not want to do that, son, it's bad for you."

Amos Lanthier was a well respected, if not well known, Solo during the Cyberpunk movement. His quiet, unassuming leadership won him the respect of his peers if not the notoriety he deserved. He was never the crack shot, Clint Eastwood type that Blackhand was or even the abrasive personality that Günther was, but he was still the type of leader who got in the trenches with his unit and made sure that they all got out in one piece. His most famous run, the extraction of a top Militech Scientist and his family, who were being kept in the middle of a well defended Militech compound, is remembered. Amos, however, became "the guy who led that team who walked in and out of Militech."

While some would have scorned such lack of personal limelight, Amos enjoyed it. To him such fame was a thing to be avoided at all costs, he figured it made him less of a target. He was right. When the ISA hammer fell, it fell on those who were the most famous, or infamous depending on who does the talking. Those who were in the spotlight were brought down hard, fast, and in the public view so that the people could see that these "menaces to the public safety" were being taken care of. Not Amos, while this was going on he was able to pick and choose his jobs, mainly extractions which were his specialty. Even when he came under pressure from the ISA it was more to join them than the messy public eliminations of other, more flashier edgerunners.

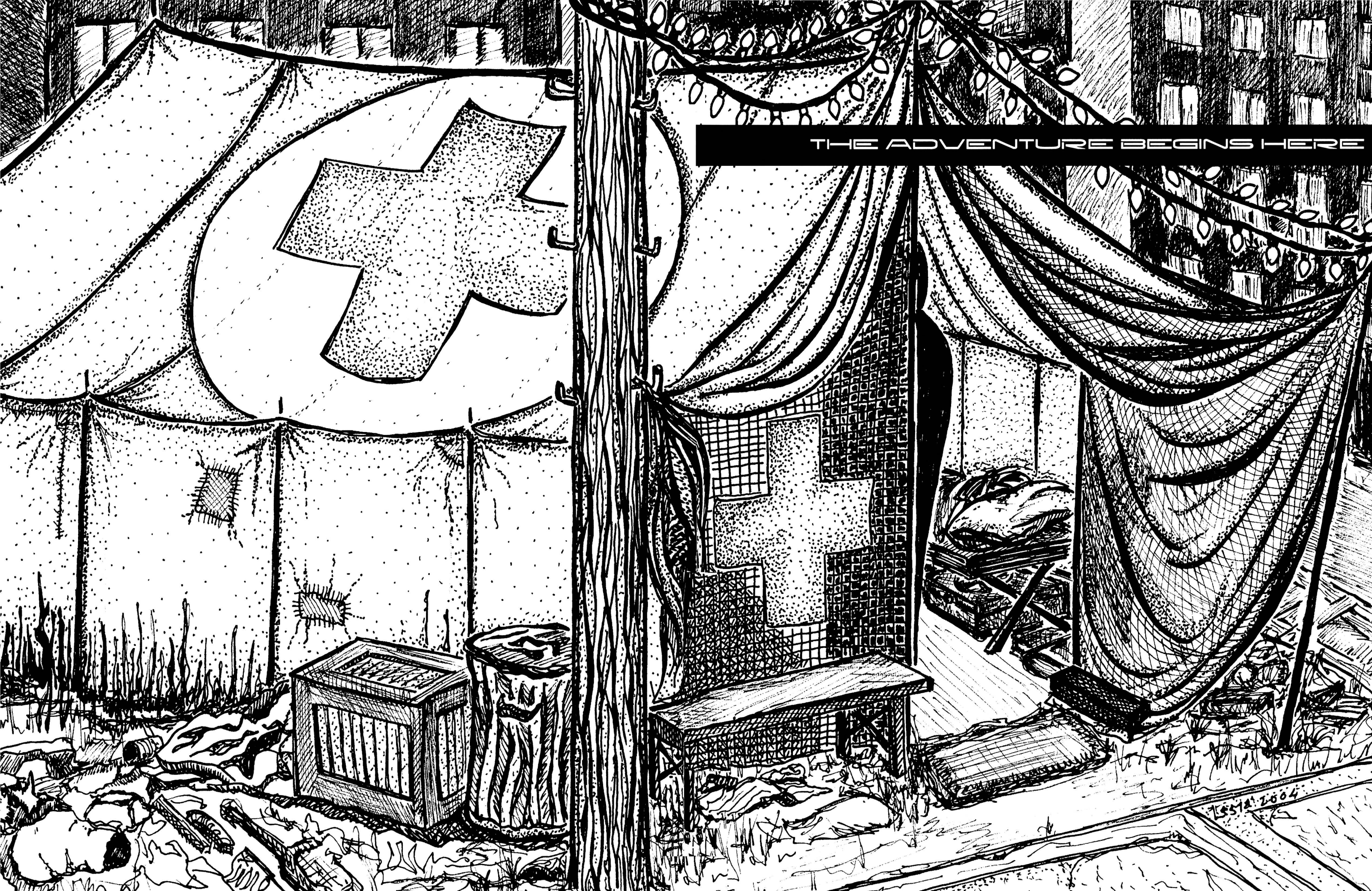
Aware of who was offering the job, and what that job might entail, Amos merely did what he did best, and faded into the woodwork. He took a job

at Night City University with the Maxx and was instrumental in the improvement of an already impressive organization that was finally able to take down the Voodoo Boys in 2025. Away from a lot of the corporate wrangling Amos was able to rise to a level which he finds comfortable in the ranks of the Maxx. He's in charge of a small group of hardworking, hand picked, individuals. Nothing spectacular but that suits Amos just fine.

Amos, himself, is a very plain spoken individual. He doesn't talk a lot, and when he does it is to the point and usually worthwhile. He enjoys a good joke, but knows that there is a time and a place for joking around, and a time and a place for working.

Amos is a bit leery of the Eden Cabal, not because of their politics, but because he sees the potential for another Cyberpunk Movement about to be crushed by the ISA. He also sees that with this particular hunt there's not going to be the option of joining with the opposition. It's the all or nothing quality of the revolution that makes Amos uneasy, because Amos likes having a way out for all those who work with him. He does know what kind of snake that Whindam is (and for that matter Tuere too), but he's playing everything low key, keeping all of his options open.

Because that's just the way Amos does everything.



THE ADVENTURE BEGINS HERE

L. 518 2004

CHAPTER 1:

The Meet

GM Reads: You and your goboys are hanging at doing your best to keep a low profile around all the juves and corpsicles that litter the place. There's a group of Guardians playing CDC Mutant Hunter in the corner. A poster of a melting child with the words "DON'T RISK YOUR CHILDREN!" in large block letters underneath is pasted next to the box. Graffiti is spray painted in red underneath proudly proclaiming "NO

FREAKS!" while a MegaViolent picks his teeth with his knife as he leans back against the wall.

Just as the Guardians cheer at their character's latest capture you notice someone hovering by the tables. He stands about five and a half feet tall with a black crewcut and a mild case of acne. He paces back and forth running his hands through his hair catching quick glances at the Guardians playing the game. He makes a few false starts in your direction always moving back when a cheer erupts from the people around the machine. Finally he makes his way to your table as quickly as he can without drawing attention to himself.

How to play Marcus

Marcus is very nervous about approaching the PC's. He doesn't know who to trust anymore, but he's desperate so there should be some hint of desperation in his voice.

This is the start of the adventure. It is written as if the characters were just hanging out at their favourite place, but with a bit of modification it can be placed anywhere that fits your campaign. If you're PC's are in school then this meeting can take place at lunch or between classes, if they aren't the scholastic types then this could be at their favourite hang out, and failing that they can be contacted by an Eden Cabal rep.

Here is some background information on the game before you start the adventure. The person the PC's are about to meet is Marcus "Kicks" Tucci. He's a StreetFighter from the Watanabe Dojo located in the University District. His brother has vanished about a week ago and when Marcus went to his parents they freaked out and told him that he had no brother. So he went to the next best thing, his contacts who set him up with your PC's.

Marcus: Hey. So, I've heard that, you know, you peoples are good at helpin' others

in a jam. So ... I'm in a jam. Ya. My brother, Anthony, up and vanished since about last week. No noise, no call, no message, no e-mail even though whenever he leaves the house he always tells me where he's going. Well, usually tells me where he's going 'cause you never know when some Mega's gonna come down on you hard and fast.

Anyway no nothing from him, so I'm worried, see? So I decided to ask the old 'rents. Bad idea. Shoulda known those two woulda freaked like corpsicles. They snap and go all kung fu on me tellin' me that I never had a brother and that I shouldn't go spreading rumours that I did. This is even though his room is still filled with his stuff as if he's waiting to come home. It's creepy cho.

Now they're all on me watchin' my every step. Can't do nothing without one or the other haulin' me up thinkin' that I'm doin' something wrong. So, I need a favour. Can you look for Anthony for me?

Hopefully, the PC's will want to ask Marcus a few questions. Here are some questions and answers that may come up.

Q. What does Anthony look like?

A. **I've got a picture of him. Only hard-copy we had left in the house. Everything went virtual just last week. Mom was nuts about having stuff she could handle. I swiped it from her room just before I came here, just in case ya know.**

Q. When did you see him last?

A. **At home, he was typin' something. Probably his journal, kid loved to write.**

Q. Who did he hang out with with?

A. **I heard he was with his buddy Greg at lot lately. Greg's the new guy at the dojo. Anthony was nuts for newbies, he like to take**

'em under his wing. He was helped out by someone older than he was once and he likes to spread that around now that he can.

Q. What are your parents like?

A. *Crazy protective man. They didn't want us hanging around the dojo until the master came and showed them what is was really like. If anybody gets hurts its all accidental and stuff. Calmed down Mom a bit, Dad was cool with the whole thing to begin with though. He's pretty laid back, guess it kinda goes with being a janitor. Getting all high strung don't help ya much.*

Q. Was he evolved?

A. *Dunno. I'm sure he wasn't and Anthony tells me everything. He couldn't have been chromin'. I would've heard about it from him, he trust me enough.*

Q. Where's your Dojo?

A. *It's around the corner in another one of the buildings. Can't miss it.*

Q. What other yogangs are in the area?

A. *Um, there those RedFist Megs. Nasty 'gang those guys are. Members aren't always the smartest but I'd watch out for their leader, she's crazy cho', scary crazy. There's a whole dumpster full of Squats all over the place. There's us and there's the Nightwalker Goths. Crazy druggies those.*

Q. How do we contact you?

A. *I've got a netbox. "Big Brother Search." Drop me off a message there of where you want to meet and I'll see you there. Too risky to call my house, Mom's been jumpy around the phone.*

Q. What do your parents do?

A. *Well, Dad's a janitor. Though they call it physical plant or some name like that. Sounds more impressive than janitor. He*

works hard though, doesn't even complain at home even when he gets passed over for promotions. Mom works in the office where they sign in. Don't know the fancy name for it but who cares, right cho? She just fills forms and makes sure that everybody is set up for the right classes and stuff. She's got some great stories about students coming in and going crazy over their classes. Anthony used to ... ya.

Q. Can we check out your place?

A. *Sure thing. May have to watch out for the 'rents and stuff like that but I can swing it. Don't know what you'll find there but if you want in, you got it.*

Q. Should we check out the dojo?

A. *I haven't been able to so you might want to do that, maybe sensei knows something. I'd go but I don't want to make waves while you guys are doing this. Sucks being grounded, I've only got my virtual partner to spar with and that just doesn't keep ya in shape, you know.*



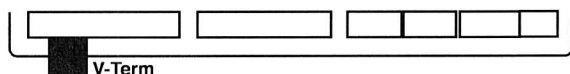
CHAPTER 2:

*Hitting the Streets***Part A: Marcus' House**

One possible place to go next would be the apartment where Marcus lives. It's in a central area of the university, and is a place where a lot of the maintenance staff resides. It is one of the few perks for working at the University as a "maintenance engineer."

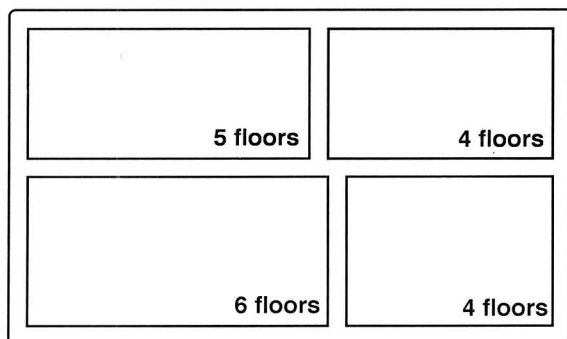
The Apartment building is located on the corner of Farren and 19th. Here is a map of the area.

Marcus lives on the third floor in apartment 310,

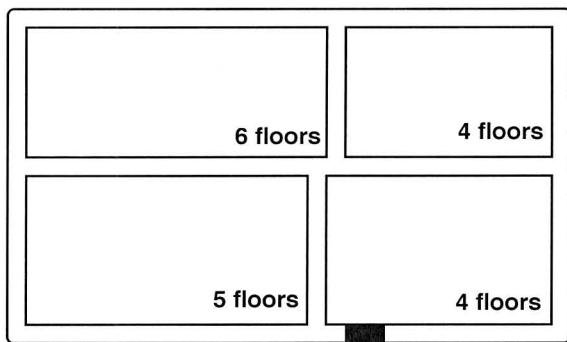


18th

Farren

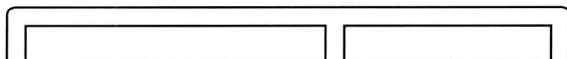


19th

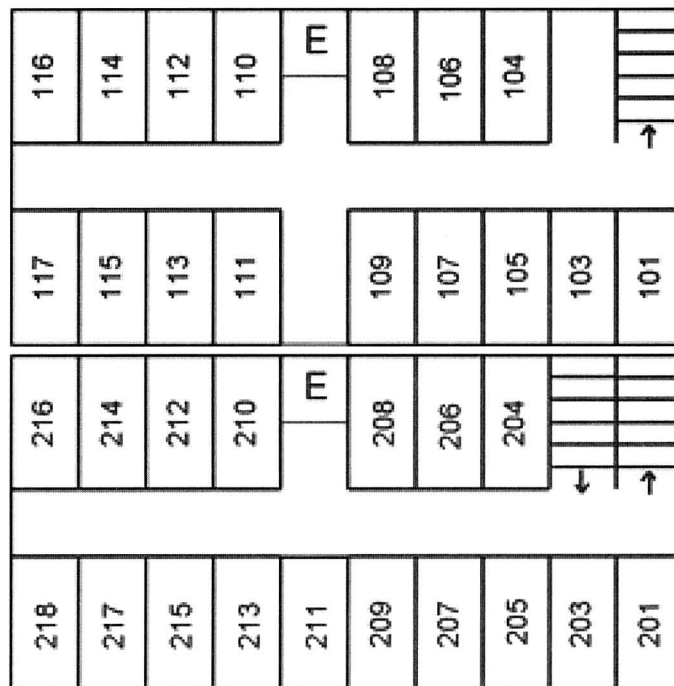


20th

V-Term



the interior of the building follows the next maps. All the floors after the second floor follow the same pattern, simply replace the 2XX with 3XX. The "E" is the elevator.



There is a chance that the PC's might run into people on the way into the house. Here are some people who live inside the apartment complex.

Daniel DuBois: A nosy neighbour who doesn't like juves. If he sees the PCs and Marcus walking into the apartment he could possibly tell Marcus' parents.

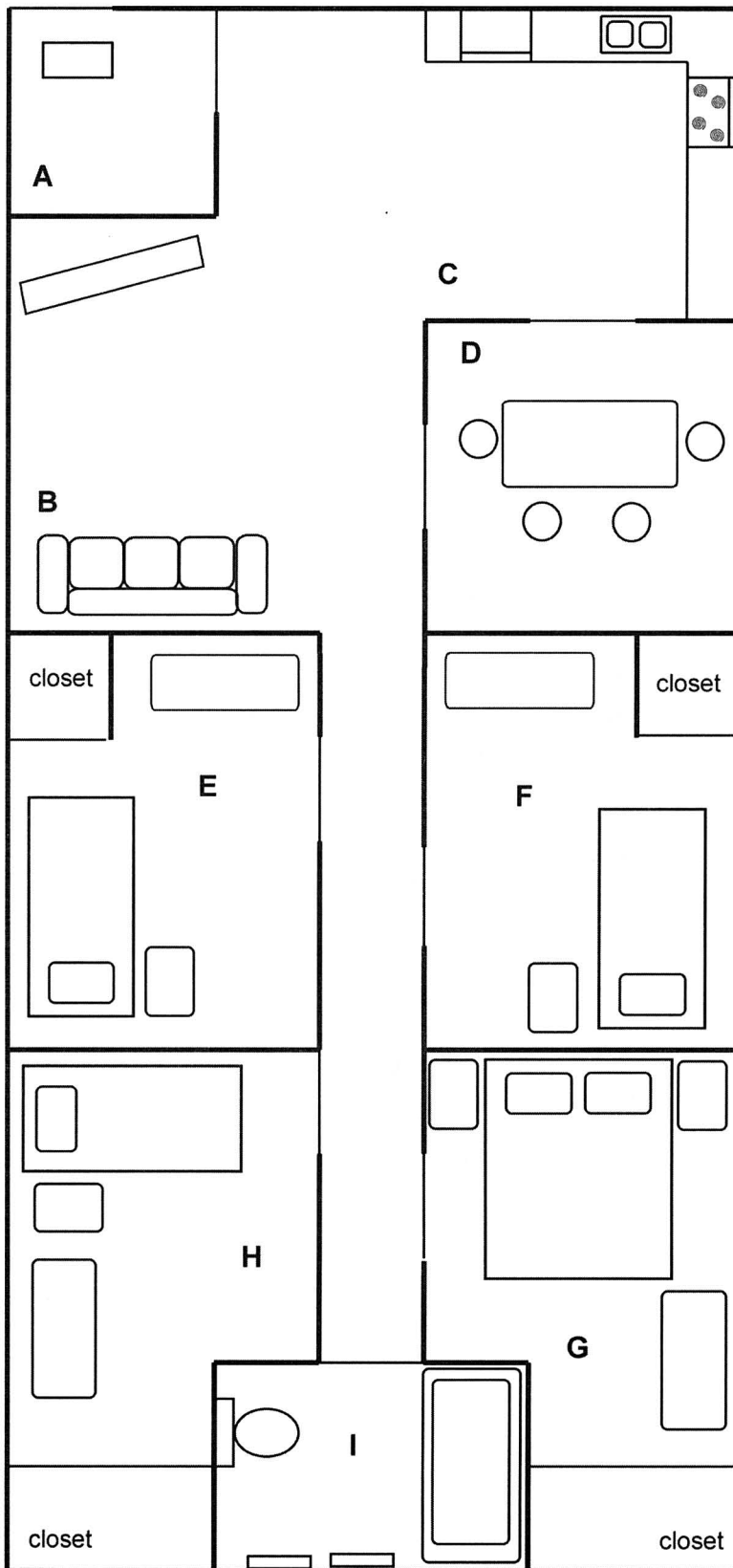
Stella Marten: Long time friend of the Tucci family. She's particularly worried about Anthony's disappearance, but won't say anything about the PCs. In fact, if told about what they're doing she may help them.

Zac Oman: A new resident to the apartment complex, he's also a DSA informant. He watches every juve who enters the building, looking for signs of being evolved. If he finds any sign at all, he calls his superiors. So careless juves could find themselves dealing with DSA agents.

University

The inside of the apartment:

A. Front Foyer:



A place to hang shoes and jackets. There are a bunch of jackets hanging on the wall of various sizes and a mat to wipe your feet. There are two security cameras in opposite corners of the room that don't move but seem to have the entire Foyer covered. They are linked directly to the Maxx main security grid where an AI checks to make sure that there is nothing suspicious going on. If there is something that the AI deems to be suspicious, like a visible weapon or something that can be used to break into the apartment it sounds an alarm and you can expect the Maxx to be there pretty quickly. There is second door with a keycard lock that leads deeper into the house.

B. The Living room:

A simple living room with the typical amenities. There is a virtual television, a couch, lamps, a thin carpet, and assorted virtual pictures of the family on the walls. The pictures are placed at odd intervals as if some pictures were taken out of their place.

C. The Kitchen:

There is a door that leads into the Living room to the south. Inside the kitchen is a refrigerator, a stove, a single sink, counter space, and a few cupboards. There is a magnet on the fridge that says "Home is where my family is."

Get A Clue Roll Difficult (20): On top of the fridge is a business card. It is from Robert L. Gordon, owner and proprietor of Gordon Acquisitions. Mr. Gordon works at getting hard to find, or illegal items for people who have the money to pay him to get it. He's responsible for the kidnapping of Anthony.

D. The Dining room:

There is a large dining set, a table and four chairs placed in the centre of the room. There are more family pictures displayed on the wall and gaps are present here, but the virtual cards haven't been taken down and there are still visible markings where pictures should have gone.

E. Marcus' room:

Nothing particularly special here either. Posters on the wall of various famous martial artist from Bruce Lee to Jet Li from the past all the way up to the present. His virtual sparring partner is on standby in the corner bouncing back and forth on the balls of his feet in a ready position. There are a few martial weapons under his bed (tonfa, bo) along with a box of combat soccer cards. There is a V-Term in the corner. It's a typical adolescent room.

F. Anthony's room:

What is supposed to be a twelve year olds room looks more like a room at a hotel. The only feature that gives away the fact that someone once lived here was that there is a V-Term in the corner as well as a few memory devices scattered across the desk. The bed was made as if it was in a hotel, instead of the hodge-podge way most twelve year olds would make the bed. The rest of the room is spotless to the point of being sterile. There are no pictures or posters on the white walls. However, there are still clothes hung up in the closet.

The V-Term, for the techno and wizard characters in the group, is set up to go to an online journal automatically. It's a place to leave personal messages and reminders for yourself and is regularly patrolled by AIM Overwatch for keywords. He also has a personal journal on his deck and a

personal password.

Crack the V-Term's Code: *Arcane Average (15), Schoolin' Difficult (20)*

Journal entry dated 10 days ago

-Phil is getting really sick. I hope I don't have what he has because mom's gonna be pissed. I heard her talkin' to the neighbour about how she's gotta protect her family from those freaks. She's really not gonna like it if her son was one of "them."

Her and Dad fight about that a lot. I wish Marcus would have been there last fight instead of at that tournament. It really scared me the way she was talkin'. Really crazy stuff.

Where are Marcus' parents

Since both parents still try to play a part in their son(s)' life(lives) they try to be home as much as possible after work. So, where they are will depends on what time the PC's arrive at the Tucci's place. Ms. Tucci works from 8 am - 4 pm, Monday to Friday which means that before and after these times she will be home. Mr. Tucci works from 6 am - 6 pm or from 6 pm - 6 am because he works 12 hour shifts Monday to Friday. So any time during those days there is a 50% chance that he will be home.

What does that mean for the PC's? Well, if they want to search the house then it will be much more difficult to search. Add 2 to the TN if the father is home and add 4 to the TN if the mother is home and these modifiers stack if both parents are there.

Journal entry dated 8 days ago

-Gotta meet Greg tomorrow at Parkside and 21st. He's got someone he wants me to meet. I hope things are smooth because I'm not feeling all that hot. Gotta remember my fighting

gloves, those will help.

If the players want to check out who tried to log in and when, they can do that. It requires an *Schoolin' Average (15)* roll.

Log-in Records

*8 days ago 08:25:31 -- Log in Successful
8 days ago 12:30:33 -- Log in Failed
8 days ago 12:31:10 -- Log in Failed*

8 days ago 12:32:59 -- Log in Failed

8 days ago 12:35:01 -- Log in Successful

G. Parent's Room

Note: If one or both of the parents are in the house getting into this room will be more difficult than searching the apartment. Most parents don't like their kid's friends snooping in their room. Ms. Tucci is quite paranoid about that so she will be on alert for anyone entering her room. Distracting her, if she's home, would definitely be a good idea for the PCs.

What happens if they get caught? Well, juves aren't the only ones who can employ embarrassment tactics. If both parents are home then Ms. Tucci could decide to get a "little frisky" with her husband and demand private time in their room or other such "embarrassing" activity which would make the kids kinda squeamish about being in the apartment. They could also just storm in and demand that everybody get out of their apartment.

There is a bed, two end tables on either side of the bed, a dresser and a closet that is half opened in this room. There is a large amount of cash on top of the dresser, 50 Euro, lamps on either side of the end tables and a virtual book on the right side end table right next to a virtual alarm clock.

Inside the end table with the virtual book on it are a whole bunch of virtual cards which have all the pictures of Anthony that were taken off the walls.

Get A Clue Difficult (20): Inside the dresser, underneath a lot of bras, is a membership card that has the greek PHI symbol intertwined with a large Q on one side and

nothing on the back.

Street Smarts V. Difficult (25): That symbol is the new symbol for the Final Quarantine.

H. Spare Bedroom:

There is nothing in here as it is not in use. There is a bed, a dresser and a closet all empty.

I. Bathroom:

This room is kept immaculate. It has the "don't touch" fel to it, like you'll profane the area if you used a towel to dry your hands. Toilet with a blue seat cover, bathtub, sink, and medicine cabinet with a mirror are the only objects in the room.

Get a Clue Difficult (20): You open the medicine cabinet and find two derms of something hidden behind a "women's" razor and a bottle of shaving cream. One 'derm has been used already while the other is still completely full.

StreetSmarts Average (15): You shake the derm and peer at its contents. It seems to be Blue Lace.

How To Make The Players Hurry

The longer they take the greater chance they have of raising a parent's suspicion that something is happening, particularly if it is Ms. Tucci. Every time any player in the room rolls something, or even says they're doing something, then roll a d10. Roll a 1 and Ms. Tucci will head to check on her room. For every action the PC's take, add 1 to the target number, making it 2, then 3, then 4, then 5 ...

If all that extra rolling doesn't make the juves hurry, then nothing will.

Part b: Watanabe Dojo

The Watanabe Dojo was started by an retired history professor who originally taught at Night City University. During his tenure as a professor Goro Watanabe traveled to many places and learned many things, one of these things was traditional Karate. Karate was something Goro enjoyed and continued to practice even later on in his life, eventually gaining master status in his later years. When he retired Goro

wished to continue teaching, so he opened up a small school in the Univeristy district which has gained a modicum of success. Happy with where he lived he began teaching others, and now in his 60's Goro has a well used dojo with students he cares about.

Because he cares so much, Goro does pay attention to what goes on around the neighbourhood as well as what his students say. He is a wealth of information for the players can get it out of him. They may have better luck with the students.

What the PC's can learn at The Watanabe Dojo from the students

- That a rumble took place at Parkside and 21st around the time when Anthony was supposed to meet his friend.
- The Red Fist Megs were involved with the rumble
- There's a group of MASHers in the area who patched up the Megs, but they didn't work on Anthony
- Someone saw a couple of Squats in the area, maybe they saw something
- Anthony's friend's name is Greg. He was new and pretty secretive, didn't like changing in front of other people, and stuff like that.

Footwork

If the players got into Anthony's journal, or found out from the students at the dojo, then they found that it said that he was going to Parkside and 21st, what he was doing there is still a mystery. The next thing to do is to search the area around that intersection to see if anyone saw anything.

If the PC's go wandering around they can run into the many gangs in the Lark Park, University area (The Pack, the Watanabe Dojo [streetfighter], Red Fist [megaviolent], a group of Squats, the

Nightwalkers [Goths], The Third Eye [Vidiots], The 3852nd [MASHers]). Below are a few suggestions of what might happen in the area if they were to meet any of them.

- a Squat is being hunted by the Red Fist Mega-violent yogang, he could have information that's pertinent for the group.
 - a Squat is sick and needs to get to the local MASHers, but she's wanted by the MAXX for petty thievery. Patrols are in force because of last weeks rumble so close to the University.
 - a Squat found something interesting in a dumpster, is it worth taking?
 - a Member of the Pack (squatter gang who live in the park) looks hungry, maybe helping him out would be an idea
 - a group of Pack members show up and demand what the PC's are doing snooping around in the area.
 - a group of Red Fist members are itching for another big fight, do they see the PC's and try to start something?
 - an member of the 3852nd is trying hard to patch up someone who's just been mugged and is cursing softly.
 - The Third Eye is filming something down an alleyway, maybe its something to do with the rumble last week.
 - In the MASH tent there's a vidiot who's pretty badly hurt who has a recording of the whole event, but he's going to want something later for it. When the players look at the disk they see the van, with logo, and what happens, right up to the point where something explodes. Then the camera cuts out.
- All that matters is that the PC's get the following information from whatever source you choose.
- A Squat (named Darrel but that's optional) witnessed the fight and possibly the abduction.
 - He got nabbed by the Nightwalkers.
 - The Nightwalkers hangout is on the roof of the apartment building on the corner of Farren and 16th.

CHAPTER 3:

A Ghost of a Chance

If the PC's feel that they need more information, they can save Darrel. He's a fountain of information but getting him might be a bit tricky.

You make your way to the top of the Northwest Apartment complex at the University. As you place your foot over the side of the roof you are greeted by the sight of many lean-tos propped up all over the place. There is the occasional sleeping body underneath a few of the lean-tos covered by ragged old blankets. In the middle of the roof is an actual tent which has its flaps wide open.

Inside, lying on his back, is a gangly goth dressed in tight pvc black pants and no shirt. There are a few scars strewn about his chest, at least as far as you can tell under the groping white hand of the groupie laying down next to him in some state of undress. When he sees you he turns his head vaguely in your general direction and says:

So, what brings you here during the scorching desolation of daylight?

Welcome to the Nightwalkers hang out, and to the leader of the Nightwalkers, Augustus.

Nightwalkers: There are about 14 members in this yogang, most of them heavily into drugs which means at times, some of them aren't all



there. The rest of them aren't there all of the time. This includes their leader, Augustus, who is 19 years old and has been in charge of the Nightwalkers for the past 3 years. He is quite busy contemplating his "elegant suicide," as he puts it, yet takes the time to throw parties for his goboyes and girls. He is quite melodramatic and tends to repeat things that others have just told him in a repeated whisper for "effect."

Augustus plans to use the Squat as the main event for a party that was supposed to take place tonight. Most of them are still recovering from a party last night and aren't feeling up to having another party, so Augustus is willing to trade the Squat for pretty much anything he thinks he might need, doubly so if it looks gaudy and could serve some sort of ceremonial use.

Just a few thing that he might be willing to trade the squat for:

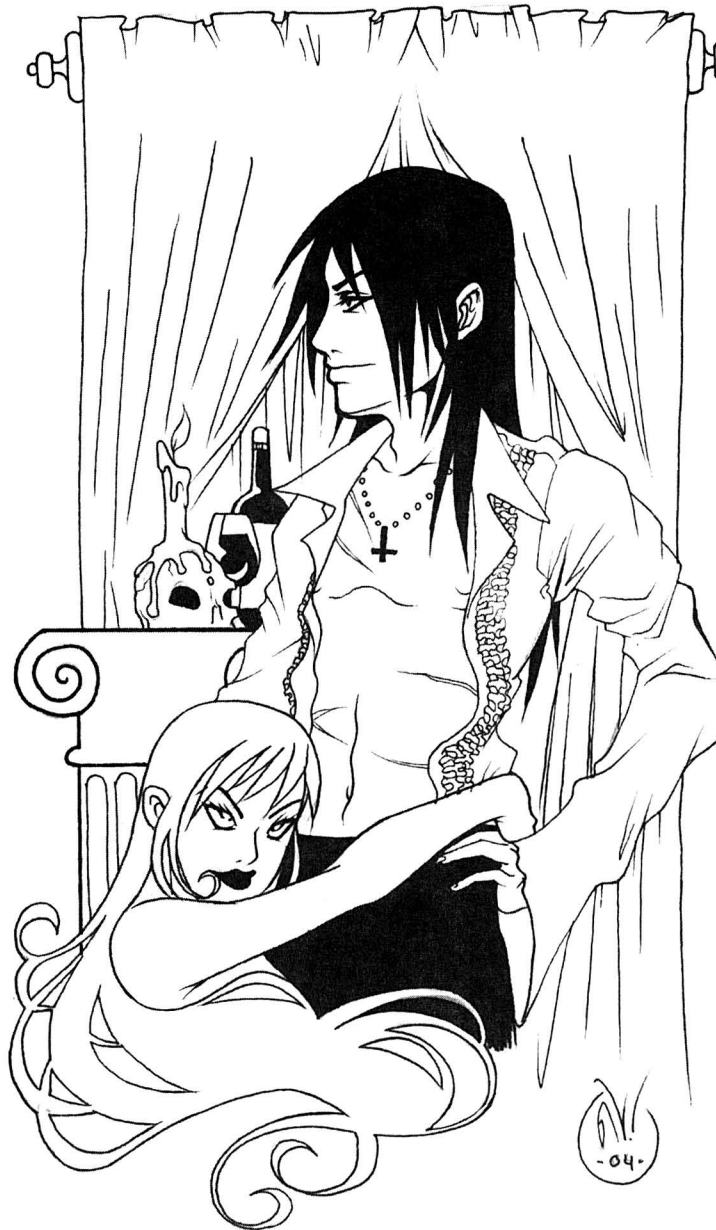
- some derms of blue lace
- any gothic looking candle holders
- any ornamental knives
- large quantities of alcohol
- another "party favour"

An alternative is, of course, to rush in and try to grab the squat from the goths by force. This can be faster than talking but will create some enemies with long memories. The stats for the seven Nightwalkers who are curently present on the roof top are below.

Augustus

INT	6	REF	7	COOL	8
TECH	2	MOVE	5	LUCK	7
BODY	6	EMP	4	ATT	6

Streetfighting	7	Thiefstuff	2
Jockstuff	4	GetAClue	3
Blend	1	Genspeak	1
Streetsmarts	5	Fearless Leader	6
Schoolin'	3	GoGo	3
Little Angel	1	Deathwalk	8



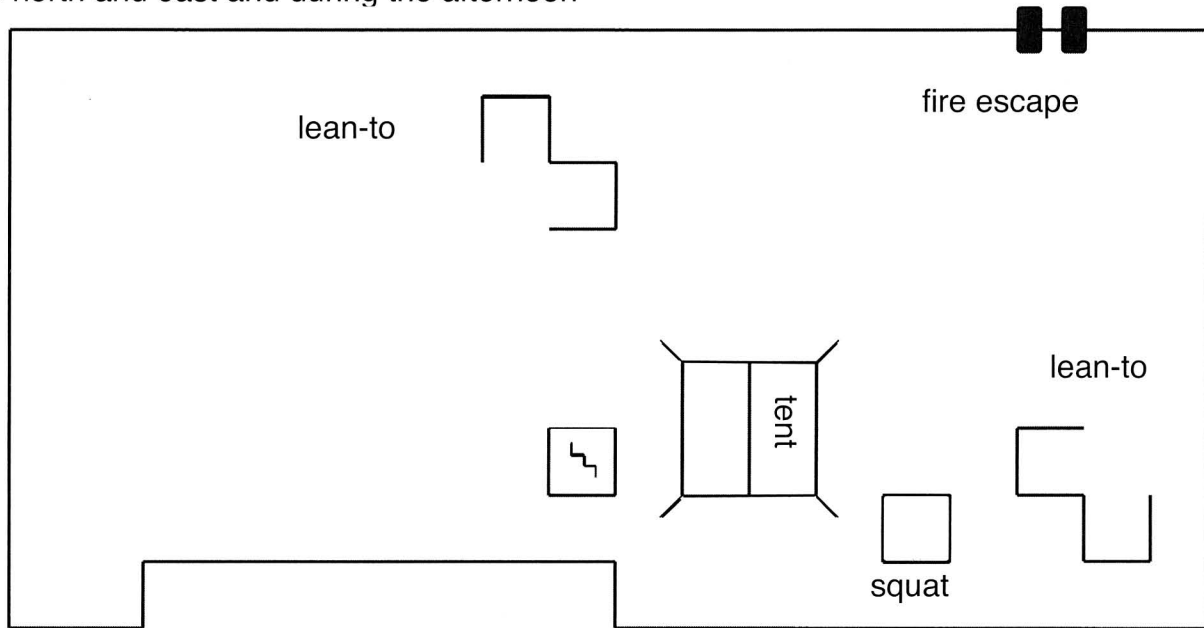
Nightwalker Members

INT	5	REF	6	COOL	8
TECH	2	MOVE	5	LUCK	7
BODY	5	EMP	4	ATT	6

Streetfighting	5	Thiefstuff	2
Jockstuff	4	GetAClue	3
Blend	1	Genspeak	1
Streetsmarts	5	Fearless Leader	3
Schoolin'	3	GoGo	3
Little Angel	1	Deathwalk	4

The Goths shift positions depending on the time of day. They do this to keep the sun out of their eyes and off of their bodies, hating the thing. So during the morning they are in the lean tos that face north and east and during the afternoon

they are in the ones that face south and west. Augustus is always in his tent with a groupie or two. Here's a map of what the rooftop looks like.



When Darrel is rescued

Now that they've rescued the Squat he can tell the PC's exactly what happened at the rumble. In fact, he's so grateful he won't stop chattering to them about how grateful he is and how cool they are. Darrel himself is 10 years old and in the prime time of life for hero worship. Do any of your PC's need an unwanted and inconvenient groupie?

So when the PC's ask the obvious question about what happened at the fight ...

Darrel: Wow! You guys are amazing! You want to know about that rumble? No problem, I can tell you everything about it easy cho. Though, if youse need anything then I can get it to ya. Shiate, I can get it for you at cost! Anyway, that day was craaaaaazy! Craaaazy stuff man. Big time rumble between those Red Fist guys and that local dojo. Watanutso or something, right? Don't really know their name 'cause they leave us alone pretty much. Those Red Heads pick on us all the time. Just last week they sent Murray to the Mashers, broke both his legs man. Craaaaaazy stuff those guys. Nutsoid, all of 'em. Hate those bastards.

Oh! You guys need a bodyguard? I'm gettin' good with a knife and need some practice and money. I can cut anyone who's annoying you,

cut them bad too.

[Pause to let the PC's interrupt or decline the offer. If they don't just add a "No?"]

Right, the rumble. Anyway, this juve that youse scrougin' for was in the middle of the fight. My goboyes all vanished 'cause they were worried about getting caught in the

middle. Not me, cho ... not me. I love that Kung-fu stuff. Watch it whenever they play it on the big vid screens or sneak into theatres showing it. Cool stuff, even cooler when it's live action. Those 'Fighters were just taken it to those Red Clowns. Kick! Punch! Kick! Punch! Block! Throw! Craaaaaazy stuff, cho.

Any of you guys know that kung-fu stuff? If you do, that makes you really cool. Can you teach it to me? It'll help with the whole bodyguard idea I have. Can I hang with you guys? Come on, youse're really awesome. I can help you with ... stuff! Pleeeeeease?

[again let the PC's decline and try to get Darrel back on track. Have fun with this.]

Well, the fight was going really strong when all of a sudden comes this van, right outta nowhere, and pulls up. Just sitting there on the corner. I figure they were gonna split 'cause people don't like being around big rumbles. Just like my goboyes. Unless they were, like

If you don't want to deal with all this text, the important information is differentiated for you in bold italicized text, instead of just bold.



some sort of weirdoes who get off on that kinda stuff. Group of megas gettin' kick, ya know?

So they're just sitting there watching. Really craaaaaazy watching. All of a sudden the window rolls down and a couple of can lookin' things get thrown in the middle of the fight. I wanted to pick 'em up, might be worth something I figure.

Speakin' of which, I've got some good stuff you might be interested if youse got some Euro on you. I've got a few bullets I scavenged from wonderland in the alley. If that don't make you smile, I got some spare parts form a V-term someone threw out. not sure if all of them work but I can give 'em to ya, cheap!

[Another chance to have the PC's decline, or even show interest if they need stuff]

Okay, the cans. Ya. Big Boom! Thought they might be grenades. Sicko's gettin' off on lots blood all over. But what happens is that your friend and his pal drop like rocks. But not, you know? Twitching like robots gone hay-wire. Nobody else moved, well they moved. I mean, the Megas were all laughing at them lying on the ground. Second can came out then. Another big Boom and this time all the Megas are screaming. I ducked down, didn't like the first can cho not gonna stick around for the second. Anyway, I look back and all the Megas are crawling around holding their eyes while two guys from the van, real corp-sicles, pop up and scoop up your compadres and throw them in the van.

Truck had a funny logo. Looked like a couple a hands grasping. Name was Parson's Acquiring Services. Made it's way towards the Uni. Guess it thought it got everyone.

So, anything else I can do for you cho?

A quick primer on Squats

Street kids tend to group up. They do it to help gather resources, for protection, and for information purposes. If they didn't, they would all be dead rather quickly from those who like to take from those who are easy to take from, or at least be left with even less then they already have. Not to mention the fact that if one Squat doesn't have a contact to get rid of a hot item she picked up, then she knows someone who has a contact who can.

While rivalries, and hatreds, can happen among Squats, it is very much more on the individual level rather than a yogang level. Jack may hate Jill, but Jack won't hate Bill for talking to Jill. He can't afford to. Because of this, there is usually at least one person per Squat group who is willing to talk to at least one person in another group.

What does this mean to the players who run into Squats? Depending on how you treat them different things can happen to you. If you treat a Squat with a little bit of kindness, you will have not only that Squat, but every Squat because word will spread. While this doesn't mean instant acceptance, it does mean that Squats may not bolt at the sight of you, even if you are a big MegaViolent. And since Squats are everywhere, and tell each other a lot, having Squats trust you is a great way to pass on a message, or to get information. Remember, though, nothing comes free. All this and a contact with a Squat who can quite possibly find you things you may need.

However, if you decided to play the "Squats are dumb," card and treat Squats you run across with a fist to their head, or other such injustices, then that will be felt a pretty fair distance away. Getting info out of Squats will be much harder, and even Squats have favours they can call in.

CHAPTER 4:

Who Goes Where?

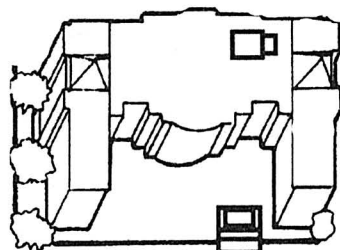
Now that the PC's know that the van that held Anthony and his friend Greg went towards the University, they can try to figure out where exactly in the University they went. Since the University is a fairly big place, narrowing down where the van might be is the first step. So how do the PC's do that? By doing some good old fashioned legwork and getting out there and asking people. Here are some of the people and institutions that the PC's can get information from.

The Maxx:

The University campus police are supposed to be made aware of all non-school vehicles on school property. It's for security reasons, the security of the students and the driver because all unauthorized vehicles are impounded and the drivers arrested on site. They are so paranoid in their efforts to keep the students safe that they will shoot at the first sign of any resistance.

The problem is that they aren't very free with this information to non University personnel. There are ways around that, for instance showing a believable false student ID card, or even a real student ID card for starters.

The Maxx office is found within the main administration building of Night City University. It's in the east wing of the building, past all the offices of the registrar, as well as the offices of the academic dean, and the school president. It's not that noticable, since the Maxx try to keep their bureaucratic side as invisible as possible. It's hard to intimidate people when they see you working behind a desk writing out reports of the



day's events.

The Maxx runs like most police offices. They have to fill out reports for everything they do. In fact, they are a lot more anal on the paper work because they don't have the benefit of being NCPD, or even power of a large Corporation behind them to protect them from legal issues. Such suits rarely happen, the students are quite happy with the Maxx. The only people who are likely to file a grievance are people who want to avoid the courts as much as possible. The Maxx keep up with the paperwork though, they want to make sure that if it ever does go to court they have all that work to back them up.

Getting the information from them is a little difficult. Talking to the clerk in the front office is fine, and asking rudimentary questions they can easily answer will meet with those answers. As soon as the juves ask any question that requires any level of clearance then they are immediately asked to show their Identification. Depending on the level of clearance their ID has (a student has minimal, faculty slightly more, administrative has a rather high level of clearance) the question will be answered, or they will be asked to leave. They don't take too kindly on people trying to pry information from them.

If you want to run the University computer, then there is something you should know. While the University is considered a gray zone (a place that only uses tracer or alarm software) the Maxx section of the University's Data Fortress, and that term is used loosely, is better protected.

The School Administration:

Another group of people who are aware of who is receiving packages from whom is the school administration. While the Maxx require that shipping vans sign in with them so they know not to be wary of them, the school requires it so

that they can make sure their faculty aren't breaking any laws. The vans that enter the University for deliveries must be registered companies, with registered business numbers. On top of that, the school requires that the delivery company, and the faculty member, fill out the proper forms in triplicate. A copy for the faculty member, a copy for the business and a copy for the administration.

While having all this information in the administration building, the same place that holds the Maxx offices, is a good thing, getting the information out is both easier and harder than getting the information from the Maxx. While the administration doesn't have the same type of security levels the Maxx has, it has that much more paperwork to fill out before the information can be given to the juves. Even then they'll need a valid student card before any forms for information are given. After the forms are completed it takes between two and three weeks to get the application for information processed and approved, and even then there is a chance that the request for information will be denied.

Another benefit to going through the School Administration is that it is harder to trace who actually applied for the information. The school works by student number, rather than names and pictures. So if someone gets suspicious of activities, it is harder for them to find out who asked for the information. Particularly if you do things through the net.

Yogangs:

The larger yogangs in the area have already been looked at earlier. A Streetfighter dojo (The Watanabe Dojo), a Masher tent (the 3852nd), a Goth yogang (Nightwalkers), a group of Megas (The Red Fists), and assorted Squats. All the

juves need to do is ask if anyone has seen a van with a logo that has two intergrasping hands around the University. Of course all of this depends on any previous meetings between the characters and the other yogangs. If you fought Darrel out of the Nightwalker's grasp then asking them for information is probably not a good idea, unless you want to start a fight.

Failing that, the PC's have contacts, right? Because they don't live in a vacuum, they will hopefully have their own yogang to fall back on if they need a favour. They should use them. You never know what your friends might know.

Students:

Some students are here to party and drink all night because they've got some taste of "freedom." Other come to study, to focus on their future goals and get good marks so that they can get into post graduate studies. No matter how you cut it, a lot of these people are a few years removed from highschool, at most. So if they still aren't part of yogangs, older Rads and Ecoraiders have a hard time "kicking the habit," it wasn't all that long ago that they were heavily into yogangs. This makes them somewhat sympathetic to the plight of juves, particularly if they belong to the same type of yogang some of the PC's belong to.

Biology students are quite frequently old Eco-Raiders or BeastieBoys. Computer Science students are V-Punks, and Networkers. Taggers become art students. FaceDancers become Theatre majors. Rads become Poli-Sci students, and Vidiots are the journalism students. They aren't that hard to find, and may still have ties back to the yogangs. Sure, all the extra work they get means they're involved less, but one thing any

juve has learned is that you don't give up a contact.

Just because they were juves, it doesn't mean that they will automatically help the players. In fact, it can be just a big hindrance as it is a benefit because if you come across a bunch of students who used to be Guardians they might be less inclined to help if all the players are Go-Gangers and MegaViolents.

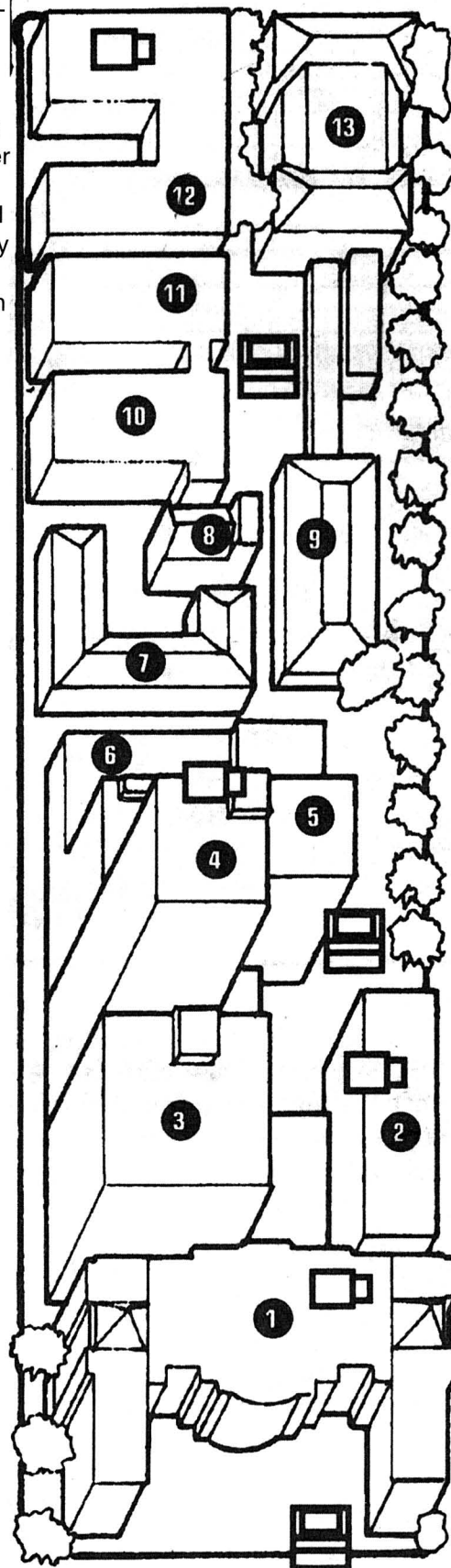
Employees:

Employees are always an excellent source of information. No one has a better working knowledge of the area then the janitorial staff, and you'd be surprised how little they get paid. A little bit of cash can go a long way to getting some much needed information from a slightly disgruntled employee. They may even get the information for free from someone who really hates where he or she works. But if you pay for the information, that's someone who can be used again, just in case.

What the PC's need to know.

No matter how the PC's get their information there will be quite a few sightings around the campus. The acquisition service is quite popular among the professors at Night City U. Some see it as a convenient way to get materials that they would have to get themselves, a time consuming process better spent researching. Others use it to get materials that would be dangerous to get on their own. A few use it for things that are illegal to acquire, and would possibly ruin their careers if exposed. For them an acquisition ser-

1. NCU Administration
2. Thompson Hall
3. Science Labs
4. Science Tower
5. Knute Hall
6. Robinson Hall
7. Brooks Library
8. Clinic
9. Student Union
10. Howard Wong Building
11. Social Science Building
12. Humanities Building
13. Schumaker Hall of Performing Arts



vice is a discreet way of getting the materials they need. In the past few weeks, there have been three professors who have used the Acquisition service.

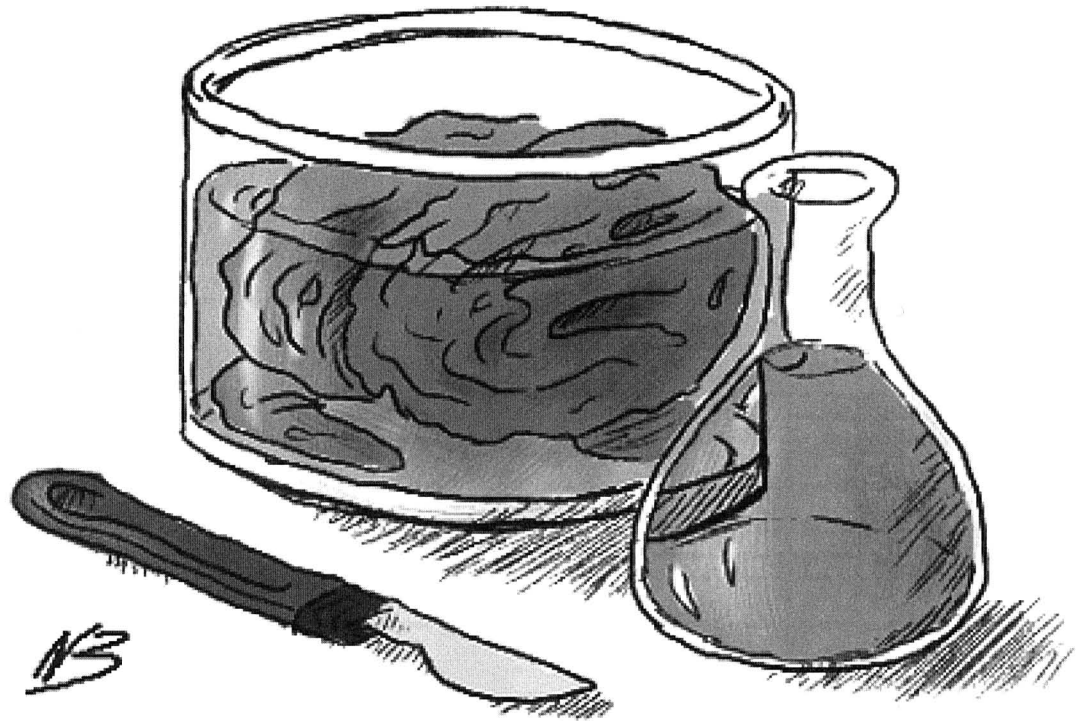
The three professors who have used the service are: Dr. Charles Aimsley (Anthropology specialising in Native American to American relations), Dr. Elizabeth Rowley (Geology), Dr. Emery Larionov (Biology specialising in Nanotechnology). The first two are more interested in non human materials. Dr. Aimsley is looking for any native artifacts particularly those of the Ainu. Dr. Rowley is looking for rare gem stones and geological specimens. Larionov is looking for plague victims to see how he can either (a) produce an antidote or (b) figure out how to control the CNM's.

Here are the locations that the van has been spotted. The Science Labs Building (building 3 on the map), The Social Science Building (building 11), and Robinson Hall (building 6). The deliveries that were done to the Science Labs Building and the Social Science Building have all been done during the day and in the open. The deliveries to Robinson Hall have all been at night, with heavy security there. The guards were peculiar too since they weren't there really to keep whatever they were transporting in, but rather to keep anyone from getting too close a look at what they were bringing in. It's highly suspicious.

There has been some remodeling done since 2020, all the staff offices used to be on the top

floor of the Science Labs Building but with Chemistry and Biology clamouring for their own, larger, space they kicked the Mathematics department out of Robinson Hall. So Dr. Rowley's office is still in the Science Lab Building, right next to all the Math professor offices.

Dr. Larionov's office is on the first floor of Robinson Hall, mixed in with all the Chemistry and other Biology professor's offices. Because of the millions spent on upgrading the equipment in the labs, and the relocation of both the Chemistry and Biology departments, there is heightened security here. You need to show a pass card to get past the two Maxx agents working the front gate



to get through. Dr. Larionov is the one who has been having the service abduct evolved children for him. He's been trying to find a way to control the CNM's in evolved children. While mostly secret, and incredibly theoretical in nature, the research does require the use of subjects who have gone through the change as test subjects. That's why he turned to Gordon Acquisitions. This is where Anthony is.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
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SUBGRID MAP

SYSTEM NAME: University Main Grid

NUMBER OF CPU: 3

TOTAL COST: _____

INT: 9 + 10 Interface

DATA WALL STR: 6

AI? Yes

AI PERSONALITY?

[] Friendly [] Hostile [] Stable [] Intellectual [] Machinlike [] Remote

AI REACTION?

[] Neutral [] Kill [] Observe [] Report [] Talk

AI ICON?

[] Human [] Geometric [] Mythological [] Voice [] Technical [] Humanoid

Number	Information	MU
1	Inter Office Files	1
2	Database (Student list, Professor list, Class list, Exam Schedual, Calendar)	8
3	Virtual Office (Fractal)	6
4	Databse (Marks, Student contact Info, Student records, Prof records.)(locked)	3
	Transactions (Financial Information) (locked)	3
5	See ya!	3
6	Bloodhound	5
7	Administrative Terminal	
8	Database (Books)	6
9	Database (Reference)	6
10	Database (Journals)	6
11	Database (Lender List)(locked)	3
	Virtual Office (Fractal)	6
12	Library User Access Terminal	
13	See ya!	3
14	See ya!	3
15	Database (Humanities Professor's work)	5
16	Database (Social Science Professor's work)	4
17	Database (Science Professor's work)	8
18	Database (Computer Science Professor's work)	10
19	Computer Science Prof Terminal	
20	Humanities Prof Terminal	
21	Social Science Prof Terminal	
22	Science Prof Terminal	
23	See ya!	3
24	Bloodhound	5
25	Pit Bull	6
26	Bloodhound	5
27	Pit Bull	6
28	Watchdog	5
29	Watchdog	5
30	Watchdog	5
31	Watchdog	5

CHAPTER 5:

rescue

Now that the PC's have found out where the delivery van with Anthony and his friend Greg went, and who has been collecting juves it's time to try and rescue Anthony. At least that's the hope.

How they get into the building is up to the players, they can try to break into the building at night, but since the University spent a lot of money upgrading the place to the Biology and Chemistry departments' specs they're going to guard the place well at night. The Maxx never looked kindly on people trying to break in to any University building, let alone their priority protection buildings.

They could sign up for a tour. Universities are always more than happy to give tours to prospective students. It gives them a chance to gush about the University in the hopes that the student will spend their money there. This is where they also prod to see what kind of financial situation the touree's parent are in. A rich alma matter usually donates generously to schools, so if you have a Goldenkid, or a really good FaceDancer, who can prove, or lie, about wealthy parents then you can get away with a bit more.

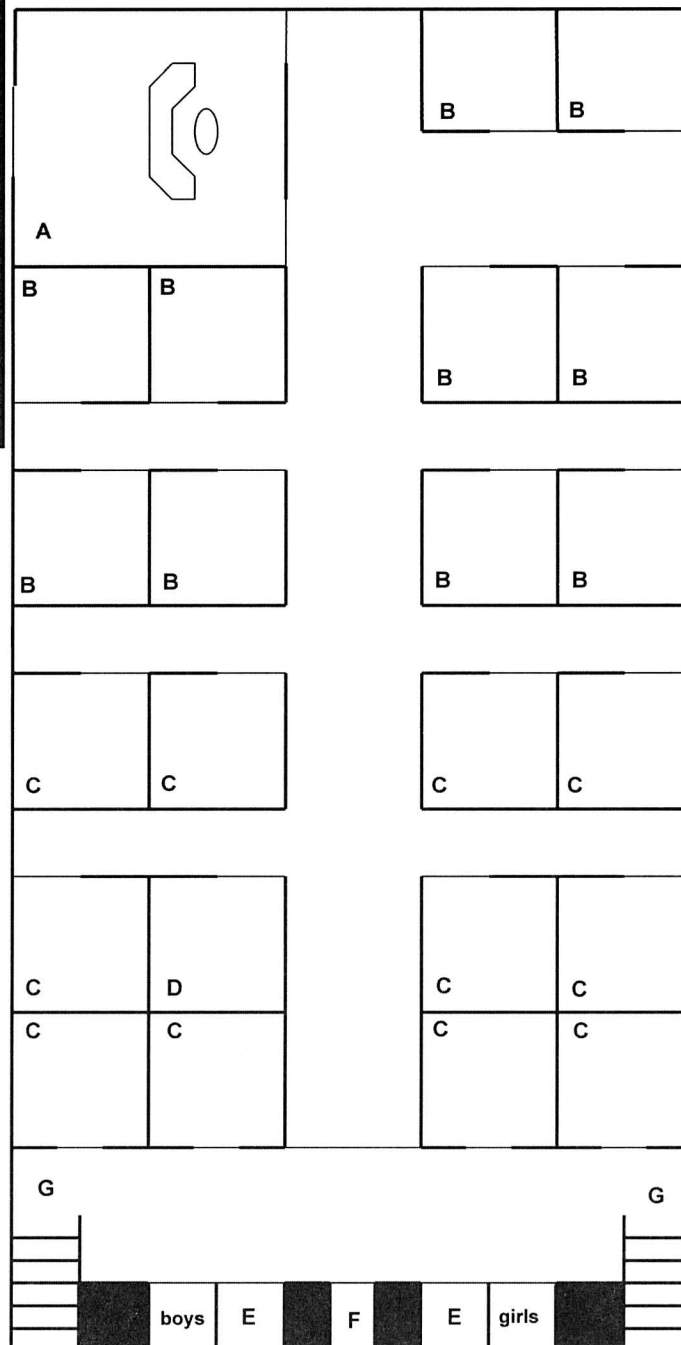
Failing all that you can always use that Little Angel skill and try to charm your way into the building. While the Maxx guards are probably quite familiar with the faculty, at least being able to put a face to a name, they don't have as great a knowledge of their family life. If someone asked

to be let into their mommy's or daddy's office because they have to go to some sort of school function, there is a pretty good chance that the Maxx might let them in with little questioning. All they have to do is hope that the professor in question doesn't happen to be in their office, or walk up while the juves are in the building. One quick, "Oh! Your family is here" might be met badly.

Level 1

Is Anthony Alive?

That's up to the GM. If he wants the players the find Anthony dead and dissected, then that's a choice no matter how long the players take. However, time does usually play a factor in these things. If the players put everything together in a couple of weeks, then there is a good chance that Anthony is dead. If they can do this in a couple of days, then he's probably still alive, only the GM really knows.



A. Front Desk:

Two Maxx agents are here, which is standard Maxx procedure. Proper authorization is required to access the building, such as a student ID card, or a temporary tour ID card. It just needs to be shown to the security guard and not swiped before you enter the building. If you attempt to enter the building during the day without the proper ID the Guards send you out of the building, at night they detain you.

B. Chemistry Professor offices:

Nothing in particular here. If the players want names you can give them the names of Dr. Smith, Dr. Hall, Dr. Munich, Dr. Nagy. All doors are locked with a pass card lock, only that faculty member's ID card can unlock the door.

C. Biology Professor offices:

All are locked with pass cards, only the professor ID can open them. Names that can be used are Dr. Gagne, Dr. Lopez, Dr. Aiello, and Dr. Montgomery.

D. Dr. Larionov's office:

His personal computer is there and is accessible through the net. He has some pretty big ICE on there (FCT 5-6) to protect his research. He's paranoid that people might try to steal it from him, or use it to incriminate him. The data he gained from the first test subject, which isn't much, is on the computer.

He has pictures of his family on his desk, wife and two

children both of whom are very young.

E. Elevators:

They lead to the Upper Levels. They fit 15 people comfortably, and have an access panel on the roof that leads to the elevator shaft. They do not go up to the roof.

F. Freight Elevator:

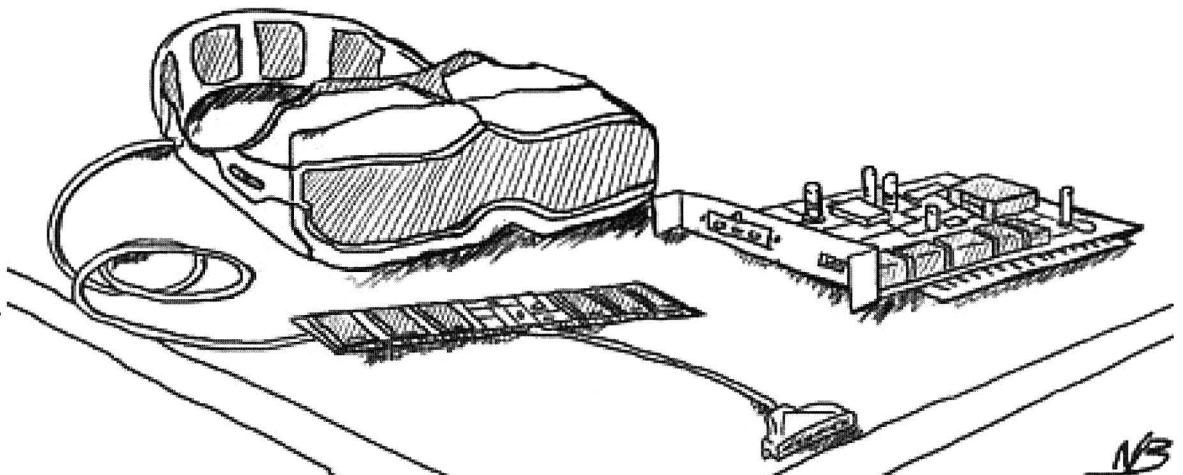
This is used for deliveries only, and then there needs to be someone to open it from the outside. Only the administration ID cards open this door, and then it only requires a pass card on the outside of the first floor, but you'll get really wierd looks if you try to use it during school hours.

G. Stairs:

These lead up to other floors, for those who want to get the exercise. The stairs do go up to the roof, but the door is locked with a pass card lock, and only the Maxx and the janitors have access to a pass card that will open the door.

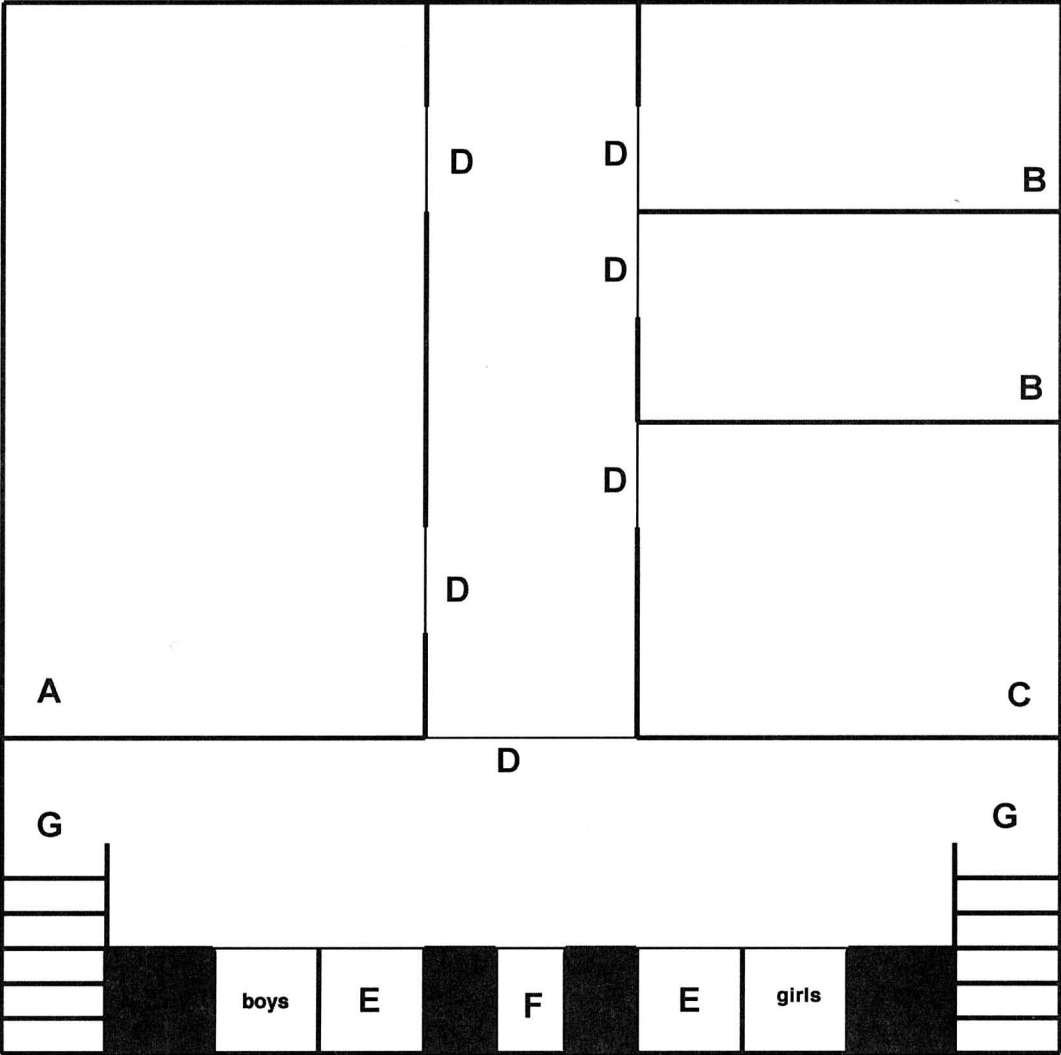
H. Emergency Exits:

Opening the doors triggers the fire alarm. There is no way to open these doors from the outside except by breaking them down, which would still trigger the alarm.



Level 2, 3 and 4.

ally close to the person next to them. The facility is set up with virtual capabilities to help the professor by either displaying their face to the audience or showing visual aids.



B. Classrooms:

These classrooms are used for smaller, upper year courses in biology and chemistry. The rooms are set up in a grid like pattern, with tables that contain sinks and room to perform minor experiments. There is plenty of experiment equipment here, like beakers, flasks, measuring instruments and bunsen burners. Even though virtual experiments are available, nothing beats actually doing the work.

C. Seminar Rooms:

A room designed for presentations on a smaller scale. There is just a V-term in the middle of the set of tables.

School in 2027 is quite different than school in eras before it. All assignments are available for download from the school database, so are a lot of the lessons. Students still have to show up for lectures at the University proper. These are the floors where such lectures take place. Floors two, three and four all follow the same design.

A. Lecture Hall:

The main lecture hall is set up in an amphetheatre style, with enough seating to fit 150 students comfortably, and 200 if they don't mind sitting re-

D. Doors:

All door require the proper ID card to pass through the pass card gates. Student ID, or temporary pass will work.

E. Elevators:

Same as before.

F. Freight Elevator:

Same as before.

G. Stairs:

Same as before.

Level 5.

A. Small Labs:

These smaller labs are ones that can be booked by students to use during lab times, for extra work, or help in their final projects. These labs are shared by both the biology and chemistry departments so there are quite a few resources here that would make a BeastieBoy cry: gene

splicers, cloning devices, and gene codes for animals.

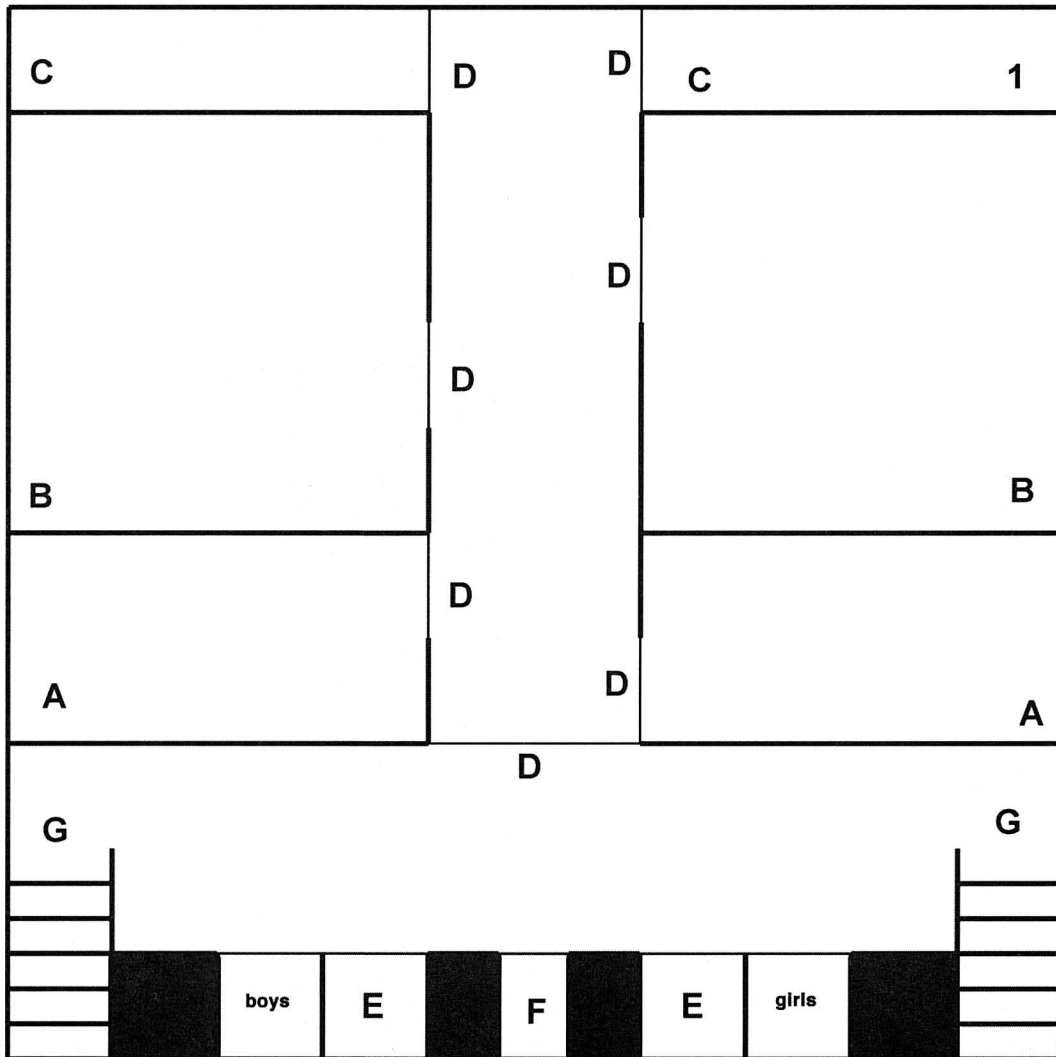
Kitari Difficult (20): With this skill roll you can identify exactly what kind of equipment is there, it's pretty advanced so they wouldn't have come into contact with it. If they do know it, they read it in an article or something similar.

B. Larger Labs:

These labs are used by the faculty for demonstrations and classes, as well as their own private work. Quite frequently members of the faculty work late into the night here on their own research projects. If the equipment in the smaller labs made the BeastieBoys cry this would blow them out of the wa-

ter. These rooms in particular are the reason for the enhanced security.

Daktari N. Impossible (35): This stuff is way out of any BeastieBoy's league. Even if they could identify it with this huge roll, they wouldn't know how to work it since this equipment is the kind that requires years of training just to use.



Anthony is being kept by Dr. Larionov on the fifth floor of the building. The sixth and seventh levels are built along the same lines, except that Anthony isn't on those levels.

C. Storage Area:

Here are where the new grown animals are kept in storage for use, or kept after they've been used and the researchers are waiting for the results. They can do this for many reasons, one because animal rights all but vanished after the crash, and people right now aren't very interested in saving the animals when they're forced to work sixteen hour shifts. Secondly because they're clones, they are property of the University Lab. The cages are 1.5 metres by 1 metre (about 4.5 feet by 3 feet) and stacked 5 high against most of the walls in the storage areas. The corners are used for food storage for the caged animals.

There is a sign above the door that reads "Trodes must be worn when entering this area to read placards and information tablets."

i. Anthony:

Because Dr. Larionov is keeping rather sensitive material in this Storage Area he's put a safe guard in to make sure he doesn't get caught. He had someone to create a virtual wall in the room where he's keeping Anthony. It's designed to hide the contents of the cage as well as any sounds that may come from the cage itself. The virtual image seen is one of a monkey pacing back and forth in the cage. When Anthony, who can hear everyone come in, makes noise, the sound waves trigger the virtual construct to start howling loudly overpowering any noise that Anthony makes.

What else is interesting about this room is that there is a lot of food stored in different locations. It isn't in the regular corner storage areas. That's

because while Anthony is still able to be rescued, it is too late for Greg. In the corner is a dissection tube, filled with a preserving agent, which Greg is in, displayed with medical precision. His face is



expressionless, but his hexite innards are all displayed and labelled, with the title "Wizard Exhibit A" on the top placard.

Anthony himself is in quite a state. He's been kept in this cage for a week (or as long as the PC's have been looking) and has seen his friend's dissected body for at least a day. He will quite understandably be in shock. When the juves figure out that he's there they will have to find a way to cajole, carry, or push Anthony out of the cage. Then they will have the task of taking a very obviously distraught twelve year old out of a building. Even if the juves get Anthony moving he will be almost completely non-responsive to anything the PC's do and if any of them make some sort of threatening gesture towards him he may just decide to bolt on them or cower in terror. He's also going to be a hindrance if there is any combat (hopefully not) on the way out. Face it, he's 12 years old and has just suffered enormous trauma, he's going to be pretty scared.

People they might run into

The Maxx:

If the juves try to do this at night, when everyone has gone home they will more than likely run into the Maxx patrolling the interior corridors of the building. They try to vary their rounds. In the space of an hour and a half the will patrol once in thirty minutes, then again in fifteen minutes, then again in thirty minutes. It is how they try

to catch complacent thieves who think they have a set schedual for rounds. It is their job to stop people from getting into the building without permission. However, you might get someone who is sympathetic once they find out what's been going on. Of course, You're just as likely to run into someone who doesn't care and wants to stop you from causing a disturbance on campus because that's his job, and he doesn't want to lose it.

Dr. Larionov:

He's got a personal stake, his reputation as a

researcher and his job at the University, in nobody finding out what he's been up to. He's also been really suspicious that someone has already reported him to the authorities. He has made his enemies among the faculty. There is a chance he could be in the building checking on his specimen, to make sure that no one has discovered the tube and the alive one. If he does discover anyone there, or that his alive specimen has disappeared he may take drastic action. This could even be doing something personally to make sure no one escapes.



Escape

What do they do?

Now that the juves have Anthony out of the cage they're going to have to get out of the building. There is one small problem with this, Dr. Larionov was right about someone having tipped off the authorities to what he was doing, and the ISA were also planning a raid this night to get Dr. Larionov, his research as well as his test subjects. This isn't going to be a quiet one either, they plan to come in with all the glitz they can muster because they want to discourage anyone from trying to do any independant research on the CNM's as well as the Carbon Plague.

There are two teams making the raid, one from the room to try and catch Dr. Larionov in the labs, and a second one on the ground the try to catch Dr. Larionov in his office. Once he has been secured they will begin the search for the test subjects. If Dr. Larionov is not at the Univeristy, the third group that was dispatched to his house will be the one to nab him.

The teams themselves consist of eight people, seven CorpSec regulars with one DSA agent leading them. The team on the roof came with an AV-4 Spinner that is still patrolling the roof in case Dr. Larionov tries to flee that way. Outside the building it is the police who are backing up the DSA who are the ones doing the raid, they're not too thrilled at playing lackey to the DSA while the camera crews are running.

The DSA, and by extension the ISA, are trying to turn this into a very high profile arrest. There are at least three different media crews on the site, trying to get the best story, and the best footage. Since they aren't able to go inside the building, the reporters are follwing the DSA lead CorpSec squads looking for interviews or a shot inside the building.

The good news for the juves is that they aren't looking for evolved, or them. This raid is specifically for Dr. Larionov not for any of the evolved. In fact, they're under the impression that if they do come across some evolved they will already be dead (Greg) or incarcerated (Anthony). Any juves they run across will more than likely be considered University students, if they're old enough. If you have a party of younger juves then that could be a bit suspicious. Depending on what the CorpSec agents think they could either let the juves go, thinking to get them out of the way while they conduct their raid, or detain them for questioning if they look suspicious.

How to avoid looking suspicious is easy. The first step is to not give any visible displays of evolve powers. While this is hard for a Tinman to do at any point in time, this goes for other evolved as well. Jammers shouldn't be the ones talking to the DSA agent, someone trained to notice things like silvered tongues and enhanced hearing. Scanners and Wizards should keep their enhanced reflexes from popping up, or from second guessing people and making familiars appear. It's the little things that will give the juves away, so if they send out too many signals, then they could just as easily get caught.

If they manage to avoid the CorpSec raid teams, then they still have to deal with the police on the outside. They aren't as difficult to get around as the CorpSec people are. Here Little Angel rolls and distractions from friends that can make the cops, and the media people, there turn their heads and make the difference between getting by, or being detained by the police for CorpSec.

EPILOGUE:

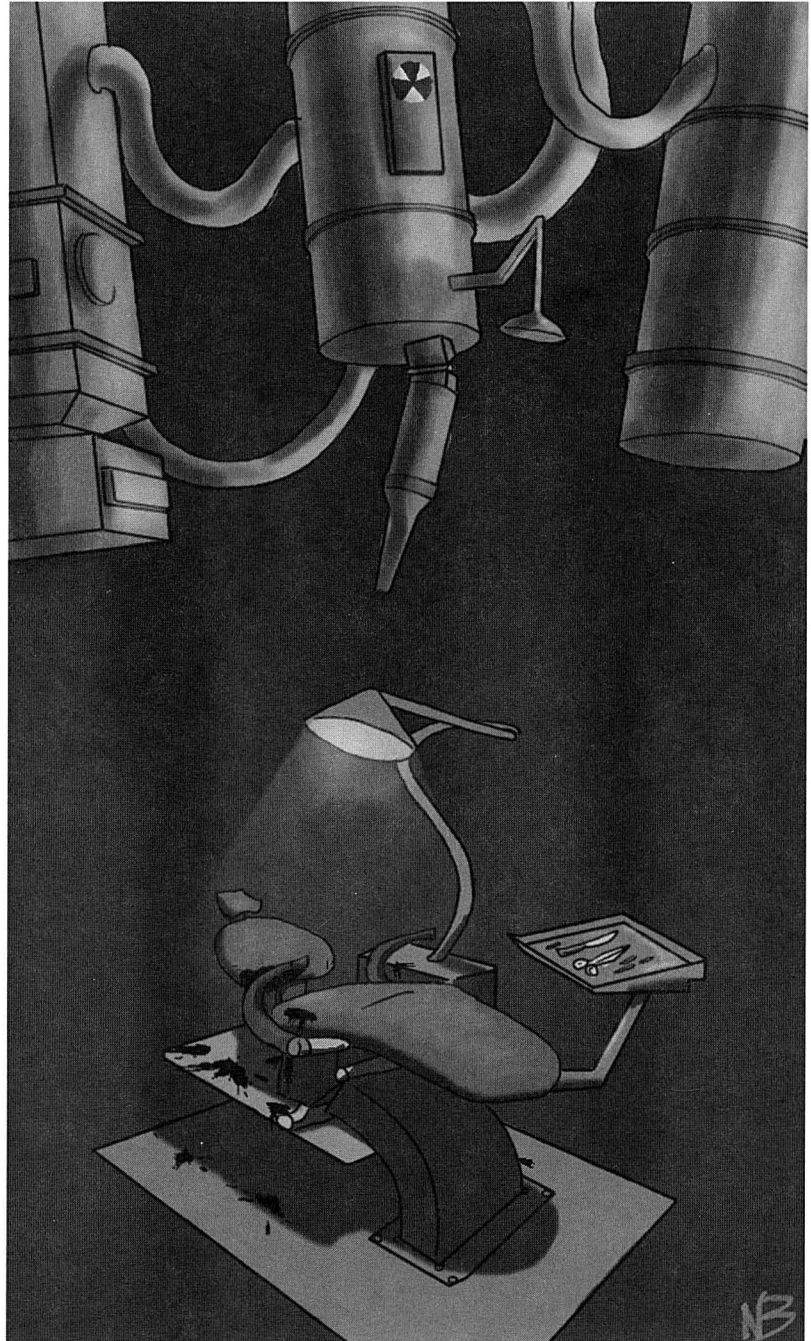
Marcus walks into the Gazebo at Larson Park, ten minutes after the time he asked to meet you there, nervously glancing around to make sure that nobody is paying any undue attention to him. Finally he spots the group but looks around the park few more times in an attempt to make sure that no one else is nearby. Satisfied that nothing is close enough to pose a threat, Marcus makes it to your and your goboys/girls. He looks at each and every face present until he stops and smiles at his brother who for the first time shows any real response.

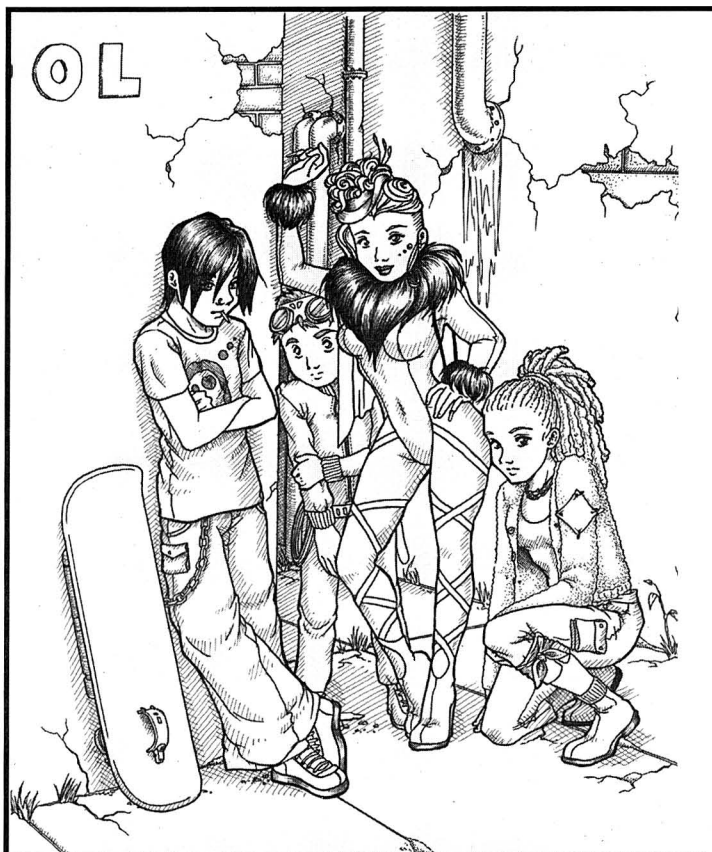
Marcus looks at the rest of the PC and smiles at them saying,

Marcus: "Thanks chos. I really mean it. You guys did something for me that I don't know if I can every really pay you back. If you guys need anything just leave a message here [he hands the PC's a piece of paper] and a way to contact you and whatever you need you've got it, or at least I'll try, eh cho? Not going back home, can't trust the 'rents and a group of Corpsicles showed up asking all sorts o' questions that my mom didn't like much. Didn't bother me, just kinda ruffled through my room a bit and then left. Don't know where we're going, maybe stay at the dojo for a bit or find a spot and get a job or something but we'll find a way. So we'll see you around ... thanks again chos."

Marcus grabs Anthony's hand and walks out of the gazebo taking the most direct path out leaving the paper slightly crumpled

on the table. As you see them exit Anthony actually smiles, speaks to his brother, who smiles back. Eventually, they turn the corner leaving only the paper as evidence that they were even there.



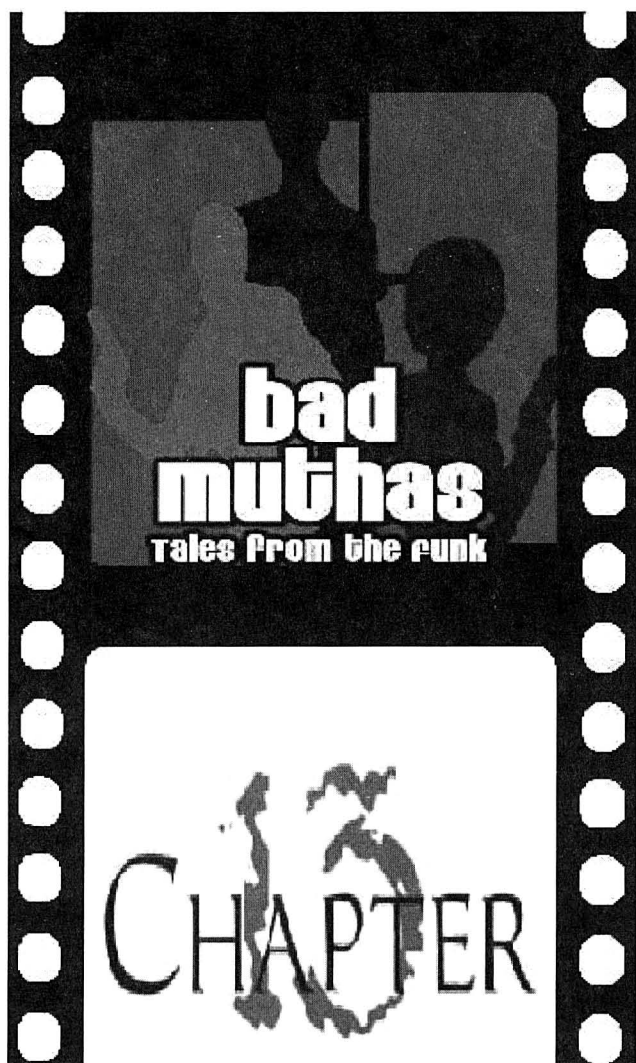


"I was cool, I had IT, but they changed everything,
and now I don't even know what IT is anymore!"
-Günther, Eden Cabal Solo

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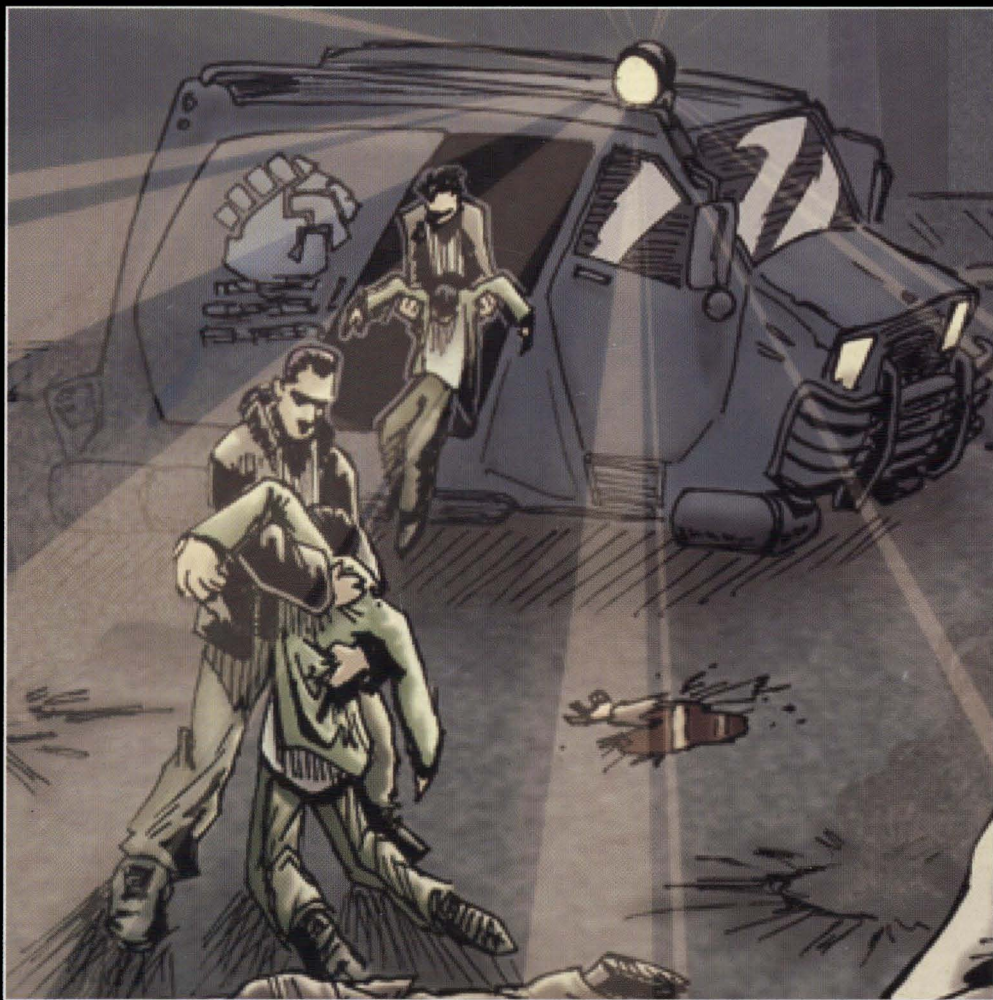
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KIDNAPPED!

Kidnapping is on the rise in Night City. Some are being reported, others are only mentioned in hushed whispers among juves at the mall. Find out what's behind these mysterious disappearances, and how you can save someone from disappearing ...



In this sourcebook watch as the players get to see how far someone will go to research the Carbon Plague. In turn they will see how the ISA reacts to such rogue research. So duck underneath the knife and see what you can understand.

Researching Medicine Includes:

- A new yogang, MASHers a bunch of medically minded juves.
- A new evolved type, Medics, who can patch up your injured juves.
- Information on Medtechies. Where they are now, and what they can do.
- A new optional rule to help improve characters
- A yogang, The Red Fists, to use in your own campaigns.

RESEARCHING MEDICINE

CG1001

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