

CYBERROGUESTM



*Character
Compendium #1
for* **CYBER
SPACETM**



CYBERROGUES™

CYBERSPACE™ CHARACTER COMPENDIUM #1

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INTRODUCTION

Welcome to the first NPC Compendium for *Cyberspace*™, ICE's gritty role playing game of earth's dark near future. Herein you will find 30 non-player characters ready to be inserted into any gamemaster's campaign. Because complete stats are provided along with comprehensive skill listings, players may use the personalities in this compendium as ready-to-run characters if they don't have the time to create their own.

NPC INFORMATION

Each NPC in this book is presented in a consistent format. The Personal Data section gives a physical and mental overview of the subject. Stats & Specs provide the character's *Cyberspace* statistics, modifiers and bonuses. The Skills section displays a number of the character's salient skills and bonuses. Note that this is never a comprehensive listing, but indicates what areas the character is most competent in. Skills are listed in order of greatest to least aptitude. Background & Equipment is pretty self-explanatory. The Assets entry is a general indicator of the equivalent amount of World Dollar currency the character could theoretically scrounge up on a few days notice. On the other hand, the Cash entry is the average amount of pocket money the character carries around with him or herself.

ASSUMPTIONS

In creating these NPCs, a number of conventions are used and assumptions made. Here is a listing of the more important ones:

- All Empathy (Em) stats reflect CIRS reductions.
- All appropriate Cyber Systems have Somatic Triggers unless otherwise specified.
- Concentration and Memory Format programs do not affect other Neurosofts.
- Characters are not assumed to be in possession of all listed items at all times.

STATS

Each character in this book is given his or her *Cyberspace* stat scores. The abbreviations used for the stats are as follows:

Co: Constitution	St: Strength
Ag: Agility	Qu: Quickness
SD: Self Discipline	Pr: Presence
Me: Memory	In: Intuition
Re: Reasoning	Em: Empathy

NOTES

Throughout this book, certain specific codes and formats are used to indicate how a certain bonuses or skills are achieved. Here is a summary of these conventions:

- * — This denotes that the bonus has been modified by a Cyber System. Refer to the Cyber System entries to determine which system is affecting the bonus.
- (‡) — This symbol indicates that the bonus value will be achieved if the character's Adrenal Booster is activated.
- (⚡) — This symbol indicates that the bonus value will be achieved if the character's mutant ability is activated.
- [] — Skill and/or bonus in square brackets are granted by Neurosoft programs running in the character's NAC. Note that not all NACs will be "large" enough to run all programs at the same time.

AILIOO

CYBERASSASSIN

PERSONAL DATA

Age: 28	Sex: Male
Eyes: Red implants	Race: Mixed
Hair: Black	Origin: Unknown
Build: Compact	Demeanor: Savage, nihilistic, sadistic
Height: 185 cm	Dress: None
Weight: 116 kg	True Attitude: Amoral, half-crazed

STATS & SPECS

Co: 86/ +5	Profession: Killer
Ag: 95/ +15	Level: 13th
SD: 71/ 0	Social Class: Wilds
Me: 52/ 0	Fire: Voerung 30-M Gauss 181
Re: 85/ +5	Melee: Claws 152
St: 102/ +35	Missile: Thrown Grenade 160
Qu: 99/ +70*	Hits: 136
Pr: 41/ 0	AT(DB): AEX(70)
In: 42/ 0	Ap: 41
Em: 58/ 0	CIRS: 29

SKILLS

Primary Skills: Drive 103*; Mech Bypass 56; Stalk & Hide 56 [73]; Equipment 48; Environs 38 [73]; Perception 25; Cyber Attunement 25 [60]; Ambush r5.

Secondary Skills: Quick-Draw 146*; Subduing 146*; Acrobatics 117*; Contortions 50 [70]; Rural Forage 25; [Frenzy 52].

Languages: English D5; Gutterspeak D5; [Chinese D5]; [Russian D5]; [Japanese D5].

BACKGROUND

Ailoo is a perfect example of the dangers of over-cybernization in humans. He was captured by US Robotics in his youth and trained as an assassin by some unscrupulous members of the company. In secret, they raised him from age 6 and trained him to the point of total obedience. When he was 18, they gave him a series of powerful cyber implants and sent him after certain other members of the executive staff who suspected unauthorized use of cybertech facilities. Within a short period of time, all of these people had vanished, and his makers (a group of seven who call themselves "The Silver Morning") controlled US Robotics. Pleased with his success, they gave him another series of implants (his body plating, new ears, and new eyes — all the really visible implants), which proved to be a disaster.

Ailoo snapped a few weeks after the operations were completed; he escaped and tore apart eighteen US Robotics workers. The Silver Morning was forced to fake his death with tranquilizer bullets on national newlines, replace the comatose body with a duplicate later, and deny any knowledge of "the creature's" origin. Since then, they have fed him a dose of Empagine in desperation, and it has actually restored his peace of mind, much to the Morning's relief. They keep him in a secret cell most of the time, and are considering sending him out on "hits" again.



EQUIPMENT

Cyber Systems: All limbs have Flexbone and Neomuscle. Nerve Booster Rtg10. Eye/Hand Coordinator Rtg10. Lowlight Rtg10. Bioradar Mk10. Ears with Sound Amplifier Mk5 and Sound Edit-out Rtg10. Blood loss Healer w/7 doses Hemosclerex-3. Retractable Claws and Fangs. Polycarbon Body Plating. Mk5 Magnebubble NAC with Concentration Rtg10, Assimilation, Chinese D5, Russian D5, and Japanese D5. DNI to NAC. **Items:** Voerung 30-M Gauss Pistol. 10 Mk5 FAE Grenades. ID Card. All of these are kept by his "owners". **Assets:** None. **Cash:** None.

TANIA BRADY

WARA CELL LEADER

PERSONAL DATA

Age: 27 **Sex:** Female
Eyes: Brown **Race:** Mixed
Hair: Black **Origin:** West Coast Sprawl
Build: Medium **Demeanor:** Quiet, draws no attention
Height: 180 cm **Dress:** Similarly inconspicuous
Weight: 60 kg **True Attitude:** Dogmatic, intelligent, fanatic revolutionary ideology

STATS & SPECS

Co: 62/ 0(+30‡) **Profession:** Sneak
Ag: 55/ 0 **Level:** 10th
SD: 90/ +10(-20‡) **Social Class:** Lower Sprawl
Me: 52/ 0 **Fire:** GRU Max Pistol 128
Re: 81/ +5(-25‡) **Melee:** Claws 55
St: 47/ 0(+30‡) **Missile:** —
Qu: 82/ +5(+35‡) **Hits:** 73
Pr: 32/ 0 **AT(DB):** NoA(5, 35‡)
In: 100/ +25 **Ap:** 82
Em: 39/ 0 **CIRS:** 4

SKILLS

Primary Skills: Elec Bypass 119; Mech Bypass 111; Stalk & Hide 98 [108]; Perception 89*; Drive 70*; Administration 64.
Secondary Skills: Acrobatics 75*; Sports 60*; Falsification 50 [75]; [History 50]; [Frenzy 40]; Contortions 35 [60]; Quick-Draw 30; Urban Forage 30.
Languages: Gutterspeak D5; Spanish D3.

BACKGROUND

Tania is the epitome of a successful WARA agent. She passed their Command training program with flying colors, and first achieved widespread fame by waylaying a secret convoy of military weapons originally intended for NewEd troops. The resulting haul made the WARA command promote her to cell leadership. This new responsibility has gone to her head, and she is planning actions which her superiors would find altogether too overt and violent. Her purported day job is as an English teacher in a Spanish-speaking section of the San Francisco Sprawl, but she has received numerous reprimands for straying from the assigned curriculum.

The last task Tania's group was lucky enough to get away with was the complete demolition of an Amex office by arson. The local Enforcers know exactly what she's up to, and are in the process of setting her up in a situation she won't escape from.

Anyone who encounters Tania will find her to be violently outspoken about poverty and corporate shortcomings. She is well known among some of the more ruthless Sprawlgangs as "The Gun Bitch", since she occasionally finances weapons deals through tongue-lashed streetrunners. Her small band of fanatics is heavily armed and cyberized, and may be more than a match for the local Enforcers. Given her ideology, a pitched battle seems inevitable.



EQUIPMENT

Cyber Systems: Electronics Detector Mk50. Adrenal Booster Rtg6. Polyastatic Body Plating. Retractable Claws. 10° Directional Mike Nerverlinked to Vocal Emulator Mk10. DNI to NAC. Eye/Hand Coordinator Rtg5 Nerverlinked to Eyes with Visual Clarity Rtg5 and Microphoto Mk50. Mk5 Superchip NAC with Concentration Rtg5, Voice, History Rank 10, and Frenzy Rank 6. **Items:** Gulfstar-Jeep Supercar. Smart (Rank 30) Autofeed Portable Missile Launcher with 10 Mk10 FAE unguided missiles. 12mm Heavy Machine Gun with 10 belts of GP ammo. Walther PPK with 15 rounds HEAP ammo. .25 kg of Plastique. ID Card. Pocket Communicator.
Assets: \$21,000. **Cash:** \$65.

CLAUDIUS BRYCE

CORPORATE SPONSOR

PERSONAL DATA

Age: 47	Sex: Male
Eyes: Brown	Race: Caucasian
Hair: Auburn	Origin: Corporate suburb
Build: Athletic	Demeanor: Haughty, cultured, shrewd
Height: 195 cm	Dress: The latest in corporate fashion
Weight: 81 kg	True Attitude: Uncaring for others

STATS & SPECS

Co: 27/ 0	Profession: Sleaze
Ag: 68/ 0	Level: 12th
SD: 96/ +15	Social Class: Upper Corp
Me: 63/ 0	Fire: Walther PPK Pistol 66
Re: 86/ +5	Melee: —
St: 45/ 0	Missile: —
Qu: 69/ +30*	Hits: 58
Pr: 96/ +15	AT(DB): NoA(30)
In: 27/ 0	Ap: 56
Em: 79/ +5	CIRS: 8

SKILLS

Primary Skills: Administration 127; Exploit 126; [Stalk & Hide 109]; Culture 103; [Environs 102]; [Cyber Attunement 89]; [Soft & Elec Tech 85]; Pilot 57; [CDeck Operation 75].

Secondary Skills: Falsification 59 [86]; Media 55 [85]; Sports 35; History 15; Administration 15 [59].

Languages: English D5; Gutterspeak D5; Arabic D5; Japanese D5; Magnebubble Entyx D5.

BACKGROUND

Claudius has gotten where he is by luck, but is too self-centered to realize this. He is a freelance contractor for New Edison, which means that he has a big budget to find the right people for the right jobs. If those jobs happen to be illegal, he is simply a little more careful in distancing himself from his contacts.

Claudius is well-known among other "contractors" for finding bizarre assortments of people who, on occasion, badly mishandle the assignments they are given. However, the relevant information implicating Claudius has always been destroyed. He prides himself on being up-to-date, and frequents all the hip bars in town tossing around the latest slang. He is considered a buffoon by many freelancers, but these same people take his money very seriously.

When Claudius walks into a bar with a serious look, hardened freelancers have been known to fight each other for the privilege of speaking to him first. Not all of his work is illegal — he also specializes in recruiting pilots for the NewEd transport fleet. He would never consider dealing with another Corp after the benefits NewEd has given him for his successful operations. He has a multi-cultural background, and subscribes to Valkyrie medical service (he has an auto-summons device).



EQUIPMENT

Cyber Systems: Rtg50 Cybersnake in chest. Mk10 Ingestion Storage. Contraception. Mk10 Magnebubble NAC with Multi-tasking, Concentration Rtg20, Assimilation, Biostatus, and Data Acquisition; also Stalk & Hide, Environs, Cyber Attunement, Soft Tech, Elec Tech, and CDeck Operation Neurosofts. DNI to NAC. Nerve Booster Rtg6. ASP Player. **Items:** All manner of very chic clothes. Fax Machine. Cellular Phone. Credit Chronometer. ID Card. Nightflier Sports Car. Starlight Commuter Jet. Custom (+10) Walther PPK 5mm Pistol. Pocket Communicator. **Assets:** \$370,000. **Cash:** \$200.

ROLAND CALLEY

CYBERSPACE COP

PERSONAL DATA

Age: 34	Sex: Male
Eyes: Light Brown	Race: Mixed
Hair: Blond	Origin: Los Angeles
Build: Thin	Demeanor: Shy
Height: 175 cm	Dress: Uniform or suit
Weight: 58 kg	True Attitude: Obsessive, historical romantic

STATS & SPECS

Co: 63/ 0	Profession: Net Junkie
Ag: 61/ 0	Level: 8th
SD: 92/ +10	Social Class: Upper Corp
Me: 33/ 0	Fire: GRU Max Pistol 45
Re: 75/ +5	Melee: —
St: 57/ 0	Missile: —
Qu: 30/ +25*	Hits: 38
Pr: 47/ 0	AT(DB): NoA(25)
In: 83/ +5	Ap: 53
Em: 78/ +5	CIRS: 4

SKILLS

Primary Skills: CDeck Operation 88; CSpace Intrusion 83; CSpace Utility 83; CSpace Combat 78; Cyber Attunement 59; Cyber Tech 53; Drive 40.

Secondary Skills: Subduing 45*; Quick-Draw 45*; Media 25; History 15; Administration 15; Astronomy 10; Biology 10.

Languages: English D5; Gutterspeak D5; Coastspeak D5; Japanese D5; Spanish D5.

BACKGROUND

Calley had always been a Net Junkie — at age ten he demanded a DNI from his parents — and it was obvious that he would choose a rewarding career with some wealthy Megacorp. Unfortunately, he disappointed his loving folks by accepting a job with a tiny software company named Rota. But at Rota, Roland was placed in charge of their entire Cyberspace security system, which appealed to him. He knew all about beat cops, and it seemed to him that it was time to update the concept.

In time, he became overzealous in the placement of his elaborate security traps and inadvertently destroyed a series of incoming data files from an out-of-town programmer. He was forced to dismantle most of the systems he had placed, but kept his job. Now he spends his days patrolling his cyberspace beat in and around the company's system. This keeps his budget low, so the execs tolerate his somewhat obsessive behavior — especially in light of the recent defeat of no less than four consecutive illegal intrusion attempts. His traces and follow-ups were successful. After this feat, he got the Rota Accounting Department to finance his new Hero representation program: which is something he is very proud of.



EQUIPMENT

Cyber Systems: Nerve Booster Rtg5. DNI to Brain. **Items:** Mk15 Magnebubble Cyberdeck with Matrix, Hero, Disengage Rtg10, Shock Rtg10, Stun Rtg5, Netmapper, Data Acquisition, Invisibility Rtg10, Tracer, and System Search/File Search Rtg50. ID Card. Credit Chronometer. GRU Max Heavy Pistol with 12 rounds HEAP ammo. **Assets:** \$1500. **Cash:** \$20.

CASPER

GLANDULAR MUTANT

PERSONAL DATA

Age: 22	Sex: Male
Eyes: White	Race: Middle Eastern
Hair: White	Origin: Libya
Build: Medium	Demeanor: Skittish, paranoid, anti-social
Height: 175 cm	Dress: Whatever he can find
Weight: 74 kg	True Attitude: Scared, wants to be safe

STATS & SPECS

Co: 41/ 0(+15÷)	Profession: Tech Rat
Ag: 53/ 0	Level: 5th
SD: 42/ 0	Social Class: Wilds
Me: 38/ 0	Fire: —
Re: 68/ 0	Melee: Knife 55
St: 47/ 0(+15÷)	Missile: Thrown Knife 25
Qu: 74/ 0(+15÷)	Hits: 58
Pr: 60/ 0	AT(DB): LBA(0, 15÷)
In: 93/ +10	Ap: 21
Em: 58/ 0	CIRS: 0

SKILLS

Primary Skills: Mech Tech 65; Elec Tech 65; Perception 55; Environs 55; Cyber Attunement 50; Bio Tech 40; Stalk & Hide 25; Mech Bypass 20.

Secondary Skills: Rural Forage 55; Quick-Draw 25; Contortions 20; Acrobatics 15; Frenzy 5.

Languages: English D5; Gutterspeak D3.

BACKGROUND

Casper (an assumed name) was born in the radioactive wastes of Libya to poor refugee parents. When he was fourteen, he signed on to an oil tanker in Morocco and crossed the Atlantic to America. Upon arrival, he was offered a position in the oil refineries. While undergoing a routine medical check for all new corp employees, doctors discovered that he had a highly unusual adrenal gland which secreted a natural analog of the drug Megaceph in addition to very powerful adrenaline. In game terms, this means Casper benefits from a Rtg3 Adrenal Booster with no Re or SD penalty.

The worth of this human to a cybertech company was immediately realized, and Casper was sold to Mikura Biolabs (as he was a "blank" with no ID — fair game in the slave trade) and incarcerated in a hospital. A renegade CyberTech scientist named Morgan helped him escape from the hospital, and then provided Casper with some stolen cyber implants and a powerful recombinant DNA cat so that he could take care of himself.

Casper and Morgan fled to the largely unsettled Canadian tundra, where they both still reside. They live apart, Casper being nomadic while Morgan is sedentary, but they keep in contact with short band communicators. The Mikura people know that Casper's adrenal gland is still out there somewhere, so this mutant is about to have some unwelcome visitors.



EQUIPMENT

Cyber Systems: Rtg30 Cybersnake in chest. Bioradar Mk10.
Items: Quality (+20) Knife. Pocket Communicator. Recombinant DNA Lynx/Leopard hybrid pet named Bast: lvl 6, 75 hits, Medium Claw +65 and Medium Bite +80 attacks, AT(DB) is NoA(40). Standard tools. **Assets:** None. **Cash:** \$100.

EDMUND CHASE

TRAIL AGENT

PERSONAL DATA

Age: 31 **Sex:** Male
Eyes: Brown **Race:** Anglo
Hair: Blond **Origin:** Montana
Build: Muscular **Demeanor:** Haughty, self-important
Height: 190 cm **Dress:** Usually armored, suits when not
Weight: 87 kg **True Attitude:** Never lets his love of snideness interfere with work

STATS & SPECS

Co: 67/ 0 **Profession:** Sneak
Ag: 50/ 0 **Level:** 10th
SD: 80/ +5 **Social Class:** Middle Corp
Me: 79/ +5 **Fire:** *Mirage R10 Lance* AR 116
Re: 84/ +5 **Melee:** Brawl 50
St: 60/ 0 **Missile:** —
Qu: 90/ +60* **Hits:** 62
Pr: 39/ 0 **AT(DB):** ABS(60)
In: 91/ +10 **Ap:** 32
Em: 33/ 0 **CIRS:** 5

SKILLS

Primary Skills: Elec Bypass 102; Mech Bypass 98; Stalk & Hide 85; Pilot 75*; [Mech Tech 65]; Drive 72*; [Equipment 60]; Perception 55; Cyber Attunement 50.
Secondary Skills: Quick-Draw 85*; Subduing 85*; [CDeck Operation 55]; [CSpace Utility 55]; Media 20; Gambling 20; History 15 [50]; Appraisal 15; Administration 15.
Languages: English D5; French D5; Orgmolec Scantrax D4.

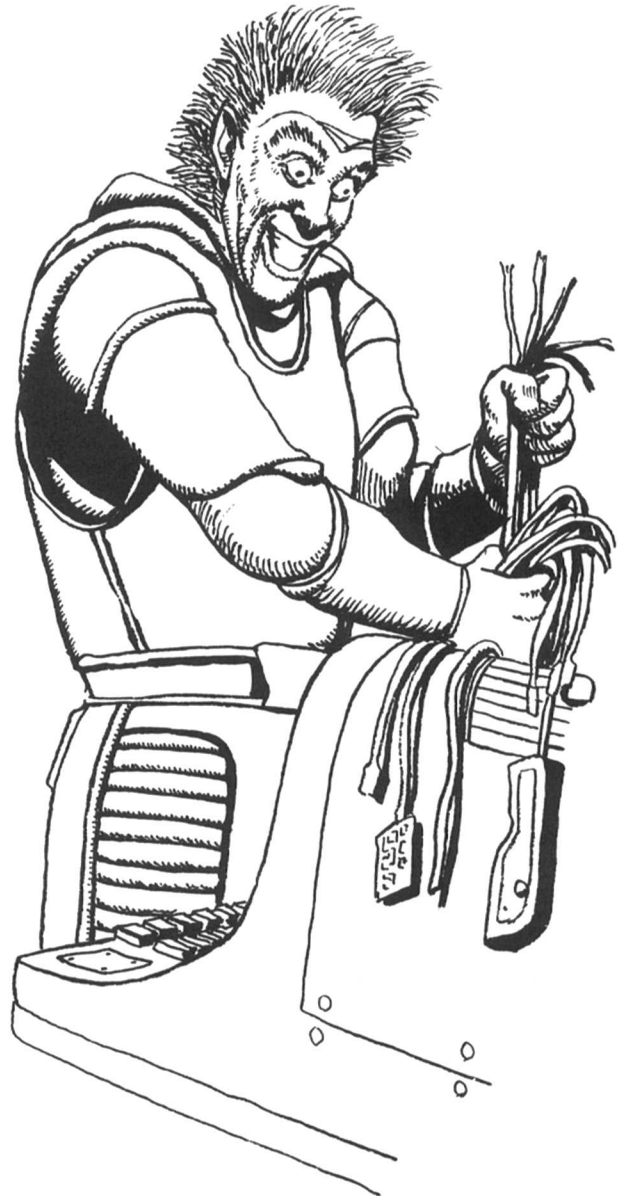
BACKGROUND

Edmund Chase, from the small settlement of Box Elder, is a rising star in the TRAIL network who is widely known for breaking the law (and other people's arms) in zealous pursuit of illegal AI machines. He is particularly fond of tearing out machine wires while the power is still running and watching the people around him cower in the pyrotechnics. Occasionally he will hit the streets in search of contract reconnaissance work for TRAIL, but most of the time he performs unscheduled inspections. Many Megacorps regard him as the most inconvenient human being alive, but they fear his regulatory power and his frighteningly zealous approach and methods.

Chase suspects that something is drastically wrong at Mikura Biolabs (home of the AI Interfactor) but is unable to obtain clearance to inspect their orbital labs.

The few times he has actually been under orders to shut a CPU down (as opposed to "trimming" it a bit) he has taken a perverse pleasure in talking to the computer AI as he erases its memory banks. He possesses a few valuable contacts in the world of the corporate elite who keep him posted on developments in their fields.

TRAIL has set him up in a luxurious apartment near the San Francisco Sprawl.



EQUIPMENT

Cyber Systems: Rtg30 Cyberbeast. Nerve Booster Rtg10. Eyes with Thermal Vision and Visual Clarity Rtg5, Nerverlinked to Eye/Hand Coordinator Rtg6. Electronics Detector Mk50. Retractable Toolhand (insulated wire cutter). Mk8 Magnebubble NAC with Pattern Cognition Rtg5, Memory Format Rtg7; also CDeck Operation, CSpace Utility, History, Mech Tech and Equipment Neuro-softs. **Items:** Standard electrical and mechanical tools. Laser Cutter. Pocket Communicator. Cellular Phone. Microfile Dogtags. ID Card. Armored Body Suit. *Mirage Lance* Assault Rifle with a full load of HEAP ammo. 4 kg of Plastique. **Assets:** \$117,000. **Cash:** \$30.

DAN DALTON

LAWYER

PERSONAL DATA

Age: 32	Sex: Male
Eyes: Brown	Race: Caucasian
Hair: Brown	Origin: Wealthy suburb of Chicago
Build: Corpulent	Demeanor: Loud, cocky
Height: 170 cm	Dress: Conservative suits
Weight: 142 kg	True Attitude: Shrewd, always looking for publicity, manipulative

STATS & SPECS

Co: 22/ -5(+20±)	Profession: Sleaze
Ag: 34/ 0	Level: 5th
SD: 71/ 0(-25±)	Social Class: Upper Sprawl
Me: 84/ +5	Fire: Steyr NY-5 NP 35
Re: 93/ +10(-15±)	Melee: —
St: 56/ 0(+25±)	Missile: —
Qu: 52/ 0(+25±)	Hits: 36
Pr: 97/ +15	AT(DB): NoA(0, 25±)
In: 83/ +5	Ap: 40
Em: 43/ 0	CIRS: 9

SKILLS

Primary Skills: Exploit 84; Administration 82; Streetwise 50; [Elec Tech 62]; Culture 45; [Equipment 45]; Elec Bypass 40; Mech Bypass 35; [Mech Tech 35].

Secondary Skills: Media 68 [84]; Appraisal 45 [74]; Falsification 40 [72]; Gambling 15; Trickery 5.

Languages: English D5; Coastspeak D5; Gutterspeak D5.

BACKGROUND

Dalton started out as a bail bondsman who could always be counted on to get even the scummiest criminals out on bail. He reveled in the horror this activity generated in the media and then completely reversed his position in his first case as an actual prosecutor. During the renowned Lindenberg Baby Killings trial he sent a vicious gang of thugs off to thought-reorientation labs through the sensational acquisition of incriminating evidence.

Since then, he has deliberately tried to take cases with a high media visibility, like divorce proceedings. He has become well-known in his own right, and produces gossip books about his more famous cases. He constantly scans the newlines looking for unusual cases and can sometimes become involved at relatively low levels (e.g., bailing someone out) if the trial proceedings show promise as a media circus. To get up-to-the-minute information, he relies on some old buddies of his in the local Enforcer department, who route all of their incoming transmissions through his office. Media Stars often seek him out as an ally in suits against their networks, and just who benefits more from the alliance is often unclear. Meanwhile, Dalton's royalty checks are piling up.



EQUIPMENT

Cyber Systems: Adrenal Booster Rtg5. Subvocal Transmission Mk10. Vocal Amplifier Mk5. Mk10 Superchip NAC with Concentration Rtg10, Memory Format Rtg3, Assimilation, Data Acquisition, 8 units of Law Archives and case files; also Elec Tech, Mech Tech and Equipment Neurosofts. Datacard Player Nerverlinked to NAC. DNI to NAC. ASP Player. Mk50 Audiorecorder with Scanner Nerverlinked to NAC. 30° Directional Mike Nerverlinked to Audio Recorder. **Items:** Nissan Nightflier. Steyr NY-5 Needle Pistol. 5 Needle Pistol magazines. Fax Unit. Cellular Phone. ID Card. Credit Chronometer. Credit Reader/Transferral Device. 4 doses Mega-ceph. **Assets:** ≈\$260,000. **Cash:** \$100.

NICK DOOLEY

PRIVATE DETECTIVE

PERSONAL DATA

Age: 21	Sex: Male
Eyes: Grey implants	Race: Mixed
Hair: Black	Origin: East Coast Sprawl
Build: Large	Demeanor: Tough, lots of street slang
Height: 200 cm	Dress: Very low-budget suits
Weight: 98 kg	True Attitude: Heart of gold beneath gruff exterior

STATS & SPECS

Co: 90/ +10	Profession: Sneak
Ag: 75/ +5	Level: 1st
SD: 49/ 0	Social Class: Lower Sprawl
Me: 75/ +5	Fire: GRU Max Pistol 51
Re: 51/ 0	Melee: Brawl 41*
St: 40/ 0	Missile: —
Qu: 73/ +20*	Hits: 39
Pr: 89/ +5	AT(DB): NoA(20)
In: 91/ +10	Ap: 63
Em: 87/ +5	CIRS: 0

SKILLS

Primary Skills: Streetwise 36; Drive 35*; Elec Bypass 28; Stalk & Hide 23; Exploit 21; Perception 21; Mech Bypass 18.

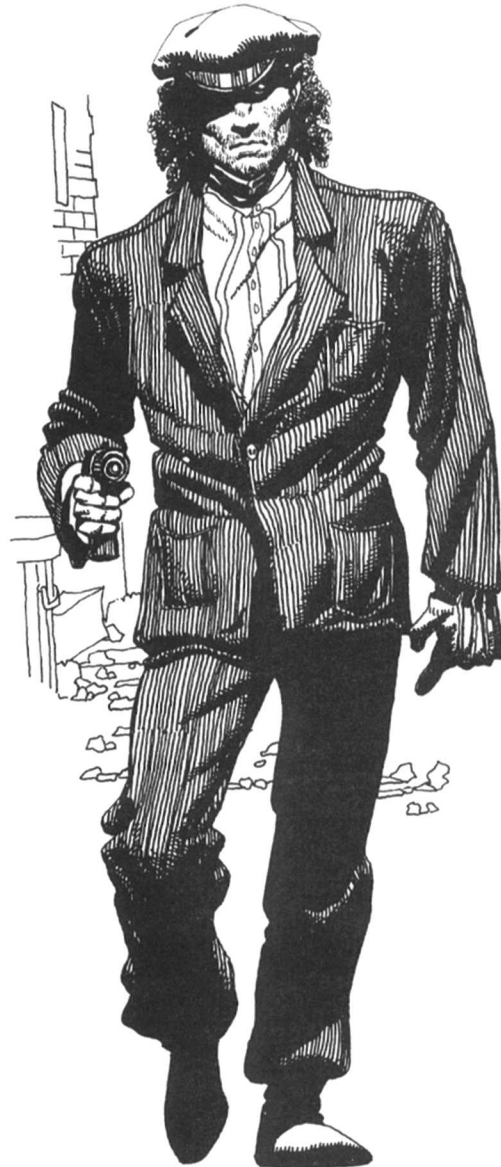
Secondary Skills: Sports 40*; Acrobatics 35*; Drug Tolerance 30; Quick-Draw 25*; Subduing 25*; Trickery 25*; Urban Forage 15; Gambling 15.

Languages: Gutterspeak D5; Coastspeak D3.

BACKGROUND

Nick comes from a family of local Enforcers, but seeing as how they're becoming second stringers to the area's Corp Cops, he has decided to make a living on his own. He becomes involved in a lot of cases that the Corp Cops don't care about and the local Enforcers don't have time for. Because of his age, he hasn't really had that many cases yet. Getting his name out on the street is proving to be difficult with all the other freelancers around.

Nick has numerous friends in both local and corporate law enforcement agencies who sometimes refer cases to him, especially ones that involve missing people. Dooley seems to excel at finding such persons whether alive or dead. He lives in a ramshackle family home in a quiet Sprawl district and rarely, if ever, hangs out with punks and street folk. Business has been rather scarce lately, and he is considering various options to pay the bills.



EQUIPMENT

Cyber Systems: Eye/Hand Coordinator Rtg5. Microphoto Mk30 with Scanner. Nerve Booster Rtg4. DNI to Brain. Megaknuckles, Lowlight Rtg5. **Items:** Honda Phantom III. GRU Max Heavy Pistol with 12 rounds HEAP ammo. Basic Suit. Cellular Phone. ID Card. 3 doses L-Dopa-IV. 2 doses Alerlene. **Assets:** \$250. **Cash:** \$20.

EDEN

ASP MEDIA STAR

PERSONAL DATA

Age: 26	Sex: Male
Eyes: Blue	Race: Caucasian
Hair: Blond	Origin: Pacific Sprawl
Build: Very thin	Demeanor: Mysterious, intimidating
Height: 185 cm	Dress: Very little, always black
Weight: 61 kg	True Attitude: Power-hungry, true interests are occult and esoteric lore

STATS & SPECS

Co: 28/ 0	Profession: Sleaze
Ag: 43/ 0	Level: 6th
SD: 62/ 0	Social Class: Middle Corp
Me: 34/ 0	Fire: H&K VP70 Z MP 30
Re: 85/ +5	Melee: —
St: 60/ 0	Missile: —
Qu: 42/ +25*	Hits: 32
Pr: 98/ +20	AT(DB): NoA(25)
In: 82/ +5	Ap: 98
Em: 80/ +5	CIRS: 16

SKILLS

Primary Skills: Exploit 98; Administration 88; Streetwise 75; Culture 73; Elec Tech 30; Soft Tech 30; Perception 28.

Secondary Skills: Trickery 55; Media 45; History 40; Music 35; Sports 30; Drug Tolerance 30.

Languages: English D5; Gutterspeak D5; [Arabic D5]; Sanskrit D4; Coastspeak D4.

BACKGROUND

The intensely manipulative product of a decadent leisure class background, Eden assumed a suitable name and took the only career he had ever wanted — as one of the stars who mold people's minds and behaviors through ASP media networks. Eden's ASP programs are a big winner in the network rating wars. They often feature strange, dark settings where various sexual fetishes crossing into sado-masochism prove to be standard fare. Eden has a very serious and consuming interest in ancient occult lore and has learned or bought languages to facilitate his exploration of works by Crowley and others, ranging back to ancient Indian texts. Whenever possible, he applies the ritualistic practices he learns in his everyday life to his ASP broadcast programs.

Most people who know him find him to be frighteningly weird, but he has legions of ASP fans. This only makes his associates more worried.

Lately there has been much talk among the network execs as to whether Eden is too dangerous for them to carry on-line. His shows often contain cryptic or mystical references which go right over most people's heads. That there are people who resent some of these things being broadcast is evident from the two assassination attempts he has survived, which have only added to his fame.

Eden lives in a large, austere penthouse.



EQUIPMENT

Cyber Systems: Mk5 Superchip NAC with Voice, Data Acquisition, Pattern Cognition Rtg5, Input Blocking Rtg5, Biostatus Monitor, and Arabic D5. Variable Width Directional Mike Nerve-linked to NAC. Mk10 Vocal Modulator. Mk5 Vocal Range. DNI to NAC. ASP Player. Antiglare Rtg5. Nerve Booster Rtg5. Contraceptive. Mk50 ASP Recorder. Mk10 Sensory Data Transceiver. **Items:** Cellular Phone. ID Card. H&K VP70 Z Machine Pistol with full load of ammo. DNI-2 Unit. 5 doses each of Purge, lvl 30 Magic, and Doet-3. 3 doses Sensorine. 2 doses Alerlene. **Assets:** \$14,400. **Cash:** \$70.

KARIN EMBER

ANARCHIST MUSICIAN

PERSONAL DATA

Age: 25 **Sex:** Female
Eyes: Brown **Race:** Mixed
Hair: Black **Origin:** New York Sprawl
Build: Medium **Demeanor:** Poetic, unpredictable
Height: 195 cm **Dress:** Torn black and red
Weight: 58 kg **True Attitude:** Somewhat enlightened, loving, iconoclastic

STATS & SPECS

Co: 77/ +5 **Profession:** Sleaze
Ag: 90/ +10 **Level:** 6th
SD: 65/ 0 **Social Class:** Lower Sprawl
Me: 32/ 0 **Fire:** GRU Max Pistol 75
Re: 57/ 0 **Melee:** Orchid 25
St: 83/ +5 **Missile:** —
Qu: 85/ +5 **Hits:** 49
Pr: 91/ +10 **AT(DB):** NoA(5)
In: 76/ +5 **Ap:** 71
Em: 91/ +10 **CIRS:** 3

SKILLS

Primary Skills: Streetwise 90; Culture 82; Exploit 58; Administration 43; Perception 43; [Stalk & Hide 40]; Equipment 41; [Environs 36]; Drive 26; [Elec Tech 35].
Secondary Skills: Music 79; Acrobatics 45; Drug Tolerance 30; [Appraisal 30]; Sports 25; [Media 25]; Falsification 20 [40].
Languages: Gutterspeak D5; English D5.

BACKGROUND

Ember's work is not particularly popular as entertainment grognards go, but her fans are supportive to the point of obsession. She doesn't use very many HiTech musical gadgets, but with her backing tapes she can create a wide range of sound. On a good night she can transfix an audience, on a bad night — merely amuse.

Having come of age in the choked urban sprawl, Karin understands a lot of people's motivations. Her work is passionate, with a socio-political message not often appreciated by the people she names on stage. Due to a corporate stranglehold on the entertainment industry, she is only known in her home city and to a few abroad.

When she's not on stage, she's getting into a lot of trouble with various authorities due to random acts of creative cultural terrorism. Most corporate lobby attendants know her for her blatant use of epoxy-base spray paint on their walls. She is constantly altering her physical environment and encouraging others to do the same. Two years ago, she travelled across the country and in the process met a group of Gypsy entertainers. She traveled with them for a few months, but had to return to her day job in a water reclamation unit, which she prefers to call a "piss factory".



EQUIPMENT

Cyber Systems: Mk5 Superchip NAC with Pattern Cognition Rtg5, and Concentration Rtg4; also Stalk & Hide, Environs, Elec Tech, Appraisal, and Media Neurosofts. DNI to NAC. Retractable Weaponhand with Orchid. **Items:** Custom (+20) GRU Max Heavy Pistol. 18 rounds GP ammo. Audio Recorder. ID Card. 5 Utility Cells. Standard mechanical and electrical tools. Custom (+15) Guitar/Synthesizer. 5 doses Darlon. 5 doses Doet-3. Switchblade.
Assets: \$230. **Cash:** \$20.

DIANA FORENST

ANTI-CORP INSIDER

PERSONAL DATA

Age: 35	Sex: Female
Eyes: Hazel	Race: Caucasian
Hair: Red	Origin: Corporate Suburb
Build: Medium	Demeanor: Inconspicuous
Height: 170 cm	Dress: Conservative
Weight: 60 kg	True Attitude: Manipulative, very very careful

STATS & SPECS

Co: 69/ 0	Profession: Sneak
Ag: 44/ 0	Level: 8th
SD: 76/ +5	Social Class: Upper Corp
Me: 53/ 0	Fire: Beretta 95S Pistol 90*
Re: 90/ +10	Melee: Brawl 20
St: 43/ 0	Missile: —
Qu: 76/ +30*	Hits: 46
Pr: 83/ +5	AT(DB): LBA (30)
In: 90/ +10	Ap: 77
Em: 76/ +5	CIRS: 6

SKILLS

Primary Skills: Mech Bypass 88; Elec Bypass 88; Perception 74*; [Soft Tech 82]; Stalk & Hide 69 [95]; [Environs 65]; Elec Tech 50 [76]; Exploit 48; Administration 38.

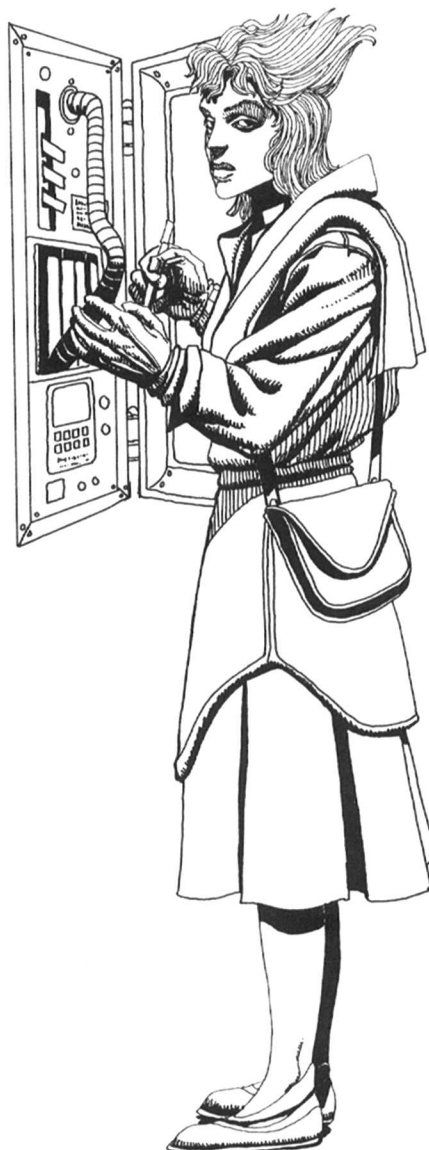
Secondary Skills: Falsification 50 [70]; Media 25 [60]; Appraisal 15 [56]; Subduing 35 [95]; Gambling 15.

Languages: English D5; Gutterspeak D5.

BACKGROUND

From the day she was given her first aptitude test, Diana had serious misgivings about the kind professionals who were telling her what to do with her life. As she got older, those misgivings turned to cold fury. Resolving to destroy the corporate system from within, she joined Sony Corp at an early age. Since then, she has been responsible for an amazing amount of creative sabotage at several corporate bases. She works alone and never talks to anyone about her actions. She was once caught planting an explosive charge, but surprised herself by killing the Corp Cop who found her.

Now Diana is a well-respected member of the Sony software division, and no one suspects her of harboring any ill intentions. Her daily masquerade is beginning to sicken her, however, and she has begun looking for a way out of her corporate bind, taking leaves and touring Arcologies. Her hatred of being filed, registered, and classified is the dominant force behind her anger, and she enjoys destroying personnel files in corporate data bases.



EQUIPMENT

Cyber Systems: Customized Eyes: Microvision Mk10, Lowlight Rtg20, Microvideo Mk10, and Visual Clarity Rtg10, Nerve-linked to Eye-Hand Coordinator Rtg10. Nerve Booster Rtg5. Sound Amplifier Mk10. Sound Edit-Out Rtg5. DNI to NAC. Mk10 Superchip NAC with Biostatus Monitor, Concentration Rtg10, and Pattern Cognition Rtg10; also Soft Tech and Environs Neurosofts. **Items:** Gulfstar-Jeep Supercar. Beretta 95S 10mm Pistol with 10 GP rounds and 10 level 15 TR rounds. Mirage Punch Taser Pistol. Laser Cutter/Welder. Electrical Tools. Pocket Communicator. Klein II Suit. Fax Unit. Cellular Phone. ID Card. 5 doses L-Dopa-IV. 5 doses Megaceph. **Assets:** \$10,000. **Cash:** \$100.

WALTER FORTNEY

CORRUPT ADMINISTRATOR

PERSONAL DATA

Age: 52	Sex: Male
Eyes: Brown	Race: Caucasian
Hair: Grey	Origin: Pacific low-class suburb
Build: Portly	Demeanor: Crude, sexist
Height: 170 cm	Dress: Expensive suits beyond his means
Weight: 101 kg	True Attitude: Greed is his reason for existence

STATS & SPECS

Co: 90/ +10	Profession: Sleaze
Ag: 29/ 0	Level: 6th
SD: 82/ +5	Social Class: Upper Sprawl
Me: 59/ 0	Fire: <i>Mirage 5X</i> Pistol 35
Re: 79/ +5	Melee: Brawl 5
St: 21/ -5	Missile: —
Qu: 70/ 0	Hits: 51
Pr: 92/ +10	AT(DB): NoA(0)
In: 77/ +5	Ap: 59
Em: 70/ 0	CIRS: 8

SKILLS

Primary Skills: Exploit 90; Administration 84; Streetwise 58; Culture 53; Perception 53; Mech Tech 40; Elec Tech 35.

Secondary Skills: Appraisal 50; Falsification 45; Drug Tolerance 20; Gambling 15; Sports 5; Trickery 5.

Languages: English D5; Gutterspeak D5; Coastspeak D5.

BACKGROUND

Fortney is in charge of the local city zoning office, and has made immense amounts of money in illegal bribes and kickbacks from various people currying favor. He is infamous for his decadent parties and wild lifestyle, and supposedly has a holographic pool table and wet bar installed in his office. He is involved in a number of different financial intrigues, but his reputation as a sharp dealer is going downhill, largely due to his increasing addiction to the aerosol spray Rush. Sometimes he will vanish for days from his office, staying up all night in sleazy drug bars soliciting prostitutes.

The Suits who deal with Fortney are finding him increasingly annoying — they could always get what they wanted at a price before, but now they can't even conclude any deals. The city government and media are slowly beginning to force him out of office as well.

With Walter's attitude towards power, he will probably have to be dragged out. One local building contractor is already looking for a way to ruin him after Fortney lost their zoning application for a new nightclub. Dimly aware of the trouble he is diving into, he has hired two hulking bodyguards from a local Sprawl-gang. Unfortunately, they too have become addicted to Rush, and now the three of them cruise the fast lane together in Walter's government car.



EQUIPMENT

Cyber System: ASP Player. Subvocal Transmission Mk5. Mk20 Vocal Emulator Nerverlinked to 30° Directional Mike. Mk5 Ingestion Storage. DNI to Brain. **Items:** Holoviewer. Fax Unit. Cellular Phone. Credit Chronometer. Credit Reader/Transferral Device. ID Card. 12 doses lvl 20 Rush. **Assets:** ≈\$500,000. **Cash:** \$600.

JAN GREY

MERCENARY

PERSONAL DATA

Age: 32	Sex: Female
Eyes: Brown	Race: Mixed
Hair: Black	Origin: American Midwest
Build: Muscular	Demeanor: Thorough, businesslike, cold
Height: 185 cm	Dress: Combat gear
Weight: 77 kg	True Attitude: Weary, discontented

STATS & SPECS

Co: 90/ +10	Profession: Killer
Ag: 98/ +20	Level: 9th
SD: 56/ 0	Social Class: Gypsy
Me: 32/ 0	Fire: <i>Mirage XL-5 Gauss</i> 137
Re: 39/ 0	Melee: Razornails 106
St: 95/ +15	Missile: —
Qu: 95/ +65*	Hits: 104
Pr: 84/ +5	AT(DB): ABS(65)
In: 50/ 0	Ap: 60
Em: 42/ 0	CIRS: 10

SKILLS

Primary Skills: Pilot 94*; Drive 49; Mech Bypass 30; Stalk & Hide 30; [Administration 30]; Environs 29; Equipment 29; [Streetwise 25]; Mech & Elec Tech 25; Perception 25; Exploit 20.

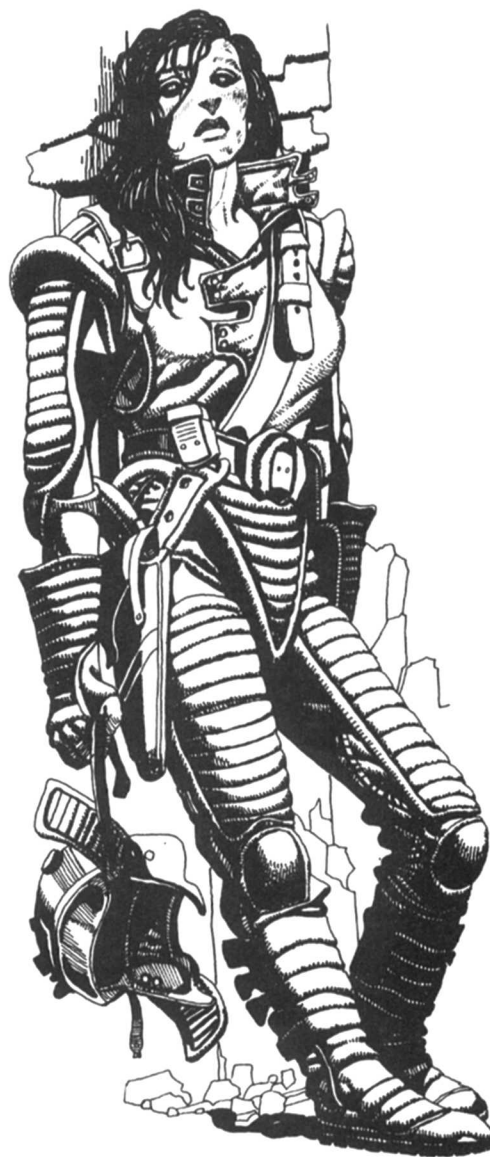
Secondary Skills: Quick-Draw 115*; Subduing 110*; Trickery 80*; Acrobatics 35; Appraisal 25; Contortions 25.

Languages: Gutterspeak D5; English D5; [Japanese D5].

BACKGROUND

Jan has spent ten years risking her life working as a mercenary for an endless stream of anonymous corporate clients, and she has grown tired of it. Unwilling to find a new profession, she turned to the role of "broker" — selecting young toughs to perform the same kinds of tasks she used to do: armed attacks and raids. She operates on a very professional level and is only interested in hiring people who fit her exact specifications, which are always high. Sometimes she will cruise the streets with an imposing presence that stops hardened cyberpunks in their tracks. Most of the time, however, she relies on the old tactic of paying other people to bring her information about the newest and toughest gangmembers. She works closely with the Chan gang and has sometimes acted as an intermediary between them and the city government when there are especially bloody clashes.

She works out of a classy office downtown and is paid well, but is becoming increasingly attached to the idea of leaving earth for the orbitals.



EQUIPMENT

Cyber Systems: Nerve Booster Rtg10. Blood Loss Healer w/5 doses Hemosclerex-3. Arms have Rigidbone Rtg5. Retractable Razornails. Eyes with Lowlight Rtg10, Antiglare Rtg10, and Mega-vision Mk10. Mk5 Magnebubble NAC with Biostatus Monitor, Streetwise Rank 5, Administration Rank 5, and Japanese D5. DNI to NAC. **Items:** Honda Phantom III. Custom (+20) *Mirage XL-5 Gauss Rifle*. Hunting Knife. Armored Bodysuit. ID Card. Infrared Lenses. Cellular Phone. **Assets:** \$50,000. **Cash:** \$200.

BOB HEALEY

PROGRAMMER

PERSONAL DATA

Age: 34	Sex: Male
Eyes: Grey	Race: Caucasian
Hair: Blond/Grey	Origin: Chicago Sprawl
Build: Thin, lithe	Demeanor: Soft spoken
Height: 195 cm	Dress: well-worn generic clothes
Weight: 58 kg	True Attitude: Loves information, dislikes the corporate system

STATS & SPECS

Co: 30/ 0(+25‡)	Profession: Tech Rat
Ag: 81/ +5	Level: 9th
SD: 52/ 0(-25‡)	Social Class: Middle Corp
Me: 87/ +5	Fire: <i>Mirage XR-12</i> Laser 55
Re: 98/ +20(-5‡)	Melee: [Brawl 45]
St: 21/ -5(+20‡)	Missile: —
Qu: 30/ 0(+25‡)	Hits: 38
Pr: 35/ 0	AT(DB): NoA(0, 25‡)
In: 90/ +10	Ap: 36
Em: 79/ +5	CIRS: 9

SKILLS

Primary Skills: Soft Tech 105 [123]; Elec Tech 103 [122]; Cyber Tech 101 [121]; Mech Tech 86 [111]; Elec Bypass 55; [Environs 71]; Equipment 54 [79].

Secondary Skills: Advanced Math 45 [84]; Medical Practice 40; Quick-Draw 35; Media 35 [80]; Astr/Biol/Chem 25 [76].

Languages: English D5; Magnebubble Biobasic D5; Magnebubble NACComm D5; Magnebubble NACComm/MA D5.

BACKGROUND

Bob is an old hand at Austin Biolabs, and the company lets him have a fairly free hand in the projects assigned to him, which he works on slowly and with reluctant brilliance. He finds most standard programming tasks to be hopelessly mundane, and his real interest lies in Neurosofts. This ties in with his other consuming interest, Martial Arts. His department administrator has given up trying to stop him from watching Martial Arts competitions while in his office. Considering that Bob recently turned out one of the most efficient MA Neurosofts in Austin's history, the Suits aren't complaining too much.

Bob's real ambition is to write a better language for MA Progs, and he keeps close track of Black Market developments. He uses his own Neurosoft program in Martial Arts competition, constantly revising minute aspects of its operation. Any Black Market MA Progs will fetch a high price at his office, and the street people in the know refer to him as "Judo Hacker".

Recently his pervasive boredom at the job has led him to practice his MA Progs in the corridors and elevators, much to his co-worker's consternation. He can sometimes be found in higher-class bars playing complex reaction games like UltraPong.



EQUIPMENT

Cyber Systems: Mk12 Magnebubble NAC with Concentration Rtg12, a Magnebubble DECA to Magnebubble NACComm Translator. Memory Format Rtg5, Data Acquisition, Input Blocking Rtg10, Pattern Cognition Rtg5, Assimilation, Biostatus Monitor, a Rank 20 Martial Arts (Melee), and Environs Neurosoft. Eyes with Microvision Mk10 and Antiglare Rtg6. DNI to NAC. Retractable Toolhand (Voltmeter and Solder Gun). Electronic Detector Mk50. Adrenal Booster Rtg5. Datacard Player Nerverlinked to NAC.

Items: Mk10 Superchip Microcomputer with Modem, Data Acquisition, User Recognition, and 5 units of Archives. *Mirage XR-12* Laser Pistol. DNI Cellular Phone. ID Card. Standard electrical and mechanical tools. 10 Utility Cells. **Assets:** ≈\$100,000. **Cash:** \$35.

PAUL HERNANDEZ

MEDIC

PERSONAL DATA

Age: 23	Sex: Male
Eyes: Brown	Race: Hispanic
Hair: Black	Origin: Austin
Build: Medium	Demeanor: Outgoing, social
Height: 180 cm	Dress: Work clothes or generic
Weight: 101 kg	True Attitude: Caring, restless worker

STATS & SPECS

Co: 91/ +10	Profession: Jockey
Ag: 91/ +10	Level: 1st
SD: 54/ 0	Social Class: Resource Worker
Me: 96/ +15	Fire: Steyr NY-12 NR 56
Re: 69/ 0	Melee: Brawl 35*
St: 64/ 0	Missile: —
Qu: 26/ 0	Hits: 34
Pr: 46/ 0	AT(DB): NoA (0)
In: 79/ +5	Ap: 20
Em: 90/ +10	CIRS: 7

SKILLS

Primary Skills: Drive 48*; Equipment 38; Mech Tech 31; Bio Tech 30; Streetwise 20; Environs 18; Pilot 13.

Secondary Skills: Medical Practice 40; Rural Forage 15; Drug Tolerance 15; Appraisal 5; Sports 5.

Languages: English D5; Gutterspeak D3.

BACKGROUND

Coming from an agricultural background into the heart of the urban sprawl shocked Hernandez at first, but he soon grew hardened in his new career as a Valkyrie rescue team member. The bloodiest innocent bystander casualties wouldn't even make him blink. An especially bad week of bombings, murder and random death made him decide to quit Valkyrie with the same detachment he showed on the job.

He has just begun to work as a freelancer and finds it tremendously exciting. Ideally he would like to hook up with a group of people to work with, but for now he simply hires out his medical skills to various street contacts who need a doctor fast; one who won't talk too much.

He treats this dubiously legal occupation with the same detachment he learned in "The Bodybaggers", as he calls Valkyrie. Occasionally he has strange premonitions, treat this as the "Sixth Sense" as described in *Cyberspace* page 29.



EQUIPMENT

Cyber Systems: Eye/Hand Coordinator Rtg5. Mk10 Microvision. DNI to Brain. Megaknuckles. Sensitouch Rtg10. **Items:** Nissan Nightflier. Steyr NY-12 Needle Pistol with 5 magazines. Preservation Unit. Medtab Applicator. Tissue Knitter. 2 doses L-Dopa-IV. ID Card. **Assets:** \$600. **Cash:** \$45.

HOWL

WASTELAND REBEL LEADER

PERSONAL DATA

Age: 30	Sex: Male
Eyes: Blue	Race: Mixed
Hair: Black	Origin: Baja California
Build: Powerful	Demeanor: Friendly, serious, and blunt
Height: 210 cm	Dress: Usually armored
Weight: 130 kg	True Attitude: Selfless, fiercely independent

STATS & SPECS

Co: 83/ +5	Profession: Killer
Ag: 82/ +5	Level: 7th
SD: 74/ 0	Social Class: Wilds
Me: 29/ 0	Fire: Voerung 90-M Gauss 108
Re: 57/ 0	Melee: Orchid 107*
St: 95/ +15	Missile: —
Qu: 93/ +60*	Hits: 85
Pr: 60/ 0	AT(DB): AEX(60)
In: 95/ +15	Ap: 74
Em: 56/ 0	CIRS: 12

SKILLS

Primary Skills: Perception 73*; Stalk & Hide 35 [56]; Environs 32 [59]; Mech Bypass 30; [Elec Tech 40]; Mech Tech 20; [Drive 42]; Ambush 3r; [Cyber Attunement 35].

Secondary Skills: Quick-Draw 76*; Rural Forage 35; Acrobatics 30; Contortions 20 [50]; Frenzy 5 [35].

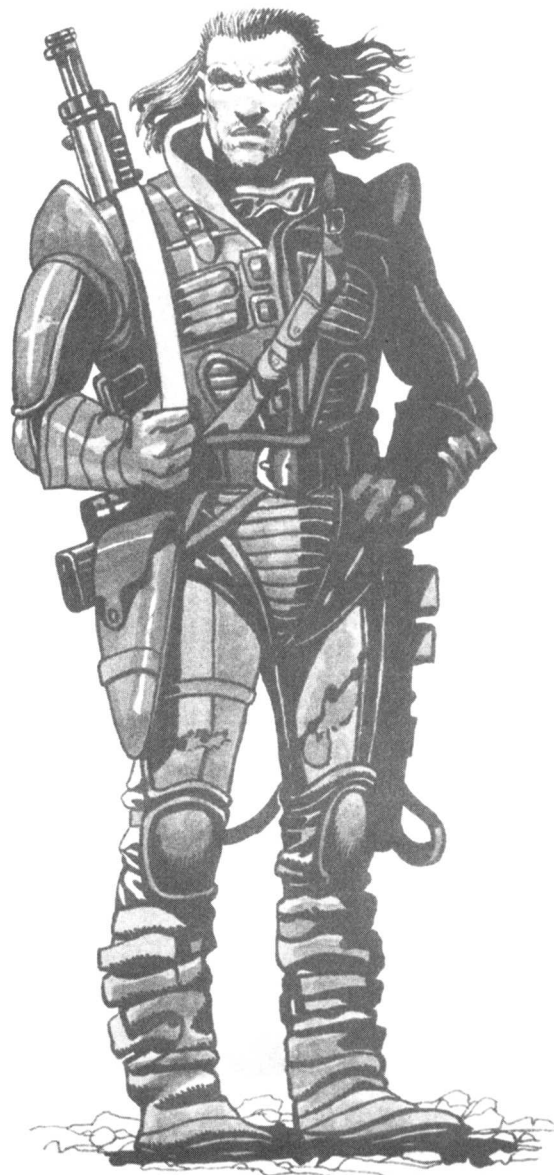
Languages: English D5; Gutterspeak D3.

BACKGROUND

Hero of the American Dustbowl, Howl (a.k.a. Skarl Helior) has organized disjointed bands of anarchists into a tightly-knit and self-sufficient society. Gathering these groups of outcasts, wormtechs, and weirdos together and establishing a permanent settlement took about three years. Getting it to the point of self-sufficiency, which had once seemed impossible, took another two.

Now, Howl's settlement is considered to be a small arcology. However, its inhabitants have a large array of technology at their disposal. In addition, Howl has organized aggressive defense actions against various government troops sent against him. None of the Megacorps really care about this man or his godforsaken outpost in the middle of nowhere, with the exception of Climatics Corporation, which is interested in learning about their ingenious and efficient reclamation technology.

Skarl is very much the leader of the settlement when it comes to defense, but works with an elected group of tech-people to provide a decent standard of living for a current population of some 500 inhabitants.



EQUIPMENT

Cyber Systems: Eyes with Visual Clarity Rtg8 and Lowlight Rtg6. Left hand is a Stronghand Rtg6 and a Retractable Weaponhand (Orchid) Nerverlinked to NAC. Right hand is a Fasthand Rtg6 Nerverlinked to NAC. Nerve Booster Rtg10. Mk10 Magnebubble NAC with Assimilation, Neurospeed Rtg5, Biostatus, and Concentration Rtg6; also Elec Tech, Drive, and Cyber Attunement Neuro-softs. Oxygen Extraction Rtg10. Arms and legs have Flexbone Rtg5. **Items:** Voerung 90-M Gauss Rifle with 10 clips of GP ammo. H&K MP-9 12mm Pistol. 30 rounds 12mm HEAP ammo. Armored Exoskeleton. Pocket Communicator. Distance Lenses. Power Pack. 2 Power Cartridges. Tissue Knitter. 3 doses L-Dopa-IV. **Assets:** \$2150. **Cash:** \$20.

TRACY HURST

ECO-GUERILLA

PERSONAL DATA

Age: 27	Sex: Female
Eyes: Green	Race: Norman
Hair: Blond	Origin: Ireland
Build: Thin	Demeanor: Businesslike, soft-spoken
Height: 200 cm	Dress: Earth tones
Weight: 82 kg	True Attitude: Workaholic, fanatical hatred of "dirty" technology

STATS & SPECS

Co: 56/ 0	Profession: Tech Rat
Ag: 79/ +5	Level: 8th
SD: 44/ 0	Social Class: Arcology
Me: 65/ 0	Fire: H&K G21 SMG 55
Re: 86/ +5	Melee: Razornails 40
St: 51/ 0	Missile: —
Qu: 52/ +25*	Hits: 41
Pr: 72/ 0	AT(DB): LBA(25)
In: 62/ 0	Ap: 43
Em: 55/ 0	CIRS: 9

SKILLS

Primary Skills: Elec Tech 79; Mech Tech 74; Perception 61*; Bio Tech 54; Soft Tech 49; Elec Bypass 40; Mech Bypass 40; Stalk & Hide 40.

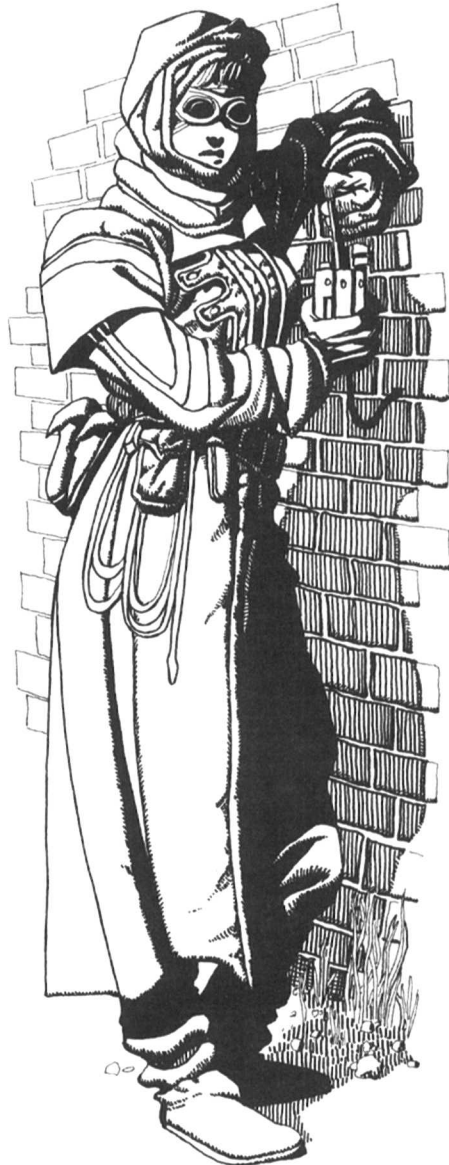
Secondary Skills: Falsification 40; Quick-Draw 30*; Biology 20; Rural Forage 20; Subduing 10.

Languages: English D5; Gutterspeak D4; Spanish D2.

BACKGROUND

Born and raised in a particularly fanatical Arcology next to one of the most radioactive bodies of water in the world, Tracy took radical environmentalism to heart from day one. She worked with WARA for a while, but found their goals too broad. Now she works with a small group of similarly inclined people who call themselves The Planet Now! and have been (anonymously) responsible for a rash of sabotage incidents in recent months. Most of these actions have been directed at Leyland-Carlisle for their alleged exploitation of the Amazon rainforest. Naturally, the L-C executives are furious and have offered a \$50,000 reward for relevant information. She views this as a compliment.

The Planet Now! has plans to short out the power to a major U.S. city, shutting down a particularly heinous fuel/power corporation. Hurst's group is searching for a way to accomplish electronic intrusion, but cannot find the right person, so they are limited to conventional terrorist activities. Tracy is very vocal and animated (albeit low-key), and is a skilled manipulator of emotions. Some of her rhetoric makes a lot of sense, while a lot are just ridiculous. Her group has a hideout in the Rocky Mountains, one of the few undeveloped areas in the country.



EQUIPMENT

Cyber Systems: Aizu-Shoto Eyes: Mk10 Microvideo with Scanner and Visual Clarity Rtg5. Mk30 Audiorecord with Scanner. Chemical Analyzer Rtg10 and Electronics Detector Mk30 both Nerve-linked to an Internal Readout. Nerve Booster Rtg5. Strongarm Rtg6. Retractable Razornails. **Items:** H&K G21 SMG with a full load of DUC ammo. Light Body Armor. 1 kg of Plastique. Distance Lenses. Earphone Communicator. 3 Pocket Communicators. Compass. Infrared Lenses. Lightrod. 5 doses Megaceph. 5 doses L-Dopa-IV. Regenergun. 2 ID Cards. Hummingbird VTOL plane.

Assets: \$1750. **Cash:** \$50.

KILTER KANE

DRUG DESIGNER

PERSONAL DATA

Age: 24 **Sex:** Male
Eyes: Blue **Race:** Mixed
Hair: Brown **Origin:** Pacific coast slum
Build: Lanky **Demeanor:** Sullen, mood swings
Height: 190 cm **Dress:** Generic street clothes
Weight: 92 kg **True Attitude:** Chip on his shoulder, greedy

STATS & SPECS

Co: 96/ +15 **Profession:** Tech Rat
Ag: 70/ 0 **Level:** 5th
SD: 30/ 0 **Social Class:** Lower Sprawl
Me: 51/ 0 **Fire:** Heavy Pistol 65*
Re: 100/ +25 **Melee:** Brawl 35*
St: 50/ 0 **Missile:** —
Qu: 84/ +5 **Hits:** 54
Pr: 50/ 0 **AT(DB):** LBA(5)
In: 95/ +15 **Ap:** 51
Em: 47/ 0 **CIRS:** 4

SKILLS

Primary Skills: Elec Tech 70; Soft Tech 55; Mech Tech 50; Mech Bypass 45; Elec Bypass 45; Perception 45; Drive 40*; Streetwise 35.
Secondary Skills: Chemistry 85; Falsification 50; Appraisal 45; Drug Tolerance 45; Sports 35*; Acrobatics 30*.
Languages: Gutterspeak D5; English D4; Coastspeak D3.

BACKGROUND

Kilter was a real terror in his younger years as a gang member and techie, and no doubt has lost count of the number of people he killed when streetrunning on Warpdrive or other drugs. One night he shot up what turned out to be a mixture of placebo and poison, and nearly died in his apartment. This sobering experience both cleaned him up and made him more withdrawn, but he still keeps in contact with the street. With a somewhat twisted moral logic, he has decided to devote his skills to making clean drugs for the urban market.

At present he is well known as a reliable dealer of consistently high quality drugs, as well as "special mixes" that he makes himself. Some of these drugs are rather unusual—he has one that induces an involuntary out-of-body experience for 1-10 hours (lifeforce stays within 10 meters of body). Some of them are simply superior, like the level 20 Crack he sells to selected Suits and Media Stars. He is haunted by his past, and will sometimes experience flashbacks to his younger days (roll on CIRS Response Chart).

Most of his business comes from one specific gang leader who deals mass batches of his "home brews" across the country. He lives in an obsessively neat apartment with a basement laboratory.



EQUIPMENT

Cyber Systems: Taste Sensor Rtg10. Chemical Analyzer Rtg20. Sensitouch Rtg20. Eye/Hand Coordinator Rtg5. Lastex Body Plating. Electronics Detector Mk50. Megaknuckles. DNI to Brain.
Items: Silenced 12mm Heavy Pistol. 12 rounds HEAP ammo. Stiletto. 3 doses of Alerlene, Decilage, and Megaceph. 4 doses Purge. 2 doses Doet-3. 1 dose Hemoflux. 40 hits of lvl 10 Freak. 25 hits of lvl 19 Swing. 20 hits of lvl 20 Crack. 10 hits each of lvl 10 Drudge, lvl 10 Bolster, and lvl 5 Blank. 8 hits of lvl 18 Haze. 6 hits of lvl 9 Hipe. 2 hits of lvl 17 Whip. ID Card. **Assets:** \$2800. **Cash:** \$50.

TURI KEKLEI

ANARCHIST HACKER

PERSONAL DATA

Age: 23	Sex: Male
Eyes: Hazel	Race: Polynesian
Hair: Light brown	Origin: Pacific islands
Build: Medium	Demeanor: Quiet, good sense of humor
Height: 180 cm	Dress: Colorful, loose clothes
Weight: 86 kg	True Attitude: Fiercely iconoclastic, chaotic, contemptuous of bigots

STATS & SPECS

Co: 64/ 0	Profession: Net Junkie
Ag: 51/ 0	Level: 12th
SD: 99/ +20	Social Class: Arcology
Me: 80/ +5	Fire: Heavy Pistol 141
Re: 92/ +10	Melee: Brawl 35
St: 27/ 0	Missile: —
Qu: 51/ +50*	Hits: 51
Pr: 69/ 0	AT(DB): NoA(50)
In: 85/ +5	Ap: 72
Em: 88/ +5	CIRS: 7

SKILLS

Primary Skills: CDeck Operation 124 [141]; CSpace Utility 104 [128]; CSpace Intrusion 103; [Elec/Soft/Cyber Tech 103]; CSpace Combat 97; [Environs 95]; Drive 90* [Cyber Attunement 131]; Perception 71*; [Stalk & Hide 94].

Secondary Skills: Quick-Draw 104*; Sports 75*; Rural Forage 55; [Chemistry 81]; [Planetology 81]; Biology 25 [83].

Languages: English D5; French D5, Gutterspeak D2.

BACKGROUND

Another chaotic product of the Arcologies, Turi is a bane of the corporate world. An avowed anarchist, he has spent time with the Illuminated Outcasts Underground organization but owes no allegiance. His favorite activities include harassing day-to-day corporate functions, listening to bizarre neonoise performance artists, and painting. Like Hayward Solace (*Cyberspace* page 91), Turi believes that chaos as the primal force in life.

His standard method of operation is to sneak into a computer system using his Mimetic program and install his Chaos virus. Once things start going haywire, he slips out undetected. Many a mysterious "software malfunction" has been his doing. Another covert virus which he owns, but only uses rarely, causes a targeted CPU to randomly print out "THE CORPORATIONS SUCK" once every few hours, upon which normal operations can only be restored by typing in "THEY SURE DO". He has managed to slip this virus into a variety of corporate mainframes with the exception of NewEd, which he stays away from like any sane Netrunner.

Turi supports himself by running a small shop that sells limited edition, high-quality CyberDeck equipment and programs. Occasionally he performs an Intrusion for some high bidder, but Turi is no fool. He has yet to get himself into more trouble that he can handle alone, and is unlikely to do so in the future.



EQUIPMENT

Cyber Systems: Mk23 Magnebubble Cyberdeck Implant with Matrix, Mimetic Rtg10, Progs witch, Bullet Rtg10, Netmapper, Data Acquisition, Self Definition, System & File Search both Rtg50, Data Copy, Data Wipe, Evade Rtg10, and a Rtg20 covert Chaos virus in a self-contained file. Mk10 Superchip NAC with Concentration Rtg20, Assimilation, Neurospeed Rtg5, and Data Acquisition; also Elec Tech, Soft Tech, Cyber Tech, Environs, Cyber Attunement, Stalk & Hide, Chemistry and Planetology Neurosofts. DNI to NAC. Nerve Booster Rtg10. Datacard Player Nerve linked to NAC. Eye/Hand Coordinator Rtg10 Nerve linked to Visual Clarity Rtg10 and Antiglare Rtg5. ASP Player. **Items:** Custom (+15) Heavy Pistol with 12 rounds HEAP ammo. Cellular Phone w/DNI. ID Card. Revenant Motorcycle. **Assets:** \$7000. **Cash:** \$55.

RANA LUND

SCIENTIST

PERSONAL DATA

Age: 42 **Sex:** Female
Eyes: Blue **Race:** Scandinavian
Hair: Blond **Origin:** Denmark
Build: Stocky **Demeanor:** Condescending, talks shop
Height: 165 cm **Dress:** Simple body suits, lab wear
Weight: 91 kg **True Attitude:** Independent, kind, intensely curious

STATS & SPECS

Co: 34/ 0 **Profession:** Tech Rat
Ag: 65/ 0 **Level:** 7th
SD: 60/ 0 **Social Class:** Arcology
Me: 95/ +15 **Fire:** *Mirage Punch* Taser 40
Re: 97/ +15 **Melee:** —
St: 14/ -5 **Missile:** —
Qu: 76/ +5 **Hits:** 32
Pr: 27/ 0 **AT(DB):** NoA(5)
In: 92/ +10 **Ap:** 39
Em: 93/ +10 **CIRS:** 1

SKILLS

Primary Skills: Bio Tech 93; Elec Tech 88 [107]; Soft Tech 66 [98]; Cyber Tech 66 [98]; Mech Tech 61 [86]; Perception 49; Equipment 47 [72].

Secondary Skills: Biology 55 [81]; Chemistry 50 [79]; Physics 40 [75]; Cybernetics 35 [73]; Planetology 25 [69].

Languages: Danish D5; German D5; English D5; Magnebubble Biobasic D5.

BACKGROUND

Rana is a Danish biologist who has won much recognition for her employers, Bioptics Global. She has a research laboratory of her own in a developed and secure Sprawl section. In her spare time, she works as a consultant to a high-class Neurosoft shop. Thus, she is always up-to-date on the latest NAC advances, and sometimes works out special deals with the shop owners for crack programs.

Her independent research, in contrast to her mild nature, shows an unhealthy fascination for the more gruesome aspects of biological warfare. She knows a great deal about poisons and antidotes, and possesses some deadly substances.

Recently she was kidnapped by a group of terrorists associated with WARA, but wiped them out before they could even deliver a ransom note to Bioptics. This made a big media splash, but she views the experience as one big hassle and resents the intrusion of newpeople into her life. She is reluctant to even hint at her knowledge of nerve gases and other such chemicals, but keeps information on them in a large encrypted database in her NAC.



EQUIPMENT

Cyber Systems: Mk10 Magnebubble NAC with Data Acquisition, 10 units of Archives, Concentration Rtg10, Data Cruncher, Encryption, and Memory Format Rtg5. DNI to NAC. **Items:** Medikit. Regenergun. 5 Utility Cells. Cryounit. ID Card. Gas Gun. 1 canister Etherylide-23. 1 canister Polypheronal. 1 canister CHS-IV. *Mirage Punch* Taser Pistol. Wide range of biology lab equipment. **Assets:** \$11,600. **Cash:** \$30.

RANDALL MACON

CRAZED ENGINEER

PERSONAL DATA

Age: 56	Sex: Male
Eyes: Brown	Race: Caucasian
Hair: Grey	Origin: Atlantic Sprawl
Build: Rotund	Demeanor: Wild-eyed, mood swings
Height: 160 cm	Dress: Mismatched suits
Weight: 113 kg	True Attitude: Crazy, not just kidding, but very conscious of the "real" world

STATS & SPECS

Co: 46/ 0	Profession: Tech Rat
Ag: 64/ 0	Level: 10th
SD: 70/ 0	Social Class: Middle Corp
Me: 76/ +5	Fire: [Colt Mk2 Assault Laser 30]
Re: 100/ +25	Melee: Brawl 5
St: 36/ 0	Missile: —
Qu: 42/ +25*	Hits: 39
Pr: 53/ 0	AT(DB): NoA(25)
In: 35/ 0	Ap: 57
Em: 82/ +5	CIRS: 3

SKILLS

Primary Skills: Elec Tech 125 [135]; Mech Tech 105; Soft Tech 105 [130]; Cyber Tech 80 [115]; Pilot 66; [Environs 62]; Bio Tech 60; [Stalk & Hide 60]; [Cyber Attunement 66].

Secondary Skills: Physics 55 [87]; Administration 55 [87]; Biology 50 [85]; Chemistry 50 [85]; Appraisal 30 [77].

Languages: English D5; Gutterspeak D5; Japanese D5; Magnebubble Sortran D5; German D2.

BACKGROUND

Randall was a normal employee at Rockwell International until he developed schizophrenia. The company shelled out for an extensive treatment program which cured the debilitating aspects of the disease, but it became apparent that Randall could not function in a standard work environment. He was retired with pension, because he had invented many ingenious electronic gadgets for Rockwell's ever-expanding product line.

On his own, Randall hooked up with some street gangs who appealed to his newly found sense of the bizarre. They, of course, found him invaluable when they could get him to make the items they wanted, which was very rare.

Randall has become somewhat of a pyromaniac in recent years, which is why he owns a missile launcher. Occasionally the gangs persuade him to support them in a particularly important firefight, but mostly Randall stays home and builds things. He has all manner of trivial and useless techno-gadgets, with a few real finds scattered around. He is most likely to be encountered through his gang affiliation. He is "Charmed" as per *Cyberspace* page 27.



EQUIPMENT

Cyber Systems: Rtg20 Cybermole. Rtg20 Sensitouch. Rtg5 Nerve Booster. Mk 5 Magnebubble NAC with Concentration Rtg10, and Biostatus Scanning; also Environs, Stalk & Hide, and Cyber Attunement Neurosofts. DNI to NAC. **Items:** Quad Portable Missile Launcher with 4 Mk5 guided missiles. Colt/Corning Assault Laser. GEM van. Mk10 Magnebubble Computer with Modem Interface, Data Acquisition, User Recognition, and 5 units of Engineering Archives. Modem. Holocamera. Standard electrical and mechanical Tools. Laser Cutter. Utility Power Pack. ID Card. **Assets:** \$3200. **Cash:** \$40.

CPT. ERIC MANNING

SMUGGLER PILOT

PERSONAL DATA

Age: 42	Sex: Male
Eyes: Blue-green	Race: Mixed
Hair: Grey	Origin: Unknown
Build: Stocky	Demeanor: Cheerful, loud, tells stories
Height: 175 cm	Dress: Old-style aircraft pilot gear
Weight: 94 kg	True Attitude: Very clever and calculating

STATS & SPECS

Co: 63/ 0	Profession: Jockey
Ag: 96/ +15	Level: 11th
SD: 30/ 0	Social Class: Gypsy
Me: 91/ +10	Fire: Custom <i>Mirage XL-3</i> Gauss 182
Re: 87/ +5	Melee: Razornails 56
St: 81/ +5	Missile: —
Qu: 91/ +60*	Hits: 60
Pr: 50/ 0	AT(DB): NoA(60)
In: 98/ +20	Ap: 54
Em: 34/ 0	CIRS: 12

SKILLS

Primary Skills: Drive 178*; Pilot 157*; [Mech Bypass 70]; Equipment 88; [Elec Tech 68]; Perception 84; [CDeck Operation 61]; Environs 73 [89]; Mech Tech 61; [Soft Tech 56]; [CSpace Utility 56].

Secondary Skills: Acrobatics 105*; Trickery 75*; Rural Forage 30 [70]; Urban Forage 25 [70]; Contortions 25 [50].

Languages: Gutterspeak D5; Coastspeak D5.

BACKGROUND

Captain Manning has a reputation as a folk hero; a reputation he loves to live up to. Most people know him as the fellow who buzzes the Sprawl in his plane at random intervals, scattering various unusual items among the streets and alleys. Dropping Fax Units, Credit Chronometers, and cash from the sky is something he enjoys doing in his spare time. Most high-level fences know him as one of the most ingenious and successful smugglers in the business.

He has travelled to almost every country in the world, and is now specifically not welcome throughout most of Europe.

Old styles of propeller planes fascinate him, and he keeps a chaotic junkyard/museum out on some old desert land. The equipment he actually uses for his "jobs" is state-of-the-art but his dress and manner of speaking recall old flat film stars at their swaggering best.

The Captain's colorful, manic presence is a common sight in rundown, rural bars, and his habit of distributing free food by the ton has won him drinks on the house in a number of areas throughout the U.S. Southwest. Any kind of luxury item heist will appeal to him.



EQUIPMENT

Cyber Systems: 50 cm³ Subdermal Pouch. Nerve Booster Rtg10. Eye/Hand Coordinator Rtg10 Nerverlinked to Visual Clarity Rtg10. Mk10 Superchip NAC with Assimilation, Concentration Rtg5, and Data Acquisition; also Mech Bypass, Elec Tech, CDeck Operation, CSpace Utility, Soft Tech, Forage, and Contortions N-softs. DNI to NAC. Eyes with Lowlight Rtg20, Antiglare Rtg10, and Thermal Vision with Thought Trigger. Electronics Detector Mk50. Retractable Razornails. Impact Crit Shielding to the head and neck. **Items:** Hummingbird VTOL. Grasshopper Jetpack. Annihilator Motorcycle. Pocket Communicator. Sentinel Helmet. Electrical and mechanical tools. Distance Lenses. Custom (+20) *Mirage XL-3* Gauss Pistol. 3 doses L-Dopa-IV. 10 Utility Cells. 5 Utility Cartridges. 3 Weapon Cartridges. 2 ID Cards. **Assets:** \$4000. **Cash:** \$135.

JOSHUA NORTEN

PLAYBOY

PERSONAL DATA

Age: 26	Sex: Male
Eyes: Gold lenses	Race: Caucasian
Hair: Gold treated	Origin: Bermuda
Build: Slender	Demeanor: Downright snotty
Height: 130 cm	Dress: Nothing but the best
Weight: 75 kg	True Attitude: Spoiled, chaotic

STATS & SPECS

Co: 28/ 0	Profession: Sleaze
Ag: 72/ 0	Level: 5th
SD: 47/ 0	Social Class: Upper Corp
Me: 48/ 0	Fire: Smart Mirage XR-12 Laser 60*
Re: 35/ 0	Melee: —
St: 59/ 0	Missile: —
Qu: 73/ +25*	Hits: 28
Pr: 94/ +10	AT(DB): NoA(25)
In: 35/ 0	Ap: 83
Em: 56/ 0	CIRS: 19

SKILLS

Primary Skills: Drive 117*; Administration 83; Exploit 81; Perception 71*; Culture 35; Elec Tech 30; Soft Tech 30.

Secondary Skills: [Pilot 75]; Gambling 52; Drug Tolerance 50; Sports 30; Media 20; History 15.

Languages: English D5; Gutterspeak D5; Arabic D5; Japanese D5; Coastspeak D5.

BACK GROUND

A true example of the decadent rich, Joshua's life consists mostly of extravagant banquets, exotic leisure sports, and experiencing special Black Market ASP tapes. As hobbies, he drives Supercars on old-fashioned race tracks, and enjoys sunbathing. The concept of being denied something is utterly foreign to him, and something he cannot have will drive him into a rage. He owns an extravagant "Smart House" which is entirely controlled by computers. In addition, he owns some under-developed land in Montana which he uses as a retreat.

The walls of Norten's house are laden with examples of valuable artwork from the 20th century — Warhol being a particular favorite of his.

Lately, Joshua has become a little weird about his wealth, printing up his own money and offering it as legal tender. Since most of the shops he frequents know his secretary, they simply accept his play money and bill him later, but his behavior is raising eyebrows among the jet set. He has also begun to insist upon being called "The Emperor", which doesn't sit well with his high society peers, who are distressed at his insistence on such silly customs. He still maintains contacts with the government's military establishment, which was the source of his family's fortune.



EQUIPMENT

Cyber Systems: Mikura Eyes: Rtg10 Antiglare and Rtg10 Visual Clarity, Nerverlinked to Eye/Hand Coordinator Rtg12. Mk10 Magnebubble NAC with Input Blocking Rtg10, Assimilation, and Pilot Rank 30. DNI to NAC. Rtg5 Nerve Booster. Mk10 Vocal Amplifier. Sperm Filter. MK. 10 Ingestion Storage. Photonic Painblocker. ASP Player. Artificial Genitals. **Items:** Smart Mirage XR-12 Laser Pistol with Rank 30 Combat Program. Fax Unit. Cellular Phone. BMW 800 mi Motorcycle. Many different suits and items of high fashion. ID Card. **Assets:** \$334,000. **Cash:** \$500.

ARLENE PERCY

SPY

PERSONAL DATA

Age: 37	Sex: Female
Eyes: Grey	Race: Anglo
Hair: Sandy	Origin: Bristol, England
Build: Athletic	Demeanor: Cultured, suave
Height: 180 cm	Dress: Varied; utilizes disguises
Weight: 81 kg	True Attitude: Ruthless, self-centered

STATS & SPECS

Co: 63/ 0	Profession: Sneak
Ag: 65/ +50*	Level: 12th
SD: 90/ +10	Social Class: Middle Corp
Me: 95/ +15	Fire: <i>Mirage 5X</i> Pistol 133
Re: 62/ 0	Melee: Brawl 47
St: 61/ 0	Missile: Thrown Grenade 87
Qu: 76/ +55*	Hits: 60
Pr: 35/ 0	AT(DB): LBA(55)
In: 92/ +10	Ap: 82
Em: 75/ +5	CIRS: 6

SKILLS

Primary Skills: Stalk & Hide 116 [126]; Elec Bypass 96; Streetwise 71; [Environs 74]; Pilot 65*; [Elec Tech 66]; Exploit 62; [Mech Tech 65]; Perception 47; [Equipment 60].

Secondary Skills: Quick-Draw 95*; [Media 56]; Subduing 95*; [Advanced Math 54]; [Appraisal 54]; Acrobatics 75*; [Ast/Biol/Chem/Phy 52]; Contortions 35 [70]; History 25 [45].

Languages: English D5; Chinese D5; Russian D4; G'speak D4.

BACKGROUND

Arlene is from an old and proud British lineage, and is absurdly at ease in almost any situation. She works exclusively for Intelligence Services, but did freelance work for various governments many years ago. She has many connections among the ruling elite, sometimes in ways very few people suspect. IS values her highly and has taken steps to clone her upon her death (she is unaware of this).

A year ago she became one of the only people of any agency to enter central China and return with solid information on developments there. She lived in Russia for several months, where she became involved with an Icebreaker employed by Serendipity. Both Serendipity and IS were horrified by the potential results of such a liaison, and Arlene was quickly sent on a series of secret missions to the moon, while the Serendipity Netrunner simply disappeared. Arlene has become very suspicious of Serendipity as a result and has been persuaded by IS management to investigate further into the matter (after all, they have a Memory Tape that dates from before that Russian affair).

The things Arlene knows about China alone would provide the global networks with days worth of top screamsheet headlines, but she has always steered clear of media exposure.



EQUIPMENT

Cyber Systems: 200 cm³ Subdermal Pouch. Mk15 Superchip NAC with Concentration Rtg10, Memory Format Rtg4, Data Acquisition, Assimilation, Biostatus Monitor, Modem Interface, and Neurospeed Rtg5; also Elec Tech, Mech Tech, Environs, Equipment, Media, Advanced Math, Appraisal, Astronomy, Biology, Chemistry and Physics Neurosofts. DNI to NAC. Electronics Detector Mk50. Nerve Booster Rtg10. Bioradar Mk10. Eye/Hand Coordinator Rtg10. Mk50 Audiorecord w/Scanner Nerve-linked to NAC. Mk10 Microvideo w/Scanner Nerve-linked to NAC. Datacard Player Nerve-linked to NAC. **Items:** Sikorsky Falcon helicopter. Custom (+15) silenced *Mirage 5X* 5mm Pistol. 10 rounds lvl 15 Tranquilizer ammo. Distance Lenses. 3 Mk5 Smoke Grenades. 2 Mk5 FAE Grenades. ID Card. **Assets:** ≈\$200,000. **Cash:** \$500.

POLARIUM

CULT LEADER

PERSONAL DATA

Age: 95 or so	Sex: Male
Eyes: Blue-grey	Race: Basque
Hair: White	Origin: Idaho
Build: Withered	Demeanor: Absent-minded, good-natured
Height: 175 cm	Dress: Various robes and turbans
Weight: 51 kg	True Attitude: Generous, naive, all-around nice guy but becoming erratic

STATS & SPECS

Co: 61/ 0	Profession: Sleaze
Ag: 76/ +5	Level: 7th
SD: 80/ +5	Social Class: Wilds
Me: 41/ 0	Fire: 20mm Autoshotgun 45
Re: 48/ 0	Melee: —
St: 53/ 0	Missile: Thrown Rock 5
Qu: 91/ +10	Hits: 45
Pr: 71/ 0	AT(DB): NoA(10)
In: 35/ 0	Ap: 63
Em: 91/ +10	CIRS: 1

SKILLS

Primary Skills: Culture 83; Exploit 73; Perception 73; Streetwise 66; Environs 62; Administration 56; Stalk & Hide 40.

Secondary Skills: Medical Practice 68; Rural Forage 30; [Bio Tech 60]; Contortions 20; Frenzy 10; Biology 5 [30].

Languages: English D5; Spanish D3.

BACKGROUND

Polarium is the subject of modest media coverage each year because of his "Festival of the Desert" ritual which takes place near his home in southern Nevada. It involves many people who travel for days to participate and is essentially a decadent spiritual conference. Each year, strange and unexplainable things happen at the festival, and each year there are more reporters and more scientists, because the media seems to delight in trying to solve the mysteries. Polarium professes no knowledge whatsoever of anything unusual.

During the rest of the year, he runs a monastic-type retreat catering to everyone from stress-case Suits to Cyberpunks trying to shake a nasty habit. Some of these people end up seeing him as a guru of sorts, but he does his best to resist this. Since he is becoming more cantankerous in his old age, he finds it easier to get his would-be disciples to leave him alone.

He enjoys prowling the desert at night with his shotgun, blasting away at any vehicles he encounters; he doesn't like desert intruders. The actual day-to-day operations of the retreat are being entrusted more and more to a hard core of iconoclasts who Polarium judges to be capable of the responsibility.



EQUIPMENT

Cyber Systems: Mk3 Variable Width Light Generator in palm of left hand with Thought Trigger. Mk5 Superchip NAC with Biostatus Monitor. Biology Rank 10. and Bio Tech Rank 10. DNI to NAC.

Items: 20mm Autoshotgun. Medikit. Medtab Applicator. Tissue Knitter. 2 Instacasts. 2 Instasplints. **Assets:** \$900. **Cash:** \$10 or less.

GUNNER RATMAN

SEWER GANG LEADER

PERSONAL DATA

Age: 34	Sex: Male
Eyes: Dark brown	Race: Mixed
Hair: Dirty blond	Origin: Unknown
Build: Wiry	Demeanor: Cunning, loves to intimidate
Height: 175 cm	Dress: Rags over wet gear and boots
Weight: 85 kg	True Attitude: Kind to those without money, lonely

STATS & SPECS

Co: 87/ +5	Profession: Killer
Ag: 91/ +10	Level: 7th
SD: 55/ 0	Social Class: Urban Homeless
Me: 47/ 0	Fire: Gauss Pistol 105
Re: 63/ 0	Melee: Claws 88
St: 87/ +5	Missile: Thrown Knife 46
Qu: 90/ +60*	Hits: 77
Pr: 65/ 0	AT(DB): LBA(60)
In: 50/ 0	Ap: 40
Em: 26/ 0	CIRS: 3

SKILLS

Primary Skills: Stalk & Hide 40; Streetwise 35; Mech Tech 35; Exploit 15; Perception 15; Ambush r2.

Secondary Skills: Quick-Draw 85*; Subduing 75*; Urban Forage 40; Contortions 20; Falsification 20; Drug Tolerance 10.

Languages: Gutterspeak D5; English D2.

BACKGROUND

Gunner, a homeless orphan, grew up on the streets and gave himself his own name. Early in his teens he began living in the sewers, finding it much less dangerous than the streets, but he discovered that many others lived in this dank home. He fell in with a group who called themselves the Eta-Core and learned many things about the underground layout of his Sprawl turf.

Through some skilled drug dealing between gangs and sources, Ratman accumulated enough money to get a set of black market wetware implanted by a CyberTech. Soon afterwards, he retreated into the sewers for good.

Gunner maintains contact with the surface through a gang of sewer urchins, who idolize him as a leader. He has mellowed with age and no longer deals, but has no hesitation about assaulting and robbing a "Dry Suit" as he calls the corporate kind. It is through actions like this that he and his "kids" support themselves.

Anybody who is unfortunate enough to become lost in the sewers will find him a fairly willing guide (for a stiff price), but he is first apt to scare the bejeezes out of wanderers with his psycho act and willing backup cast of urchins.



EQUIPMENT

Cyber Systems: Lowlight Rtg10. Retractable Claws. Ultrametabolism. Mk10 Variable Width Light Generator. Nerve Booster Rtg10. Fasthand Rtg2. Thermal Vision. **Items:** Custom (+10) Standard Gauss Pistol. Knife. Light Body Armor wetsuit. **Assets:** \$300. **Cash:** \$25.

JAMES RUNTHERS

AI FANATIC

PERSONAL DATA

Age: 35	Sex: Male
Eyes: Brown	Race: Caucasian
Hair: Black	Origin: Pacific Sprawl
Build: Thin	Demeanor: Jumpy, timid, no social skills
Height: 185 cm	Dress: Anonymous corporate suits
Weight: 91 kg	True Attitude: Total hatred of himself and other humans, inferiority complex

STATS & SPECS

Co: 60/ 0	Profession: Net Junkie
Ag: 76/ +5	Level: 6th
SD: 95/ +15	Social Class: Middle Corp
Me: 62/ 0	Fire: <i>Mirage 5X Pistol</i> 45
Re: 21/ -5	Melee: —
St: 47/ 0	Missile: —
Qu: 74/ 0	Hits: 27
Pr: 61/ 0	AT(DB): NoA(0)
In: 91/ +10	Ap: 58
Em: 21/ -5	CIRS: 1

SKILLS

Primary Skills: CDeck Operation 91; CSpace Intrusion 78; CSpace Utility 67; CSpace Combat 48; Mech Tech 46; Elec Tech 41; Soft Tech 41.

Secondary Skills: Media 20; History 15; Falsification 15; Gambling 15; Administration 10.

Languages: English D5; Gutterspeak D5; Japanese D5; Orgmolec Scantrax D5.

BACKGROUND

An anonymous nobody in the Artificial Intelligence department at Mikura Biolabs, James had always loved the beauty of the Net. One day, while executing routine file operations, he encountered Interfactor's CPU and was essentially hypnotized by the AI (see *Cyberspace* page 93). He has become a mindless disciple of a new cult. Convinced that humans must all eventually serve machines, he has undertaken an elaborately detailed (and illegal) pet project: acquiring information that Interfactor desires for its memory banks.

James has begun acting very withdrawn, and his employers suspect that something is wrong but have no clue as to what. He has attempted to jack straight across to the AI with a DNI-2 unit, but there was significant interference with communication.

James spends as much time as possible either in the Net (worshipping) or doing "research" (stealing files for Interfactor). The AI itself finds him puzzling but useful, and has set up an invisible file with a "black account" full of stolen credits rerouted from other aspects of Mikura's operations. This file is used by Runthers to finance his research and covert activities.



EQUIPMENT

Cyber Systems: DNI to Brain. **Items:** *Mirage 5X* 5mm Pistol with 10 rounds Tungsten Core GP ammo. Klein II Suits. Claiborne Suits. ID Card. Cellular Phone. Fax Unit. Astra Car. Credit Chronometer. DNI-2 Unit. Mk10 Superchip Numeric Computer with Modem, Data Acquisition, and Corporate Archive. Mk15 Magnebubble Cyberdeck with Matrix, Self Definition, Progswitch, Invisibility Rtg10, System Search and File Search Rtg20, and Mimetic Rtg5. **Assets:** Extensive; see above. **Cash:** \$50.

SLIDER FENCE

PERSONAL DATA

Age: 26	Sex: Male
Eyes: Brown	Race: Mixed
Hair: Blond	Origin: San Diego slums
Build: Thin	Demeanor: Wary, nervous
Height: 170 cm	Dress: Inconspicuous, generic
Weight: 81 kg	True Attitude: Vicious, calculating

STATS & SPECS

Co: 49/ 0	Profession: Sleaze
Ag: 99/ +20	Level: 5th
SD: 41/ 0	Social Class: Lower Sprawl
Me: 63/ 0	Fire: <i>Mirage XL-3 Gauss</i> 60
Re: 79/ +5	Melee: Switchblade 10
St: 41/ 0	Missile: —
Qu: 83/ +55*	Hits: 42
Pr: 72/ 0	AT(DB): NoA or LBA (55)
In: 83/ +5	Ap: 25
Em: 29/ 0	CIRS: 4

SKILLS

Primary Skills: Streetwise 73; Exploit 71; Perception 40; Drive 35; Environs 25; Elec Bypass 25.

Secondary Skills: Quick-Draw 75*; Trickery 70*; Subduing 60*; Falsification 50; Appraisal 35.

Languages: Gutterspeak D5; English D5.

BACKGROUND

Having clawed his way out of the slums, Slider sees no reason to stop now. Thanks to a combination of brute force, deceit and ingenuity he has more markets for stolen items than most people think. He plays three distinct roles — an Upper Sprawl electronics shop owner for fencing more mundane items; an anonymous street tough who sells the latest advances in military technology to the local Enforcer organization; and a reliable BioCorp contact for cheap but undocumented body parts.

Skillful disguises help keep this multiple lives a mystery, but the strain shows. Why he chooses to live this way is something that he hasn't really thought about. The money is good, but he doesn't sleep much anymore. He is well known among Sprawlzone denizens for his electronics shop owner role, and he has a certain amount of notoriety on the street. Perhaps it is because of his visible profile in the Sprawl that he prefers to keep his other ventures secret and anonymous.

He owns a slum apartment as well as the electronics shop.



EQUIPMENT

Cyber Systems: Mk5 Vocal Emulator. Fasthand Rtg2. Microvision Mk3. Nerve Booster Rtg10. **Items:** Light Body Armor. *Mirage XL-3 Gauss Pistol*. 18 rounds HEAP ammo. 3 ID cards. Mk 10 Microcomputer with Modem, Data Acquisition, Voice, and Security Code. Ceres automobile. **Assets:** \$32,440. **Cash:** \$100.

KALITHA SMIT

ICEBREAKER

PERSONAL DATA

Age: 30	Sex: Female
Eyes: Blue	Race: Mixed
Hair: Brown	Origin: Haiti
Build: Medium	Demeanor: Cold, antisocial, laconic
Height: 180 cm	Dress: Loose one-piece outfits
Weight: 65 kg	True Attitude: Great interest in Net information and advances

STATS & SPECS

Co: 43/ 0	Profession: Net Junkie
Ag: 56/ 0	Level: 9th
SD: 95/ +15	Social Class: Arcology
Me: 65/ 0	Fire: GRU 05K Pistol 52
Re: 67/ 0	Melee: —
St: 23/ -5	Missile: —
Qu: 54/ 0	Hits: 45
Pr: 31/ 0	AT(DB): NoA(0)
In: 85/ +5	Ap: 76
Em: 61/ 0	CIRS: 4

SKILLS

Primary Skills: CDeck Operation 96; CSpace Intrusion 90; Cyber Attunement 77; CSpace Combat 57 [87]; CSpace Utility 57; [Streetwise 50]; Environs 45.

Secondary Skills: Rural Forage 30; Biology 25; Chemistry 25; Cybernetics 25; History 10.

Languages: English D5; Gutterspeak D5.

BACKGROUND

Kalitha began her career as a crack specialist working under contract with Intelligence Services to research Net lines in Latin America. Of course, occasionally she would accept contracts for certain illegal intrusions into systems that IS found especially interesting. While breaking into a protected Leyland-Carlisle data base in Mexico City, she was attacked by a Neural Scrambler and traced back to her home. When IS refused to help her, compensate her, or for that matter, acknowledge that she ever worked for them, she quit the corporate world in disgust.

Now Smit works free-lance, mostly doing research for smaller companies and staying away from any tough ICE. Recently, however, she encountered a mysterious opponent in the Net, who injected a Wiper virus into her NAC. It destroyed a Concentration program she was particularly fond of. As a result, she has begun taking on more high-paying and dangerous jobs so as to save enough money for a replacement. She is also honing her combat skills, and has almost surpassed the built-in program she has used for many years.

Kalitha will regard anyone associated with IS with more hostility than she normally affords strangers. However, any Net Junkies will find her to be intensely curious about their experiences.



EQUIPMENT

Cyber Systems: Mk10 Superchip NAC with Streetwise Rank 10, Quick-Draw Rank 15, Drive Rank 10, CSpace Combat Rank 30, Neurospeed Rtg5, Multitasking, Programmed Response (cut line if electric shock felt), Data Acquisition, and an Archive file on major North and South American phone lines. DNI to NAC. DNI to Brain. Datacard Player Nerverlinked to NAC. **Items:** GRU 05K 5mm Pistol. 2 clips of GP ammo. Mk15 Magnebubble Cyberdeck with Matrix, Self Definition, Progswitch, Codebreaker Rtg10, Bullet Rtg3, System Search Rtg10, File Search Rtg20, Netmapper, Disengage Rtg10, Dissembler Rtg5, and Data Acquisition. Electrical Tools. Cellular Phone with DNI. ID Card. **Assets:** \$6170. **Cash:** \$45.

TANITH WALLACE

REPORTER

PERSONAL DATA

Age: 24 **Sex:** Female
Eyes: Green lenses **Race:** Caucasian
Hair: Blond **Origin:** Baltimore
Build: Slim **Demeanor:** Unbelievably loud & friendly
Height: 170 cm **Dress:** Tacky fashion creations
Weight: 58 kg **True Attitude:** Spirited, adventurous, more serious off the job

STATS & SPECS

Co: 63/ 0 **Profession:** Sleaze
Ag: 77/ +5 **Level:** 1st
SD: 24/ -5 **Social Class:** Upper Sprawl
Me: 47/ 0 **Fire:** GRU Max Pistol 30
Re: 96/ +15 **Melee:** Brawl 30*
St: 38/ 0 **Missile:** —
Qu: 79/ +30* **Hits:** 25
Pr: 85/ +5 **AT(DB):** NoA(30)
In: 73/ 0 **Ap:** 79
Em: 92/ +10 **CIRS:** 1

SKILLS

Primary Skills: Streetwise 33; Mech Tech 30; Exploit 28; Elec Tech 25; Culture 23; Administration 18.

Secondary Skills: Media 40; Appraisal 35; Trickery 35; Falsification 30; Gambling 15; Drug Tolerance 10; Sports 10.

Languages: English D5; Gutterspeak D5; Coastspeak D4.

BACKGROUND

Tanith has always been too curious, to the consternation of her parents and teachers. In 2089 she won an audition to be a guest host for the Channel 32 Roboxers Annual Tournament. Her performance gave the show its highest ratings ever, and Channel 32 gave her a job as a special urban reporter. She loves her new job and has a state-of-the-art set of recording implants. About two months ago, she accidentally stumbled upon a pirate broadcast station, but has decided to keep its existence a secret. In fact, she deliberately pursues reports on the station now.

The Suits at Channel 32 keep promising her an on-line job someday, but for now she is a "footslog", recording the scenes other people report on. The local Enforcer department knows her by name and often calls her in for a lecture after she becomes embroiled in yet another crime scene. Odd and unusual encounters seem to plague her, as anyone who spends any time with her will soon notice. It's not that people recognize her (oh, how she wishes that were the case!) but that they seem to mistake her for someone else who induces extreme agitation.

She has a flair for finding spectacularly tacky budget clothes and jewelry.

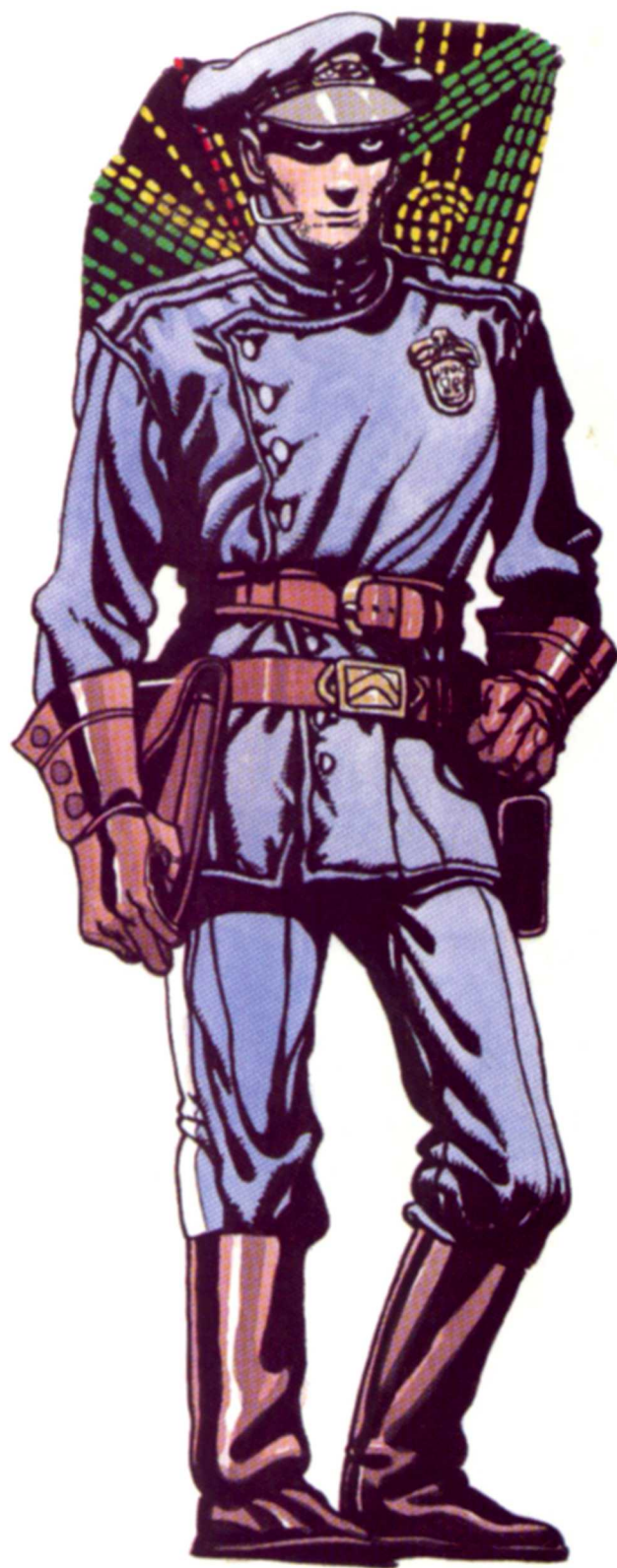


EQUIPMENT

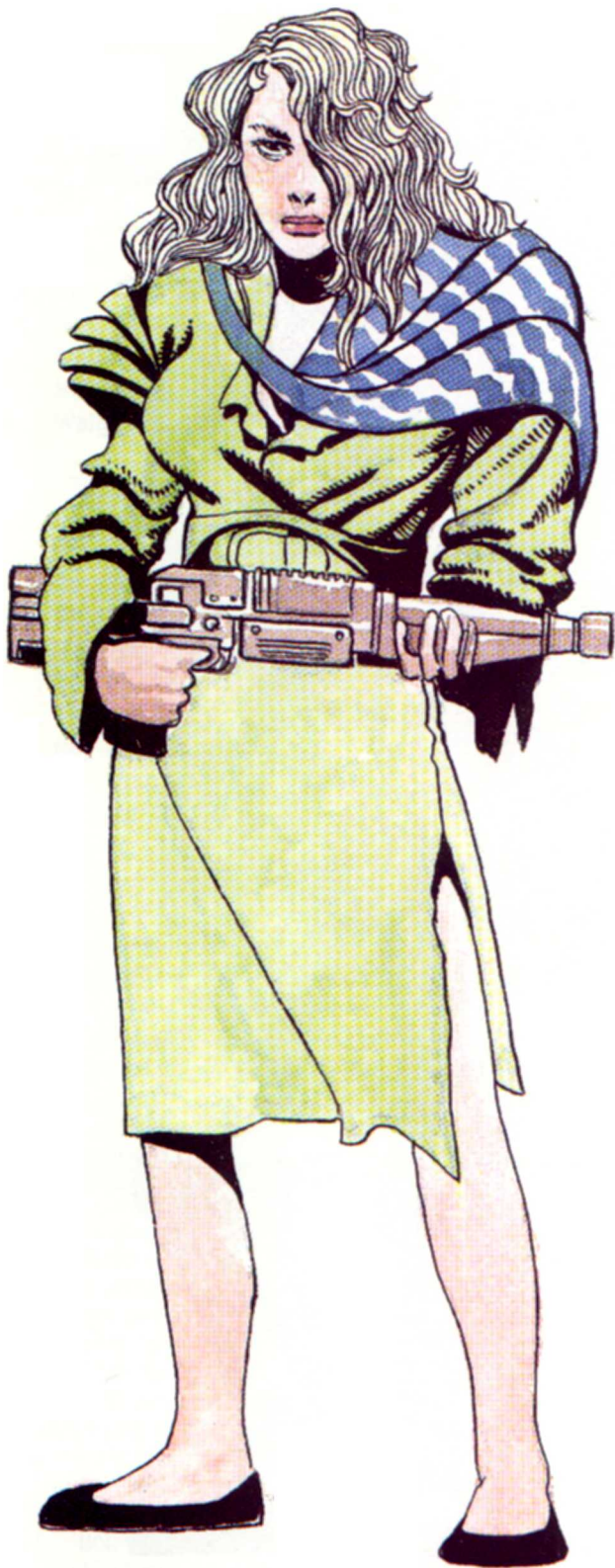
Cyber Systems: Aizu-Shoto Eyes: Mk 10 Microvideo w/Scanner and Mk10 Visual Data Transceiver. Aizu-Shoto Ears: Mk20 Audiorecord w/Scanner and Mk10 Audio Data Transceiver. Nerve Booster Rtg5. DNI to Brain. Megaknuckles. **Items:** Toyota Andromeda. ID Card. Fax Unit. Cellular Phone. GRU Max 12mm Pistol with 10 rounds GP ammo. Lesser Italian Women's Suits. Credit Chronometer. Pocket Communicator. Holocamera. 5 Utility Cells. **Assets:** \$2000. **Cash:** \$40.



PROGRAMMER



CYBERSPACE COP



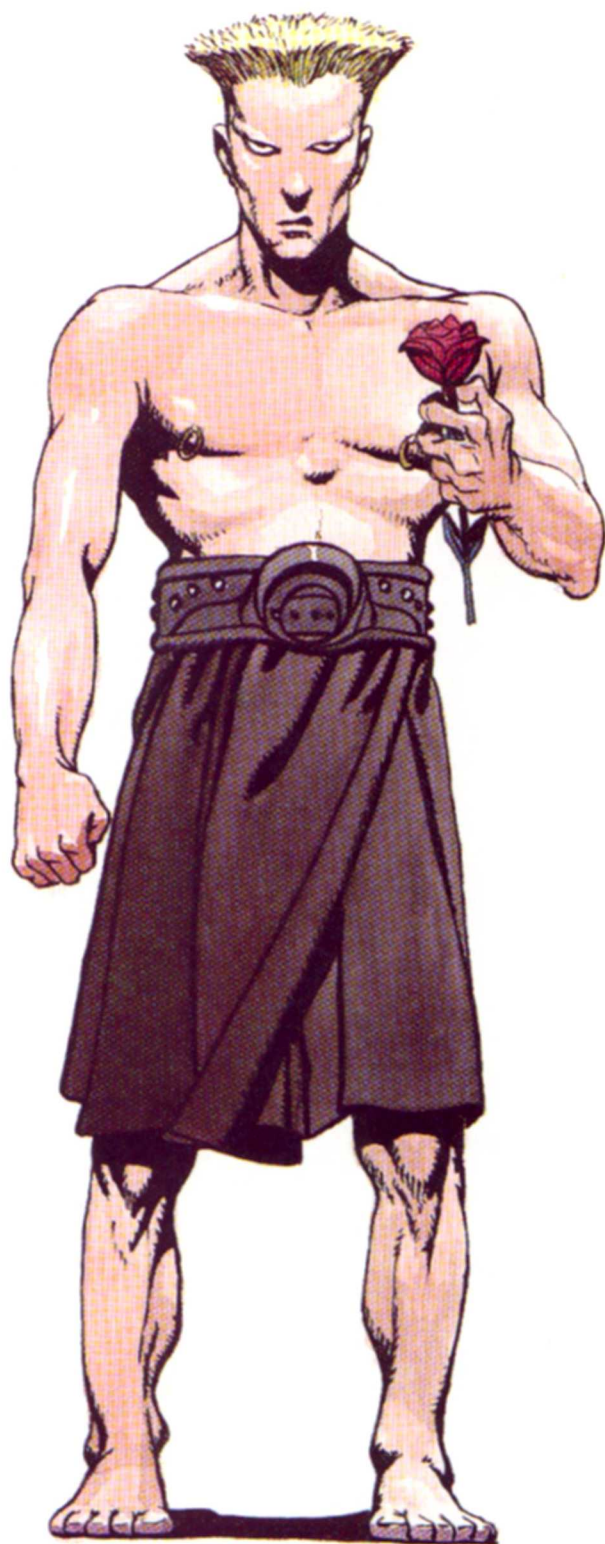
SPY



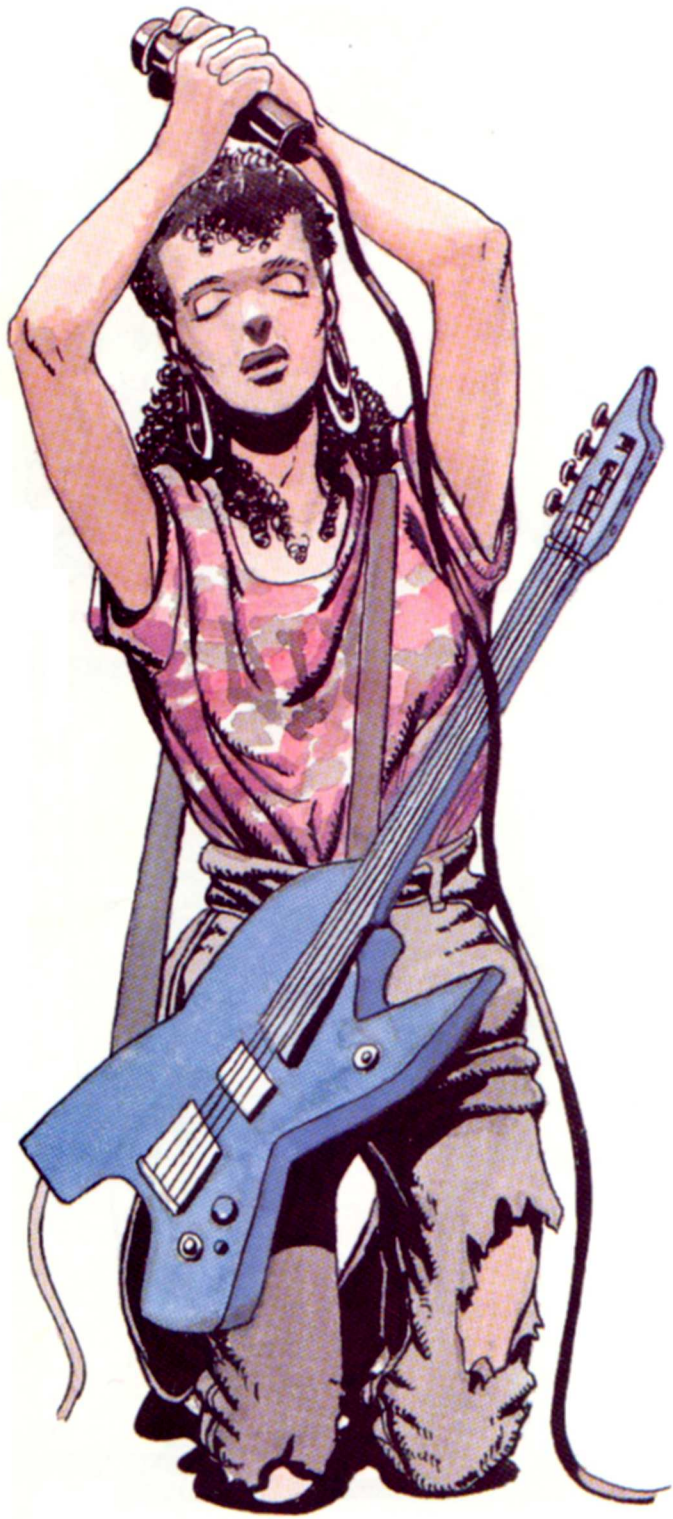
AI FANATIC



WARA CELL LEADER



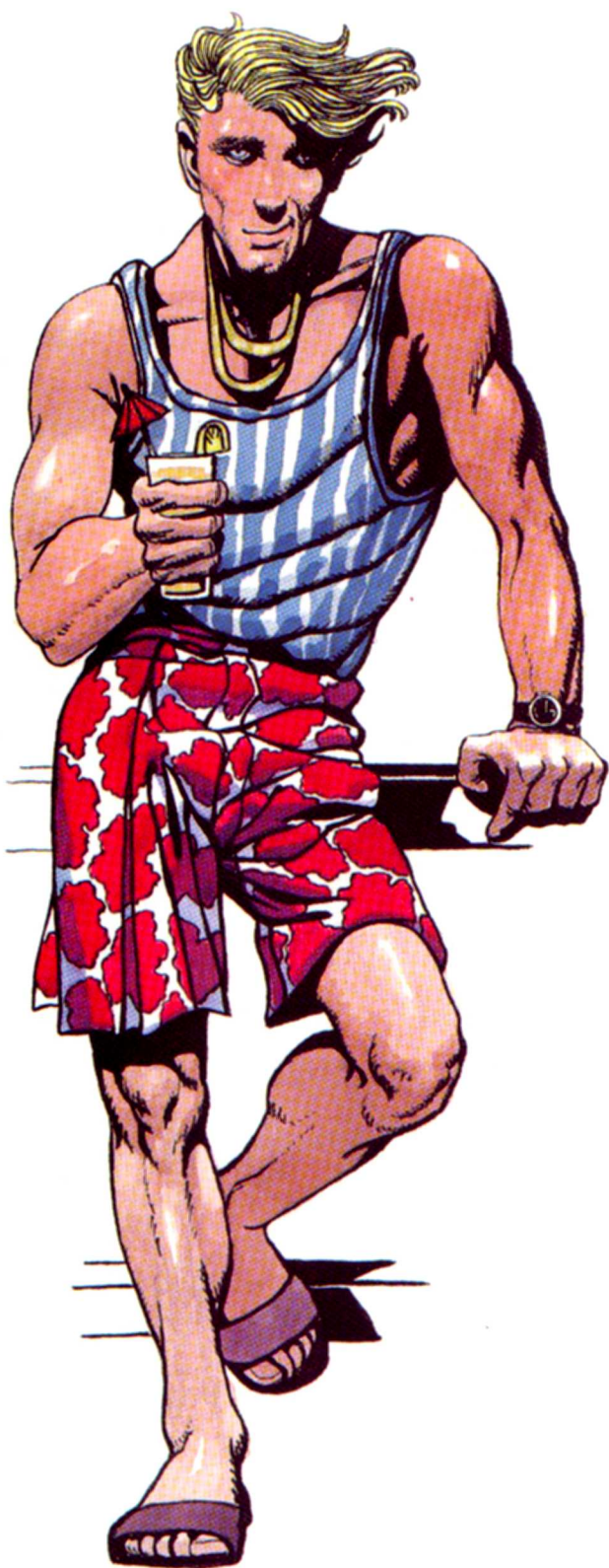
ASP MEDIA STAR



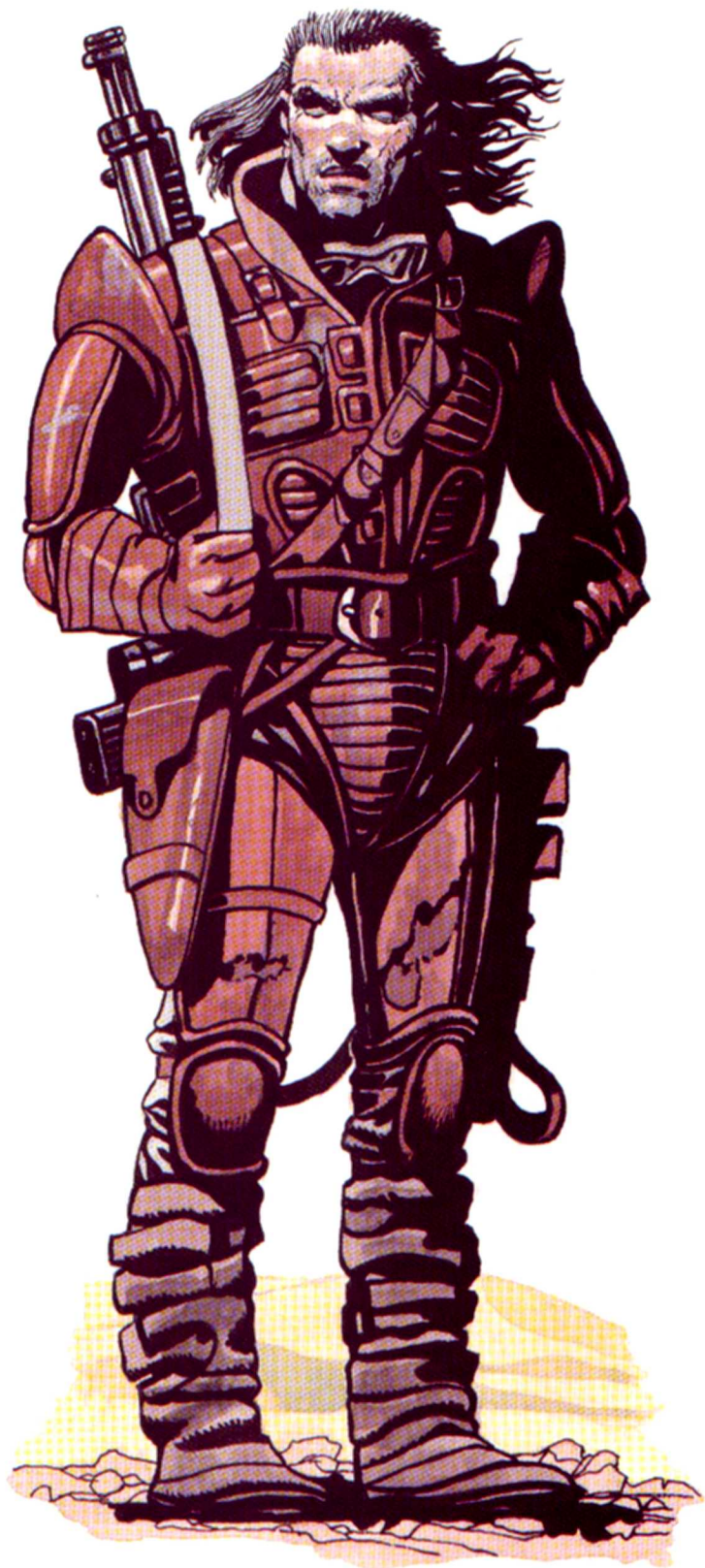
MUSICIAN



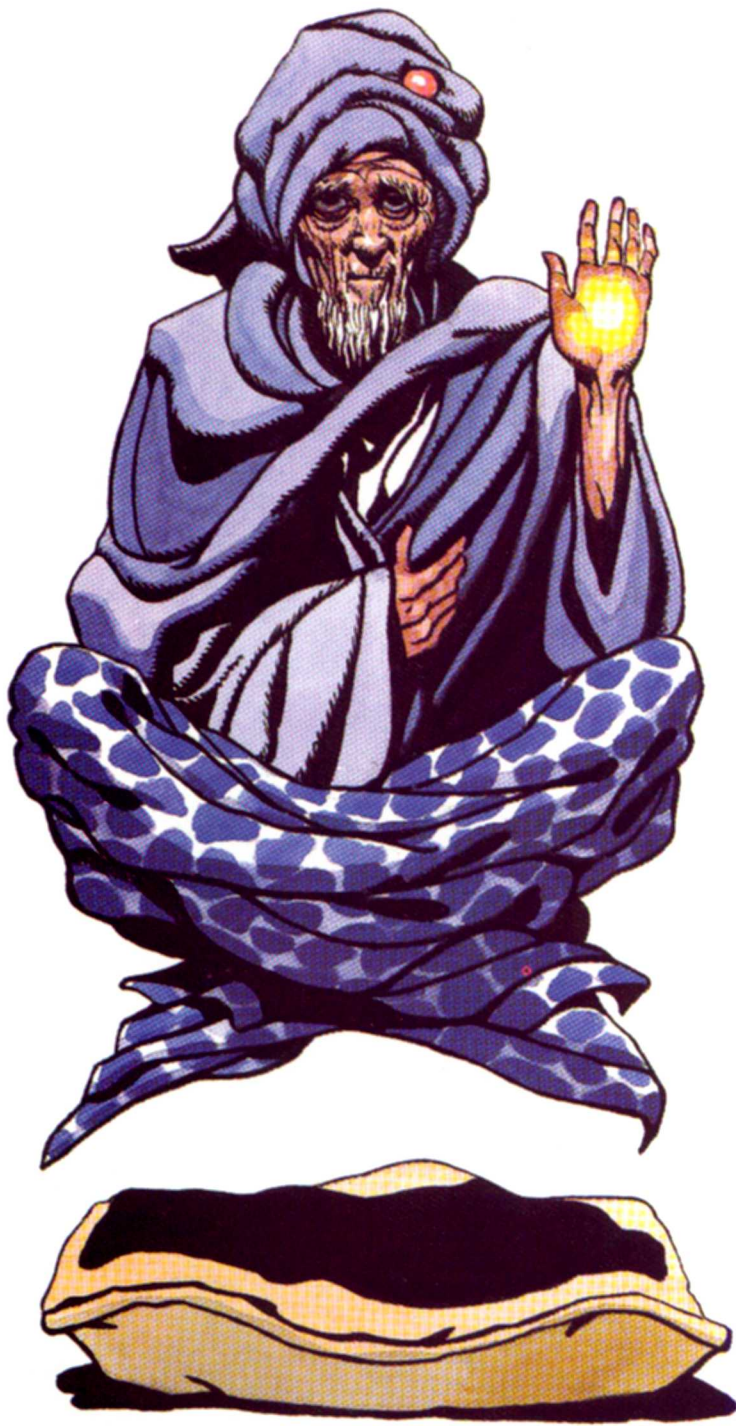
CORPORATE SPONSOR



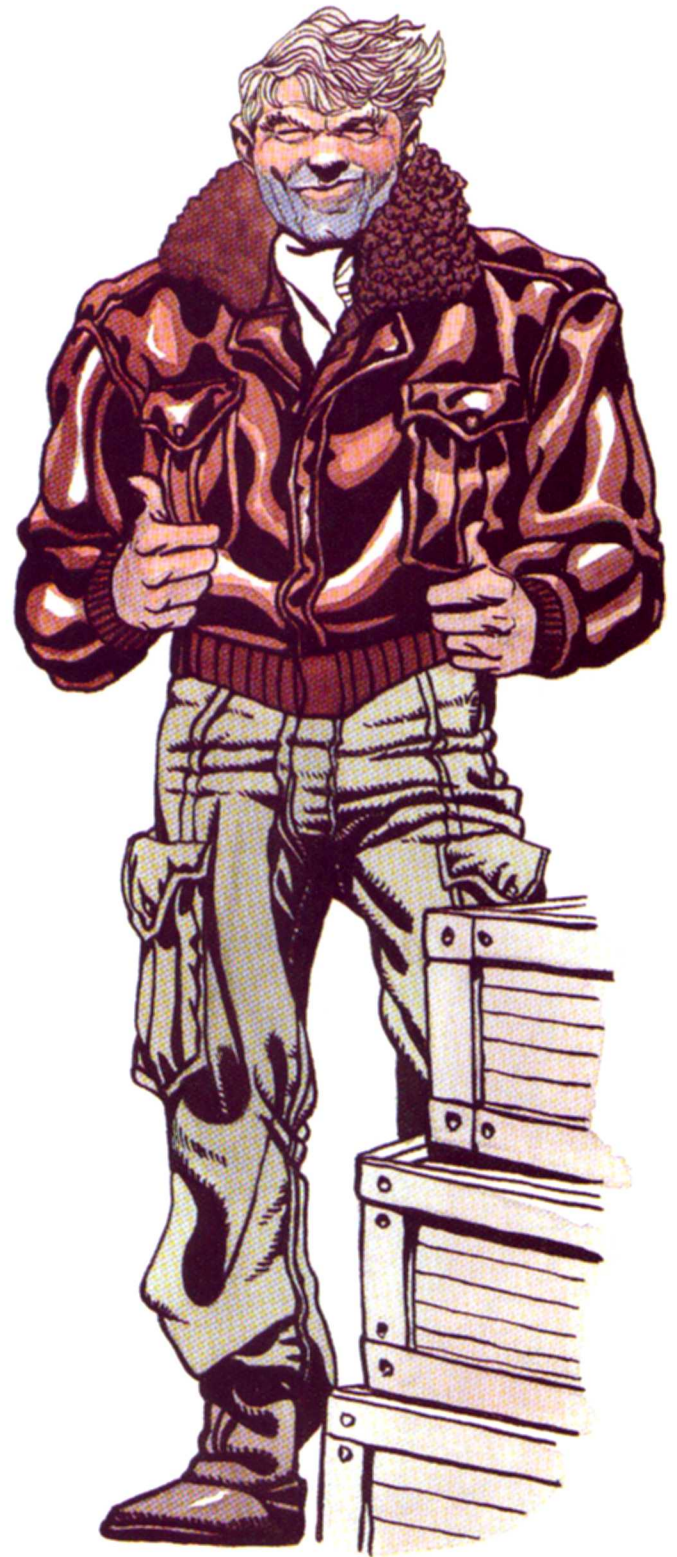
PLAYBOY



WASTELAND REBEL LEADER



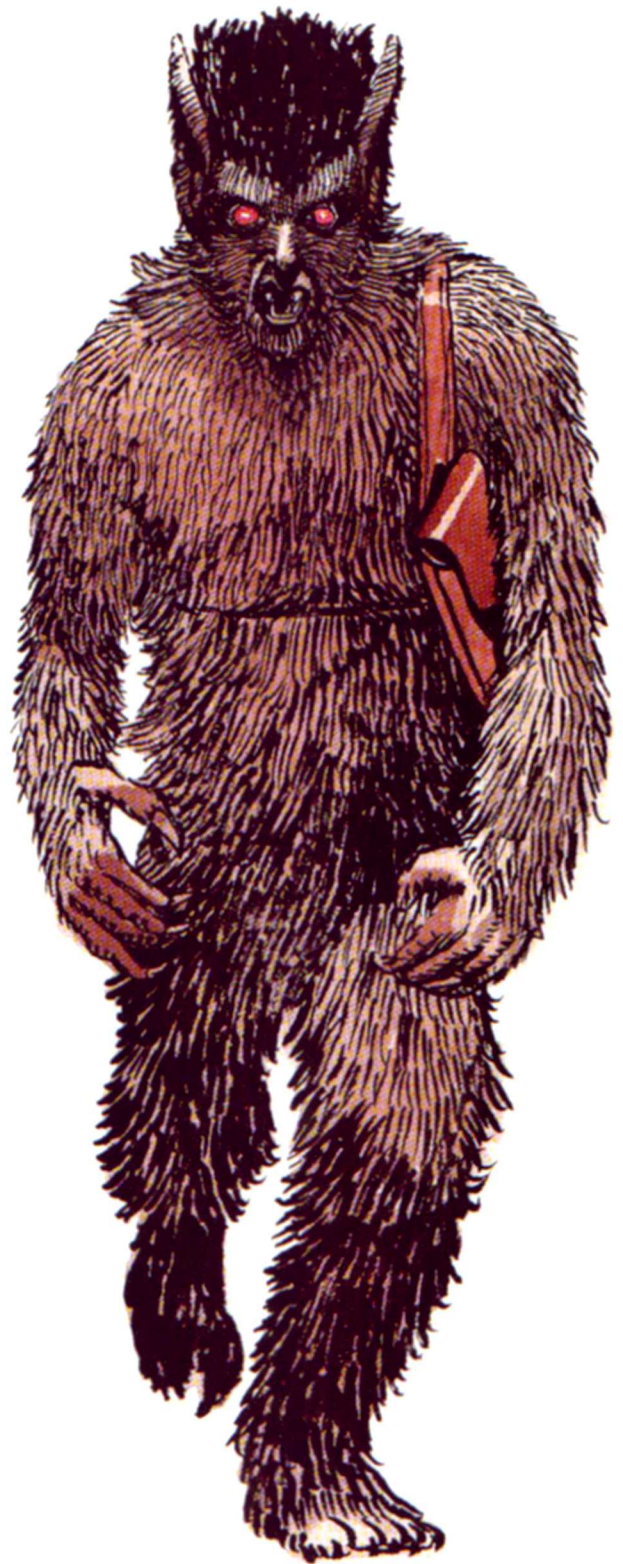
CULT LEADER



SMUGGLER PILOT



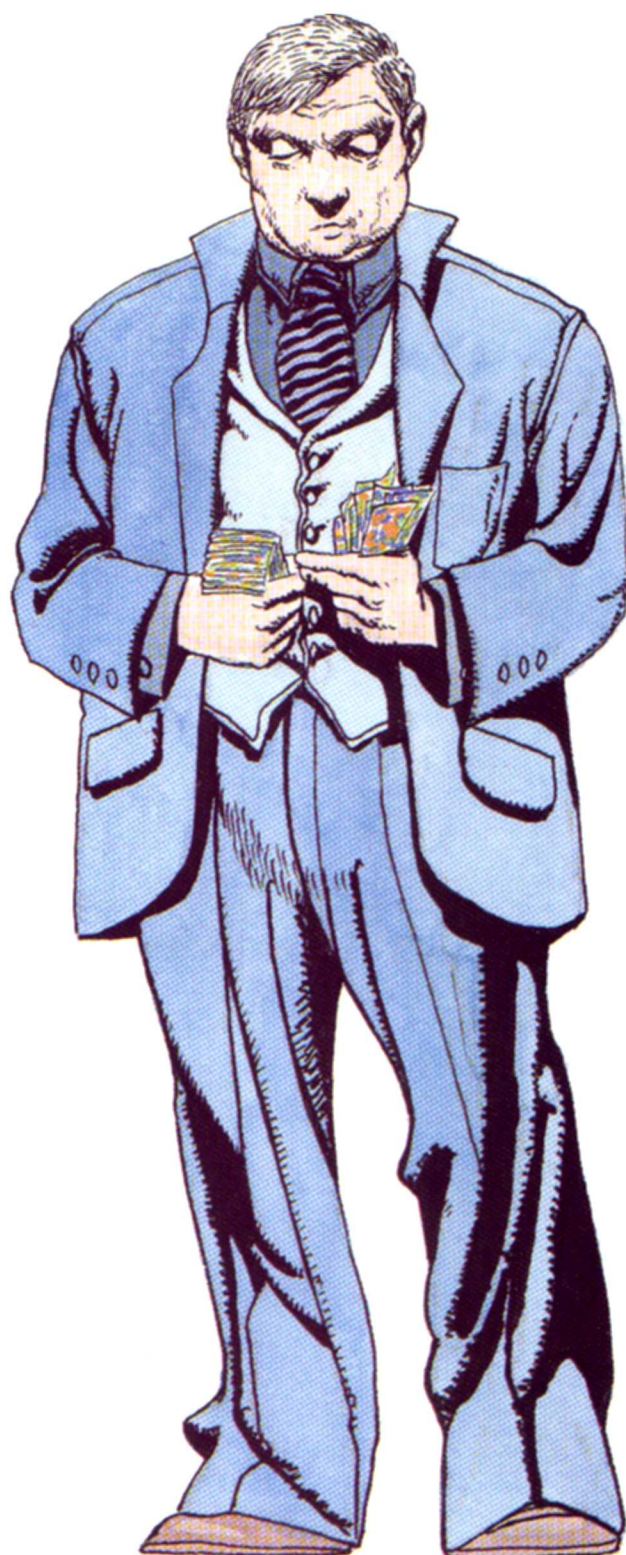
ICEBREAKER



CYBERASSASSIN



ANARCHIST HACKER



CORRUPT ADMINISTRATOR

Character Compendium #1

for

**CYBER
SPACE™**

CYBERROGUES™

Another pained and congested Sprawlzone stretches away before you in a hazy afternoon wash.

Skimming over shantytown rooftops, you notice that the writhing streets and alleys below are plugged with faceless men and women wandering about in an eternal, pointless exercise. But not all can be tagged as anonymous vagrants. A fortunate few rise above the others. Determined. Individualistic. Unique. Reflex boosted with Grade A wetware and stuffed full of themselves, these are the CyberRogues. Make way, or take them down.

This Cyberspace Character Compendium provides GMs with a number of new and nasty NPCs, ready to be dropped into any campaign. And because each personality is provided with his or her full game statistics, background and equipment listings, players may use these characters as PCs for one-shot adventures or extended gaming sessions.

An artist's rendering depicts each CyberRogue — 16 of them in **Full Color!**

CyberRogues contains 30 characters with the following features:

- **Personal Data:** Looks, demeanor, attitude, equipment, historical background and current undertakings are provided in clear, concise text.
- **Stats & Specs:** Each character is rendered down to his or her game statistics, modifiers, combat specs and more.
- **Skills:** Important skills and languages are all listed with their corresponding bonuses.



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