

# INTERFACE ZERO

UNZERRANNING  
THE RUINS BY THE BAY

GUN  
METAL  
GAMES





## NOT ALL CITIES ARE CREATED EQUAL...

### SOMETIMES YOU'VE GOTTA MAKE 'EM THAT WAY!

Once one of the largest sprawls on the West coast, San Francisco was ravaged by war and natural disaster. Now, some twenty years after a major earthquake levelled the city, San Francisco is home to a wide range of hybrids and humans who eke out a meager existence in this harsh, post-apocalyptic ruin.

Take care though, traveler, because as much as the people of San Francisco can't stand each other, they hate outsiders even more. These cats'll gladly gut you and leave ya naked and bleeding out on the broken concrete if you so much as look at them the wrong way, tomo. So, if you stumble into the wrong zone or forget to pack extra ammo when scavenging in the ruins, well...

Don't say you weren't warned omae.

San Francisco: There's no place like it.

Enjoy your stay!

**Writing:** [Curtis and Sarah Lyon, David Jarvis, David Viars, Lee Langston]

**Editing:** [Piotr Korys, David Jarvis]

**Artwork:** [Carlos Herrera, Jason Walton, Tomek Tworek, Sam Manly(Midnight Illustrations)]

**Cartography:** [Jason Walton]

**Layout:** [David Jarvis]

**NOTICE:** This is a layered PDF. You can turn any of the layers on or off in any combination to meet your printing needs. To do so, just click the layers tab on your pdf viewer.

This PDF is best viewed with the most recent version of the Adobe Reader, which can be downloaded here:

<http://get.adobe.com/reader/>

*Permission is granted to print out a copy of this PDF for personal use only.*

### IN THIS BOOK YOU'LL FIND:

- A detailed look at the ruins of San Francisco and its inhabitants.
- New Edges and Occupations
- New gear
- More City Trappings
- Detailed Salvage Rules
- Plot Hooks
- Major NPCs, ready to use in your game!

## TABLE OF CONTENTS

SAN FRANCISCO—THE RUINS BY THE BAY	2	PORTRERO SCAVENGERS	26
LIVING (AND DYING) IN SAN FRANCISCO	3	SONS OF ROBERT	26
LOCATIONS OF INTEREST	5	UPL	27
CASTRO	6	CHARACTERS IN SAN FRANCISCO	28
CHINATOWN	8	NEW HINDRANCES	28
DALY CITY	10	NEW EDGES	28
MISSION	11	NEW OCCUPATIONS	30
PACIFIC HEIGHTS	12	M & M TRADING COMPANY	32
PORTRERO ISLAND	13	ARMOR AND CLOTHING	32
PRESIDIO	14	WEAPONS	33
RICHMOND	15	VEHICLES	34
SUNSET	17	DRUGS	36
WESTERN ADDITION	19	COMMUNICATIONS EQUIPMENT	36
ORGANIZATIONS	20	CITY TRAPPINGS	37
ANGELS OF MERCY	20	SALVAGE TALES	42
ASCENDING DRAGON TONG	21	SAN FRANCISCO BOUNTY GENERATOR	48
BROTHERHOOD OF CONSERVATORS	22	PLOT HOOKS	49
CASCADIA EXPEDITIONARY FORCE	22	MAJOR NPCs	52
CINDER'S BLOC	23		
DALY CITY HYBRIDS	23		
THE FLOOD	24		
THE HOODS	24		
MASONISTS	25		
NUEVO FRANCISCO	25		

This game references the *Savage Worlds* game system, available from Pinnacle Entertainment Group at [www.peginc.com](http://www.peginc.com). *Savage Worlds* and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission.

Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purposes of this product.

©2011 Gun Metal Games. *Interface Zero* and all related marks and logos are trademarks of Gun Metal Games. Unless otherwise stated, all interior artwork, graphics, character names, and fiction are Product Identity of Gun Metal Games.

Status:  
Resolving address of ftp.declassified.net  
Status:  
Connecting to 42.55.05.231:66...  
Status:  
Connection established, waiting for  
welcome message...  
Response:220----- Welcome to shadow-  
FTPD [privsep] [TLS] -----  
Response: 220-You are user number 593 of  
1000 allowed.  
Response: 220-Local time is now 10:15  
Server port: 706.  
Response:246-This is a private system - No  
anonymous login.  
Response:246-IPv6 connections are also  
welcome on this server.  
Command:USER Orion@declassified.net  
Response:331 User Orion@declassified.net  
OK. Password required.  
Command: PASS \*\*\*\*\*  
Response:230-User Orion@declassified.net  
has group access to:  
Response:230 OK. Current restricted  
directory is /declassified docs  
Command: SYST  
Response: 215 IDSMK Type: sk-MLOC  
Command:FEAT  
Response:211-Extensions supported:  
Response: EPRT  
Response: IDLE  
type\*;size\*;sizd\*;modify\*;IDSMK  
mode\*;IDSMK.uid\*;IDSMK.id\*;unique\*;  
Response:211 End.  
Status: Connected  
Status: Retrieving directory listing...  
Command:PWD  
Response:257 "/declassified docs" is your  
current location  
Command:TYPE ALPHA-5  
Response:200 TYPE is now 128-bit KLOC  
Command:PASV  
Response:227 Entering Passive Mode  
(62,80,45,133,222,196)  
Command:MLSD  
Response:150 Accepted data connection  
Response: 226-Options: -a -l  
Response:226 10 matches total  
Status: Directory listing successful  
Response: Welcome to Declassified.net.  
Access to this server is a privilege, not a right.  
So play nice, kiddies. This week we're getting  
a series of uploads from Wolfson on San  
Francisco, or what's left of it. >>SysOp

POSTED 06/23/2088 10:18

>MAGPIE: HEY BILLY - IF UR STILL LOOKING  
FOR 411 ON THAT EP THING IN BOSTON I  
THINK THIS IS ANOTHER REFERENCE. <3

POSTED 06/23/2088 10:49

>ARCHANGEL: IT IS.

"And whatsoever I fought off became my life..."

—Soundgarden, Fell On Black Days

Awesome, I thought.

There have been occasions when I've  
found bounty hunting to be a rewarding  
choice of career. This wasn't one of them.  
Then again, I suppose there aren't many  
people who'd find staring down the barrels  
of what could only be some sort of home-  
made Gatling rifle to be 'rewarding'.

But this job had been a pain in the ass from  
the word go, so I didn't find myself all that  
surprised. The bounty head was some joker  
who'd managed to use a couple of dupes  
to set off an explosion on the upper floors  
of the Emperor Pharmaceuticals tower in  
Boston. It'd been a distraction, of course,  
and he'd made off with a small fortune in  
experimental drugs while his fanatic fol-  
lowers—those who survived, at any rate—  
were rounded up by Atlantica's police force.

Meanwhile, this guy...

Hmmm. "This Guy." He didn't exactly  
have a name—he was a 'zero'; off the grid;  
he'd managed to somehow avoid getting  
plugged into the system, or to get himself  
erased. This, of course, made my job all  
the more difficult, although he always had  
some assumed identity—usually some-  
thing like 'Chuck', 'Tuck' or 'Huck'... I'd come  
up with my own personal euphemism for  
him, but we won't go there. Let's just call  
him 'Schmuck'.

So, as I was saying, meanwhile this guy  
fled west with a bounty hunter hired by EP  
hot on his trail. My guess was the hunter  
must have caught up with Schmuck at  
Saint Louis—at least that's where he tried  
a swan dive off the Gateway Arch and met  
an untimely end, while Schmuck ran north  
to Chicago.

That's where I came into the picture. Em-  
peror Pharmaceuticals wasn't about to just  
let things drop, and so a certain 'Mr. Smith'  
approached me with an offer to resume the  
hunt at double the bounty they had offered  
the last guy.

Why not? I'd figured.

Since then, I'd come up with a veritable  
laundry list of reasons 'why not'. I'd chased  
Schmuck from Chicago to Denver to Las  
Vegas and, finally, to San Francisco—and  
every step of the way, he'd managed to  
recruit fanatical minions to hinder my prog-  
ress and offer me bodily harm. There were  
the Chrome Reapers in Chicago who'd been  
convinced my pitiful few cybernetics were  
worth a corporate CEO's ransom. In Denver,  
a whole group of over-zealous members  
of a neighborhood watch had been sure  
I was some militant anarchist come to as-  
sassinate President Robertson. It was a lo-  
cal 'banker' in Las Vegas who sent his entire  
goon squad after me to collect a presumed  
gambling debt. And in San Francisco...

Well... under the circumstances, I had to  
assume the hybrid with the Gatling rifle  
was part of Schmuck's latest contingent,  
and I mentally added that to my laundry list.

Okay, he might have been an ordinary  
guy with a really bad skin condition and  
over-active follicles, but since I was al-  
most to San Bruno Mountain, I had to  
figure the odds were he was a Moreau.  
And I supposed there was always the  
possibility he was just overly sensitive  
and had nothing personal against me—  
after all I seemed to have been winning  
friends and influencing people ever since  
I reached the city. When I'd met Cinder,  
one of the local gang leaders, my recep-  
tion had been equally warm.

So, "I'm just sightseeing, tomo," I tried.

"Buck says you come to kill us," the hy-  
brid spat back. Literally.

So much for possibilities. "You don't say,"  
I said. I honestly didn't think I stood a  
chance of drawing my Thunderbolt and us-  
ing it before getting mowed down by the  
rifle—unless it didn't really work very well.  
Somehow I doubted that was the case.

"So I'm gonna kill you first, pinkie."

I didn't doubt he was going to try and  
do just that, so I tensed, ready to pull my  
pistol. A single shot rang out. The hybrid  
looked around in confusion for a moment  
before collapsing to the ground, blood  
pumping from the hole in his chest.

"I was beginning to wonder if you'd left me  
to my fate," I said.

"I just want that prick out of my city,"  
came the reply from behind a pile of  
rubble far to my right. Cinder's lean (and  
I suspected largely-mechanical) frame  
emerged from hiding as she slung a  
tricked out hunting rifle over her shoul-  
der, and she absently brushed a strand  
of dark hair away from her face as she  
continued, "And right now, I think you're  
the only prick that can manage that."

"Thanks for the vote of confidence."

I looked ahead at the expanse of the  
mountain, knowing now it was likely cov-  
ered with a horde of defensive hybrids  
bent on keeping me from my quarry. I  
needed to get there before he figured  
out a way to skip to Los Angeles, and my  
only ally didn't exactly like me.

It promised to be a long day... but at  
least it wasn't going to be dull.



## SAN FRANCISCO—THE RUINS BY THE BAY

Sure, tomo, you've heard all the stories. First came the nukes. Then the Great Quake. Now San Francisco is nothing but smoldering ruins crawling with hybrids and scavengers, right?

Wrong.

Well, okay... there are hybrids and scavengers, but there's still a lot more to The City than those. Quite frankly, the nuke that hit Frisco did more damage to what was once San Bruno—the airport was the real target—and while there was some radioactive fallout, most of it was carried by the prevailing winds and currents to other parts of the bay... mostly Oakland and San Jose.

Nah... the quake was what really did a number on The City. Even though San Francisco was built with an eye toward surviving an earthquake or two, none of those tall buildings and causeways were capable of holding out for five minutes of sustained shaking. Most of them at least partially tumbled down, and thousands of people perished—either in the quake itself or the various following catastrophes of fire, plague and famine.

But the destruction of a city doesn't necessarily mean the death of a city. Just ask the Japanese. All comments about Hiroshima and Nagasaki aside (although they demonstrate that nukes won't necessarily do the job), when Tokyo was nearly leveled by the Second Great Kanto Earthquake, it was only a matter of a few years before corporate and civic interests had Japan's capital rebuilt. Granted, San Francisco was a little more short of sims and motivation than the Techno-Shogunate, but still... Frisco had been rebuilt from nearly total quake destruction once before.

Now, don't get me wrong: San Francisco isn't a big, bustling population center any more. In 2060, when the last official United States census was taken, The City was pushing a population of about 1.2 million. After the war and the bombs and the Great Quake, it's estimated that about one percent of that—maybe about 12 thousand—remains in what could be called the 'metropolitan area' of San Francisco. To put it in perspective, ami, San Francisco would qualify as a proper city if we were still in the middle-ages.

And once you leave Frisco and head into the wastelands of the Dead Zone, all bets are off... You'd be lucky to find a handful of people in a hundred square miles. The Central Valley is mostly marshland in the north and desert in the south. Without any infrastructure to speak of, most communities died—either literally, or through a slow process of migration and dismantling. So the peeps leaving the wastes either had to go south through the desert, north or east through the mountains, or west to what was left of San Francisco. So The City still has some life left in it.

Besides, there were visionaries who figured if Los Angeles could rise from the ashes in an area almost bereft of any natural resources, San Francisco oughta be a breeze—at least it has ready access to lumber and fresh water. Or course, there's also those gauchos from LA who are wanting Frisco rebuilt so they can have access to those same resources... but I'll get back to them in a bit.

The bottom line is Frisco is far from dead. It's just running a really nasty fever—what with humans and hybrids all shooting each other and trying to emerge as Numero Uno—so if you've got enough balls (or at least enough ammunition), The City is a freewheeling opportunity to carve yourself a little niche in the wasteland. Or, if you'd prefer a bit more security, you can always help someone else carve their little niche in return for a piece of the pie.

Posted 06/23/2088 13:21

>PAYN\_MAN: yah but la iz way cooler then sf.

Posted 06/23/2088 16:04

>MAGPIE: No way! I was down there last summer and couldn't get enough ac. @\_@

Posted 06/23/2088 16:22

>PAYN\_MAN: ... d00d... r u for real?

Posted 06/23/2088 17:01

>CHARON: Careful, PAYN. Word is that MAG-PIE has blood tats.

Posted 05/22/2088 7:08

>ORION: The "free city" of L.A. isn't the only one's interested in Frisco either. Cascadia would love to claim northern California and enfold San Fran into the greater whole. Of course it means a sizable investment in terms of infrastructure.

Posted 5/22/2088 7:34

>LUCIFERON: Not to mention the costs in pacifying the gangs, freebooters, crazies, and others who are living in the area playing "Mad Max". As strange as it sounds, L.A. if L.A. can put together the forces and claim Frisco for themselves, you might start to see the rebirth of California as a Free State.

Posted 5/22/2088 8:01

>D-V8: What about the Cartels in the bad lands, do you think they'll make a play as well?

Posted 5/22/2088 8:13

>BILLY\_BLACK\_EYES: The Cartels are still smarting from getting kicked out of Mexico, but they don't have the interest in California. It would involve to much rebuilding, to much investment. With the NAC government unwilling to spend the manpower to enforce order in the badlands, they'd rather stay there cook up their product and ship it to the places like the Free cities of Phoenix and Vegas, while also smuggling it back into Mexico and into the greater NAC.

Posted 5/22/2088 8:22

>EAGLE\_EYE: Course where ever there's willing customers, the Cartels are gonna be. The Dead Zone still has plenty of people who want to get high. The Cartels do deal in the area, but they don't go farther north, Cascadia owns the monopoly on selling their own people poison.

Posted 5/22/2088 8:25

>ORION: You call it Poison, I call it Freedom of choice.

Posted 5/22/2088 8:30

>BILLY\_BLACK\_EYES: Guys, before this turns into a moral argument on drug use, let's get back to talking about San Francisco.

Posted 06/23/2088 17:04

>WOLFSON: Promises are almost always made with the best of intentions and sadly, the road to Hell is paved with most of those good intentions. And there's no denying it, tomo—unless you've got some serious creds stashed away somewhere deep in Africa, what's left of North America is pretty much Hell. But then, so are most places in the world, so I guess we're in good company... or all stuck in it together for the long haul. Take your pick.

The United States had always been viewed as sort of a promised land—or at least a land of promises—but rising taxes, falling employment and a bunch of other factors began to seriously erode at public confidence. If you want to know the particulars, go read the history docs (or at least Interface Zero). In any case, even though the nation had been on its death bed for decades before the election of 2060, that was pretty much the moment when the rest of the world could look on and see how weak her pulse was.

And from there it was all downhill.

After a solid decade of not-so-civil war, national lines had been redrawn. Yeah, sure—the old state lines were still there in theory... but the reality was five independent nations within the boundaries of the the former United States (six if you count the scattered city states of The Southwest badlands as a single entity, and a bunch more if you count outlying territories). And each one of those places claims to be the 'true heir' to the good ol' U S of A; the torchbearers keeping Americanitas alive.

Okay... the actual reality is that most sprawlers and wasters don't really give a crap. Survival is a bigger issue than pursuing some fanciful lost glory as far as they're concerned. Most Joes just want to make enough creds to keep themselves and any loved ones happy.

One thing that can be said with a certainty is life in different parts of North America is... well... different. Not all sprawls are created equal, so to speak, and that's what I'm here to tell you about. You may have a pretty good idea of life in Chi-town, but what about other places? Do you apply the same rules to Saint Louis as to Chicago? Well... I'm gonna try to clarify that for you, ami.

Although I'll eventually show you several North American cities, for now I'm going to focus on San Francisco. Viewed by most peeps as just a lot of abandoned ruins, it's still a potential boom town. The City holds plenty of promise for anyone willing to scratch a bit for it—In other words, there's a lot of work for someone willing to take a certain amount of risk. Just remember that 'boom' has a couple of different meanings.

## LIVING (AND DYING) IN SAN FRANCISCO

Conventional wisdom says the people of San Francisco abandoned her after the Big Quake, but it would be more fair to say the rest of the world abandoned San Francisco. There were plenty of peeps who stayed in The City for any number of reasons: some couldn't afford to run; some preferred to stay hidden; some were just too damn stubborn to leave.

But anarchy acts like something of a vacuum, drawing power-seekers and power-evaders in equal measure —witness Somalia, which has been effectively operating without a true 'government' for just short of a century now. In fact, some pundits have dubbed Frisco "the Mogadishu of the West". While not entirely accurate, that epithet does offer a glimpse of what's going on in the ruins today: small factions laying claim to their chunk of The City and preying on anyone else foolish enough to come too close. Of course, this can be great news for you, tomo... provided you've got the firepower to hold your own territory, or can insinuate yourself into an existing power bloc. And make no mistake: there are plenty of power blocs for you to choose from.

Along with the remnants of Asian, Hispanic and Russian gangs, there are now gangs of hybrids and sims (and even zeeks, if rumors are to be believed), not to mention human supremacists and 'representatives' of places farther afield who want to get access to various abandoned resources.

Yeah... I said I'd get back to those guys.

You see, there were a number of reasons why settlers way back when decided the natives at Yerba Buena were in a good spot: a natural protected harbor, plenty of nearby lumber and agricultural land, and water. Not just any old water, mind you, but fresh, potable water. A lot of people don't realize there have been tensions for nearly two centuries over water between what was northern and southern California. Los Angeles was on some prime real estate, except it was surrounded on the non-ocean sides by mountains and desert. A huge aqueduct system had to be laid down to pump water from the north to the south from places as far afield as Clear Lake, Oroville, Berryessa and Folsom. When California went kaput, so did the entire aqueduct system.

So there are people in Frisco from the Los Angeles area, trying to gain access to all that old infrastructure so they can get the water flowing again. And there are people from the North American Coalition trying to make sure that doesn't happen. And there are people from Cascadia, who don't particularly care, except they don't want people from the NAC to control things like that. And finally, there are people from San Francisco who simply want to get all those other idiots out of their home.

Fortunately (or unfortunately, as the case may be), it's a big bad wasteland out there, and while it's still easy enough to get into the Central Valley by boat, none of the expeditions into the interior have had any reported success. There's rumors that the Ascending Dragon has secured the hydro electric plant at Lake Hennessey (north of the ruins of Napa), but that remains unconfirmed.

"Boats?" you ask.

Yeah, boats. You see, there's always been a good-sized water system running inland from The Bay—Sacramento and Stockton were both ports, after all—and the rising sea level has only made that better. Most of San Francisco and its environs were built on hills and ridges surrounding San Francisco Bay, so while the original wharves and marinas are now under water, most of Frisco remains high and dry: a perfect place to launch expeditions into the Central Valley... or stage pirate raids against passing sea traffic.



The roads, by contrast, haven't fared so well. Five minutes of shaking up and down almost the entire length of California back in '66 left big chunks, cracks and gouges in the state highways, and there's been no department of transportation in the last twenty years to put things back together again. In short, the California highway system resembles the surface of the moon more than any kind of roads. Some gangs have off-road battle buggies, to be sure, but their range is somewhat limited, and most of the bridges are now gone or unusable. So, why not air travel? Sure it exists, but the kind you're probably thinking of is too expensive for most of the locals, and the kind most of the locals have available (balloons, dirigibles and the like) is too slow to be practical.

And while elements in the NAC have toyed with repairing the railroads through the Rockies and Sierras, California's rail system was already nothing but bare bones by the turn of the century, and was entirely dismantled in favor of a magline by the middle of the century. Needless to say, that magline is nothing but memories now. So if you want to get to any of the outlying communities, boat travel is your best bet.

In The City itself, there are a few things you might want to keep in mind as well, ami, since it ain't your typical high-tech sprawl. For one thing, The Deep is pretty shallow here. Sure, you can access it—satellite feeds still work, and there are plenty of locals who still want access to their computers, if only to communicate with the outside world. But if you're used to seeing hypertags all over the place, prepare yourself for a little dose of sensory deprivation. And if you're used to using those hypertags to tell you about crap, prepare yourself for a big dose of totally ignorant. The only things sporting hypertags in Frisco tend to be imports, and most peeps have them removed pretty quickly so they don't draw any unusual attention.

Posted 06/23/2088 17:11

>WOLFSON: Just to be clear on the numbers, figure that each district of San Francisco has maybe between one and three-thousand people tied to it. Chinatown and the Western Addition actually have the largest concentration of people, while places like Richmond and Sunset are virtually abandoned.

Posted 06/23/2088 17:13

>CHARON: There's a conspiracy theory saying SoCal actually offered to capitulate to the Chinese if they'd arrange for a disintegration of NorCal's infrastructure. According to adherents, NorCal was going to join with Cascadia and cut off SoCal's water – if SoCal stood to lose everything, they figured they'd wipe NorCal off the map and then move in to rebuild. There's no real evidence to support it, but like most conspiracy theories, it has plenty of believers.

Posted 06/23/2088 17:16

>HIDDEN\_LYNX: Does anyone have any more info about the Lake Hennessey thing?

Posted 06/23/2088 17:18

>PAYN\_MAN: i gotta brah what sayz it didn't be the changs, but NAC troops outta mission took it.

Posted 06/23/2088 17:22

>CHARON: My best sources show there was fighting at Lake Hennessey, but the power plant remains non-operational. No one seems to know for sure who was fighting, and we can only guess who – if anyone – is actually left there.

Posted 06/23/2088 17:38

>PAYN\_MAN: there don't be shit worth hacking in sf anyway.

Posted 06/23/2088 17:45

>MAGPIE: Yeah there is, if u know what ur looking for. <3

Posted 06/23/2088 17:56

>CHARON: One man's trash, as they say. If you're looking to do long-distance information mining, SF is usually a bust – but if you're local, there are plenty of ways to score big.



Posted 06/23/2088 18:00

>WOLFSON: Here's some lowdown on money in The City:

## FRISCONOMICS

The Ruins of San Francisco aren't exactly 'shopper friendly'—you won't be finding a Malmart hub here, and your credits are likely to be next to worthless in most places. If you can get to some of the more 'civilized' areas, some of the merchants are still hooked into The Deep and you can spend your creds like normal, but in most places you'll either have to hope they accept cash (and mind you, tomo, paper currency is about worth the paper it's printed on here), or you'll have to barter. Goods you trade out are likely to be worth only about half what you paid for them—unless they're in high demand—but you can always try to trade services as well. If you've got a marketable skill, you're in like Flint; otherwise, figure you can earn the equivalent of about 50 credits for an hour's labor.

Posted 06/23/2088 18:23

>SIMBA: Don't be misled by that 'no law' and 'might makes right' crap. If you're in a place like Chinatown or Pacific Heights, you'd better believe they've got laws—and muscle to back them up. A good idea when you enter new turf is to find out who's running the place and what quirky rules that honcho has set up.

Posted 06/23/2088 18:24

>KRYOMANCER\_111: That sounded like the voice of experience.

Posted 06/23/2088 18:25

>SIMBA: Just sayin'. :-/

Posted 06/23/2088 18:40

>CHARON: If you're an aficionado of history, what happened in San Francisco was similar to the fate of Port Royal, Jamaica. Treasure hunters are still sifting detritus from the littoral alluvium near Kingston.

Posted 06/23/2088 18:45

>PAYN\_MAN: d00d can u say that n english?

Posted 06/23/2088 18:46

>LUCIFERION: Soft ground + earthquake = bad. You'll be digging the city out of the bottom of the ocean for a very long time. Read a book, PAYN.

Posted 06/23/2088 18:47

>PAYN\_MAN: don't gotta cuz i got the deep! im badass!

Oh... and while you're thinking about hooking up your wiz-bang computer system, you'd better make sure you've got a portable generator to run the thing. The power grid in Frisco has more holes in it than an old pair of underwear. Some of the local warlords have managed to get power to the most important places in The City (well... at least on their turf), but it's unreliable at best. Some buildings have their own generators (assuming they've got the fuel to run them), but many peeps just make do with wood, kerosene and home brewed alcohol.

This also means breaking into (or out of) places is likely to involve a lot less 'hack' and a lot more 'slash', since computers aren't necessarily hooked up to run entire buildings—let alone entire neighborhoods.

Speaking of which, any credits you've got access to aren't likely to be worth spit in The City—consider it a byproduct of The Deep not being very deep. Cash is king here, with gold and silver at the top of the monarchy. Most merchants will accept bills and coins from wherever, since they can usually be spent, but items of hard value can often take you farther. Most locals are willing to barter, either for goods or services, so if you've got skills, you're never broke.

There's also no law in San Francisco. Well... no 'official' law, at any rate. The unofficial law is 'Might makes Right', so you can pretty much do as you please as long as you've got the power to back up your actions. But in practical terms, this means it's a good idea to know who runs the turf you're currently on, since it's their law that's most likely to apply. Of course, if you've got enough brass to stand up to them, you're back to doing what you want.

Just remember a couple of things, tomo: The food chain is part of that big 'circle of life' and everything is prey for something else. And if you burn all your bridges, you might find yourself on a very small island with a lot of hot water rising fast.

## LOCATIONS OF INTEREST

Bombs; earthquake; flooding... it's safe to say San Francisco has been through a lot. Many buildings lay in ruins or partially collapsed, and most of the roadways have been reduced to gravel. In spite of that, chunks of what was the old city still stand with, with a few exceptions. The Golden Gate Bridge is still there, although I wouldn't recommend driving any vehicle heavier than... oh... a motorcycle across it. Technically the Bay Bridge is still there as well—but it's mostly a crumbling structure. Only the very brave or very desperate try crossing over that edifice.

Out in the bay, the water now laps at the walls of Alcatraz and Yerba Buena Island is now a tiny outpost in the middle of the bay. Treasure Island—connected to Yerba Buena by a narrow isthmus and created largely from landfill—literally liquified and sank into the bay during the Great Quake.

The main peninsula has fared somewhat better. As I mentioned before, the original wharves and marinas are now under water—as is China Basin—but the coastal bluffs on the western side of the city served as something of a bulwark... Much of San Francisco is still high and dry, all those hills keeping the bulk of The City well above water. Most of the coastal boundaries are relatively unchanged in spite of the rise in sea level, with the major exceptions of what was SOMA and large chunks of the Mission district.

Built up in a large valley, and reinforced with landfill, this area was only barely keeping it's head above water, so to speak, when the Great Quake came. Much like Treasure Island, the ground literally liquified—in mere minutes, tons of bay water rushed in, killing thousands and leaving Portrero Hill as a small island just off the east coast to mark what had once been several square miles of city.



Elsewhere—where the other old neighborhoods were—although things are relatively intact, the emphasis has moved to the high ground. The highest hills in Frisco are now virtually fortified bunkers overlooking the neighborhoods they control... and leaving the neighborhoods dependent upon whomever controls the hill.

And, even though the San Francisco sprawl once functionally surrounded the entire bay, incorporating Oakland and San Jose, now her boundaries functionally end at Daly City. Beyond that lay the ruins of 'What Once Was', now deserted or inhabited by feral gangers. Sure, a few survivalists hang on in the hills surrounding the bay, but if you want anything remotely approaching civilization... Well, assuming you can't make it back to Los Angeles, Vegas or Denver, you're best off staying in The City proper.

Inside of Frisco it can hardly be said there's currently a lot of five-star shopping or dining venues, but there are still places to check out and things to watch out for.

## CASTRO

The main gateway into this neighborhood is straight up Market Street. And I mean 'up', tomo—this is the functional entrance to the San Francisco highlands and marks where you're likely to see more trees and bushes than buildings. Most of the other roads heading into Castro from Frisco proper have been blocked with rubble and debris, or mined and booby trapped to prevent 'unauthorized' access.

San Francisco's Castro district and neighboring Haight-Ashbury have long been associated with counter-culture, and in some ways that hasn't changed. The current ruling faction in Castro is the Union of Peace, Love and Understanding, a group that prides itself on defying conventions. Ironically, they're pretty heavy-handed, and you can expect to have any weapons confiscated unless you can sneak into their territory. Just don't get caught skulking unless you're prepared to have the UPLU beat some peace, love and understanding into your disrespectful head.

Castro is also one of the places in Frisco where you're most likely to find hybrids, sims or other non-humans—the UPLU presence in the area ensures anyone viewed even remotely as 'second-class' anywhere else in the world is given preferential treatment. The only reason there isn't more harmony between Castro and Daly City is because the hybrids in Daly tend to be just a little too militant for UPLU tastes... and those hybrids don't tend to be pro-sim, pro-zeek, or pro-anything-but-hybrids, which also runs contrary to UPLU dogma.

### THE RAT PACK

The Rat Pack is a group of rodent hybrids that has (according to them) fled from Daly City to take refuge in Castro away from a 'dangerous political atmosphere'. Led by a garrulous old rat named Nicodemus, they are almost akin to gypsies—the Rat Pack enjoys entertaining crowds with song, dance and legerdemain in return for valuables. Occasionally, the Rat Pack even ventures down into the Western Addition. They can be a useful source of rumors and gossip, and even more tangible assistance... just remember to check your pockets afterward.

If you've got an inkling to play a rat hybrid, here's a template to use with the Hybrid rules from Interface Zero:

### RAT DNA

Who's a dirty rat? You know rats are some of the cleanest rodents around... and they're cute, smart, tough and sociable. And that whole 'opportunistic' thing—you know that rats are just survivors.

- **Small:** Rat Hybrids tend to be smaller than average humans. As a result, they have -1 Toughness.
- **Strong Immune System:** Rat Hybrids receive +2 to Vigor checks to resist poison, disease, and Fatigue.
- **Survivor:** Rat Hybrids start with a free d6 in Survival.
- **Untrustworthy:** No one trusts a rat—they suffer a -2 to Charisma when dealing with other races.
- **Wiry:** A Rat Hybrid automatically receives the Acrobat Edge.

Posted 06/23/2088 19:01

>LUCIFERION: Hey, SIMBA... it sounds like you've been out there – do you have a take on these UPLU guys?

Posted 06/23/2088 19:06

>SIMBA: I didn't deal much with them, really. They reminded me of militant Flower Children, or something. The Rat Pack was another story – they're an interesting group. Very entertaining, but I'd recommend keeping a close eye on your possessions if you're with them. On the other hand, they're pretty easy-going if you catch them with your stuff. What can you say about a group of rats that call their leader "The Big Cheese"?

Posted 06/23/2088 19:07

>KITTY\_KAT: I can think of a few choice things. :p

Posted 5/23/2088 19:11

>RAT\_MAN: The Rat pack to be is supposed to be in Vegas, not frisco. Figures those guys didn't get the memo.

Posted 5/23/2088 19:14

>HOT\_SHOT: Huh? Why is that, I don't get it.

Posted 5/23/2088 19:16

>RAT\_MAN: Fly me to the moon, and let me play among the stars.

Posted 5/23/2088 19:17

>HOT\_SHOT: What? Why are you talking about the lunar colonies, I don't get it!

Posted 5/23/2088 19:18

>RAT\_MAN: Let me see what spring is like, on Jupiter and Mars...

Posted 5/23/2088 19:19

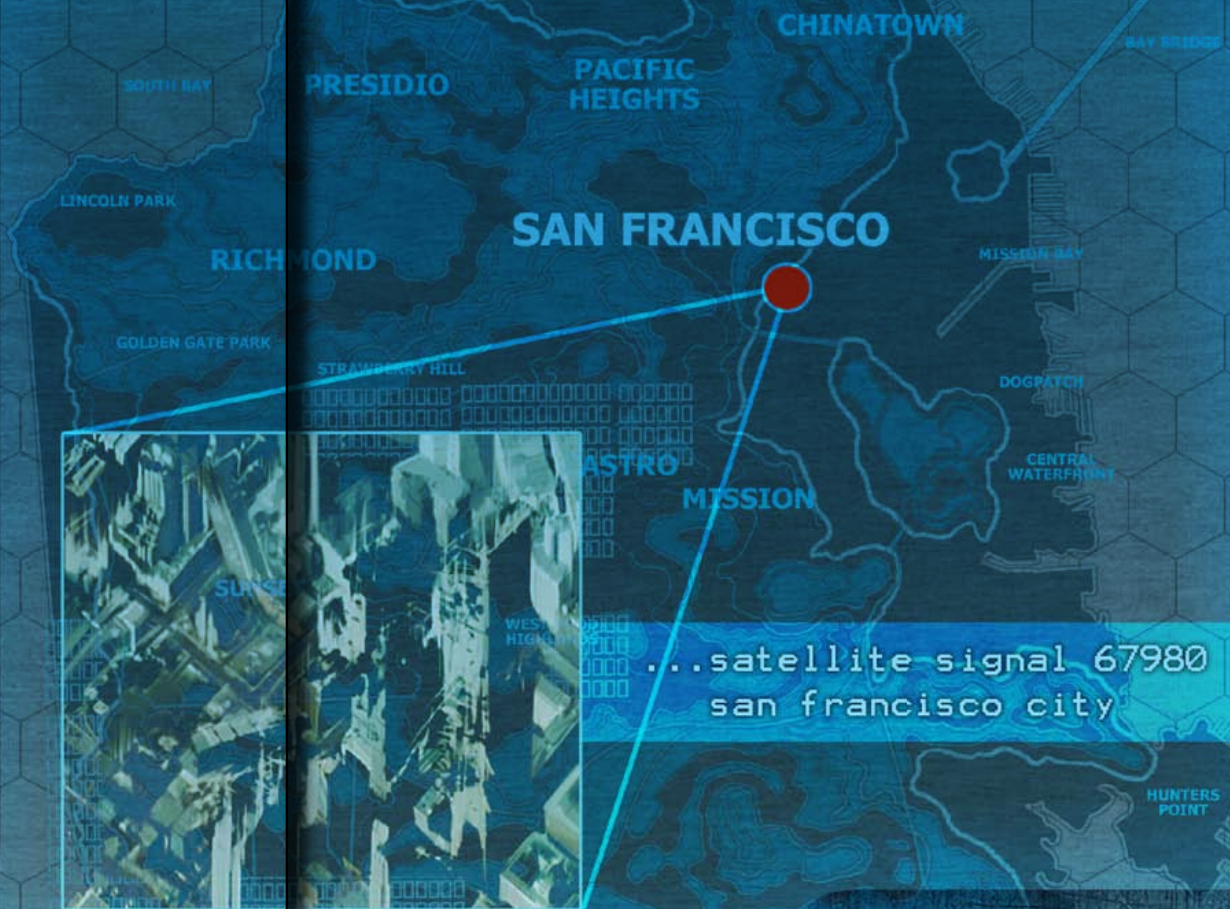
>HOT\_SHOT: You're not making any sense!

Posted 5/23/2088 19:20

>BILLY\_BLACK\_EYES: I see we're practicing our own brand of Irony once again Rat man.



# LOCATIONS OF INTEREST



7

SAN FRANCISCO

Posted 5/23/2088 19:22

>KITTY\_KAT: I'm in good with the UPLU, once you establish yourself as someone they can trust you'll be able to come and go as you please. The trust isn't the easiest earned however. One of the best ways to get it though is to pitch in and help out.

Posted 5/23/2088 19:27

>DOC\_HOLIDAY: There are rumors saying Cascadia has been sending aid packets to the UPLU as well. Cascadia is the most accepting country in all of North America when it comes to Hybrids, and the UPLU's beliefs tend to align with their own.

The buildings still standing in Castro tend toward either Victorian-style houses or the brick and cinder block remains of the ubiquitous shops that once provided clothing and counter-culture paraphernalia to locals and visitors alike. Any 'new' buildings are usually shabby imitations of the houses, as their multi-roomed construction serves well for the communal living popular to the UPLU. The stone structures serve as places to store goods, or as defensible positions in the event of an attack.

The Castro lacks what could be called a great defensible position, so the locals keep a constant lookout from Buena Vista Heights. There are positions around the hill commanding some pretty strategic views of The City.

There aren't too many 'points of interest' in Castro unless you're gauging security, but if you're in with the UPLU you can find a modicum of hospitality:

- **Buena Vista Heights:** There is no single 'perfect' vista on Buena Vista Heights, so the UPLU have set up several bunkers at strategic points to keep an all-around watch. A typical bunker is built of salvaged stone and corrugated steel, reinforced with sandbags. Bunk rooms are dug into the hillside, and usually about a dozen 'watchmen' are stationed in a bunker at any given time. In addition to personal arms, the watchmen also tend to have one or two heavy weapons (usually machine guns) for defense.
- **End of Market:** Well... technically you're in UPLU territory before you hit the end of Market Street, but at the point where Market becomes Portola Drive is where the 'official' entry point is located. This is the only entrance to Castro that isn't blocked or booby trapped, and anyone seeking entry must be cleared by the watchmen at the check-

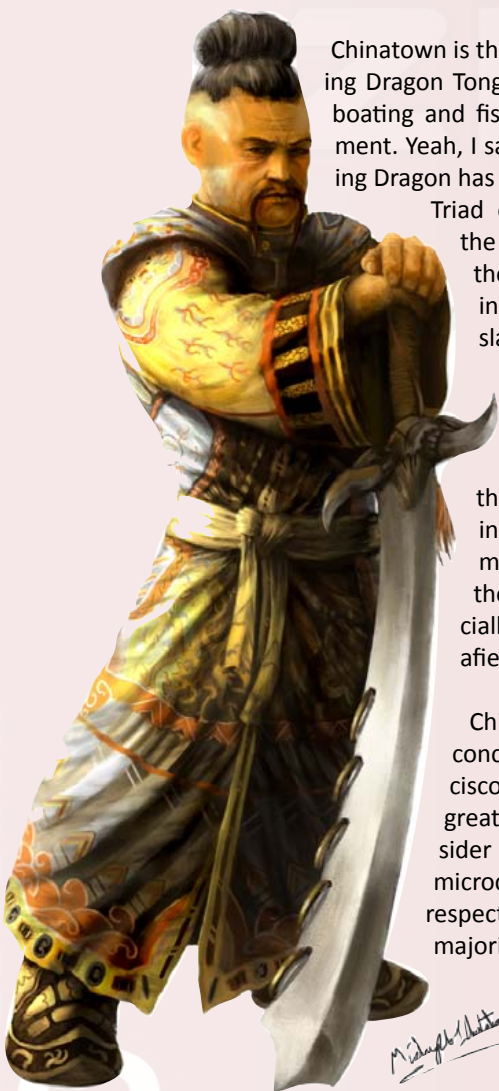


point. The UPLU does allow a trading post just outside the gate where some goods may be bought and sold, and there's a cheap hotel that's been built there as well (bearing the name 'End of Market'). This is as far into Castro as most peeps can get without being indoctrinated into the Union of Peace, Love and Understanding.

- **The Free Entity Club:** On the other hand, if you're considered 'acceptable' by the UPLU, you can get up to Haight and Ashbury where the Free Entity Club is located. Here's where they keep the better beds and booze (they also have 'Free Companions' there as well... although they're hardly free). The fare here is good, but unless you share UPLU values you'd best keep your mouth shut—a typical evening usually includes someone singing (or chanting) about how terrible everyone else in the world is, and how wonderful life would be if only the whole world took part in the UPLU way. Anyone who dissents is likely to be the next evening's entertainment, as they are humiliated and banished. This is also the best place to hook up with members of the Rat Pack.

## CHINATOWN

Back in the day, San Francisco's Chinatown was nearly iconic as a little slice of Chinese culture in the heart of an American city. Now it's just a little slice of Chinese culture. Centered on Columbus Avenue and Telegraph Hill, this neighborhood consists of what was both Chinatown and North Beach, with its boundaries roughly running from what's left of Market Street, along the east side of Nob Hill to the south side of Russian Hill and then out to the current waterfront.



Chinatown is the indisputable territory of the Ascending Dragon Tong, which controls everything from the boating and fishing traffic to the local law enforcement. Yeah, I say 'Tong' but as far as I know, Ascending Dragon has long since cut or lost ties to what ever Triad originally sponsored it. In any case, the Tong has ensured that Chinatown is the closest thing to 'proper' civilization in The City—if you consider teams of slaves and oxen helping to move the old cable cars up and down the hills to be proper civilization.

On the other hand, Chinatown has the largest selection of imported goods in the area as the Ascending Dragon has made various trade agreements with the surrounding neighborhoods... especially the ones with ties to places farther afield, like Cascadia or the NAC.

Chinatown also has about the largest concentrated population in the San Francisco area. But if you're thinking about how great that is, you might also want to consider the fact that Chinatown is also a tiny microcosm of the world at large in another respect: The privileged are few. In fact, the majority of people in Chinatown are in servitude—if not outright slavery—to someone else. The only 'bright'

Posted 06/23/2088 19:32

>SIMBA: @ LUCIFERION: This is the sort of stuff I was talking about earlier. The UPLU makes it a point to keep a couple of good-looking people of both genders in the lobby of the End of Market hotel to chat up travelers. They'll invite you out for a little social get-together which turns out to be an UPLU meeting where a motivational speaker will try to 'enlighten' you to the joys of Peace, Love and Understanding. If you don't seem to be wholly sold on the indoctrination, you aren't getting past the gates without someone assigned as a 'minder'—and they're damn good at knowing if you're wholly sold. I wouldn't be surprised if they've got a Peek or two keeping tabs.

Posted 06/23/2088 19:46

>MAGPIE: OMG... they have slaves? That's not very nice. :((

Posted 06/23/2088 19:49

>CHARON: Welcome to the real world, MAGPIE. Actually, for those who like to subscribe to diverse conspiracy theories, there are rumors of a 'slaver railroad' that is willing to provide 'product' to organizations like the Ascending Dragon.

Posted 06/23/2088 19:50

>SIMBA: I'm not sure how true that is, but I can say I have no idea where the tong was getting it's free labor from—it's not like I saw anyone out hunting. I suppose some may be born into it, but I tried to keep my nose clean in that area, just in case.

Posted 5/23/2088 19:51

>ORION: @SIMBA: Laying it on abit thick aren't we Simba? The UPLU isn't a cult, and they're not trying to "indoctrinate" anyone. Let me give you a counter view of what's actually going on. The UPLU is actually interested in promoting peace between folks, and yeah they have some fruity hippy viewpoints too. They're not stupid however, and they can't just trust anyone coming into what is one of the most safe and civilized areas in Frisco. The escort or "minders" as Simba calls them, are actually assigned to those folks the UPLU doesn't fully trust yet. You can bet your ass the escort is trained in combat, and will be watching you like a hawk to make sure you're not actually there to cause trouble.

Posted 5/23/2088 19:51

>SISTER\_SIN: It's sick what goes on in Chinatown really. Its hard to believe everyone else just lets this go on. The UPLU, the Daly Hybrids, why doesn't anyone take them out?



Posted 5/23/2088 19:52

>SIMBA: Simple numbers, the UPLU don't have the military experience, and getting all of the Daly Hybrids to agree on anything is well, like herding cats. It's the same lack of care which goes on everywhere else in the world.

Posted 5/23/2088 20:00

>EAGLE\_EYE: it's one of the reasons the Dragon Ascendant tong works against any form of re-unification with any greater powers. If Cascadia reclaims Frisco, if L.A. manages to take it over, hell even the NAC coming in would shut them down rapidly.

Posted 06/23/2088 20:20

>KRYOMANCER\_111: I had cause to be in Frisco not too long ago. The St. Francis is about as good a hotel as anywhere; maybe even better than some since they don't have the high-and-mighty attitude of some of the so-called civilized places I've seen.

Posted 06/23/2088 20:32

>CRIMSON\_VELVET: What in the hell biz took you to that hole in the wastelands?

Posted 06/23/2088 20:33

>KRYOMANCER\_111: Nada, VELVET. Just needed a vacation.

Posted 06/23/2088 20:34

>CRIMSON\_VELVET: Yeah. Right.

Posted 06/23/2088 20:38

>SIMBA: Thanks for that, BTW, KRYOMAN.

spot about that is the Ascending Dragon isn't biased about who they subjugate. Humans, hybrids, sims... it's all the same: if you aren't at the top of the pecking order, you serve someone else.

As I mentioned, the flavor here is decidedly Chinese—even the buildings that have been rebuilt are styled and decorated with an Asian flair. Mind you, that doesn't mean everybody in the neighborhood is Chinese... North Beach was an old Italian neighborhood, and plenty of other non-Asians were assimilated as well. But, in all fairness, if you're in Chinatown, you're likely to do better and rise higher if you're Chinese.

Being a 'center of civilization' within San Francisco, Chinatown has a number of amenities—even more if you can get into the district proper:

- **Coit Tower:** Sitting atop Telegraph Hill, Coit Tower has long been a San Francisco landmark. Although it was damaged in the quake, it has since been repaired and now serves several functions for the Ascending Dragon—particularly as a watchtower and a light house. Under normal circumstances, only the soldiers of the Ascending Dragon are allowed into the tower, and rumors abound of secret and sacred treasures hidden in the bowels of the structure. I can't vouch for that, but I can say the area around Coit Tower is one of the deeper ones in San Francisco's limited HR and there's a rather nasty (both in terms of strength and temperament) Dragon AI aspect protecting the virtual domain.
- **Dragon Gate:** This is another landmark that survived the Great Quake—largely due to solid construction and a comparatively small size. It is held in a certain amount of reverence by the locals, and is the 'technical' entry point to Chinatown proper along Grant Avenue and just north of Union Square. A number of noodle houses and a couple of inns now stand on either side of the gateway.
- **The Terminus:** Officially, this is called the Palace of the Ascending Dragon, and is a structure built after the Great Quake. It took fifteen years to complete, and marks the farthest point the cable cars run (the original turnabout is now under several feet of water). The courtyard of the Terminus leads into the Palace, and it is here the leaders of the Ascending Dragon meet and determine their policies. Side buildings have been constructed and set aside for visiting dignitaries—if you find yourself housed in one of these, count yourself important, lucky or both. Most outsiders found in this area are 'housed' in damp vaults underneath the Palace.
- **Union Square:** By contrast, this is the area most outsiders tend to visit for purposes of trading. Even though many of the original structures were partially or totally destroyed in the quake, there was enough left to rebuild much of the Square to usefulness. The original three towers of the St. Francis Hotel still stand (although only the lower floors are still safe to use), and the building still serves as a resting place for traveling merchants and traders. Several trading houses keep permanent shops on the Square as well. Additionally, since most everything south of Market Street is now underwater, Union Square sits just across from the current waterfront—although only shallow-draft vessels can dock here without fear of striking underwater debris.
- **Wong's Happy Garden:** This building, just to the south of Dragon Gate, is a family-owned inn that is favored by travelers in the know—it's near enough to Union Square to be practical, and far enough to be less chaotic. The ground floor serves as a bar and noodle house run by Wong, his wife and six daughters, while the

rooms on the upper two floors are rented out to travelers... sometimes on a permanent or semi-permanent basis. There is a rumor that the elder Wong is less than happy with the Ascending Dragon's policies, but if this is true, I've never seen any indication of it.

## DALY CITY

Sheltered by San Bruno Mountain from the main force of the nuclear blast, Daly City was left relatively intact compared to any place south of the mountain. Not that much was left after the earthquake. Although Daly City was technically not part of the San Francisco municipality, today such things make little difference and it gets lumped into what civilization remains in the Frisco area.

Of course, I use the term 'civilization' somewhat loosely when it comes to Daly City. Once you pass the arena, you're in territory claimed by hybrids, and they don't take too kindly to interlopers... For that matter, they often don't take too kindly to each other, leading to packs of canine hybrids brawling with feline hybrids and rodent hybrids ganging up on the loser. In short, there are all sorts of hybrids roaming the ruins of Daly City and banding together in their own little gangs, but they don't tend to get along.

The undisputed center of hybrid activity is San Bruno Mountain, where a council of various chimeras plot, plan, bicker and argue. While they have no 'official' name, the Rat Pack in Castro mockingly refers to the San Bruno Consortium as the "National Independence Movement for Hybrids".

At any rate, while San Bruno Mountain is their 'home', the hybrids also claim all the territory that once comprised Daly City—even if it's just a bunch of ruins and rubble for the most part. The good news is they aren't all brutish barbarians, so there's a chance they might be willing to talk; the bad news is there's seldom anything they want from 'pinkies' (as the Daly hybrids are fond of calling normal humans), so you may not have much bartering room. Oh... and watch your back, tomo, or you might find yourself in the middle of a hybrid gang war.

Because the locals don't take too kindly to outsiders, there aren't many places to hang out unless you're a mutt, but you may want to be aware of a couple of places:

- **Cow Palace:** It could arguably be said that the Cow Palace was one of the few places to benefit from the Great Quake. Originally constructed as an indoor amphitheater, the arena's glory days were far behind it and lost to nearly a hundred years of attempted real estate deals and development plans that consistently fell through due to various politics. Then came the quake. Now, the Cow Palace is more of an open air amphitheater sitting on the border of hybrid and human territory and used as a combination trade market and coliseum. Justice (such as it is) is often dispensed here, and fights are often held for that purpose or—often as not—for simple entertainment. You can find some sort of contact 'sport' going on here at least once a week, and the rest of the time there are vendor stalls to be found all over the arena.
- **San Bruno Mountain:** Although the ruins of Daly City are claimed by the hybrids, their 'real' territory is in the heights of San Bruno Mountain. Overlooking all of the surrounding territory—including the blasted devastation to the south—most of the rebuilding in the area has taken place in the mountain's woodlands. Although easily accessible, you probably shouldn't expect to get very far without running into patrols... and you certainly shouldn't expect a warm welcome when you meet them. The good news is most hybrids aren't actually animals, and if you've got something they want (and if they trust you), you may actually be welcomed.

Posted 06/23/2088 20:45

>KITTY\_KAT: Great. Someone finally sets up Hybrid Heaven and it's in BF nowhere. And then this joker makes off like we're always fighting each other.

Posted 06/23/2088 20:48

>SIMBA: @ KITTY\_KAT: I don't have anything personal against hybrids, so I'll just tell you from experience: They get along with each other as well as anyone else in the rest of the world, but in San Francisco they get along with each other as well as anyone else in The City. Which is to say, they don't.

Posted 06/23/2088 20:49

>KITTY\_KAT: Awesome... not.

Posted 06/23/2088 20:55

>DV\_8: What's so mocking about "National Independence Movement for Hybrids"?

Posted 06/23/2088 20:56

>SIMBA: The Rat Pack says, "What goes on behind closed doors at the Consortium is the secret of NIMH."

Posted 06/23/2088 20:57

>LUCIFERION: \*FACEPALM\*

Posted 06/23/2088 21:02

>PAYN\_MAN: ROFLMAO! thats effin funny the freak d00ds use the COW palace!

Posted 06/23/2088 21:03

>KITTY\_KAT: No it isn't, homer.

Posted 06/23/2088 21:04

>LUCIFERION: @ PAYN\_MAN: The word you're looking for is 'ironic'. Go look it up. And stop hating on this feed if you want to stay on.



Posted 06/23/2088 21:18

>ARCHANGEL: If the Sons are so well armed, why aren't they running the show?

Posted 06/23/2088 21:19

>SIMBA: I didn't deal much in Mission, but my impression was that there couldn't have been much more than a hundred of them in the area, tops. If they tried to spread over the whole peninsula, they'd be spread too thin.

Posted 06/23/2088 21:21

>CHARON: Perhaps this is more rumor and hearsay, but I've been led to understand the 'Sons of Robert' are more interested in the microwave tower than the actual ruins.

## MISSION

As I mentioned earlier, large portions of the original Mission district ended up underwater during the Great Quake... but Mission and neighboring South Mission covered a large portion of San Francisco, and so it remains a sizable neighborhood.

The original Mission Delores which gave the area its name was built just far enough west and just high enough to be spared the flooding, and amazingly only suffered minor structural damage during the quake. Since then, the mission itself has become the fortified bunker of the Sons of Robert, a quasi-theocratic group that largely controls the district. The Sons also have a fortified position on Bernal Heights Summit, which gives them undisputed control of the microwave tower there—and grants the Sons superb communications ability in Mission, as well as communications access to any available satellites.

The former Mission District itself is a tumbled-down jumble of old and crumbling buildings, largely inhabited by gangers and refugees. Since the Sons of Robert are well-organized, well-supplied and well-armed, they can easily defend their territory and so have the strong support of area locals who have accepted the Sons' 'doctrine', thereby qualifying for protection.

Of course, you should bear in mind the Son's doctrine declaims 'impure humans', which translates to hybrids, sims, zeeks, and androids, and pretty much anyone else not 'normal' as well as those who would consort, succor or aid them. In other words, if you aren't an honest-to-God human in the eyes of the Sons, don't expect any of that protection to be forthcoming—unless you're willing to subsume any rights or personal freedoms you might be accustomed to.

However, there is a group of self-proclaimed 'freedom fighters' operating out of the Sherwood Forest area of Mount Davidson who oppose the Sons of Robert and their human-centric doctrine. This gang, The Hoods, is small but enjoys a certain amount of popular support.

Although hardly 'civilized', Mission has a few places of note and even a place or two to rest and relax:

- **Bernal Heights Command Post:** The bunker at the top of Bernal Heights Summit is heavily fortified and protected by the Sons of Robert as it surrounds the microwave tower. Over the last several years, they've invested time and resources to build a durable concrete and steel barrier with raised positions mounting heavy weapons—some of which are even automated. Aside from the formidable physical defenses, there is a fair bit of Hyper Reality depth here, and the bunker is heavily defended in The Deep as well. There is some debate as to whether or not the Archdeacon of the Sons resides here or at Mission Delores, but no one doubts the Sons' determination to hold this particular piece of ground.
- **Mission Delores:** Even though the mission was damaged during the Great Quake, it was still left standing—albeit with more of a water-front proximity. The walls of the mission have been repaired and reinforced, and Mission Delores has become the unofficial gateway for anyone entering the area. Land travel further west can be dangerous as it skirts UPLU territory, and most water-borne traffic lets off in the small inlet now just south of the mission. Hospitality can be found here... although I should warn you I suspect the kindness of the missionaries allows for them to gain information from travelers—and perhaps even run some checks, since the Sons of Robert have a good communications relay. It still might be a good idea to stop in if you're traveling through, though: information is a two-way street, and anyone avoiding the mission tends to be viewed with suspicion. The price for simple food and lodging is cheap: you must listen to a sermon with your meal.

- **Robert's:** A little more relaxed than Mission Delores, and farther south, Robert's is a good second choice for a secure place to spend the night and get food, drink and information. Make no mistake—the inn has strong ties to the Sons, and paladins stationed on Bernal Heights often frequent the place, so you'll still want to mind your manners. But if you'd rather not indulge in being preached at, you're better off paying a bit and staying here.
- **The Fox Den:** Mount Davidson is the highest natural point in San Francisco, and topped with a 103-foot tall cement and steel cross. The Fox Den is high on the densely wooded slopes of Mount Davidson, and be warned: if the locals so much as think you're working for the Sons of Robert, you won't make it here without a fight. The club is rumored to be a meeting point for the Hoods, and as long as you aren't perceived as a threat you'll be readily welcomed; you can find lodging here as well, for a price. Don't ask about Robyn or the Hoods, though, unless you've got legitimate business.

## PACIFIC HEIGHTS

Pacific Heights, as the name implies, is largely on high ground. What this meant for the locals over time is that flooding wasn't a big issue, although there were some landslides as a result of the Great Quake. At this point the area consists of what were the neighborhoods of Pacific Heights, Russian Hill and Cow Hollow—the Marina would have fallen into this district as well, but has long been under water. The few Marina buildings that remained standing in spite of the flooding succumbed to the quake.

The lone exception is the Palace of Fine Arts. The classical stone structure—especially the great arched dome—still looms over the water like ancient ruins. And like ancient ruins, many rumors have spread about things lost or left behind. The Exploratorium once housed there contained many working examples of science and technology, and there are still those who remain convinced that secrets which would help rebuild the city—or aid in the controlling of it—lie under the waters surrounding the Palace.

Posted 06/23/2088 21:45

>BILLY\_BLACK\_EYES: Wait a minute. You mean to tell me there's actually a place there called 'Sherwood Forest'?

Posted 06/23/2088 21:46

>SIMBA: Yep. Actually, I gather it used to be a housing development on the south side of Mount Davidson, with street given names like 'Nottingham'.

Posted 06/23/2088 21:49

>MAGPIE: i don't get it. whats the joke? 0\_0?

Posted 06/23/2088 21:51

>LUCIFERION: Doesn't anybody read any more?

Posted 06/23/2088 21:52

>CRIMSON\_VELVET: Only the feeds, honey.

Posted 5/23/3088 21:55

>ARCHANGEL: I hear rumors a group of bio-horrors effected by the nanites and radiation and everything else took up residence in the fine arts building. It's one of the reasons why nobody's made it back with these "treasures".





Posted 06/23/2088 22:09

>D-V8: Sounds like anyone ballsy enough to get into that Exploratorium thing could find a veritable treasure trove of sci87@#\*%&@#.....That's a load of crap. All anyone could find there is the remains of strobe lights and convex dishes. [System Protocol:\Signal Trace\Identification: Avatar Hypertag="SANDMAN"]

>>Sorry guys. That prick was in and out before I could do anything. Are you still there D-V8?>>SYSOP

Posted 06/23/2088 22:10

>D-V8: It's all good... I'm still here. He just hijacked my signal for a second.

Posted 06/23/2088 22:11

>KITTY\_KAT: The jerk could have just logged on.

Posted 06/23/2088 22:12

>ARCHANGEL: I hate to tell you this, but he's following the feed, logged on or not. The guy's good.

>>I'll boost the firewalls, and I guess I'll have to unleash BANZAI\_BEZERKER.>>SYSOP

Posted 06/23/2088 22:13

>BANZAI\_BEZERKER: YEAH! HE'S A BIG PRICK AND ALL HIS PENIS BE OURS!

Posted 06/23/2088 22:14

>KITTY\_KAT: I'm SO happy it's already come to this. \*ROLLEYES\*

The Pacific Heights neighborhood is largely controlled by a paramilitary group operating out of what's left of Fort Mason (which call themselves, quite originally, 'the Masonists'); their control extends out to Alcatraz and Angel Island as well. Although the Masonists' main base is on the headland at Fort Mason, they also maintain a lookout point on Russian Hill as well as one on the Heights, overlooking the Presidio.

The Masonists tend to be a paranoid lot, but that doesn't mean you can't catch a little hospitality here and there—if you keep your nose clean and obey the Grand Master. Some places to watch for:

- **Alcatraz:** Even with the risen sea level, the walls of Alcatraz still stand above the waters of the bay—in fact the rocky island and its resident fortress weathered the Great Quake quite well. Although some of the lowest chambers have flooded, the courtyards and upper buildings are still quite useable... and if rumor is to be believed, it is still quite used by the enigmatic Grand Master of the Masonists. Whether true or not, the Masonists certainly use the island as a secure fortification, and many of the people taken there for 'questioning' have simply never returned.
- **Angel Island:** What makes Alcatraz even more eerie to some is the fact Angel Island is where the Masonists dump their usual criminals or undesirables. In some ways, it's reasonably humane as the old military buildings and the island's natural resources make survival possible—if somewhat rough. On the other hand, if one doesn't have the skills or wherewithal to fend for one's self, survival isn't very likely over the long term. And even though escape isn't impossible, it's unlikely without outside assistance, and Masonist patrols by boat are common enough to complicate such an occurrence.
- **Fort Mason:** There's some debate over whether the Masonists took their name from the fort, or if they took the fort because of their name, or if it was just plain serendipity. Whatever the case, the still-accessible upper portion of Fort Mason is claimed to be the headquarters of the group. Although there are people scratching out a living outside of the fortified compound, all sanctioned trade and diplomacy must occur with the Masonists inside the compound walls (razor wire... what ever). There are some amenities like food and lodging in Fort Mason, but expect to be under near-constant surveillance while you're there.

## PORTRERO ISLAND

Between the rising sea levels and the Great Quake, a few areas that were once part of San Francisco proper were relegated to the role of islands—Portrero and Rincon Hills in particular. Although most of these areas are still tenuously connected together by the remains of the old highways, they are more safely and easily reached by boat, which is how the scavengers who now lay claim to the area typically do it.

The areas claimed by the Portrero Scavengers also include Yerba Buena Island and The Ruins. Other than the shacks and shanties built from the bits and pieces salvaged from the rubble, there aren't any major structures still standing on most of the islands... Well, unless you count the 'Embassy Building' the Scavengers have created from a surviving building on the 'mainland' at Bayview Heights.

The Ruins are another case altogether. Mostly consisting of the stumps and skeletons of the buildings once considered a part of San Francisco's skyline, these

knots of steel and concrete wreckage are a favorite haunt of the Scavengers, as they occasionally yield some highly profitable salvage. Long abandoned computer systems might hold less tangible treasures for the truly enterprising, but the Potrero Scavengers take their territorial rights pretty seriously... If you catch my drift.

Portrero is dangerous for other reasons than simply gangs of scavengers, as well. Hunters Point shared the fate of SOMA and Mission, having largely been created from landfill at low elevations, and although the naval shipyard once housed there had long been closed the region was known to be filled with toxic waste. What this means for you, tomo, is don't drink the water. I wouldn't advise eating anything grown there, either, and it wouldn't be a bad idea to have yourself checked for contamination after dealing with any locals. Although most of the problems picked up from toxic releases aren't contagious, it never hurts to be safe.

The Portrero Scavengers are nothing if not traders, so they have taken a few pains to build some amenities for visitors—just don't trespass in places you're not welcome, tomo:

- **Bayview Consulate:** After the Great Quake, Bayview Heights was another San Francisco neighborhood that suddenly found itself with a waterfront—in fact, the entire area is now a small hilly peninsula jutting out from just south of Mission. The Portrero Scavengers have used this to their advantage, creating a mainland 'base of operations' where locals and travelers are encouraged to do their trading. Although outsiders aren't prevented from going to the main island, the Consulate is where all proper business is conducted—even if it is less of a consulate and more of an open air market built up from the wreckage left behind after the quake.
- **Pub Portrero:** This is a fine example of the type of watering hole you can find if you visit Portrero Island. The locals tend to be friendly, if a little close, so you shouldn't have too many problems if your coin is good, so to speak. On the other hand, I'd advise caution when drinking the local beers: if you don't order the 'good' stuff, it's likely to be watered down... and as I mentioned before, the local water can be somewhat toxic.
- **The Ruins:** The Ruins are what's left of San Francisco's Financial District: the skeletal stumps and remains of the downtown skyscrapers jutting up from bay's shallows just off the Chinatown coast. Even though The Ruins are technically a no man's land, the Portrero Scavengers have laid claim to them—something that initially led to a few run ins with the Ascending Dragon until the Chinatown denizens decided there wasn't really anything there of enough value to continue fighting over. But the scavengers continue to launch expeditions from The Hub (their base on Rincon Island), and occasionally they come back with something of moderate value.
- **Yerba Buena Island:** Yerba Buena Island can now only be reached by boat, or by a very daring trek across the first third of the twisted wreckage of the Bay Bridge. It's also claimed by the Portrero Scavengers, who now largely use it as a staging area to dive to the north in search of sunken debris from Treasure Island.

## PRESIDIO

San Francisco's Presidio had a long history as a military base, followed by a relatively brief stint as a National Park. Now, it's pretty much a military base again—although the members of the Cascadia Expeditionary Force stationed there maintain they are simply on an observation and peace-keeping mission.

Some people disagree and accuse Cascadia of lying, but these are mostly (and

Posted 06/23/2088 22:28

>SIMBA: Just so you know, I also tried to keep a low profile when I was dealing with these Masonist idiots. The word 'paranoid' doesn't quite to them justice. I suspect the 2090 print of Webster's will have a picture of their Grand Master next to the word 'paranoid'.

Posted 06/23/2088 22:30

>LUCIFERION: That bad, eh?

Posted 06/23/2088 22:31

>SIMBA: Worse, actually. I met a peddler in the area who was trying to make a name as an information broker. The day after I spoke with him at the Fort Mason Trade Compound, he vanished. I have no idea if he's on Angel Island or at the bottom of The Bay. I couldn't find any news about the guy, and I didn't dare push too hard.

Posted 06/23/2088 22:40

>SIMBA: The Portrero bunch is actually one of the easier groups in The City to deal with. They can be a little territorial, but they know they need outsiders to sell to, so they try to keep it cool when you're in their camps.

Posted 06/23/2088 22:45

>BILLY\_BLACK\_EYES: Why am I not surprised someone would build a neighborhood on a toxic waste dump. I guess the question is whether or not the Navy was actually finished with its testing.

Posted 06/23/2088 22:47

>KRYOMANCER\_111: Aye, tomo... And I wouldn't recommend the local fish either. Unless you've got some serious high-tech purifiers with you.

Posted 06/23/2088 22:48

>SIMBA: Now THAT sounded like the voice of experience. :-p

Posted 06/23/2088 22:50

>KRYOMANCER\_111: Don't remind me.



Posted 06/23/2088 23:07

>CHARON: The ruins of San Francisco's Financial District could have some potentially interesting things lying around them. Some of those corporations had to clear out pretty quickly and didn't get everything out of their basements, or so I've been told.

Posted 06/23/2088 23:15

>SIMBA: The CEF peeps are friendly enough, if a little unhelpful at times: they've got this 'Prime Directive' thing going, so they don't want to get involved in anything. On the other hand, since they've still got a pipeline to Cascadia, the Presidio is one of the few places in San Francisco where you can still spend your good old credits without any problems.

Posted 5/23/2088 23:20

>EAGLE\_EYE: Don't believe the CEF is being completely apolitical for a second. The Union receives aid packets discreetly from these guys, as do the Hybrids in Daly and the brotherhood of Conservators. It's all hush, hush, but Cascadia wants Frisco, and is laying the ground work for the day they show up.

Posted 5/23/2088 23:22

>CRIMSON\_VELVET: Rumor has it Cascadian commandos have been training groups like Robyn's hoods, and providing them some firepower as well.

Posted 5/23/2088 23:27

>WIDOW\_MAKER: This is starting to sound like conspiracy and BS, are you sure about this?

Posted 5/23/2088 23:30

>EAGLE\_EYE: My sources are pretty accurate. If you're ever in trouble with some of the groups like the Tong, you might find yourself receiving some discreet aid from unlikely sources. That is of course, if you're working in line with Cascadian ideals.

Postd 5/23/2088 23:32

>KITTY\_KAT: And just what are Cascadian ideals?

Posted 5/23/2088 23:33

>NEON\_BRIGHT: Sex, drugs, and rock and roll, what else?

predictably) from either Los Angeles or the North American Coalition. Go figure.

At any rate, while the CEF hasn't refit any of the shore batteries, they have occupied a number of the forts and outbuildings, as well as reinforced Fort Scott and built an observation post on Robb Hill. However, they have refused so far to become involved in any of The City's politics, nor have they thrown their support behind any group within the city... Not that there haven't been any overtures from said groups.

All things considered, since the Presidio largely consisted of campgrounds, golf greens and tourist centers by the time of the nukes and the quake, the area suffered relatively little from the destruction. In fact, some of the area has proved to be fertile ground for the limited agriculture carried out by the Expeditionary Force.

While the CEF doesn't exactly encourage 'visitors', they aren't unfriendly either and if you've got no problems with Cascadia (or visa versa) you can find refuge within the Presidio. Some points of interest:

- **Fort Point Ruins:** Originally, Fort Point was a sturdy naval base in the south side of the bay's mouth. It never saw any action and was decommissioned, eventually sinking beneath the rising waters of the sea. For the most part it gets ignored, but there are still treasure seekers who think there might be some salvage of value if they can get to the point and make the dive.
- **Fort Scott:** Although this base was built largely for coastal defense, the Cascadia Expeditionary Force is a little more concerned with preventing incursions from The City at the moment. While the coastal bunkers make for good defensive positions, most of the CEF's heavy weapons are currently directed more to the south and east. Although Fort Scott was converted to a state park, as the civil war heated up the site was once more militarized, and weapons moved back in. The quake was what closed down the base again. Some of the buildings on the grounds of the fort have been rebuilt to house CEF troops, as well as any visitors, but the biggest strategic value of Fort Scott is its direct access to the Golden Gate Bridge.
- **Robb Hill:** Robb Hill is the highest point in the Presidio, which gives it a certain strategic value. Up until the war, the site was used as a campground inside the boundaries of San Francisco, so much of the land had been cleared of excess trees and brush. Since the CEF moved in, they've built a command and communications bunker on top of the hill to allow for a little more strategic and tactical advantage. In the event of an attack, this would be the most defended position, with the bridge coming in a close second.
- **The Golden Gate Bridge:** As I said earlier, the iconic Golden Gate Bridge got rattled up pretty good during the Great Quake, but it's still standing. The CEF has spent a little effort on repairs, although the bridge isn't really sturdy enough at the moment to run... say... tanks and artillery across it. But it is usable to run light vehicles across, which means some supplies can be brought in by ground. Groups like the Masonists and the Angels of Mercy look at the Golden Gate with covetous eyes, but for now it remains firmly in the hands of the CEF.

## RICHMOND

The area of San Francisco once consisting of Richmond, Seacliff, Golden Gate Park and Sutro Heights is now largely an empty expanse of wilderness and ruins, fought over by a handful of factions—particularly Nuevo Francisco and the Angels of Mercy.

The Nuevo Francisco, perhaps with some help from the Brotherhood of Conservators, have established themselves in what used to be Golden Gate Park, using it to cultivate farmlands and preserve something of what was San Francisco. The park was over a thousand acres of hills and greenery dotted with what could only be called some unique architecture. Oddly, Nuevo Francisco hasn't apparently rebuilt anything that could be called 'fortified', choosing instead to focus on things like the Peace Pagoda and the Japanese Tea House. But they also control the only surviving direct route between Richmond and Sunset: Highway 1 (Chain of Lakes Drive is technically still there, but mostly as broken chunks of ground not well suited for vehicular travel). In practical terms, this means Nuevo Francisco hold a strategic position that several other groups would like to have access to.

This includes the Angels of Mercy. Rumor has it that the Angels are actually backed by part of an advance team from Los Angeles, sent to secure and restart the northern California aqueduct system. Whether or not this is true, the Angels have shown little regard for the other people of the region, and a strong interest in garnering technology. As a result, most smart people stay well away from Sutro Heights and circle the long way around if they want to cross the area.

A number of hybrids have also made their way to the Richmond area—usually chimera of a more combative nature that revel in the wanton violence offered by the Angels of Mercy. For their part, the Angels don't seem to care one way or another, having never forged any official alliance with gangs like the Bear-zerks or Minotaurs, nor turning them away should they show up to 'help' with some 'project' or another... particularly against Nuevo Francisco.

It's pretty easy to make out the difference in the gangs' credos: Although Richmond remains largely demolished in the wake of the Great Quake, many of the areas and structures inside the park have been painstakingly repaired and cared for. By contrast, Sutro Heights and the parts of Richmond claimed by the Angels remain a wasteland of devastation, marked with red-painted warnings, barbed wire, and sandbag bunkers.

The sorts of places you might find in Richmond largely depends on where you are. Nuevo Francisco has some... um... 'quaint' locations, but if you find a bar in Angels territory, I'd highly recommend keeping a weapon handy:

- **Palace of the Legion of Honor:** This replica of a French palace sits on a high spot commanding a view of the Ruins of San Francisco and the Golden Gate Bridge. The ground around the Palace is fairly clear, since it served as a golf course for quite a while, but the fountain that once filled the pool in front no longer works. The Angels of Mercy have claimed this building as their 'home base' in spite of the earthquake damage... The Angels don't seem big on rebuilding, so it's still crumbling, although it hasn't entirely lost its former grandeur.
- **Strawberry Hill:** Situated in the middle of Lake Stow, this is a naturally defensible area that serves as something of a 'headquarters' for the Nuevo Francisco. The top of the hill marks the highest point in the old park, and is ringed with a stone circle made from the remains of an observatory of sorts which was destroyed in the earthquake of 1906 and never rebuilt. After the Great Quake, the Nuevo took the stones and built something of an homage to Stone Henge. On a more practical level, Highway 1 runs just beneath the hill to the west and can easily be watched from Strawberry Hill. Nuevo Francisco also keeps watch posts on the road at either side of the park.
- **The Hole:** This little watering hole deep in the ruins of Richmond is a typical Angel dive—not that the Angels of Mercy are terribly hospitable to strangers. On the other hand, if you've got business with them (and can

Posted 06/23/2088 23:40

>CRIMSON\_VELVET: You know, I'm getting the impression the guidebook should inform visitors to San Francisco that they out to bring SCUBA gear – or be fitted with lots of bio-mods for swimming.

Posted 06/23/2088 23:42

>CHARON: Only if they wish to wrestle directly with the Bay's aquatic inhabitants.

Posted 06/23/2088 23:45

>MAGPIE: fish are nice. <3

Posted 06/23/2088 23:46

>CHARON: I wasn't talking about your grandmother's aquarium, Mia.

Posted 06/23/2088 23:50

>D-V8: I heard a rumor that one of the orcas from Vallejo escaped to the Bay.

Posted 06/23/2088 23:52

>SIMBA: There's a lot of weird crap out in the water, so I wouldn't necessarily be surprised – but I never saw or heard any sign of that sort of thing while I was there.

Posted 06/23/2088 23:59

>BILLY\_BLACK\_EYES: "Angels of Mercy". Now there's some irony for you, LUCIFER-ION.

Posted 06/24/2088 00:01

>SIMBA: @ BILLY\_BLACK\_EYES: More than you know. Those guys are mean, and would rather fight than talk. On the other hand, stop a chica from Nuevo Francisco and she'll talk your ear off. Not that you'll learn anything useful, but they seem to love to chat. I hiked into what's left of Golden Gate Park – the whole place had a totally surreal feel to it.

Posted 06/24/2088 00:02

>KRYOMANCER\_111: I wonder if what this guy says is true and those bastards came up from LA?

Posted 06/24/2088 00:03

>D-V8: Why would they bother?

Posted 06/24/2088 00:04

>CHARON: The author touched on it, but maybe you missed it or didn't quite realize the severity. Various counties in Southern California tried several times throughout the state's history to splinter off into a separate state because they hated feeling beholden to politicians in Sacramento who they felt often didn't understand affairs in the south. Invariably these attempts failed, almost always because Southern California



lacks vital resources – particularly water. Currently, Los Angeles is independent, but feeling the sting of not being self-reliant. If they could take control of the old waterways, dams and aqueduct system, they could theoretically boost themselves to the position of being a force to be reckoned with.

Posted 06/24/2088 00:06

>D-V8: And there's your history lesson for the day, kids. I'm sorry I asked.

Posted 06/24/2088 00:08

>MAGPIE: That's just the way he is. <3

Posted 5/24/2088 00:15

>DOC\_HOLIDAY: While the University of Frisco isn't in operation anymore, some of the old faculty is still in attendance and makes up members of the brotherhood of conservators. A Large portion of the faculty which stayed behind are social scientists. They've been observing the societal changes taking place in the ruins first hand and writing journal articles on them. Some of these articles make for a fascinating read.

Posted 5/24/2088 00:18

>D-V8: Staying in a wasteland to document what the people inside of it do? You Scholars are crazy Doc.

Posted 5/24/2088 00:20

>BILLY\_BLACK\_EYES: Doc brings up an important point, not everyone heading into Frisco is some criminal or gun for hire. More collegiate types are coming into frisco for study, not just the Social Scientists, but Physicists, Medical Doctors, all types head in to study the phenomena which have taken place in the ruins. Journalists looking to cover stories, corporate researchers as well, you'd be surprised at the types which make their way in.

Posted 5/24/2088 00:33

>SISTER\_SIN: If you have any training in survival or bodyguard work, you can make some plumb creds helping these people out.

show you're tough enough to run with the pack), you can pick up some grub, cheap booze and a place to crash for relatively little here.

- **The Temple:** Once upon a time, the Spreckels Temple of Music stood here in the park, offering free concerts to all and sundry. Now it looks like nothing so much as the surviving ruins of an ancient Greco-Roman temple... which is pretty much how Nuevo Francisco uses it. If there is a need to assemble and deal with some issue or another, everyone gathers at the Temple to address the issue. With any luck, it actually gets resolved—the leaders of Nuevo Francisco hate having to use fiat on any public concern. By the way, yes... this does mean it can take Nuevo Francisco next to forever to resolve anything.

## SUNSET

Whereas Golden Gate Park is kind of a Fantasia, the former neighborhood of Sunset has become something of a Paradise Lost. Most of the land between Mount Sutro and the coast has been claimed by the Brotherhood of Conservators—largely the remnants of the University of California San Francisco campus. Years ago the UCSF Conservators took it upon themselves to preserve some of the wilderness areas surrounding the campus. This included protecting places like Lake Merced—a freshwater lake—from the rising sea levels, and though nothing compared to the Boston Sea Wall, the ten-foot-high levee blocking the west side of the lake has proven sufficient to keeping the lake water fresh for the time being... a good thing when fresh water is at a premium.

Of course, if you're wandering around between Lincoln Way and Taraval Street, you'll be strolling through almost six square miles of ruins and rubble—something of a No Man's Land between Golden Gate Park and Parkside. In this area, if you run into anyone (or anything) you might want to keep your weapon handy.

On the other hand, although many of the area buildings were destroyed during the Great Quake, the Brotherhood has done a little rebuilding, establishing a fortified location at Fort Funston where their emissaries meet with the public. Another base sits atop Mount Sutro, where they can keep an eye out in almost any direction. The UCSF buildings themselves are assumed to have been at least partially rebuilt, but no outsider is allowed that deep into the territory.

The bottom line, ami, is most of Sunset south of Taraval Street has the pristine appearance of a well-tended and well-protected nature preserve. And in case you're getting any funny ideas, I should point out the Conservators seem to have a lot of high tech available to protect and defend themselves. Ironically, Sunset is probably the deepest chunk of HR on the whole peninsula—especially in the area of the former campus—but the Aspect protecting that area tends to frown on intruders... with extreme prejudice.

While Sunset may cover a fair amount of territory, there aren't a lot of what you might call 'places to hang out'. Unless you've got business with the Conservators, they aren't likely to allow you into their secret places. That said, they don't actually shoot trespassers on sight (that I've heard of), and you should be able to move through the area freely. Some places to watch for:

- **Fort Funston:** This was another military coastal battery set on the western bluffs overlooking the Pacific Ocean, and like many of the old forts and fortifications around San Francisco, it has been converted for use by the locals. In fact, this is where you're most likely to be able to meet with any of the Conservators unless you're in really good with them. None of the original outbuildings remain, although the Conservators have built a trading post along the north

side of the fort grounds. Below those lies the quarter-mile levee that holds back the ocean from Lake Merced. It's on record that, when Fort Funston was a missile launch site, it had an underground radio bunker. What's less known is if the bunker still exists, although persistent rumors claim both that it does, and the Conservators use it to monitor any local radio traffic.

- **Mount Sutro Complex:** Although Mount Sutro is one of Frisco's more prominent hills, and sits on the lands claimed by the Conservators, the Complex is actually a little farther north, where the Sutro Tower still rises above the trees—and even the fog line—on a slightly lower hill. Although not as useful for long-range transmissions as the Mission microwave tower, the Sutro Tower allows for local broadcasting along a wide bandwidth without being broken up by the hilly terrain. This means the Conservators have the unique ability to broadcast anywhere in the Ruins of The City. While they occasionally make a political statement or two, the Conservators usually use the tower to transmit entertainment... for those who still care. However, they have built formidable defenses around the tower and avidly protect it—just in case.
- **UCSF:** Nestled deep in the tall trees and shadows on the west side of Mount Sutro are the remains of the former University of California at San Francisco, and the place the Conservators claim as home. Not much is known about the grounds any more—as automated defenses as well as the Conservators themselves defend the area quite well—but the spires of the St. Ignatius church can still be seen by those who get close enough, and most peeps can guess the Conservators have access to a lot of good tech... especially from the state-of-the-art medical center that was built on the campus earlier this century. That

Posted 06/24/2088 01:10

>SIMBA: The writer doesn't do justice to Sunset: the place can actually be downright eerie. Whether poking through the rubble north of Taraval Street or hiking through the woodlands with glimpses of ruins in the distance, it leaves you with the impression of being the last guy on earth. It was freaky. I couldn't have felt more relieved when I finally got to Fort Funston.





Posted 06/24/2088 01:33

>CHARON: There are more rumors concerning the former University of San Francisco campus than one can shake a stick at. They start at the innocuous ("They've got the secret of eternal life there."), continue to the outlandish ("The whole place is an automated staging ground for a robot takeover."), and move on to the downright silly ("It's the location of the Zeeks' Shangri La."). Take your pick, but I'd bet it's really just a haven for a very isolationist group of eggheads.

Posted 06/24/2088 01:35

>SIMBA: @ CHARON: Maybe you're right, but I will tell you this: The place is henny. The whole place just feels 'wrong' somehow.

Posted 06/24/2088 01:42

>CRIMSON\_VELVET: If there's a reservoir sitting right there, why doesn't anyone move in and fix it?

Posted 06/24/2088 01:43

>SIMBA: I think the guy reporting goes into that a little later, but the bottom line is that it's untenable. The minute someone moves in, someone else thinks it's a power play and the fighting begins. When it comes right down to it, there's a lot of micro-politics involved.

Posted 06/24/2088 01:45

>BILLY\_BLACK\_EYES: So they've got a perfectly good place for water storage but can't use it because no one trusts anyone else. There's your irony, LUCIFERION.

Posted 06/24/2088 01:46

>SIMBA: Actually, BILLY, no place captures that better than the Western Addition. Realistically, they're the core of what used to be The City in terms of people and culture, but they can't get it together enough to rise above the anarchy. Go Figure.

Posted 06/24/2088 01:51

>D-V8: Hey, is that 'The Sandman' the same prick that got ID'd for hacking me?

Posted 06/24/2088 01:52

>ARCHANGEL: Wouldn't surprise me — the name's almost legend in Deep 133t circles. The guy was supposed to be the best, once upon a time.

medical center included labs for stem cell research, and quite possibly nanotechnology research as well.

- **Twin Peaks:** The Twin Peaks (Eureka Peak and Noe Peak) are a pair of hills at the geographical center of San Francisco, and are considered something of a no man's land as several groups would love to claim ownership of the area. The northern of the pair, Eureka Peak, in particular offers a fantastic view of the entire city—not a difficult feat, since the only point higher than either of the Twin Peaks is Mount Davidson. The reservoir built on the peaks after the 1906 earthquake became unusable after the Great Quake, but the Muni Metro tunnel running underneath them is supposedly still intact after a fashion. Given the probable structural integrity of the tunnel at this point, though, I'd say use it at your own risk, ami. And if you cross over via Twin Peaks Boulevard, keep a weapon handy—there's not as many trees as on Mount Sutro or Mount Davidson, but there's still a lot of wildlife dwelling in the rocks.

## WESTERN ADDITION

Aside from the skyline (including the Golden Gate Bridge) and Chinatown, this area probably best typified San Francisco before The Quake. The area now referred to as the Western Addition includes places like Nob Hill, Hayes Valley, the Tenderloin, Japantown and the Civic Center. If you've seen old vids of San Francisco, these are probably the places you've been seeing.

Now, most of them are tumbled-down ruins.

To be sure, some residents have taken pains to rebuild here and there—although places like the Civic Center are a little beyond repair at the moment—but most building remain little more than piles of rubble. This is partly because of logistical problems, and partly because the disparate cultures littering this chunk of The City have banded together into dozens of little gangs that have a rough time cooperating. The closest thing to a 'ruling' gang in the area is Cinder's Bloc... and that's mostly because Cinder is meaner than anyone else in the territory.

Well... that, and she's managed a couple of times to persuade quite a few of the gangs to come together to fight against common enemies. Several years back, the Ascending Dragon tried to incorporate some of the outlying eastern areas by force, and more recently the Sons of Robert invaded from the south. Both attacks were driven back, and that's given Cinder some serious cred in the Western Addition.

All the same, Cinder's domination is far from uncontested. From the heights of Nob Hill, a mysterious individual known only as 'The Sandman' runs his gang, The Flood, and constantly vies for control of the Western Addition—if not more.

Other than Chinatown, the Western Addition is probably the most populous area in San Francisco, and outside of possibly Castro, it's the place you're most likely to find a mixed bag of humans and non-humans. Not that they all get along necessarily, but the Western Addition is pretty cosmopolitan when it comes to things like race and isms—the peeps who are simply haters tend to move on to more like-minded neighborhoods, or they simply don't last long once they start picking fights.

Of course, that doesn't stop like-minded people from banding together in small gangs... that's probably the biggest reason there's such a proliferation of gangs in the Addition. But most of the neighborhood gangs tend to band together for mutual protection rather than to simply kick ass on everyone else. So the Civic Center Plaza tends to look like something out of an old sci-fi vid, with all sorts of beings rubbing shoulders with other beings. Hell... I wouldn't be entirely surprised to run into an honest-to-goodness alien traveler here.

This area of Frisco is the most eclectic, and amongst the ruins and rubble you're likely to find cleaned up spots here and there, along with residences and shops. Some places to look for (or look out for):

- **Civic Center:** The ruins of this area used to be the buildings which formed the administrative heart of San Francisco. Now, they simply serve as a landmark for travelers and merchants. The plazas of the civic center now serve as something of a caravansary and year-round open-air market for both locals and travelers. Several gangs have territories abutting the plazas, but Cinder's Bloc holds undisputed control here, and she is known to 'hold court' out of the ruins of the Civic Auditorium. As long as you don't cause problems in the area, this is a good spot to trade, get information, and even find some food and lodging. This is also likely to be one of your first stops if you come in by boat, since the south side of Market Street is now a waterfront filled with piers and quays.
- **Flood Mansion:** Situated at the top of Nob Hill, the Flood Mansion was one of only two structures in the area to survive the 1906 earthquake, and the only one to survive the Great Quake. By the time of the Great Quake, the mansion had been abandoned by the Pacific Union Club (a prominent San Francisco gentleman's club) due to the war, and after the Great Quake the building was claimed by the Sandman. His gang, the Flood, was presumably named for the mansion. Not much is currently known about the place, but I've noted there is a lot of HR and VR activity in the area—especially when compared to the surrounding Western Addition.
- **Jack's:** If you're looking for a place to go, I'd recommend Jack's on the Civic Center plaza: the owner, Jack Morton, tries to run a fair business and he'll accept credits when he can get a clear pipeline. He's also open to trade if you're having trouble finding a buyer, and his daughter, Aimee, keeps the rooms clean. The fare isn't grand, but it's filling and edible... which is a good thing when you've been traveling for a fair while.
- **The Pagoda:** As an example of a locale in the Western Addition interior, the Pagoda is an interesting place. Named after a nearby metal art structure, the Pagoda itself is the remains of the Japanese Cultural Center—a semi-underground mall which because of its construction weathered the Quake pretty well. Rubble from the above-ground structures has been used to reinforce the perimeter of the three-block area, and residents now dwell largely in what amounts to a subterranean warren of residences and shops. Don't even bother trying to get in unless you speak Japanese.

## ORGANIZATIONS

Like any other place existing in a state of anarchy, San Francisco is filled with various factions, each with its own agenda. While a full listing is too numerous to get into with such limited space, here are some of the more prominent organizations.

## ANGELS OF MERCY

In spite of the name, the Angels of Mercy are some of the meanest bastards you're likely to meet in the Frisco Ruins. Operating out of the Palace of the Legion of Honor in what used to be the Lincoln Park area of Richmond, the Angels' only goal seems to be spreading chaos and destruction. That said, there is a persistent rumor that the Angels of Mercy are a front for an advance mercenary outfit from Los Angeles, and their true purpose is to secure certain strategic points so the California aqueduct system can be restarted under the control of the city of Los Angeles.

Posted 06/24/2088 02:11

>CHARON: Again, if one follows conspiracy theorists, he probably already met an alien.

Posted 06/24/2088 02:15

>SIMBA: Despite the low tech, the Civic Center was actually the place in The City that felt closest to home. Lots of people, lots of opportunities — you just gotta watch your back and stay alert.

Posted 5/24/2088 02:17

>BILLY\_BLACK\_EYES: I've been tempted to head down to Flood Mansion myself. The things the gang has been doing with the Deep are bleeding edge. Of course, Sandman and his group aren't exactly willing to share, but then again what Hacker really is willing to share their secrets?

Posted 5/24/2088 02:19

>GAKI: Another way to get into the Pagoda beyond just speaking Japanese, is to be willing to work against the Dragon Tong as well. Strange as it sounds, even in the ruins of San Francisco there is no love lost between the Chinese and Japanese residents. The Pagoda residents are firmly against the Tongs ascendancy in China Town, and it plays out like a micro-version of the hostility between the Techno-Shogunate and the Mandarinate.

Posted 5/24/2088 02:20

>SMOKE\_AND\_MIRRORS: Speaking of the Japanese, rumor has it the Techno-Shogunate's been eyeing Frisco on top of everything else. If they are here, you can bet it's in response to the Mandarinate being here. Of course being a rumor, it might just be bullshit.



Posted 06/24/2088 02:34

>ARCHANGEL: The reporter isn't exactly joking about VR activity in the area. Not long ago I needed to quietly access a site in Chiba, so I went west instead of east. Flood mansion is like the virtual equivalent of a sinkhole in a shallow body of water. I was damn near in over my head before I realized what was happening and pulled out.

Posted 06/24/2088 02:36

>PAYN\_MAN: ROTFL pulled out. 2 funny d00d.

Posted 06/24/2088 02:37

>LUCIFERION: \*SIGH\* You need to lay off the spliff, PAYN\_MAN.

Posted 06/24/2088 02:40

>D-V8: Anyone know what actually be happening under that pagoda?

Posted 06/24/2088 02:42

>SIMBA: I don't speak Japanese, so I couldn't tell you.

Posted 06/24/2088 02:45

>MAGPIE: i speak japanese <3

Posted 06/24/2088 02:46

>D-V8: @ MAGPIE: Sick. So you wanna tell us what's under there?

Posted 06/24/2088 02:47

>MAGPIE: i don't want to go to san francisco — the place sounds scary. @\_@

Posted 06/24/2088 02:49

>CHARON: I'd wager they have a lot of salvage there, Mia.

Posted 06/24/2088 02:50

>MAGPIE: really? waaah now i do want to go. >\_<

Posted 06/24/2088 02:51

>D-V8: Awesome, MAGPIE. Tell us what's in under that pagoda when you get back.

Posted 06/24/2088 02:52

>MAGPIE: hey! u guys are picking on me. o\\_/o

Posted 06/24/2088 03:01

>CHARON: I hate to break it to the writer, but Major Haveck isn't a pseudonym. He's actually on record with the Los Angeles Defense Force, along with quite a few reprimands for insubordination and using excessive violence. The question I have is why the LADF would have sent him to lead an operation like this in the first place. I suppose it could be coincidence, but I'm pretty sure the two men are the same, and someone in Los Angeles has a motive of some sort.

Whether or not this is true, the Angels certainly have a certain paramilitary structure, and are fond of military grade weapons. Their leader is a shadowy figure known as Major Haveck (I'd like to assume that's a pseudonym), a man who spends most of his time at the Palace. At the lower levels of the organization, the rule of ' Might makes Right ' prevails, and you can get along reasonably well with these guys if you're bigger, meaner, and/or tougher than anyone else.

The Angels of Mercy have no real allies (although a few smaller gangs on the fringes of the Western Addition are willing to submit to their law), but as they are fairly isolated they may have little need for any. On the other hand, they watch the Cascadia Expeditionary Force in the Presidio with caution, and have a running conflict with Nuevo Francisco to the south—the latter has shown a frustrating ability to defend their territory, which means the Angels may find themselves forced to move into the Western Addition if they chose to expand any more.

## ASCENDING DRAGON TONG

The Ascending Dragon holds virtually undisputed control of Chinatown, operating largely out of the Terminus. While it's true that they've both brought and maintained a certain amount of order to the area, it's equally true that the lords of the Ascending Dragon are only interested in the welfare of the tong, their peo-



ple (the Chinese), and Chinatown in that order. Anything else is only important if it serves those other interests. In practical terms, this means while the tong bosses are willing to treat with outside political interests, those same people—if found within Chinatown—could just as easily find themselves conscripted as slaves in the service of the Ascending Dragon.

Although there are several ‘leaders’ of the Ascending Dragon, the most influential is Master Jiang Xi Wu. Nine times out of ten, whatever Master Jiang decrees the others will go along with... After all, so far his actions have proven profitable. On the other hand, if you’re looking to play Chinese politics, you could always try to back one of the other bosses and hope they land on top. Personally, I wouldn’t mess with it, though. Jiang seems to be the lord of Coit Tower, and he certainly enjoys the loyalty of the Ascending Dragon soldiers.

The Ascending Dragon has trade agreements with both Cascadia and the North American Coalition, but remains largely aloof to outside politics. They’ve come to an ‘agreement’ with the Portrero Scavengers over the Ruins, and although they’ve signed a non-aggression pact with the Masonists in Pacific Heights, they watch that militant group with a wary eye. They also keep a close watch on the various gang activities in the Western Addition, lest they either spill into Chinatown, or one gang gain enough power to pose a serious threat.

## BROTHERHOOD OF CONSERVATORS

Very little is really known about the Brotherhood of Conservators... They are almost like a quasi-mystical order keeping a low profile and simply watching what goes on in San Francisco—even their broadcasts are apolitical and simply ‘entertainment’. Some people state the Brotherhood has the technology to take over if they wished, while others claim their numbers are simply too small. For that matter, some peeps say to call them a ‘brotherhood’ is a misnomer as there are claims to have seen women in their ranks.

On the other hand, no one really knows the Brotherhood’s exact number either. There are seldom more than a couple seen together at a time, and no one has claimed to have seen more than half-a-dozen at once. Some peeps even speculate there may only be one or two actual Conservators, with any remainder being filled out with androids or some other sorts of automatons.

Realistically, the Brotherhood of Conservators has no allies, although a number of entities—both locally and from abroad—have sought out treaties with them. Instead, they claim neutrality, and simply allow trade to go on at Fort Funston. Some people claim the Brotherhood assists the Nuevo Francisco to the north, but there’s been no real evidence of that. By contrast, the Angels of Mercy, the UPLU, and even the Sons of Robert are known to covet the Brotherhood’s technology, if not their territory.

## CASCADIA EXPEDITIONARY FORCE

Unlike some of the other groups in Frisco, the nature of the Cascadia Expeditionary Force is a matter of public record. Not long after the chaos of the war and the Great Quake, the CEF was sent south to monitor conditions and they eventually set up a headquarters and observation post in the Presidio. ‘Survey’ teams have also traveled out into other portions of northern California to evaluate things, but the role of the CEF is supposed to be purely passive according to their mandate.

The current commander of the CEF is Colonel Lewis Klusman, a career soldier who

Posted 06/24/2088 03:08

>MAGPIE: i still can't believe they use slaves. i thought slavery was illegal. and it's really mean they use tongs on them 2. o\\_/o

Posted 06/24/2088 03:10

>D-V8: What? GIM, girl, are you for real? No... The tongs are. Crap. Never mind. I can see where this will end up going.

Posted 06/24/2088 03:11

>CHARON: @ MAGPIE: Slavery is illegal on paper and anywhere there is a government that can and will enforce it. I'm fairly certain the Ascending Dragon can make and enforce their own laws, and no one is there to smack their noses and say, “Bad Dragon.”

Posted 06/24/2088 03:15

>BILLY\_BLACK\_EYES: “Nine times out of ten, whatever Master Jiang decrees the others will go along with...” So what happens on the tenth time?

Posted 06/24/2088 03:16

>KRYOMANCER\_111: Things get ugly. It happened right after I got to Frisco, which is one reason I didn't bother getting the low-down on Chinatown. For one brief glorious week, the place reminded me of Boston, there was so much shooting and firebombing. After that, the Tong Masters apparently reached some sort of agreement, and it was all back to business as usual.

Posted 06/24/2088 03:18

>CRIMSON\_VELVET: Wow. Sounds like a lovely place to visit.

Posted 06/24/2088 03:25

>WHITEWASH: Those conservators sound like the scariest group in the place. Kinda like those old scifi vids. You got this quiet group of technophile pacifists and the next thing you know they control the world. I bet they're really aliens.



Posted 5/24/2088 3:30

>DOC\_HOLIDAY: Remember those supposed "trade arrangements" with Cascadia China town is suppose to have? Don't believe the hype, if any trading is going on, you can bet it's not above board. Cascadia's government is far to liberal to actually trade legally with the Tong. Colonel Klunsman is very interested in any details involving trade between individuals or organizations in Cascadia, with the Ascendant Dragon.

Posted 5/24/2088 3:33

>ORION: The CEF can only rest on their laurels for so long, ever since L.A. got their shit together they've been moving like a machine. Right now Klunsman, and for that matter the rest of Frisco is actually better off with the Angels of Mercy rather than an active and organized military force from L.A. If the leaders back in L.A. finally get tired of Haveck, they might send someone more serious in and begin trying to clamp down on Frisco as quickly as they can.

Posted 5/24/2088 3:45

>SISTER\_SIN: Which will most likely result in a running battle between the CEF and who ever L.A. sends, turning Frisco into another warzone all over again. Funny how history repeats itself.

Posted 5/24/2088 3:50

>EAGLE\_EYE: Cinder and her organization is probably the best hope Frisco has for actual stabilization. Eventually, the party of anarchy reigning in Frisco is going to be over, and the city is going to go one way or the other. Most likely as either part of L.A. in an attempt for a Free State of California bid, or incorporated into Cascadia (to say nothing of the wildcards not mentioned). Which ever group Cinder comes down on the side of is the most likely one to win. Of course the unseen option might be Frisco becoming another Free City, but it would require most of the population uniting. If anyone can pull it off though, firmly believe it's Cinder.

Posted 5/24/2088 3:56

>KYROMANCER\_111: She can handle herself in a fight too, trust me. I don't know what she is beyond Tough and driven.

takes his job very seriously. That said, he's been watching some of the developments in Frisco with a very wary eye. Although the armistice prevents the CEF from acting against groups affiliated with any existing political entity—particularly the NAC or the southern Free Cities—Colonel Klusman is very concerned with the activities of the Angels of Mercy, and none too happy with the Masonists either.

All the same, the CEF remains steadfastly neutral, and has so far managed to avoid any direct confrontations with anyone other than a few rogue gangs out of the Western Addition. Colonel Klusman would like to see the Twin Peaks Reservoir re-established, but won't act until such a thing wouldn't become politically charged because of issues over north/south water rights.

## CINDER'S BLOC

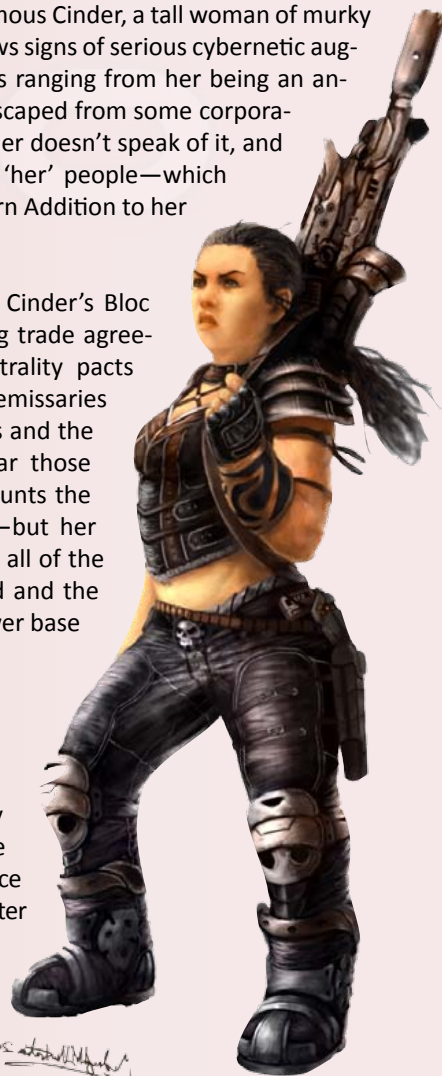
Cinder's Bloc is actually a loose confederation of gangs under a common leader. This makes them arguably the largest and most powerful gang in the Western Addition—something that has not failed to come to the notice of other people both inside and outside of the area. Originally, Cinder's Bloc was founded on the basis of mutual protection, but as they've maintained both strength and influence, the gang's agenda has become a little more 'political', and they've started monitoring things like immigration and trade in the neighborhood. There have been some rumors about potential taxation, but those may have been started by Cinder's enemies, as such measures have yet to be openly discussed... let alone implemented.

The leader of Cinder's Bloc is the eponymous Cinder, a tall woman of murky origin. She looks human enough, but shows signs of serious cybernetic augmentation, which has led to speculations ranging from her being an android all the way to her being a cyborg escaped from some corporation or another. Whatever the truth, Cinder doesn't speak of it, and seeks only to run her gang and protect 'her' people—which seems to include the whole of the Western Addition to her way of thinking.

Much like the Ascending Dragon tong, Cinder's Bloc has largely focused on a few far-reaching trade agreements with outside interests, and neutrality pacts with the more local groups. She's sent emissaries to both the Brotherhood of Conservators and the Cascadia Expeditionary Force, but so far those overtures have been rebuffed. Cinder counts the UPLU as a sort of ally—if a fickle one—but her enemies seem to be legion, since almost all of the surrounding groups (especially the Flood and the Sons of Robert) would like to see her power base disintegrate.

## DALY CITY HYBRIDS

Although there is a group occasionally called the San Bruno Consortium or—more tongue in cheek—the National Independence Movement for Hybrids, the fact of the matter is the hybrids in Daly City have no real governing body. The 'Consortium' is really more of a gang dedicated to holding San Bruno Mountain against all non-hybrids, and spends as much time fighting and ar-



guing within its own ranks as doing anything else.

There have been some troubling rumors of a hybrid leader taking the reigns of the Consortium, however... the details are sketchy, but she's supposedly a particularly nasty tiger hybrid. Or a particularly subtle rat hybrid who's actually pulling the strings, if members of the Rat Pack in Castro are to be believed.

In either case, while the hybrids in Daly City have generally been territorial and not too keen on allowing non-hybrids to abound in the area, the hybrids on San Bruno Mountain have become even more insular, and only rarely let 'outsiders' into their midst any more. Whether this is simple isolationism, or the prelude to an attempt to create a new hybrid nation remains to be seen.

The hybrids of Daly City also have no real allies (although there are sympathetic groups, like the UPLU, that claim "Hybrids have feelings, too") nor any real enemies (as they are too far removed from everyone else—although the Sons of Robert would perhaps like to see them subjugated or simply eliminated).

## THE FLOOD

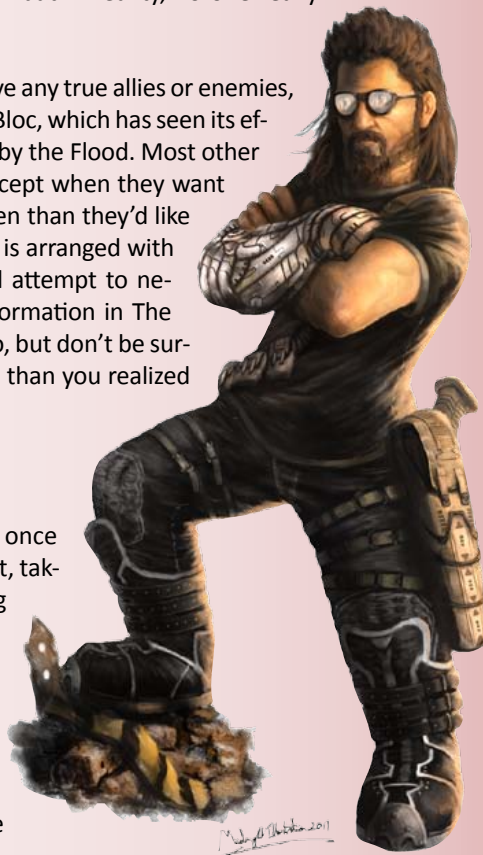
The Flood could probably be considered less of a gang, and more of an underworld organization. Whereas most of the gangs of San Francisco deal in muscle or goods, the Flood's best currency is information. The members of this gang don't tend to walk around and advertise in the way many other organizations do, but they are around—watching; listening; learning. Anything they acquire makes its way back to the Flood Mansion and the Sandman, who uses it to... well... no one's quite sure what the Sandman wants with all that information, but it is known some of it can be purchased—for a price. And that price tends to vary based on a number of factors.

The Sandman himself is as shadowy as his organization. Conventional wisdom says he's a hacker or former hacker—based on his predilection for information and the virtual activity around Flood Mansion—but in reality, no one really knows much about him or his goals.

As a result, the Flood doesn't really have any true allies or enemies, with the possible exception of Cinder's Bloc, which has seen its efforts undermined on regular occasions by the Flood. Most other people avoid dealing with the gang, except when they want information... which happens more often than they'd like to admit. In those instances, a meeting is arranged with one of the Sandman's agents who will attempt to negotiate a deal. If you're looking for information in The City, these would be the peeps to talk to, but don't be surprised if the price of admission is more than you realized at first.

## THE HOODS

The Hoods operate out of what was once the residential area of Sherwood Forest, taking advantage of a few of the surviving large and sturdy houses high up on the heavily wooded southwest portion of Mount Davidson. The entire purpose of the gang is apparently to undermine the Sons of Robert, although the motivations of various gang members seems to vary. Some have



Posted 5/24/2088 4:00

>RAT\_MAN: The Hybrids in San Francisco didn't magically appear. They come from other parts. The important thing to remember about us Hybrids, is most of us are ex-military. Now beyond Cascadia, the rest of North America isn't a picnic for us, though some places are better than others (I'm personally happy here in St. Louie), but we tend to still settle in areas and places with our own kind, and deal with non-hybrids all the same. Then....there's San Francisco.

Posted 5/24/2088 4:04

>PAYN\_MAN: JO, u G0in som3wh3r3 with this R@tman?

Posted 5/24/2088 4:09

>RAT\_MAN: Point is, the Hybrids in Frisco tend to come in two varieties. Natives who've willingly gone Hybrid, (yeah Hybridization treatments are available even in a wasteland) and Hybrids from other parts of North America who disliked Non-hybrids so much they willingly traveled to a wasteland to attempt and set up their own society.

Posted 5/24/2088 4:12

>GRAPE\_APE: In other words, lots of us don't see Frisco Hybrids as being the "norm" for the rest of us.

Posted 5/24/2088 6:08

>NEON\_BRIGHT: Sandman, Is he better then you Billy? Better then Sysop?

Posted 5/24/2088 6:58

>BILLY\_BLACK\_EYES: Sysop and I don't like to really get into the whole dick-waving contest when it comes down to it. Suffice to say yes, Sandman plays in the same league as the big boys, but disappeared years ago, we now know where he ended up going.

Posted 5/24/2088 7:13

>ORION: And he knows we're talking about him, wonder how he feels about it.

Posted 5/24/2088 7:20

>D-V8: I'm not exactly his biggest fan after he hijacked my own account like that.



Posted 5/24/2088 9:01

>SMOKE\_AND\_MIRRORS: Anyone willing to fight dogmatic religious crazies is a Hero in my book. I'd like to meet this Robyn myself sometime.

Posted 5/24/2088 9:44

>MOSHI: Only you would travel from the east coast to the west coast just to meet a woman Smoke.

Posted 5/24/2088 9:49

>SMOKE\_AND\_MIRRORS: I went to Japan to meet with you didn't I Moshi? ;-)

Posted 5/24/2088 9:53

>MOSHI: That was business related!

Posted 5/24/2088 10:01

>CRIMSON\_VELVET: Mixing business with pleasure now Smoke? I hope you were a gentleman.

Posted 5/24/2088 10:20

>MOSHI: By the Kami, this is embarrassing me! Please, focus on the files!

Posted 5/24/2088 12:00

>LUCIFERON: If you ask me, the Masonists are waiting, waiting for something. You wait until things start to get really out of control in Frisco and they'll make their move.

Posted 5/24/2088 12:11

>SIMBA: Yeah well until that self appointed "move time" happens they're mainly a bunch of over protective weirdos who don't like anyone trespassing on their turf.

axes to grind with the theocratic group based on dogma, others feel they've been wronged in some way, and a few just seem to enjoy screwing with the Sons.

The Hoods are the brainchild of a woman named Robyn Pazova, and although few appear to have met her, she's still considered the leader of the gang. No one seems entirely sure of Robyn's motivation, either. The most common speculation is that she has a grudge against the NAC and feels the Sons of Robert are a tool of the Coalition... so she fights. Usually from the shadows, as the gang's modus is typically to ambush small groups—especially poorly guarded supply trains—hit quickly and run with as much as they can. Unfortunately, the Sons' supplies seem to come from the direction of Portrero Island, so the Hoods can't easily disrupt them; they are forced to content themselves with raiding the outskirts of Mission Delores and generally being a nuisance more than anything else.

While Robyn has to deal with the prejudice she's been largely raised with, she recognizes the value of non-humans—especially in a situation and environment where survival tends to require strength and mutual trust. As a result, she allows the Hoods to recruit anyone sympathetic to her cause, regardless of their race or background. This means the gang's numbers include a handful of hybrids and sims... and Robyn has been pleased to note they are some of the most fanatical and dependable when it comes to opposing the Sons of Robert.

Currently the Hoods have no real allies, as most other groups feel the Hoods are too small to be of any value, and the Hoods have made no overtures to any other organizations. By the same token, they have only one real enemy: the Sons of Robert. Of course, that could mean anyone who doesn't get along with the Sons is an ally to the Hoods, but that's only theoretical.

## MASONISTS

Almost as soon as San Francisco collapsed after the Great Quake, the Masonists took control of Fort Mason, moving into Alcatraz only about a year later. Angel Island seems to have been grabbed as something of an afterthought, once the Masonists apparently realized they needed a place to dump their undesirables—especially the ones who 'knew too much'. Beyond that, no one seems to know much about their motives. They behave in a paramilitary manner, but seem to bear more in common with the Survivalists on the fringes of the North American Coalition than with any group with aspirations of conquest.

Not much is known about Grand Master Mason, either, beyond the idea that he rules his domain with an iron fist and seems to be a bit paranoid. For all I know, he was a survivalist from the fringes of the North American Coalition. At any rate, now—as far as anyone can tell—he keeps himself out of reach on Alcatraz, and is content to run his little chunk of Frisco.

Politically speaking, beyond the non-aggression pact the Masonists have with the Ascending Dragon, they really have little in the way of dealings outside of their own compound. The have no real allies, and neither do they have any true enemies at the moment—although most of their neighbors watch them carefully.

## NUEVO FRANCISCO

There's no two ways about it: the Nuevo Francisco are an odd lot. At first glance they seem to be a collective of farmers with a democratic government, but their efforts to rebuild portions of Golden Gate Park show them to be credible engineers—with either Druid or Shinto sympathies. Some cynics have even likened them to Oriental Amish. Unlike some of the other groups in The City, Nuevo Francisco takes

pains to be self-sufficient, eschewing trade with most outsiders, but at the same time they seem willing to welcome anyone who poses no threat. In fact, anyone willing to forsake any former ties and bonds can be welcomed into their community.

But don't mistake that passive exterior for weakness. Several attempted incursions by the Angels of Mercy have proven the Nuevo Francisco can and will fight—and viciously. Based on some accounts of the engagements, there are those who speculate that not only does Nuevo Francisco have a damn good stockpile of weapons, but can count a few zeeks among their ranks.

Nuevo Francisco doesn't appear to have any real leadership, other than some elected spokespeople (who don't seem to have any real power... their main function seems to be presiding over group meetings when they occur), and the group doesn't appear to have any real agenda, other than maintaining their own little 'slice of heaven'. Of course, that also means they have no real allies or enemies—other than the Angels of Mercy, who are less 'enemies' and more 'frustrated adversaries'.

## PORTRERO SCAVENGERS

Before the Great Quake, the area of Portrero—especially Bayview and Hunter's Point—had a large African-American population, and Bayview in particular was dominated by two large street gangs: the Big Block and West Mob gangs. After the quake, much of the area was underwater, and after a brief period of inter-gang warfare, a pact was made and the Portrero Scavengers were formed. Rather than fight each other into oblivion over the area's limited resources, it was deemed wiser to forage in the abandoned ruins for useful or valuable salvage. So far the system has worked fairly well, and in the southeast of the San Francisco Ruins, the scavengers are a force to be reckoned with.

The Portrero Scavengers hold an election every two years to determine who will act as their leader. The current President is LeMarcus Jones, who has actually held the position for the better part of twelve years. It was President Brown who first suggested the Bayview Embassy, and under his leadership the scavengers—while not necessarily prospering—are thriving. The President's residence is technically on The Hub (Rincon Island), although he also has a personal home on Portrero Island, as well as an 'office' at the Bayview Consulate.

The scavengers have been known to raid small boats that infringe on their territory, but they do have agreements in place with the Ascending Dragon and the Sons of Robert to allow a certain amount of shipping traffic to go through unmolested. That said, the scavengers don't have any real enemies either, other than the occasional wayward traveler who runs afoul of them... The Portrero land claims are just too far out of the way for most of the other groups in the area.

## SONS OF ROBERT

The Sons of Robert is a group that seemed to sort of drift into Frisco a few years after the Great Quake, taking up residence in Mission Delores. It's not known when exactly they also took control of Bernal Heights... By the time anyone else was looking at the area of the microwave tower, the Sons were already there. Given that the Sons' doctrine is often more political than theological, and leans heavily toward pro-humanism, there are plenty of cynics who believe them to be an advance group representing the North American Coalition... at the very least, it would explain how they maintain provisions. Some of those same cynics also claim they take their name from President Robertson of the NAC—although there's nothing to support that supposition.

One thing the Sons of Robert won't suffer is non-human independence. If there is a sim, hybrid or android in their ranks, you can bet he or she is either in servitude

Posted 5/24/2088 12:40

>EAGLE\_EYE: If you're looking for a place to disappear, the Nuevo are a great candidate. I've heard several Ronin who've gotten tired of "the life" have retired to places like the Nuevo.

Posted 5/24/2088 12:46

>BILLY\_BLACK\_EYES: That would account for why they seem to have a stockpile of weapons and are able to defend themselves so well.

Posted 5/24/2088 12:49

>WIDOW\_MAKER: Former Pro's going soft and buying into that whole "Kumbaiya" bullshit? Say it ain't so.

Posted 5/24/2088 12:55

>SHRAPNEL: Sometimes you just need to get away from it all. We all can't be heartless psychopaths like you WM.



Posted 5/24/2088 13:00

>ORION: Twenty Credits says the Sons of Robert don't have a problem with Human 2.0's though.

Posted 5/24/2088 13:13

>CRIMSON\_VELVET: And why would they? History has shown the North American yokel has a proud tradition of boot licking those he considers his "betters" while being terrified of anyone who's "different".

Posted 5/24/2088 13:17

>2\_YEARS\_LEFT: It's sad really, the lower class has more in common with we Sim's and Hybrids then they do with the upper class, yet here we have a textbook example of prejudicial idiocy.

Posted 5/24/2088 13:19

>SIMBA: Groups like the UPLU do more harm then good in the end. I have to agree with the author here, being a minority doesn't make you automatically worthy of glorification. It's groups like these which led to the eventual fall of the United States.

Posted 5/24/2088 13:24

>SMOKE\_AND\_MIRRORS: Oh give me a Break! No, being a minority doesn't make you automatically worthy of glorification, but it does make you worth some consideration. Groups like the UPLU have the right idea, let everyone live and let live, and stick it to the Fascist jackbooted thugs where ever you can! If it wasn't for groups like the UPLU and Cinder's bloc, Frisco would be a lot worse off then they are.

Posted 5/24/2088 13:29

>NICODEMUS: Don't mind Simba, he's a self loathing Hybrid. ;-D

Posted 5/24/2088 13:30

>SIMBA: Right, Nic. And you're an altruistic bundle of cybernetic mods. ;-P

or incarcerated.

The Sons are ostensibly led by Archdeacon White, the 'Father' who runs Mission Delores. But the Archdeacon's role is somewhat vague, and there are rumors that he is more often at the Bernal Heights Command Post than the mission. Those who have actually met Father White say he seems a sincere and nice enough man... but with so little actually known about him, plenty of people have their questions about both his and the Sons' true motivations. The Hoods definitely fall into that category.

The Sons of Robert don't have too many proper 'allies', although they have agreements with the Portrero Scavengers and often have trading envoys in the Western Addition. On the other hand, their enemies are also somewhat abstract at the moment as well. There is a serious conflict of ideology between them and the UPLU which leads to tension but hasn't erupted into open warfare yet (although raids have been known to occur between the two), and while the Sons are known to keep a narrow eye on both Cinder's Bloc and the Brotherhood of Conservators, there are no open hostilities there, either. It's also been noted that the Archdeacon doesn't seem too thrilled with the presence of the Cascadia Expeditionary Force, either, but there is little contact between the two groups. The only point of actual conflict is the Hoods of Mount Davidson, who actively raid the Sons of Robert any chance they get.

## UNION OF PEACE, LOVE AND UNDERSTANDING

The Union of Peace, Love and Understanding prides itself on being a haven for all those who are otherwise rejects and outcasts. Although UPLU (pronounced "OO-ploo") claims to be a pacifistic group, no one would survive long in Frisco if they wouldn't put up a fight, so don't buy it for a minute, tomo. From the moment you hit the boundaries of Buena Vista, expect to have your weapons impounded unless you're known to the locals and they like you. What this means in practical terms is you'd better adhere to their rules of peace, love and understanding, or they'll kick your ass and make an example of you to any other outsiders who might have the temerity to interfere with the UPLU lifestyle.

The good news, I suppose, is if you're a sim, hybrid, android, zeek or any other thing that can't seem to find a home anywhere else, the UPLU will usually welcome you with open arms and a flower. Of course you've still gotta follow their doctrines—most of which involve edifying any minority and sticking it to whom-ever happens to be in charge. And yes... this whole thing of anti-establishment non-conformity does make it difficult to keep the UPLU organized in any way. Most of the time, whenever there's some sort of issue, everyone gets together, sings a few songs, chants a few chants, and then they decide whether to protest peacefully with a sit in, or violently with a raid.

While the UPLU doesn't have much in the way of an 'official' leader, there are a few peeps who have risen to something of prominence within their ranks. Perhaps the most famous (or infamous, depending on who you ask) is Nicodemus, the leader of the Rat Pack.

The UPLU has something of an ally in Cinder's Bloc—unless they happen to disagree with her policies this week—and respect both Nuevo Francisco and the Brotherhood of Conservators... except for the fact they won't actually stand up and fight for the cause. Whatever that might be. By the same token, the UPLU has a natural enemy in the Sons of Robert and their human supremacist doctrine, so they usually don't have to go very far to find their own cause to stand up and fight for.

## CHARACTERS IN SAN FRANCISCO

Whether your character is visiting San Francisco or actually comes from The City, there's not much difference in how you put him together: just follow the rules laid out in Interface Zero. On the other hand, Frisco, like any other place, has a flavor all its own, so we'll give you the lowdown on a few 'specialty' things you're more likely to find there. And, with your GM's permission, you can pretty much use these Hindrances and Edges for any character, regardless of location. Just read on, tomo...

## NEW HINDRANCES

### NANO-INFECTION (MINOR OR MAJOR)

Your character was infected with a nano-virus and ended up on the short end of the mutation stick. Choose one Trait. If this is a Minor Hindrance, choose one skill your character has; If this is a Major Hindrance, choose one Attribute. In either case, the Wild Die for that Trait is reduced to d4. Alternatively, a character can take a -1 penalty to his Pace or a -2 Charisma as a Minor Hindrance, or a -1 penalty to his Parry or Toughness as a Major Hindrance.

In all cases, it's up to the player to explain how the nano-virus has actually affected his character, and the GM has the final say on which Traits she deems appropriate for this Hindrance. Nano-Infection can be taken multiple times (if a character got totally screwed by some nano-virus), although the benefits gained for taking Hindrances are still limited to one Major and two Minor Hindrances.

## NEW EDGES

### BEDROOM EYES (SOCIAL)

**Requirements:** Novice, Attractive or Charismatic, Spirit d10+

Some peeps just have that 'extra special something'... the smoldering eyes, the charming smile, or maybe just a certain je ne sais quoi that other people just find enticing. A character with this Edge never has a problem finding companionship. On a more practical level, in lieu of rolling for a Persuasion check

### BULL MARKET

Bull Hybrids are relatively common in Frisco – especially out in Richmond. If you want to play one, here's a template using the rules from the Interface Zero core book.

### BULL DNA

*You're big, and you've got a glorious legacy dating back to some old guy named Day— uh... Dee— er... Anyway, it goes back to some old guy from Greece, or something. And you don't take too kindly to peeps who call you stupid. But then, peeps don't tend to mess with a big, brawny guy with horns. Especially if he's packing a BFG.*

- **Big:** Your character has +1 Size.
- **Brawny:** Your character is "strong as an ox", gaining +1 Toughness, and the capacity to carry 8x his Strength when calculating encumbrance.
- **Horns:** Your character has natural weapons in the form of horns that he can use in combat, doing Str+d6 Damage.
- **Slow:** Not in terms of Pace, but in terms of Smarts; your character's Smarts can never advance beyond d6, even after character creation.

Posted 5/24/2088 14:09

>DOC\_HOLIDAY: Without any government oversight to clean them up, left over Nanites from the previous war are real problems. Be careful exploring some of those ruins, you might come across something you don't want to.

Posted 5/24/2088 14:12

>RAT\_MAN: Nanites, all we have is left over biological agents in St. Louis, I'm Jealous.

Posted 5/24/2088 14:14

>NICODEMUS: You could join the Rat Pack any time you want Thom. I always have room for old friends.

Posted 5/24/2088 14:16

>RAT\_MAN: You'd just want me to come and take part in your little war with Rasputin. Sorry, this Rat is staying in St. Louis, besides I'd only cramp your style.

Posted 5/24/2088 14:18

>NICODEMUS: You're Loss, I'd even let you be Sammy Davis.

Posted 5/24/2088 14:20

>RAT\_MAN: You know I'd be ole blue eyes, now stop it!

Posted 5/24/2088 14:40

>SMOKE\_AND\_MIRRORS: Oh those bedroom eyes of yours Moshi.

Posted 5/24/2088 14:44

>MOSHI: Smoke-san, if you keep this up, I'm going to light your nether regions on fire next time I see you.

Posted 5/24/2088 14:49

>SMOKE\_AND\_MIRRORS: But you already do that for me Moshi ;-)

Posted 5/24/2088 14:53

>MOSHI:.....I give up... you're ridiculous.



Posted 5/24/2088 15:01

>SIMBA: If you're like me, and you love the thrill of the hunt, being a Bounty Hunter is a great job. Action, Excitement, and oh getting to travel to places like Frisco in the first place.

Posted 5/24/2088 15:03

>CRIMSON\_VELVET: Traveling to bombed out ruins like Frisco isn't exactly a great selling point for a job Simba.

Posted 5/24/2088 15:09

>OFF\_WIRED: Speak for yourself! Nobody cares if you blow stuff up in a ruin!

Posted 5/24/2088 15:11

>BILLY\_BLACK\_EYES: You already use a Bow Orion, ever think about picking up the sword whip? It'd complete your "hi-tech, archaic warrior" motif.

Posted 5/24/2088 15:15

>ORION: No thanks, I like having all my fingers.

against someone who might reasonably find him attractive, the character can spend a benny for an automatic success. Or, if he does roll, he may spend a benny to turn a success into a Raise. The GM has the final say on who this will work on, but she should be reasonable—as long as the character is targeting a realistic mark.

There is a downside to this Edge: that *je ne sais quoi* may attract peeps you're not so keen on having follow you around, but who are nonetheless determined to win you over. Also, beware of turning that smoldering gaze on someone's shorty, or you might find yourself with a new enemy.

## BOUNTY HUNTER (PROFESSIONAL)

**Requirements:** Novice, Vigor d8+, Investigation d6+, Streetwise d8+

When someone disappears that someone else wants found, that's usually when a bounty hunter gets called in. For the most part, being a bounty hunter requires two things: you've gotta be tough, and you've gotta be good at finding people who don't want to be found. A character with the Bounty Hunter Edge gains a +2 bonus when making any Investigation or Streetwise check to find information on or about any bounty he's tracking down, and gets a +1 bonus to any Vigor checks made to Soak damage.

## FERAL THROWBACK (RACIAL)

**Requirements:** Novice, Hybrid, Vigor d8+, Smarts cannot be higher than d6

Your character's genetic cocktail leans more toward the animal than the human—regardless of his outward appearance—and he's learned to rely on 'the Beast Within' rather than the artificial perceptions of the technology surrounding him. As a result, a character with this Edge gains a +2 bonus to all Intimidation, Notice and Survival checks. The downside is his bestial nature is usually poorly received by society: a character with this Edge also suffers a -2 penalty to Charisma when dealing with anybody except others with his own genetic animal base.

## SWORD-WHIP TRAINING (COMBAT)

**Requirements:** Seasoned, Agility d8+, Fighting d8+

The sword-whip is a tricky weapon to use, requiring a certain amount of training and practice. A character with this Edge may freely use a Swhip™ (see page [33]) without penalty. Characters without this Edge automatically hit an adjacent ally if they use the flail version of a sword-whip and their Fighting roll results in a Failure; on a Critical Failure, the character automatically hits himself. In either case, roll damage normally.

Additionally, a character with this Edge may make a special Swhip-Lash attack against an adjacent enemy with the weapon's flail form by spending a benny. The character may then use the entangle Power by making a Fighting roll opposed by the target's Agility. If the character succeeds, he can then treat an entangled opponent normally or on his next action retract the weapon to its sword form. This causes some potentially very nasty (and graphic) damage—roll damage for the flail form and double it.

Posted 06/23/2088 18:33

>WOLFSON: This was kind of covered in Zeeks: Psionics in 2088, but just in case you don't happen to have that for reference, I'll reiterate a bit...

Life isn't fair—even less so in Interface Zero—but there is sometimes a sort of karmic justice as well. Sure, an Agent may seem to be a better deal than a Bartender in terms of finances and resources, but you can bet all those credits that he's got more people gunning for him as well, ami. So before you pick up a job just for the mega-credits, you might want to consider the profile it'll give your character as well.

Occupations give you an opportunity to fine-tune characters and their role in the world of 2088, but we've just scratched the surface of

potential jobs for the canny sprawler. With that in mind, we'd like to offer you a couple more suggestions for the San Francisco area, as well as some options to make Occupations a little broader.

In addition to the cash potential and contacts of an Occupation, there are sometimes other perks. On the other hand, some jobs require a certain skill set—after all, who wants a bodyguard who can't fight? Or a pizza delivery driver who can't drive? To that end, each of these new Occupations has a set of suggested perks and requisites. These are entirely optional, with the GM having final say as to what she does or doesn't allow in her game. By the same token, GMs are encouraged to create perks and requisites for existing Occupations as well.

Posted 5/24/2088 16:00

>SISTER\_SIN: Being a Caravan Guard is the same in civilization as it is in the wastes. Whether you're protecting a Big Rig from gangers in Chicago, or feral Hybrids in Frisco.

Posted 5/24/2088 16:03

>VELOCIPEDE: Maybe I'll come on out, slap a knee brace on, get a sawed off, and start calling myself "Max". Sounds like California is the perfect place for that.

Posted 5/24/2088 16:09

>EAGLE\_EYE: Actually that old prog took place in Australia.

Posted 5/24/2088 16:13

>PAYN\_MAN: j0, I d0n't g3t it!

Posted 5/24/2088 16:20

>EAGLE\_EYE: And you never will Payn.

## NEW OCCUPATIONS

### CARAVAN GUARD

**Nicknames:** Goon, Grunt, Guard, Gun-for-hire, Target

**Starting Credits:** 7,500 credits

**Bonus Credits:** 3,000 credits at each Advance

When a merchant hauls crap from one place to another in hopes of making a profit, he wants to make sure that crap all gets there in spite of thieves, bandits or the soldiers of some unfriendly group or another. That's where you come in. Granted, it ain't the most glorious job in the world, but it also ain't too bad making an honest living just for riding along, and shooting things if the going gets tough. Sure, you might wind up on the wrong end of a bullet one day yourself—but the same thing could happen to any Joe when he steps out the front door of his crib. You might as well make some credits for living in a dangerous world, ne?

**Suggested Requisites:** Fighting d6+, Shooting d8+

**Suggested Perks:** A good and reliable caravan guard can be worth his weight in credits, so to speak, and word gets around. Assuming you haven't screwed over any employers, every time you get an Advance, you also gain an automatic point of Rep to add to your Street Cred.

**Possible Contacts:** Bartender, Bodyguard, Dealer, Ganger (choose a specific gang), Government Official, Local Merchant, Soldier (choose a specific organization), Smuggler, Waitress

**Suggested Edges:** Alertness, Ambidextrous, Block, Brawny, Combat Reflexes, Danger Sense, Dead Shot, Dodge, Expert Fighter, Fast Healer, First Strike, Frenzy, Gun-Fu Disciple, Gun-Fu Legend, Gun-Fu Master, Hard to Kill, Harder to Kill, Improved Block, Improved Dodge, Improved First Strike, Improved Frenzy, Improved Level Headed, Improved Nerves of Steel, Improved Sweep, Improved Tough as Nails, Level Headed, Marksman, Master of Arms, Mercenary, Mighty Blow, Nerves of Steel, No Mercy, Quick, Quick Draw, Rock and Roll!, Run and Gun, Steady Hands, Sweep, Tough as Nails, Trademark Weapon, Two-Fisted, Weapon Master



> Posted 5/24/2088 16:44

SISTER\_SIN: So.....anyone going to touch this one? Smoke?

Posted 5/24/2088 16:50

>SMOKE\_AND\_MIRRORS: Oh hell no, I'm in trouble with Moshi enough as it is thanks to those old posts, I'm not touching this one.

Posted 5/24/2088 16:52

>2\_YEARS\_LEFT: This was my original designation actually. I was a pleasure model for a mistress. My boyish good looks still help me out now and then, but I'd never go back to such a degrading lifestyle.

Posted 5/24/2088 16:55

>KITTY\_KAT: So, what happened 2YL? To your mistress I mean.

Posted 5/24/2088 17:02

>2\_YEARS\_LEFT: Oh, well, an accident involving coca-butter, motorized toys, and a Jacuzzi, it wasn't pretty.

Posted 5/24/2088 17:07

>KITTY\_KAT: Yeesh! Forget I asked!

Posted 5/24/2088 17:11

>2\_YEARS\_LEFT: Wasn't me though, was one of the other household sim's. I took my freedom and ran though, and now I'm enjoying the time I have left.

Posted 06/25/2088 13:40

>M&MJIM: Out in the California Dead Zone it's not so easy to pipe through to Malmart and order handy gadgets from The Deep. Fortunately for you, ami, a couple of entrepreneurs—Jack Malcolm and Clive Martin—have put together a trading company, and their merchants are often seen in the open markets of places like San Francisco, braving the dangers of wilderness and wasteland to bring you many new and unique items. Some companies have struck deals with M & M, and so their wares are available as well as the items listed below. However, due to the vagaries of traveling sales, M & M cannot guarantee the availability of any item at any time.

## PROFESSIONAL ESCORT

**Nicknames:** Call Girl, Concubine, Consort, Geisha, Gigolo, Lady of the Evening, Prostitute, Whore

**Starting Credits:** 2,500 credits plus (Persuasion die type + Charisma) x 250 credits (this roll can't Ace)

**Bonus Credits:** 1,500 credits plus (Persuasion die type + Charisma) x 150 credits at each Advance (this roll can Ace)

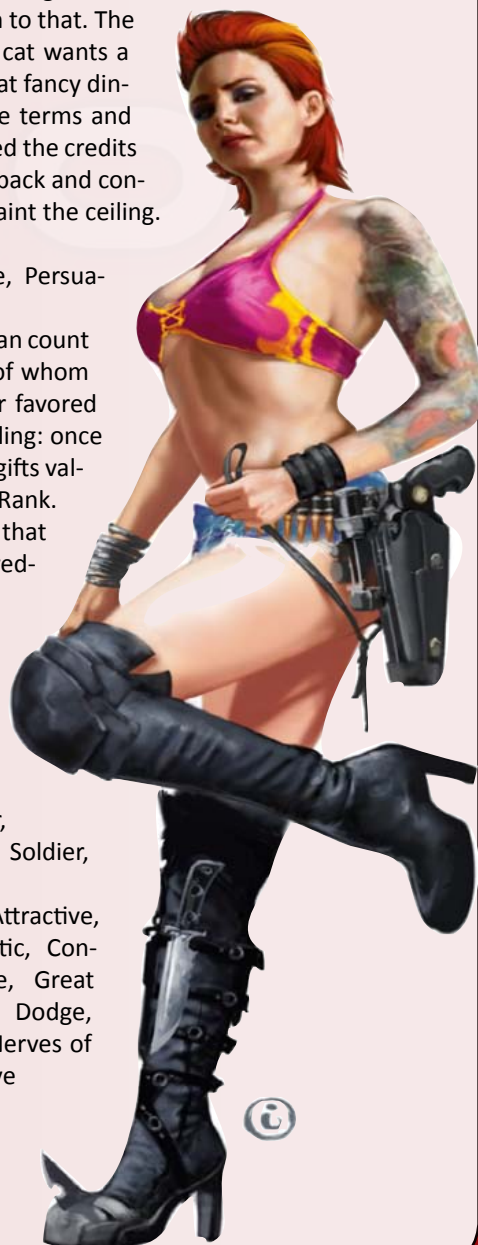
You've heard all the labels and suppositions, but you don't care. It's a job, and everyone's got their own reason for doing it: some peeps need the credits and don't have anything to sell but their looks; some peeps even enjoy the work. Of course, you know being an escort doesn't always mean putting out the sex, but sometimes it comes down to that. The best gigs are when some rich fat cat wants a little eye candy to take along to that fancy dinner—or when you can choose the terms and degree of intimacy—but if you need the credits it can boil down to laying on your back and considering what color you'd like to paint the ceiling.

**Suggested Requisites:** Attractive, Persuasion d8+

**Suggested Perks:** A good escort can count on having faithful clients—many of whom hope for 'more' and will gift their favored escort with all sorts of flash and bling: once per Rank, your character receives gifts valued up to 5,000 credits x current Rank. No more than one quarter (¼) of that amount can be in hard cash or credits.

**Possible Contacts:** Bartender, Call Girl, Caravan Guard, Corporate Executive, Corporate Wage Slave, Crime Boss, Dealer, Government Official, Groupie, Layabout, Local Store Owner, Media Icon, Mob Soldier, Pizza Delivery Driver, Politician, Soldier, Taxi Driver, Waitress

**Suggested Edges:** Alertness, Attractive, Bedroom Eyes, Block, Charismatic, Connections, Danger Sense, Dodge, Great Luck, Improved Block, Improved Dodge, Improved Nerves of Steel, Luck, Nerves of Steel, Strong Willed, Very Attractive



## M & M TRADING COMPANY

### ARMOR AND CLOTHING

The only thing worse than getting caught in an ambush is getting caught in an ambush when you're butt naked. And out west, if you're wearing silk shirts and designer jackets, you might as well be butt naked. We do our best to make sure our traders have a steady supply and a good selection of rugged clothing and armor so you can worry about the things that count when the going gets tough.

### ROAD WEAR REINFORCED BIKER JACKET

There's nothing as hella gleam as a motorcycle jacket when you're on the road... until you get your punk ass shot. Modern bullets just tear through a good leather jacket like it was toilet paper, and that's just not chill. At Road Wear we feel your pain. So we've designed an authentic-looking biker jacket from genuine synthetic leather, but with a reinforced nano-weave and ceramic plates inserted to protect the vital areas of your torso. Our reinforced biker jacket gives you all the freedom of movement you'd want, but with enough protection to keep you riding. With Road Wear, you are a road warrior!

- Suitable for both men and women and available in sizes Small to Large
- Provides +5 Armor protection to the torso and +2 Armor protection to the arms
- Weighs a mere 8 lbs.
- Available in Wasteland Brown or Midnight Black
- **Cost:** A steal at only 1,000 credits

### ROAD WEAR PAINKILLER™ BODY ARMOR

Sometimes the best way to protect yourself during in a fight is to make sure it ends before it starts. Couple that with the philosophy that the best defense is a good offense, and you might start to get the idea maybe armor should do more than just sit on your meat and look chill. At Road Wear we already got that idea. And what we came up with was Painkiller™ body armor—armor that doesn't just protect... it get's in a punk's face. We've taken Dura-Chrome-finished ceramic plates designed to protect your most delicate bits, lashed them together with synth-leather, and covered them with wicked-looking spikes. No one's gonna wanna mess with you, tomo. With Road Wear, you are a road warrior!

- Available in both Buff Banger™ and Sexy Sadist™ styles, in sizes Small to Large
- Grants a +2 bonus to all Intimidate checks, including Tests of Will
- When Grappling, you do Str+d4 damage—this is the lethal kind
- Provides +3 Armor protection to your torso, arms and legs, or +1 Armor if you are hit with a Raise
- Weighs in at a meaty 20 lbs.
- **Cost:** 3,000 credits

### OUTFITS BY WASTELAND TRADERS

If you've spent any time away from the sprawl, you know those fabricated cotons just don't hold up to the rigors of the wastelands. We've gathered garments from craftsmen all over the wastes—rugged folks who know their stuff—and now we bring 'em to you. Now you'll know your clothes will stand up to the blistering sun, acidic rain and tearing sandstorms of the wilderness... and you'll look good while their doing it.

- Available in many styles, colors and sizes
- Made of durable hide and/or fiber fabrics

Posted 5/24/2088 17:24

>BILLY\_BLACK\_EYES: I don't know what's sadder, the fact Road Warrior took it's designs from the old flat screen post-apocalyptic progs, or that they're helping to perpetuate the stereotype of what wastelanders look like.

Posted 5/24/2088 17:29

>NICODEMUS: Don't believe the hype, locals tend not to wear the Road Warrior gear, specifically for the reasons you're talking about. Nothing shows you're an outsider quite like dressing as an extra from Mad Max.

Posted 5/24/2088 17:30

>PAYN\_MAN: j0 d@wg, T4ht @rm0r is tight!

Posted 5/24/2088 17:38

>D-V8: Why am I not surprised Payn man likes it?



Posted 5/24/2088 17:43

>EAGLE\_EYE: The swhip is a beautiful thing to behold, when you see someone who knows how to use it in action. Well, that and very ultra violent. It's...less pretty when someone who doesn't know what they're doing tries to handle it.

Posted 5/24/2088 17:47

>ORION: Do we know anyone on here who's capable of using one?

Posted 5/24/2088 18:09

>SHRAPNEL: I'm trained with one. It wasn't part of basic training back when I was a ground pounder with the Atlantica Combine, but I picked it up later... more as a hobby than anything else. I did ballet as a kid, surprisingly both my military training and my old ballet lessons both helped with mastering the swhip.

Posted 5/24/2088 18:16

>OFFWIRED: I've got an idea on how to make Swan Lake much more interesting now.

- Grants a +1 bonus to Survival checks if protection and covering is a factor
- Sturdy and lightweight—most outfits weigh less than a pound
- **Cost:** 500 credits

## WEAPONS AND SELF DEFENSE

It's been our experience that all the armor in the world won't help you if you don't have a good, reliable weapon—preferably with the proper ammo. That's why we try to make sure our traders carry hand weapons and firearms to suit as many tastes as possible. Whether you want to close in and mix it up, or pick them off at range, we've got you covered.

### ASTERISK SWHIP™ EXTENDABLE SWORD

It's a sword... It's a whip... It's a Swhip™! Asterisk Technologies is proud to present this little beauty on the open market, crafted by some of the finest engineers in Chiba City. At first glance, it appears to be a heavy, serrated, titanium-alloy blade. But running through the length of that blade is a tightly-coiled polymer cable held rigid and in place by an electrical charge. When the charge is turned off, with the press of a button, the cable 'relaxes' and becomes flexible, extending to its full length—now you've got a flail that's studded down its length with thick, titanium-alloy spikes. And with another press of the button, the cable retracts, leaving you once more with a heavy sword. Now get out there and kick some butt. We make sure you're well armed if you've got your Asterisk!

**Be warned:** this is no toy! If you haven't been trained with this unique weapon, you're just as likely to hurt yourself or a friend as take out an enemy. Asterisk Technologies bears no indemnity or responsibility for any damage or injuries incurred through the use of this weapon.

- Requires the Sword-Whip Training Edge to use safely and efficiently
- Changing the weapon form is a Free Action, but can only be done once in a round
- The sword form does Str+d8 damage
- The sword form is wide, and grants an additional +1 Parry bonus if the character has the Block Edge; this counts as a Shield Parry bonus
- The flail form only does Str+d6 damage, but has Reach 1
- The flail form ignores Shield Parry and Cover bonuses
- In either case, the titanium blade has a hardened edge and is AP 1
- The Sword-Whip weighs a solid 10 lbs.
- A battery in the hilt must be replaced at each Advance, at a cost of 100 credits
- **Cost:** 5,000 credits

### WASTELAND TRADERS CARVING KNIFE

Out in the wasteland, your grandfather's combat knife may not quite do the trick—things can be big, mean and nasty out there, and you don't want to lose your blade when it gets stuck in some random piece of bone. So we've found a little company that's taken your grandfather's combat knife and married it to your grandmother's carving knife. This meaty sucker takes twin serrated titanium blades and merges them into a single, thick sharp blade that cuts with a rapid alternating sawing motion. The twin points jab with a piercing rabbit punch, while the twin edges are guaranteed to lacerate anything but the thickest steel. You'll never get stuck with a dull blade again.

- Carves through meat with Str+d6 damage and AP 2
- Weighs a beefy 3 lbs.
- The hilt battery only costs 100 credits to replace (required at each Advance with standard usage)
- **Cost:** 400 credits

## SENTINEL ROCK 'GIBBS' HIGH-POWERED RIFLE

Sentinel Rock has a long history of practical and reliable firearms. Our Gibbs high-powered rifle lives up to that reputation, taking the classic Sharps and making it that much better. The extended .50 caliber barrel is perfect for long-ranged shooting, and we've designed the Gibbs to be compatible with both standard sighting optics and TAP connected enhancements. Sometimes the best way to take out an opponent is to make sure he never sees you.

- Ranges of 50/100/200 make the Gibbs excellent for long-ranged shots
- The massive Teflon-coated .50 caliber round does 2d10+1 AP 3 HW damage
- The single-shot (ROF 1) firing chamber is fed by a 5-round clip
- Weighing in at 20 lbs, the Gibbs requires Strength d8+ and incurs a Snapfire penalty
- **Cost:** 4,000 credits

## VEHICLES

Even in out-of-the-way places like San Francisco, you've got to get around. Of course, we obviously can't have our traders lugging around a selection of vehicles, but we can put you in touch with local Gear Heads who are chill at putting together that sort of thing from the available scraps. Check 'em out... 'cause we know the best way to get around isn't always on foot.

## BAY RUNNER

Bay Runners are to boats what wasteland choppers are to motorcycles: sturdy water vehicles usually built from the salvaged parts of other abandoned watercraft. They are typically shallow draft boats, often armed, but only lightly armored—most

Posted 5/24/2088 18:40

>WIDOW\_MAKER: The Gibbs is a great weapon, when you need to put something down, Hard, the Gibbs won't fail you. I've used it to take down pursuit cars, and full conversion cyborgs both. It's heavy, but sometimes heavy is what you need.

Posted 5/24/2088 18:49

>SHRAPNEL: A high powered sniper rifle is a lady's best friend.

Posted 5/24/2088 18:55

>CRIMSON\_VELVET: Speak for yourself Shrapnel, I rely on my mono-katana myself.





Posted 5/24/2088 19:04

>FEDERAL: Bay Runners are fine for locals, but beware of out of towners who mean business in Frisco. The Cartels of the Southern Badlands come by sea, and heavily armed sometimes. Bay runners aren't good in prolonged fights, but they're cheap and they'll get you from point A to point B.

Posted 5/24/2088 19:40

>OFFWIRED: Oh that wasteland chopper is a thing of beauty! Just look at it! Not as pretty as my knucklehead, but you can tell it's made from American parts, it knows it's history, not one of those rice burner crotch rockets!

Posted 5/24/2088 19:44

>LUCIFERON: I didn't know you were into Motorcycles wired, I thought explosives consumed your every waking minute.

Posted 5/24/2088 19:46

>OFFWIRED: A man is permitted to have more then one obsession thank you!

often they are used by the Portrero Scavengers, who use them for their salvage expeditions. Hard points (usually at the aft and stern) are typically built in to accept a Heavy Weapon, like the M2 Browning (Range: 50/100/200, Damage: 2d10, ROF: 3, AP 4, HW), which can easily be set up or removed.

- Runs on any combustible liquid fuel
- **Acc:** 2 Top Speed: 9
- **Toughness:** 15(4)
- **Crew:** 1+5
- **Cost:** 15,000 credits

## WASTELAND CHOPPER

No... not a helicopter. These are throwbacks to the unique motorcycles of last century—chopped apart and individually modified. A wasteland chopper isn't always so pretty, but it's generally reliable and good at getting around in places where paved roads are at a premium. And like the choppers of old, you can pretty much rest assured that yours will be a one-of-a-kind bike.

- Built for off-road use (4WD)
- Runs on any combustible liquid fuel
- **Acc:** 10 Top Speed: 25
- **Toughness:** 9(3)
- **Crew:** 1+1
- **Cost:** 5,000 credits



## DRUGS

Drugs are often a mainstay of life in the wastelands—sometimes because of their usefulness, and sometimes for simple recreation purposes. For this reason, our traders often carry a wide and varied selection of drugs... No matter what your need might be, you have our guarantee we'll do our best to take care of you.

## BLACK ZOMBIE

This cocktail was designed by Emperor Pharmaceuticals during the Second Civil War as a combat drug designed to turn soldiers into unstoppable, unthinking combat machines. While the formula was proprietary, most people speculate that it was some sort of unholy union of Afterburn and Tank-N-Spank. Whatever it was, it made soldiers stronger and faster—and occasionally had them keeling over from cardiac arrest. EP claims to have stopped making the drug after the war, and to have safeguarded the formula, but Black Zombie still finds its way in small quantities into places where fighting is going on. EP reps suggest a third-party company may have acquired the recipe through corporate espionage.

- **Nicknames:** Black Lotus, Black Mamba, Black Rage, Opium Methadone, Pop-N-Thrash
- **Duration:** One dose lasts 1d4+2 hours
- **Methods of ingestion:** Injection (there are rumors of a pill form that only lasts 1d4 hours)
- **Effect:** Black Zombie combines many of the effects of Afterburn and Tank-N-Spank. Each dose increases the character's die type for Strength, Agility and any Agility-related skills (except for Swimming, Lockpicking and Stealth) by one—in other words d6 becomes d8, and so on—to a maximum of d12. Note that the increase to Fighting will also increase the character's Parry. Each dose also allows the character to ignore one level of both Fatigue and Wounds. Finally, when a character is on Black Zombie, if he makes a Raise on his Fighting check, his bonus damage die is also increased by one step—usually from d6 to d8, although this effect stacks with augmentations that already modify extra damage. The extra damage increase is always only 1 step, regardless of the dosage taken.
- **Side effects:** Black Zombie, like Afterburn, instills a false sense of bravado. This grants a +1 bonus to Guts checks and Spirit checks to remove a Shaken status, but also gives a -1 penalty to Smarts when resisting Taunts in a Test of Wills. When the drug wears off, the user must make a Vigor check with a -1 penalty for each dose taken, or suffer 1 level of Fatigue for each dose—this Fatigue can Incapacitate, but isn't lethal. However, the character also automatically takes 1d4 lethal damage for every hour he's been on the drug—yep... that's 6d4 damage at the top end.
- **Addictiveness Rating:** -4 penalty to Spirit rolls to avoid becoming addicted for each dose taken within a 24 hour period. (Major Habit)
- **Cost for one dose:** 800 credits

## COMMUNICATIONS EQUIPMENT

Out in the wasteland, good communications gear can mean the difference between life and death. That's why our traders invariably have a good selection of such equipment on hand when they make a stop. After all, if you're stuck out in the middle of nowhere and have nothing else, something as simple as a working two-way radio could save your butt.

## WASTELAND TRADERS PIPE CLEANER

A pipe cleaner is a nifty little gadget that can be fitted to any interface with a successful Repair check, or connected to a TAP as a Level 1 piece of cybernetics. It's

Posted 5/24/2088 20:01

>ARCHANGEL: I won't work with anyone on Black Zombie, it's nasty, it turns you into a psycho, it can kill you, and it's addictive as hell.

Posted 5/24/2088 20:15

>DOC\_HOLIDAY: You can still find this stuff all over Boston as well. Don't believe for a moment EP isn't still making this stuff. They're funneling it all over the place and using it to conduct research into even "better" combat drugs.

Posted 5/24/2088 20:18

>NEON\_BIGHT: I don't know, those effects are hard to sneeze at. If you can't afford the chrome, and you don't want to go wild and join the Hybrids, it's hard to ignore combat drugs. They can really make the difference between life or death.

Posted 5/24/2088 20:19

>ORION: There's no such thing as a free lunch though. Chrome comes with it's downside, Hybridization does too, and so do the combat drugs. The things we do to keep that killer instinct and try to stay alive just seem to hasten us to the grave.

Posted 5/24/2088 20:22

>DOC\_HOLIDAY: Sadly it means street docs like me are never one for lack of work.

Posted 5/24/2088 20:27

>SISTER\_SIN: Huh, never heard anyone actually being sad to have continuous business.

Posted 5/24/2088 20:30

>DOC\_HOLIDAY: I became a Doctor because I wanted to actually HEAL people. I don't like seeing people get hurt, no matter how much it may line my own pocket.

Posted 5/24/2088 20:31

>BILLY\_BLACK\_EYES: You're a rare breed Doc.



Posted 5/24/2088 20:35

>GRUNT: I still don't understand what the heck Wolfson is talking about. City trappings? What?

Posted 5/24/2088 20:36

>BILLY\_BLACK\_EYES: It's for something called an RPG, Grunt.

Posted 5/24/2088 20:38

>GRUNT: An RPG? You mean a rocket propelled grenade? What the hell do city trappings have to do with rocket propelled grenades?!?

Posted 5/24/2088 20:40

>ORION: An RPG is an old-school acronym for a game you use these things called dice and make things called characters up and stuff.

Posted 5/24/2088 20:42

>GRUNT: A game? You mean like a computer game?

Posted 5/24/2088 20:45

>BILLY\_BLACK\_EYES: Just roll with it man. This is a short section, but strangely, there is some interesting information in here about The bay area.

Posted 5/24/2088 20:48

>GRUNT: Whatever, I'm flipping back to look at that killer chopper. Wake me when this is over.

Posted 06/25/2088 16:32

>WOLFSON: While there are plenty of similarities between various sprawls around the globe, there are also plenty of things setting each one apart. To that end, we're giving you a few tools to help 'flavor' your setting, as well as some Savage Tales particularly for the Ruins of San Francisco. Of course, it's your game, so use these things as you will. If you want to keep your gang in Chicago (or where ever), you can always adapt the rules and adventures to suit your own needs. The only rule we like to enforce is: Have Fun!

usage is simple: it filters the background noise in a pipe and boosts the pipes signal. This can be handy in many places, but in places like San Francisco—where The Deep isn't quite so deep—it can almost be a necessity. Unfortunately, this 'cleaning' does come at with a price: the filters tend to slow down an Avatar by a tiny amount as the buffers do their job.

- Grants a +2 bonus to all Hacking rolls when done across a pipe
- Reduces an Avatar's Pace and Parry by 1
- **Cost:** 15,000 credits (this is for Gutterware quality if it's cybernetics)

## CITY TRAPPINGS

Trappings are simply effects applied to a person, place or thing. On people, they're usually seen as various Edges or Hindrances, and you've probably already used them in theory as far as places go if you've ever applied a modifier for Cover or Lighting. Essentially, Trappings allow you to apply an effect to a city, neighborhood, or even a specific location. This might come in the form of a bonus or penalty to certain skill checks, or maybe even some other effect.

**Here's an example:** Say your characters are in Saint Louis, trying to find a smuggler to move some goods. Since you happen to know Saint Louis is a favorite haunt of smugglers, you could have the Trapping of Smuggler's Haven applied to the city, and the characters gain a +1 bonus to their Streetwise checks when they go looking.

**Here's another example:** Suppose you've got a group of happy humans and hybrids trying to take care of some business in the south of San Francisco — San Bruno Mountain, to be precise. Since you know San Bruno Mountain is a refuge for West Coast hybrids, you may have given it the Trapping of Hybrids Only. For the duration of their stay, the (non-hybrid) characters would acquire the Outsider Hindrance, and incur all the problems that come with it until they finally leave.

You should be getting the idea.

Feel free to start coming up with your own Trappings, but to help you along, we've provided a few specific Trappings for Boston and its various sectors —you can use these if you want to spice up your game just a bit.

Note that the effects of Trappings can stack... In other words, a character in Richmond, San Francisco would be under the influence of both Brown Outs and Combat Zone. This means a hacker trying to track down a character in Richmond from another point in San Francisco would have a -5 penalty to his roll.

Should you add your own Trappings to specific locations in San Francisco, remember that in the case of conflicting events, the smallest area always supersedes the larger.

## TRAPPING DESCRIPTIONS

## BLACK MARKET

This area has a thriving commerce dealing in illegal and illicit goods and services, which means it's a lot easier to find these things—or get into trouble. This Trapping most often applies to specific locations or neighborhoods, although some cities may have it as well; it would be rare, though not impossible, for an entire nation to have the Trapping. Black Market generally affects how easy it is to find and acquire restricted items, although it can lead to other effects.

- Streetwise checks involving the purchase or sale of illegal goods or services are made with a +2 bonus.
- Any character who is perceived to represent 'The Law' (in whatever form) is assumed to have the Outsider Hindrance while in this area, with all its attendant repercussions. Additionally, if that character should roll a 1 on the Skill Die for any Streetwise check in the area, he finds himself cornered somewhere by a group of thugs that is bent on 'removing him from the picture'.
- Any contraband bought here which can be legally purchased in most other places costs 50% more than usual.
- All rolls to contact and deal with 'Criminal' Contacts in the area gain a +1 bonus.

## BROWN OUTS

This area has problems with its power grid, making anything requiring electricity a bit unreliable. This Trapping can apply to almost any type of location—a nation might be a Third World country; a neighborhood may have bad transformers; a building could just have old wiring... or maybe no one paid the power bill. Brown Outs can have diverse effects, although they are largely environmental.

- Hacking checks are all made at a -4 penalty—unless the hacker is directly accessing a terminal, in which case the penalty is -2—because the unstable power affects communications and computers.
- A roll of 1 on the Skill Die for any skill involving gear that has to be connected to a power source (most often things like Hacking, Investigation or Repair) results in a total loss of power to an area one size smaller than the area normally suffering from Brown Outs (in other words, a country would lose power to a city, a city would lose power to a neighborhood, a neighborhood would lose power to a building, and a building would lose power to a room) until power can be restored. This can take from d4 to d10 hours, depending on the size of the area affected. During this time, no gear can be used if it has to be connected to a power source (unless there is an available backup source), and penalties should be applied for darkness when indoors or outside at night.
- Any character who is in The Deep (Hacking or Ghosting) if the power goes out is forcibly ejected back to reality, taking 2d6 damage as described under 'Attacking a Virtual Entity' in Interface Zero.

## SAN FRANCISCO TRAPPINGS

San Francisco	Brown Outs (d8 recovery time)
Castro	Wilderness
Chinatown	Martial Law
Daly City	Hybrids Only
Mission	Humans Only
Pacific Heights	Kingpin
Portrero Island	Slum Dogs
Presidio	Military Base
Richmond	Combat Zone
Sunset	Interdicted Zone
Western Addition	Black Market

Posted 5/24/2088 20:55

> NEON\_BIGHT: I frikkin hate brown outs, They always happen when I'm watching my favorite soaps.

Posted 5/24/2088 21:01

> ORION: Yeah, cause it would be a TRAGEDY to miss out on the ongoing day time drama at *Mercy Hospital*. God forbid. \*rolls eyes\*

Posted 5/24/2088 20:04

> NEON\_BIGHT: MEH, it's better than watching Wally's Wonderful World of Porn ORION. You perv. :p

Posted 5/24/2088 21:06

> ORION: Hey, porn is one of the cornerstones of Post-modern society.

Posted 5/24/2088 21:12

>ARCHANGEL: heh, more like its wrecking ball.

Posted 5/24/2088 21:16

>BILLY\_BLACK\_EYES: I'd just be satisfied with being able to take a proper shower every once in while without having the water pumps fail because of the brown outs.

Posted 5/24/2088 21:25

>LUCIFERION: What I hate, is when you're ghosting and a brown out occurs and dumps you out of the Deep (Or horizon, as the script kiddies. Are starting to call it). I can't tell you how many times that's happened to me.

Posted 5/24/2088 21:30

>BILLY\_BLACK\_EYES: I hear ya Luci. Or when GISP resets and temporarily screws up the OOL's.

Posted 5/24/2088 21:32

>ORION: I know rite? I had that happen to me once. I tried blitting down to a local VR hangout, but the OOL got fragged because of the brown out, and I ended up in a Japanese nail salon. Talk about embarrassed.



Posted 5/24/2088 21:32

>ORION: Heh. If what I read is correct, only Richmond is classified as a combat-zone. Personally, I think you enter a combat zone every time you leave your squat.

Posted 5/24/2088 21:37

> ARCHANGEL: I can't disagree with you there, ORION. Richmond is certainly one of the more active combat zones, but I'd watch my back everywhere else too, especially in the zones where certain people aren't allowed.

Posted 5/24/2088 21:43

> DOC\_HOLIDAY: Good insights ARCHANGEL. Places like Mission, and Daly City are very racist, and racially motivated crimes are commonplace. I hear up in San Bruno Mountain they lynch you if you aren't showing obvious signs of hybridization.

Posted 5/24/2088 21:58

>BILLY\_BLACK\_EYES: Ok Doc, let's tone down the racist rhetoric. Don't post that sort of thing without some sort of proof.

Posted 5/24/2088 22:00

> DOC\_HOLIDAY: You want proof Billy? Head on up there and find out for yourself. I for one don't plan on risking my genetically unmodified ass to get a digipic of the violence just to satisfy your need for proof.

Posted 5/24/2088 22:06

>BILLY\_BLACK\_EYES: Fair enough.

## COMBAT ZONE

This area is run down and only loosely patrolled by law enforcement, making it more dangerous but fairly easy to move around unnoticed. This Trapping usually applies to a neighborhood or city, although it could also apply to specific locations or entire nations. Combat Zone mostly affects moving, hiding and —perhaps unsurprisingly—combat situations.

- Investigation, Hacking or Streetwise checks made to locate an individual receive a -1 penalty as it's easy to hide here. This works both ways, and anyone attempting to locate a character hiding here suffers the same penalties.
- Notice checks to detect an ambush suffer a -2 penalty as there is usually plenty of rubble or debris available to hide in or behind. Again, this works both ways, and additionally it's easy to find cover if a fight breaks out (assume Medium Cover unless a specific scene has been set).
- Movement is often difficult because of rubble or debris. Driving checks as well as any Agility check involving movement suffer a -1 penalty, and the terrain is considered Rough for purposes of determining obstacles during a chase.

## HUMANS ONLY

This area is mostly occupied by people who subscribe to a human supremacist doctrine, or at the very least by people who fear anything different from themselves. This Trapping can apply to nearly any size of location—the smaller it is, though, the harder it will be for a non-human to integrate... as a building, it may even simply be an exclusive private club. Humans Only tends to be social in nature, potentially affecting a character's interactions.

- Any character in this area who is obviously (or known to be) non-human is treated as if he has the Outsider Hindrance as long as he's here. The -2 Charisma penalty is always applied unless specifically dealing with a resident who doesn't adhere to the norms of his group in regard to non-humans.
- Any Streetwise roll made by humans in this area gain a +1 bonus.
- A roll of 1 on the Skill Die for any Streetwise roll made by a non-human (or non-human sympathizer) results in a group of vigilantes bent on ejecting and/or harming the character.

## HYBRIDS ONLY

This area is occupied by hybrids, and maybe a few other people who get on well with hybrids. This Trapping can apply to nearly any size of location—the smaller it is, though, the harder it will be for a non-hybrid to integrate... as a building, it may even simply be an exclusive private club. Hybrids Only tends to be social in nature, potentially affecting a character's interactions.

- Any character in this area who is obviously (or known to be) not a hybrid is treated as if he has the Outsider Hindrance as long as he's here. The -2 Charisma penalty is always applied unless specifically dealing with a resident who doesn't adhere to the norms of his group in regard to non-hybrids.
- Any Streetwise roll made by hybrids in this area gain a +1 bonus.
- A roll of 1 on the Skill Die for any Streetwise roll made by a non-hybrid (or non-hybrid sympathizer) results in a group of vigilantes bent on ejecting and/or harming the character.

## INTERDICTED ZONE

For some reason or another, this area is restricted, and anyone without proper authorization is not allowed in (or is only allowed in a very limited area). While this

Trapping could be applied to any location, larger areas—like nations or cities—are less likely to have it than smaller areas; neighborhoods or buildings could be top secret installations. Interdicted Zone is more likely to be an obstacle or have legal repercussions for the characters.

- Characters traveling through this area must make periodic Stealth checks to avoid being noticed (every minute if in a building; every hour if in a neighborhood; every day if in a city; every week if in a nation). Unless there is a reason for the interdicting force to be suspicious, this is passive check... although a Failure results in all future Stealth rolls being active.
- Characters failing an active Stealth check will find themselves confronted by a group dispatched by the interdicting force. The group will be of what ever size is deemed sufficient to deal with the character(s) and will act according to the disposition of the interdicting force: either attempting to remove intruders from the premises, or attempting to kill them.
- A roll of 1 on the Skill Die for any Stealth check results in the characters stumbling into some sort of automated defenses. This could be as simple as a minefield, or as complex as pop-up infrared laser turrets. In any case, it still counts as a Failure, with the effects detailed above.

## KINGPIN

This area is under the control of a major underworld figure. Occasionally, this can also be the local leader or head of state, but in any case very little goes on in the area which this figure doesn't know about. This trapping can apply easily to a neighborhood or city, and even to a nation under the right circumstances. It can technically also be applied to a single building or locale. Because of its nature, King Pin can work for or against the characters, depending on circumstances.

- Streetwise checks involving the purchase or sale of illegal goods or services are made with a +1 bonus.
- Any goods bought by someone without 'connections' to the King Pin cost an additional 10%, and any goods sold earn 10% less. If these goods are of a 'questionable' nature (illegal or stolen), the modifiers both increase to 20%.
- A roll of 1 on the Skill Die for any Streetwise check made by a character without 'connections' to the King Pin results in his being picked up by the King Pin's local representatives and taken for a little chat to determine his motives.
- All rolls to contact and deal with 'Mob' Contacts in the area gain a +1 bonus.

## MARTIAL LAW

This area is under martial law for some reason or another. Inevitably, heightened security means curtailed freedoms, which can prove inconvenient at the very least. This Trapping can apply to a very large region—like an entire nation—all the way down to a single building held by military forces (although the impact of the Trapping also diminishes accordingly). Martial Law creates several effects, which largely boil down to the idea that there's always a cop around, even if you don't need one: regular patrol sweeps are carried out by soldiers and observation drones, and they are always on the lookout for any sign of trouble.

- Streetwise checks to find some sort of Law Enforcement are made with a +1 bonus.
- Stealth checks for any sort of apparent criminal activity (like sneaking around after curfew or trying to quietly break into a building) are made with a -1 penalty.
- A roll of 1 on the Skill Die for any Streetwise check results in the character(s) being stopped, asked for ID and perhaps even detained if the circumstances warrant it.

Posted 5/24/2088 22:30

>BILLY\_BLACK\_EYES: Aynone been to the Sunset district lately? I hear the UCSF Conservators have closed it off.

Posted 5/24/2088 22:39

>LUCIFERION: Not so much closed it off as severely restricted who can go in. From what I understand, they want to keep the area as pristine as possible. I can't say that I blame them, but in my opinion it's kind of like spraying air freshener on a pile of dog shit. It doesn't mater what the shit smells like, it's still shit.

Posted 5/24/2088 22:41

>GRUNT: Hahah

Posted 5/24/2088 22:43

>NEON\_BRIGHT: Ewww

Posted 5/24/2088 22:44

>GRUNT: This kingpin entry is interesting. It sounds to me like the writer is making a case that the Gran Master of the order of masons is some kind of underworld figure, but I'm wondering why the leader of the Ascending Dragon Tong isn't mentioned?

Posted 5/24/2088 22:50

>MOSHI: Master Jiang Xi Wu is person of great importance in San Fransisco GRIUNT-san. You'd do well to take care when speaking of him in this way. Such negativity might bring unwanted attention.

Posted 5/24/2088 22:55

>BILLY\_BLACK\_EYES: MOSHI's right. Jiang Xi Wu is a player. Look how he's locked down China Town. Cinder and the Sandman are also pretty big players in the 'plex.



Posted 5/24/2088 22:55

>BILLY\_BLACK\_EYES: Portero island's a real dive, definitely deserving of the Slum Dogs designation. Anyone been there recently? I personally don't like the idea of going to a toxic waste dump just to see the sights.

Posted 06/24/2088 23:00

>SIMBA: Like I said before, Billy, it's not so bad. You just gotta watch out for the scavengers. They get pretty territorial.

Posted 5/24/2088 23:05

>BILLY\_BLACK\_EYES: Shouldn't be too hard. That toxic crap probably has then glowing a nice shade of green by now.

Posted 06/24/2088 23:08

>CHARON: LOL

Posted 5/24/2088 23:20

>NEON\_BRIGHT: Pack your own water in too, and extra for trading. You could make a few creds for your trouble.

## MILITARY BASE

This area serves as a military headquarters of some sort, which can complicate things for characters trying to get into various types of trouble as it tends to be full of soldiers and weaponry. This Trapping can apply equally well to a single building, a neighborhood, or an entire city. Very rarely could it be used for a nation—that would normally fall under Martial Law. Military Base mostly affects characters in terms of area security, although this would be the place to find military personnel and equipment.

- **Restricted Access:** Anyone caught on base without proper ID or authorization is assumed to have the Wanted (Minor) Hindrance. If the character also has weapons, he is assumed to have the Wanted (Major) Hindrance instead.
- Stealth rolls are all made with a -1 penalty, as security cameras, drones and guards are generally keeping an eye on things.
- A roll of 1 on the Skill Die for such a Stealth check results in MPs being dispatched and the character(s) being stopped, asked for ID and perhaps even detained if the circumstances warrant it.
- All rolls to contact and deal with 'Military' Contacts in the area gain a +1 bonus.

## SLUM DOGS

This area is largely inhabited by the poor and other dregs of society, which often leads to a certain insular mentality. This Trapping usually applies to a neighborhood or specific location, although in rare cases it could extend to an entire city, or even a small nation. There are several effects of Slum Dogs, largely having to do with interacting with the locals.

- Any character displaying obvious signs of wealth receives a -1 Charisma modifier for any type of social interactions (usually Intimidation, Persuasion or Streetwise checks) with the local denizens.
- Any character displaying obvious signs of wealth who makes a Streetwise check must pay 10 credits times the result of the roll, regardless of Success or Failure (you should make the rolling character keep rolling and adding any Aces). Additionally, a roll of 1 on the Skill Die finds the character(s) surrounded with slum dogs and beggars all demanding a handout, and possibly even taking the money by force, depending on the circumstances.
- Any character who is obviously poor receives a +2 Charisma Modifier for any type of social interactions (usually Intimidation, Persuasion or Streetwise checks) with the local denizens.
- All rolls to contact and deal with 'Street' Contacts in the area gain a +1 bonus.

## WILDERNESS

This area is notable largely for its lack of civilization. This doesn't mean the area is uninhabited, but rather that there is probably more plant and animal life present than street lights and plumbing. While this Trapping could apply to any type of location, from a building to a nation, it's less likely in the smaller areas, although there could be parks in the middle of a city that count as such. Wilderness is most likely to affect characters in terms of comfort and technology.

- Hacking and Investigation rolls are made at a -2 penalty as there is generally little—if any—communications support equipment in the area. At the GM's discretion, the penalty to Investigation can be ignored if the character has hardcopy to dig through (archaic things like books and newspapers, for example).

- If a character must spend more than a week in this area without access to civilization, he must make a Survival check. Ready availability to provisions may add +1 to the check, and a sturdy, permanent shelter may add +1 as well, for a possible bonus of +2.
- Tracking can be used to find or follow creatures, people or vehicles without the penalties one might have in a place filled with concrete and asphalt. If you normally allow Tracking to be used in those areas, this area grants a +1 bonus to the check.

## SALVAGE TALES

### POKING THROUGH RUINS

First, the characters must make a Survival check (remember: this is a cooperative roll—if you're rusty on how this works, you can find it in the 'Trait Tests' section of the *Savage Worlds* rules). If they get a Raise, there are no complications and they can move on to Generating Salvage. If they get a Success, they encounter a Nuisance Problem which gives them a small choice: Either roll on the Scavenging Problems table and deal with the results, or spend time working back around to the area from another direction—no roll is necessary, but it costs the characters an hour of time and they get no check for salvage. This would also be a good time to add a Complication (see below). If the Survival roll results in Failure, the characters encounter a Minor Problem—roll a d6 on the Scavenging Problems table. A Critical Failure

on the Survival check has the same result, only it's a Major Problem.

#### Ceiling Collapse: (Nuisance)

A plank, chunk of concrete, or similar piece of debris falls

#### SCAVENGING PROBLEMS (ROLL D6)

ROLL	PROBLEM
1-3	Floor Collapse
4-5	Wall Collapse
6	Ceiling Collapse

#### DID HE SAY SALVAGE TALES?

No, that's not a typo. One sure fire way to make an extra credit or two (and maybe even pick up some useful gear), other than bounty hunting, is by scavenging through the ruins—hell... you didn't think the peeps in Portrero were doing it as a hobby, did you? And make no mistake, tomo—salvaging can be dangerous work.

Since salvaging really only requires time and effort, the basic mechanics aren't very complex. I'm assuming you're just roleplaying this out—although I'm certainly not going to stop you if you want to whip up some maps and let the characters explore a very specific environment... The sunken ruins of Fort Point or the Palace of Fine Arts would be pretty beast for that sort of thing. But if you don't have the time for that, just use the tables below for most 'ruin runs'.

From a practical standpoint, the only things you really need to worry about when characters are crawling around ruins looking for salvage are the potential dangers and the potential rewards. That means the

two skills they're going to need to focus on are Survival and Notice. In most cases, when a group of characters are scavenging, both those rolls should be cooperative—make sure you find out who the primary roller is going to be before you have them make checks... as soon as you say, "Make a Notice check," all of them are going to start rolling dice. Trust me.

Poking around and looking for things takes time, so each set of rolls (Survival and Notice) covers about an hour of game time as the characters search around, dig through things, double-check nooks and crannies, and so on. There's also a practical limit to how much stuff the characters can find in a given location... Assuming you're letting them dig through a random location, roll a d6 when they enter and keep track of the result (I'd suggest using tokens, although tally marks on a piece of scratch paper works fine too). That represents the total possible 'take' from the place they're searching through.

Now the real fun begins.

Posted 5/24/2088 23:28

>CHARON: I'm glad that Wolfson spent some time talking about salvaging in the Bay area. The ruins aren't the friendliest of places, but if you have the stones for it, you can make some good cred salvaging.

Posted 5/24/2088 23:29

>BILLY\_BLACK\_EYES: Agreed. This is good information for anyone looking to go wandering through the ruins.



Posted 5/25/2088 02:14

> ROACH: C, this is kind of thing U run into salvaging. Make sure U bring climbing gear and rope. Tie off to rest of team and make sure lightest person on team leads.

Posted 5/25/2088 02:18

> GOBBO: H8 to agree with him, but ROACH is right. Never go it alone and always have the right gear for the team.

Posted 5/25/2088 02:20

> BILLY\_BLACK\_EYES: Wait... who in their right minds would use a call sign like Roach?

Posted 5/25/2088 02:23

> ROACH: Me!!! U haz problem with that?

Posted 5/25/2088 02:25

> BILLY\_BLACK\_EYES: Hey, whatever puts the cream in your Twinkie...

Posted 5/25/2088 02:27

> ROACH: Mmmm... Twinkie!!!

Posted 5/25/2088 02:35

> GOBBO: Man, there is something wrong with you ROACH... What are you, a Cock-roach Hybrid?

Posted 5/25/2088 02:39

> ROACH: ...

from above, dealing 2d4 damage to the character that gets the lowest result on an Agility check; (Minor) Part of the ceiling collapses onto the characters, causing 2d8 damage to the character who led the Survival check, as well as to any character who fails an Agility check... All future Survival rolls while exploring this ruin suffer a -1 cumulative penalty; (Major) Huge chunks of the ceiling cave in on the characters, doing 3d6 damage to each of them—although any character who makes a successful Agility check only takes half damage... Discard one of the unclaimed tokens—that piece of salvage can't be found now.

**Floor Collapse:** (Nuisance) A cracked or rotten portion of the floor gives way beneath the character who led the Survival check, and his leg breaks through... He must make a successful Agility check or suffer 2d4 damage; (Minor) The floor caves in beneath the character who led the Survival check, and he plummets to the floor below, taking 2d6 damage as a result of the fall and landing on broken debris—the other characters must make successful Agility checks or suffer the same fate; (Major) Oops... The entire structure begins to cave in, collapsing for 1d6 rounds. Any character can spend a benny to cancel this event, because anyone inside a collapsing building is potentially hosed... In that case, treat this as a Minor Floor Problem, but discard one of the unclaimed tokens as that piece of salvage can't be found now. Otherwise, for each round, rotate through a sequence of Major Ceiling Problem/Major Wall Problem/Minor Floor Problem, doing one each round until the collapse stops, and immediately applying any effects generated.

**Wall Collapse:** (Nuisance) A portion of the wall is broken or rotten, leaving a gap—roll another d6, and on a roll of 1 some creature or person is using the crawlspace as a lair and may take umbrage at the intrusion... otherwise treat this as the Ceiling Problem of 'Falling Debris'; (Minor) A portion of wall topples onto the characters, doing 2d6 damage to the character who led the Survival check, as well as to any character who fails an Agility check; (Major) A large portion of wall collapses onto the characters, doing 2d8 damage to each of them—although any character who makes a successful Agility check only takes half damage... All future Survival rolls while exploring this ruin suffer a -1 cumulative penalty.

*Note: Water can complicate things. A character falling into water halves any damage taken, but must make a single Swimming check or inhale some water (resulting in a level of Fatigue). Characters who lack the Swimming skill, or who can't make their way to a solid surface in the next hour, are subject to drowning as per the Savage Worlds rules... The same applies to collapsing walls or ceilings, as characters experiencing those are not considered to be in calm water.*

## SEARCHING FOR STUFF

After each Survival check (assuming at least one of the characters is still alive and conscious), the characters get to make a Notice check... again, this is a cooperative roll. If the roll is failed, there is no effect—the characters don't find anything of value, but then again,

nothing horrible happens to them either. If the roll is a Critical Failure, however, they stumble into a trap—either something left behind when things were abandoned (like an automated turret with its own power source), a natural hazard (like

SCAVENGING RESULTS (ROLL 2D6)	
ROLL	SALVAGE
2-3	Ammunition (this can include weapons)
4-5	Provisions (usually food and potable water)
6-7	Scrap (parts and materials for stuff)
8-9	Goods (anything from clothes to holovids)
10-11	Medical (equipment or drugs)
12	Fuel (combustibles or batteries)

gas venting into an area), or a booby trap left by previous visitors (like grenades with tripwires). You can use the Complications table (see below) as well, or if you just want something 'generic', give the group a Notice check to spot the trap—which gives them a chance to disarm it (with a Lockpicking check)—and assume it does 3d6 damage which can be cut in half with a successful Agility check.

On the other hand, if the Notice roll to search the area resulted in a Success, give the characters one of the tokens (or two if they got a Raise), and allow them to roll 2d6 for salvage on the Scavenging Results table below for each token... Once you're out of tokens, there's nothing of any real value left to be found in the current location. The character who made the primary Notice check should roll a die equal to his Smarts as well, in order to determine the approximate value of the find as explained below—this die roll can't Ace.

The characters can choose what they find in a given stash, although the GM has the final say on how appropriate it is—after all, if you're looting an old service station, you're more likely to find diesel fuel than hydrogen cells for a portable fusion reactor. But as long as the GM feels it's reasonable, she should cut the players a little slack... after all, they just risked their necks for this crap, ne?

Salvage is often measured in 'units'... a term that simply refers to a useful quantity of a given item. It just makes the bookkeeping a little easier.

**Ammunition:** The characters find a stash of ammunition, or some sort of useable weapon. The number rolled on the Smarts die equals either the number of full reloads found (which can be split between different types of guns), the number of single use weapons found (like grenades), or the maximum value of any weapons found (in thousands of credits—this can be split between multiple weapons). Weapons salvaged this way should require servicing, however. This takes a successful Repair roll and a number of hours and units of scrap parts equal to 0.1% of the weapon's value (rounded up for the scrap). For example, an AGA Thunderbolt (1,500 credits) would require an hour-and-a-half and 2 units of parts, while a Gibbs high-powered rifle (4,000 credits) would require four hours and 4 parts. Generically, units of ammunition are worth about 200 credits.

**Fuel:** The characters find a stash of fuel, or some other type of power supply (batteries, or the like). The number rolled on the Smarts die equals either how many units of combustible fuel they find (1 unit will top off a vehicle's gas tank, or power a generator that runs on combustibles for one day), or the number of power cells, batteries or whatever they find. Most power sources have a value of about 50 credits each; fuel, on the other hand, is a slightly more valuable commodity, and is worth 500 credits per unit. Wood for burning counts as a combustible fuel, by the way.

**Goods:** The characters find a stash of 'stuff'—either luxury items with no intrinsic value other than comfort or pleasure, or more useful items often taken for granted. The number rolled on the Smarts die equals the number of units found, although each 'unit' is usually a single item: a chair cushion; a jar of tobacco; maybe a nice dress or some light armor. Goods can usually be sold for roughly 250 credits per unit, although exceptional demand could fetch a higher price. At the GM's discretion, goods could also represent finding items of silver or gold that can be used for direct barter.

**Medical Supplies:** The characters find a stash of medical supplies, which can range from bandages to actual drugs (yes... this includes street drugs). The number rolled on the Smarts die equals the number of units found, which can be defined in several ways. 1 unit can be used to give a +1 bonus on any Healing check or any Vigor roll to resist the effects of Incapacitation (this usually won't apply to actually getting Incapacitated, since a character won't have time between getting shot and going down

Posted 5/25/2088 02:44

>LUCIFERION: You can get some good stuff, not just in San Fran, but in other areas as well. My team once found a whole case of ammo for a Act of God Armaments Gauss sniper rifle. Sold it for a nice bit of Cred.

Posted 5/25/2088 02:47

>GOBBO: My team once got a hold of a downed VTOL Ambunaught. IT was loaded with medical supplies and a few profitable drugs. Too bad the vehicle itself was beyond salvaging.

Posted 5/25/2088 02:49

>ROACH: I got a rock...

Posted 5/25/2088 02:51

>LUCIFERION: Don'tchya mean you crawled out from under one, Roach?

Posted 5/25/2088 02:54

>ROACH: HAR HAR HAR :P

Posted 5/25/2088 02:45

>: PAYN\_MAN: LOLZ! PWND

Posted 5/25/2088 02:51

>ARCHANGEL: Wolfson talks about fuel, but the truth is, Fuel's getting scarce out there and scavengers who DO find it become targets for raiders really fast.



Posted 5/25/2088 03:11

>CHARON: A lot of people out there looking for stuff miss what is right in front of them. Building materials like wood, bricks, rebar, and other usable materials get tossed aside and can really get you some creds if you know what you're looking at.

Posted 5/25/2088 03:12

>KRYOMANCER\_111: Ehh.. Maybe, maybe not. That sort of thing is so abundant that you generally only see people grabbing it for personal use. Merchants want the stuff that's harder to come by.

Posted 5/25/2088 03:12

>CHARON: If you say so. I disagree though.

Posted 5/25/2088 03:12

>KRYOMANCER\_111: ...Plus, you have to look at Risk VS. Reward. I personally wouldn't wanna waste my time grabbing rebar or wood when the longer I'm out in the ruins scavenging, the risk of getting ganked by gangs increases.

to apply medical supplies). Units used in this way are used up, and multiple units can be used for additional bonuses to a +4 maximum. Units of medical supplies are also worth about 300 credits each, and can be sold or traded as 'generic', or defined as a specific drug. In the latter case, a single unit is a single dose up to a value of 300 credits (so 1 unit is 1 dose of either Sticky-Icky or Afterburn); more expensive drugs can be found by expending more units (in other words, a dose of Euphoria would 'cost' 2 units, and a dose of Black Zombie would require 3 units).

**Provisions:** The characters find a stash of provisions—usually this will either be food and/or a limited supply of potable water... In any case, the effects are generally the same. The number rolled on the Smarts die equals the number of units found, with each unit representing enough provisions to sustain a single person for one week. Units of provisions can be used in exactly that way (insuring one or more characters have food and clean water), or can be traded out at a value of 150 credits per unit.

**Scrap:** The characters find a stash of scrap materials or parts. The number rolled on the Smarts die equals the number of units found, although units of scrap are purposely left vague, since they can be anything from wire, to metal, to nuts or bolts—it really is just scrap, and generally used to repair or build jury-rigged items. Repairing items that have been damaged (like vehicles or robots that have taken damage) usually requires scrap parts, with one unit of scrap necessary for each Wound being repaired. At the GM's discretion, other items may require scrap parts in order to be repaired, and units of scrap can be spent to grant a +1 bonus to Repair rolls (cumulative to a maximum of +4), although in the case of vehicle repair, the requisite amount of scrap must be spent first. Scrap can also be sold or traded to some merchants at a value of 100 credits per unit.

## COMPLICATIONS

In case you hadn't noticed, scavenging can be a hazardous business. Aside from crawling through damaged buildings that are often just looking for an excuse to finish falling down, there are other (possibly hidden) dangers in the form of gas, fire, water, electricity, sharp protrusions, automated defenses, and even other scavengers.



You can throw these things at a group of characters on a salvage run as planned encounters, or as the result of a Critical Failure on a Notice roll while searching an area. Or...

Supposing the characters get a hold of a Bay Runner and head out to The Ruins for a fun day of scavenging. They find a likely looking spot—the ten-story stump of a high-rise jutting up from the bay—and head in to scrounge. You, as the GM, roll your d6 to see how much stuff might be in there, and get a 1. You could either let it go at that, figuring the characters are out of luck, or you can add tokens to the pool to provide more potential loot.

In order to balance things out, here's what you do: At any time you feel like it (for example, when the Characters are facing a Nuisance Problem), add a token to your pool and then roll a d10 on the Complications table. It's that simple.

**Booby Trap:** Someone was here before and left a little surprise. Roll a d6...

1. A piece of debris covering an armed mine—Notice -2 to spot; Lockpicking -2 to disarm; Explodes for 4d6 damage in SBT (or against the lowest three Agility rolls)
2. A shotgun rigged to a tripwire—Notice to spot; Lockpicking +2 to disarm; Fires for 2d6 damage against two adjacent targets (or against the lowest two Agility rolls)

SCAVENGING COMPLICATIONS (ROLL D10)	
ROLL	RESULT
1	Radiation
2	Gas Trap
3	Minor Mishap
4	Nuisance Mishap
5	Water Hazard
6	Rival Scavengers
7	Booby Trap
8	Wild Animal
9	Fire
10	Electricity

3. A grenade rigged to a tripwire—Notice +1 to spot; Lockpicking -2 to disarm; Explodes for 3d6 damage in MBT (or assume entire group is in range of blast)
4. A dead fall rigged to a tripwire—Notice -2 to spot; Lockpicking to disarm; Collapses for 2d6 in cone (or against the lowest two Agility rolls)
5. A metal punji stick attached to a piece of spring steel and rigged to a tripwire—Notice -1 to spot; Lockpicking to disarm; Lashes out with great force and strikes for 2d8 AP 1 damage against a single target (or against the lowest Agility roll)
6. A heavy piece of debris attached to a cable and rigged to a tripwire—Notice +1 to spot; Lockpicking -1 to disarm; Swings down and strikes for 2d6 damage against a single target (or against the lowest Agility roll)... this trap is most often rigged in a spot where the victim can be knocked off a balcony or through a hole in the wall and fall a fair distance—a successful Strength or Agility roll is needed to avoid this and, if necessary, roll a d6 to see how many dice to roll for falling damage (as per *Savage Worlds*)

Posted 5/25/2088 03:17

>OFFWIRED: Man, why does there always seem to be complications?

Posted 5/25/2088 03:19

>I\_ATE\_YOUR\_FACE: That's life Boyo. get sued to it.

Posted 5/25/2088 03:20

>I\_ATE\_YOUR\_FACE: \*Used\*...damned typos.

Posted: 3/25/2088 03:33

>CRIMSON\_VELVET: We still luv ya Face. :)

Posted: 3/25/2088 03:33

>ROACH: Got caught with our pants down when a Booby Trap went off. Only half of us got out of that one. TIN-TIN had too much Cyber and didn't know how to swim. Sunk like a rock when the explosion took out the floor.

Posted: 3/25/2088 03:36

RAT\_MAN: what's worse is when the traps seem to be there just to kill or annoy. You know. Strip a building, then rig it to blow, just for the fun of it? WTF?

Posted: 3/25/2088 03:40

>ROACH: thins the competition... or cooks them [yum!]

Posted: 3/25/2088 03:41

>NEON\_BRIGHT: Ewww..

Posted: 3/25/2088 03:42

>D-V8: What the hell ROACH? You are so sick!

Posted: 3/25/2088 03:45

>MAGPIE: \*throws up in mouth a little\* Remind me NOT to accept dinner invitation from this kid!  
o\\_/o

Posted 5/25/2088 03:49

>I\_ATE\_YOUR\_FACE: It wouldn't surprise me if there were cannibals roaming the ruins.



Posted 5/25/2088 03:50

>WOLFSON: Radiation can be a real concern in some areas. Finding a Geiger counter is not a bad idea if you can. The Nukes didn't directly hit the city, but there are areas, like Oakland, where it can still be heavy.

Posted 5/25/2088 03:54

>NICODEMUS: Rival scavs are always a problem. Who do you think has been setting those Booby Traps you keep wandering into?

Posted 5/25/2088 03:57

>HOT\_SHOT: What is the best way to avoid confrontations with other Scavengers'?

Posted 5/25/2088 03:57

>RAT\_MAN: By knowing where they are before they know where you are...

Posted 5/25/2088 03:58

>HOT\_SHOT:....

Posted 5/25/2088 04:03

>RAT\_MAN: No seriously. If they never see you, you don't waste ammo!

**Electricity:** A wire or cable is still connected to some sort of power source, and is arcing. Roll a d4 to see how many d6 dice of damage the current could cause. Normally this isn't much of a problem, and simply requires a successful Agility check or finding another path to get around. However, if this is mixed in an area filled with water, the whole group of characters could be toast (everyone in the water takes the damage).

**Fire:** Someone has left something burning, and it's now threatening to burn the structure the characters are in. See the rules for Fire in *Savage Worlds*—if the characters spot it early on (Notice -2), they can probably put it out fairly easily (any good idea should work); otherwise, it starts as a spot fire and continues to spread. When scavenging, a fire like this is considered to be in a confined area... the rules for Smoke Inhalation also apply.

**Gas:** Whether from a ruptured line that is still feeding from somewhere, or from a natural vent, gas is spewing into this area (this is 'gas' like methane, not 'gas' like gasoline). Each character must succeed at a Vigor check or take a level of Fatigue from inhaling the fumes; repeat the check for every minute they remain in the area. Assuming they aren't Incapacitated by the Fatigue, it wears off at a rate of 1 point every ten minutes... If a character becomes Incapacitated, the wear off rate becomes 1 point every hour (assuming he's removed from the area before dying). Gas masks and cybernetic air filters can aid against this Complication. However, if anyone brings an open flame into an area with a gas leak... BOOM! This does 4d6 damage in a Large Burst Template (assume the whole group gets hit) and causes an immediate roll on the Scavenging Problems table—this is a Major problem.

**Minor Mishap:** Each character must make an Agility check. Anyone who fails stumbles over a rough patch of rubble and debris, or falls down a stairwell or other drop. This does no damage, but causes 1 Fatigue if he fails a Vigor check... this counts as Bumps and Bruises, as per *Savage Worlds*.

**Nuisance Mishap:** Pick a character at random. That character catches his clothing on something sharp or jagged and rips it. This doesn't have any real effect—other than requiring clothing to be replaced—but there's always the possibility of an embarrassment factor ("Dood... Your ass is hanging out!").

**Radiation:** The lucky characters have stumbled into a high radiation area... Use the Radiation rules from *Savage Worlds*. Alternatively, if you've set up this Complication early on, you could deem that the whole site is a low radiation area—with that version of the Radiation rules being applied.

**Rival Scavengers:** "We are not alone..." Another group of scavengers is trying to pick through this location, and they don't usually take kindly to trespassers. Roll a d6... on a 1 the characters are unaware of the other group (who will try to stage an ambush unless it would be patently stupid to do so), and on a 6 the other group is unaware of the characters. Assume there are 2d6 scavengers, and use the stats for the Portrero Scavenger on page [XXX].

**Water Hazard:** Remember my earlier note about how water can complicate things when parts of a building start collapsing? Well, this is one way it can come into play. If you get this result as a Complication, you can 'hold' it until something caves in, and then allow the water to flow. Or, you can simply assume the characters have to cross some sort of water barrier—either a flooded room, or a channel of some sort. In the first case, it can either mean the floor is gone, and there is nothing but water, or that a door is stuck, and behind it is water (obviously, this only makes sense if they are below the water level)... The characters will have to find away around or through the obstacle—remember those Drowning rules. In the second case, it can simply be a stream of water flowing by, or a deep chasm or

well in the structure... characters can try to jump (with a Strength check), but the results of Failure depend on the circumstances—either they've got to start Swimming, or they're going to fall a ways and then have to start Swimming.

**Wild Animal:** Yep... here there be wild things. This is kind of a chance to indulge yourself. You could always pick something suitable from the *Savage Worlds* rules, like wild dogs, but it might be more fun to grab one of the critters from the Threats section of *Interface Zero*—specifically from pages 261-267. Beetle Rats... Toxic Roaches... Xenomorphs (or even Psiders, if you've got Zeeks)... all of these things would be perfect to toss at a group of characters in the cramped confines of a ruined building. Don't forget those Dim and Dark Lighting modifiers, ami!

## SAN FRANCISCO BOUNTY GENERATOR

In order to generate bounties in the San Francisco area, you can use the tables on page 259 of *Interface Zero*, replacing Table 7:3 Location with this one:

Note that these numbers are for a bounty hunter hired within the confines of San Francisco. Odds are that someone from elsewhere (like... say... Chicago) would offer a flat base of 1,500 credits, as he isn't likely to specific information about Frisco's neighborhoods—only that San Francisco is a pile of ruins. For that matter, most bounty hunters sent into any ruins or remote wasteland locations are likely to receive that amount as a base fee.

SAN FRANCISCO BOUNTY GENERATOR	
D10 ROLL	CREDITS
1. Castro	250
2. Chinatown	200
3. Daly City	450
4. Mission	300
5. Pacific Heights	500
6. Portrero Island	350
7. Presidio	600
8. Richmond	1000
9. Sunset	400
10. Western Addition	300

Posted 06/25/2088 14:45

>WOLFSON: There are plenty of stories that can be told in the world of 2088 — in this book alone are possible seeds for dozens of *Savage Tales*. But just in case you need a little help getting the old brain juice going, we'll offer you a handful of plot hooks to work with.

In case you haven't picked up Boston, we'll explain how we've laid these out:

**The Offer:** This is how the characters are approached, or otherwise potentially drawn into the story. Essentially, this is what they see at face value, or what they'd easily know.

**The Complication:** This is what's really going on, or the forces at work behind the scenes the characters don't necessarily know about to start with. The bottom line is this is the real meat of the story.

Posted 5/25/2088 04:07

>LUCIFERION: Wild Animals? RLY? With all the Bio-horrors hanging around the area, why would Dogs be anything more than carnitas?

Posted 5/25/2088 04:09

>ROACH: No doubt! There is some freaky stuff out there!

Posted 5/25/2088 04:14

>GOBBO: look who's talking! :p

Posted 5/25/2088 04:16

>PAYN\_MAN: What's a carnita?

Posted 5/25/2088 04:19

>LUCIFERION: Food

Posted 5/25/2088 04:23

>WIDOW\_MAKER: BOUNTIES!!!! Now we are talking my language. There are some bad MoFo's out there in the wilds that can get you some fast credits. Not just in Frisco either.

Posted 5/25/2088 04:27

>SISTER\_SIN: Some of the bounties out there are worse than the Bio-Horrors! Make sure you know the whole story before you accept a bounty in the SF area! Half the time the contractors are just looking for assassins.

Posted 5/25/2088 04:36

>I\_ATE\_YOUR\_FACE: Or Suckers. Sometimes a contractor just wants to send the target a message and doesn't particularly care if the poor saps who take the job succeed.



Posted 5/25/2088 04:39  
>GRUNT: What the heck is a PLOT HOOK?  
Is it a melee weapon?

Posted 5/25/2088 04:44  
>BILLY\_BLACK\_EYES: \*sigh\* It has to do  
with grenades again Grunt!

Posted 5/25/2088 04:47  
>GRUNT: \$/^!)@ you BBE! I just woke up  
too soon I guess.

Posted 5/25/2088 04:49  
>MAGPIE: ROFL! o\\_/o

Posted 5/25/2088 04:51  
>ORION: These would be great as long  
as you're not the one getting hit up by the  
complications!

## PLOT HOOKS

### BOUNTY HEAD

Bounty hunting is a common way to make money in 2088... for people with the right skill sets. But even if you've got the skills, it can be a pain in the ass when you're trying to extract a bounty head from an area filled with peeps who are more sympathetic to the target than to you...

**The Offer:** The characters are given an offer to go hunt down a bounty: a snake hybrid named Hebi Johnson, who has been charged with killing his former 'caretaker'. This is pretty straightforward, and could even be used to send the team to San Francisco if they take the job in some other location. All the characters need to do is track down the killer, ne?

**The Complication:** Of course, there's always the question of how guilty Johnson really is—maybe he did it; maybe he was framed by someone who had a grudge against the victim. Irregardless, things can really take a turn when the characters find out Johnson has fled into the Castro: not only is it ordinarily hard to find someone there, but it's filled with a bunch of UPLU who are very unsympathetic to the team—after all, hybrids are people too... Stick it to The Man, and all that. Even if Johnson is guilty, the team is likely to wind up having to fight their way out of Castro.

### COMMUNICATION PROBLEMS

Out in the middle of nowhere, the ability to get messages from point A to point B can sometimes mean the difference between life and death. So when a relay goes down, there are people willing to pay good credits to make sure it gets back up. On the other hand, there are also people willing to pay good credits to make sure it stays down...

**The Offer:** There are two ways to tackle this story: The characters are approached by an independent contractor (read 'fixer') to go to Mount Sutro, gain access to the transmission tower, and either repair it or damage it. In the first case, they are actually being hired by the Brotherhood of Conservators to undo damage by the Angels of Mercy; in the second, they are actually being hired by the Sons of Robert to remove the Conservators' ability to broadcast.

**The Complication:** In either case, the first thing the team will have to do is get to Mount Sutro... and then they'll have to deal with the defenses. If they are to repair the tower, many of the automated defenses have been shut down (although others remain), but the Angels have some of their best men and hardware in place to make sure no one gets to the tower before they implement their own plans. To damage the tower, they'll have to deal with all of the defenses themselves—these include pop-up laser turrets, anti-personnel mines, and the Conservators themselves. And then they have to figure out how to repair or destroy the thing. And there is always the possibility of mixing these up a bit: maybe the Conservators have hired the characters to deal with the Angels, but the Sons have used the Flood to hire another group of gangers from the Western Addition to make sure the tower stays down.

### FIGHT NIGHT

Entertainment is normally big business—just ask those gauchos in Los Angeles—but in out-of-the-way places like the Ruins of San Francisco, entertainment is also

a major social occasion. The problem is, when the entertainment is along the lines of 'Christians versus the Lions', someone gets to be the lions while someone's stuck playing the part of the Christians. Now it just remains to find out which part you and your bros are playing...

**The Offer:** How you approach this story depends on how you want it to play out. The characters could want a little extra cred (of either the money or street variety) and simply go to the Cow Palace in hopes of brawling it out and winning. Or they could run afoul of the local hybrids and get 'sentenced' to fight in the arena. Or maybe they just want to go watch a local favorite kick some ass.

**The Complication:** At first glance, this adventure seems pretty straightforward—and you could certainly run it that way... but there are also plenty of ways you could mess with it to raise the stakes. For instance, where there are fights, there are bookies; where there are bookies, there are fixed fights. A local gang boss, like Cinder, could inform the characters that it's 'in their best interests' to lose. Or maybe a friend of theirs begins taking a hit to his credibility after taking a fall he was forced to take. On the other hand, if the team has been sentenced to a fight, they might be forced to fight against someone they'd rather not. Or perhaps it's to the death... against each other! Then the adventure may shift to escaping—which could be an interesting prospect in a packed arena. And of course there's always the prospect of the characters being pitted against a vicious beast with nothing but their bare hands and improvised weapons to work with.

## LOST CONTACT

A good contact can be worth her weight in parts and supplies—especially when she provides said parts and supplies. But if she suddenly goes missing... well, if you want those parts and supplies, you might want to find out where she's gotten off to...

**The Offer:** One of the team's contacts, a trader who works for M & M (we'll call her Asha Fong), goes missing and no one seems to know where she's gone or why. You could always have the characters get hired to track her down, but it's more personal if they head into the Civic Center Plaza one day, expecting her to be there... only she isn't. If they need a little more motivation, perhaps they've received word that Asha was bringing them a long-awaited product they really want. Now they need to find out what happened to her.

**The Complication:** First the characters are going to need to track the trader's footsteps. In a place like San Francisco, this may not be so easy—most of the major factions maintain some sort of market place, and an M & M trader can usually get into all of them... a luxury the characters might not have, depending on how they're viewed by various groups. It gets worse when (or if) they figure out the last place Asha was known to be headed was Pacific Heights—Masonist territory. Poking around there can be dangerous, if only because people asking questions are exactly the kind of people that arouse Mason's fears. If the team isn't careful, they could find themselves arrested and having a 'chat' with the Grand Master. Apparently, that's what happened to Asha... and now she's a permanent resident of Angel Island. If the characters can learn this, they can try to figure out a way to rescue her. On the other hand, if they've been 'detained', they might learn of Asha's whereabouts when they are also deposited on the island—and then it becomes a problem of arranging an escape not only for their friend, but for themselves as well.

Posted 5/25/2088 04:54

>SMOKE\_AND\_MIRRORS: I think I played this "NAC vs lions" game. It didn't end too well for the Lions if I remember correctly...

Posted 5/25/2088 04:55

>LUCIFERION: from what I understand, many peeps don't get a chocie, especially if they have the wrong genes.

Posted 5/25/2088 04:58

>BILLY\_BLACK\_EYES: Yeah Luciferion, this sort of thing doesn't just happen in 'Frisco either. The Chi-town sprawl has numerous places like this, the most violent of which is deep inside Coffin City.

Posted 5/25/2088 05:07

>FREAKISH\_TEXAN: Ther'e a lot of this happening down here in the Republic too ya'll. El Paso is a hot bed of Mexican gang activity, and you hear about white folks gettin' kidnapped and thrown into the octágonos de diablo to fight for their lives.

Posted 5/25/2088 05:15

>I\_ATE\_YOUR\_FACE: I gotta agree with Wolfson here; a good contact IS worth their wieght in parts and supplies chums.

Posted 5/25/2088 05:24

>ORION: Agreed. Too many people are just waiting to separate a newb scavenger from his supplies. My advice, find someone you can trust to barter with and treat them like family.



Posted 5/25/2088 05:30

>LUCIFERION: Being paid to go into the ruins in search of a single item is like searching for a needle in a stack of needles, unless you know exactly where to start looking. And even then, you're going to run into your fair share of problems.

Posted 5/25/2088 05:32

>ROACH: Isn't that what the writer just said?

Posted 5/25/2088 05:35

>LUCIFERION:...

Posted 5/25/2088 05:38

>FREAKISH\_TEXAN: MOVIN' ON.... Living down in Texas, I can relate to the problems with water rights. Even in the wettest parts of the year, Texas ain't much wetter than spit on leather. You get all sorts' a' folks scrappin' over clean water.

Posted 5/25/2088 05:41

>NEON\_BRIGHT: "Ain't Much Wetter?" What language are you speaking FREAKISH...?

Posted 5/25/2088 05:46

>FREAKISH\_TEXAN: I'm speakin good ol' Southern English darlin', with just a pinch of twaaang.

Posted 5/25/2088 05:50

>I\_ATE\_YOUR\_FACE: Well YEEHAW!

## TREASURE HUNT

Scavenging through ruins can be both lucrative (if you're lucky) and dangerous (if you're not). No doubt some characters won't even be interested in trying—unless they've got a patron who is looking for a very specific item, knows where it is, and is willing to pay the characters quite a bit if they'll only go recover it for her...

**The Offer:** A Ms. Johnson approaches the team, wishing to hire them to go into The Ruins to locate a family heirloom of sorts—apparently her father used to work in the San Francisco offices of the Zentek corporation before the War and the Quake shut down that branch for good. According to Ms. Johnson, a data file was left behind in an HR folder—a file that could reverse her family's crumbled fortunes—and she's willing to compensate the team if they will go to the ruined offices and recover that file for her.

**The Complication:** Of course, Ms. Johnson could be exactly what she says she is... but that wouldn't be very fun, would it? However the team isn't likely to find out most of this stuff until they're neck deep in the situation. The data file is there, and it was actually left behind by her father. What Ms. Johnson isn't telling the characters is that she also works for Zentek, and the corporation really wants that data, as it not only contains very valuable information, but also contains very incriminating information. Zentek is a genetics research company, and the deceased Mr. Johnson was a genetics researcher.

Oh... here's the other rub: that old Zentek office had a lot of practical research in it, which means—aside from the things they might expect to find while scavenging some ruins—the characters can also look forward to an abnormally high population of mutated creatures. Not to mention the lower levels are seeping with toxins and radiation. And one or two mutated nanoviruses. And if you want to stir the pot from a different direction, you could always have a representative of a corporation like Featherstone pay a visit to the team and make them an offer if they'll just drop that data file into his hands. Oh yes... and don't forget the Portrero Scavengers, who tend to view The Ruins as their personal territory. They might let the characters go in unmolested for a (large) share of the rewards.

## WATER RIGHTS

Even before California became a big empty wasteland, water was a major issue. Now it's become nearly as valuable as gold, and a major commodity for those with access to it. So it only stands to reason that if a critical water pump gets relocated, there's bound to be someone willing to pay to keep it under their control. And there's bound to be someone willing to kill in order to take it over...

**The Offer:** This is a simple mission: the characters are hired by a local group (for this one, Ascending Dragon or—less likely, but less politically charged—Cinder's Bloc might be a good choice) to either repair a broken water pump, or escort someone to the pump who is capable of repairing it.

**The Complication:** But then, nothing's ever simple. The issue of water rights in California has been a sticky one for over two centuries, and there are three national interests in Frisco—two of which have a very specific interest in the water, and the third of which sees it as political leverage. While Cascadia has no specific designs on northern California (at the moment), they do tend to view it as an extension of their territory, and don't want to see the water go to waste. Los Angeles, on the other hand, damn well wants the water—and as much of it as they can get... after all, almost everything south of the San Gabriel Mountains is either desert or high desert. The North American Coalition, on the third hand, doesn't really want anyone to

have access to northern California resources unless it's with their blessing—ideally, it would be Los Angeles... after they've signed a treaty with the NAC allowing the Free City to be 'reunited' with the greater American whole. The bottom line is that any attempts by a local party to secure the water pump is likely to draw the attention of anyone else who wants it. At least the CEF might be sympathetic—although they don't want to get drawn into a conflict with other major entities.

## YESTERDAY

San Francisco was once a major trade center, and for all its problems, it still has the potential to be one again. But with all the disparate factions vying to hold on to their little chunk of territory, is there really any hope of raising the phoenix from her ashes...

**The Offer:** This is something that could either be instigated by the characters themselves, or any of the many entities who have an interest in San Francisco. The goal is simple in concept, but difficult to achieve: Unite the disparate factions of The City under one banner, and rebuild.

**The Complication:** In this case, the complications should be pretty obvious—starting with the question of 'who do the characters support'? There are a number of potential overlords (including the characters themselves, if they've a mind to set themselves up as such and the resources to pull it off), but the trick will be getting people to work together. By the same token, some of the powers in Frisco have no interest in seeing the city's factions unite themselves unless it's under their own banner and following their own agenda. Those people also need to be dealt with—either bargained with, or defeated and driven off, as the case may be—if there's any hope of securing unity. This 'hook' as really the skeleton of a long campaign where the stakes have the potential to be very high: San Francisco resurrected carries a lot of implications to the political landscape of western North America. Do the characters want to support a larger government structure like Cascadia or the Coalition? Or do they want to try and beat the odds by creating another free city? In the end, the fate of San Francisco could rest with them.

Posted 5/25/2088 06:11

>NEON\_BRIGHT: Has anyone been to Frisco lately? I've heard that the Chinese mandarinates are secretly trying to open up trade in the ruins.

Posted 5/25/2088 06:17

>ROACH: I haven't heard anything about that, NEON.

Posted 5/25/2088 06:20

>BILLY\_BLACK\_EYES: So I'm looking at these "stat blocks" for the Anegls of Mercy. I don't know much about these strange numbers, but what I CAN say, is that if what Wolfson's been saying is true, the Angels of Mercy are pretty freaking mean S.O.B's.

Posted 5/25/2088 06:23

>SIMBA: I'm not sure I can vouch for what he says personally, since I didn't really deal with them – but if the rumors around The City are remotely true, they're definitely a group of well-armed and sadistic bastards.

Posted 5/25/2088 06:24

>CRIMSON\_VELVET: If they're so freakin' bad, why aren't they already running the show then?

Posted 5/25/2088 06:26

>KRYOMANCER\_111: They ARE that freakin' bad... Fortunately there just aren't as many of them to go around compared to other groups.

Posted 5/25/2088 06:28

>ORION: Which is probly a good thing.

## MAJOR NPCS

### ANGEL OF MERCY STAT

#### BLOCKS

Most Angels of Mercy come in two flavors: former soldiers who have chosen to follow Major Haveck, or local gangers who have chosen to join the Angels of Mercy.

#### ANGEL OF MERCY (SOLDIER)

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

**Skills:** Driving d4, Fighting d8, Hacking d4, Intimidation d6, Notice d6, Shooting d10, Stealth d6, Throwing d6





Posted 5/25/2088 06:31

>SIMBA: Actually, from what I understand, most of the Angels are of the ganger variety – they can be nasty, but not as bad as the ones who seem to have the actual military training.

Posted 5/25/2088 06:35

>RAT\_MAN: LOL... Haveck better hope the PTB don't read this stuff!

Posted 5/25/2088 06:36

>MAGPIE: PTB? @\_@?

Posted 5/25/2088 06:37

>RAT\_MAN: "Powers That Be" Maggie. If Haveck's former employers in LA bother facing with The Deep, he may find himself in deep.

Posted 5/25/2088 06:38

>MAGPIE: ooh. OoO

Posted 5/25/2088 06:40

>LUCIFERION: It's possible they already suspect, but don't really care as long as he keeps the area destabilized enough to prevent NAC or Cascadian control.

Posted 5/25/2088 06:42

>KRYOMANCER\_111: Not that it matters much. The whole lot of them are whacked. If Haveck says "jump" they ask "how high" on the way up.

Posted 5/25/2088 06:43

>ORION: Yeah, but I don't think they'd stay so loyal in the face of a serious threat.

Posted 5/25/2088 06:45

>KRYOMANCER\_111: I don't know about that. This is second hand, but a scavenger in Frisco told me he witnessed Haveck get pissed at one of his subordinates. Haveck said he wanted the prick dead and everyone else in the room turned on the poor bastard. The scav said the guy was literally torn to pieces.

**Charisma:** -2; **Pace:** 8; **Parry:** 7; **Toughness:** 11/13(4/6); **Cybertrauma:** 0; **Street Cred:** 5

**Hindrances:** Loyal, Mean, Stubborn

**Edges:** Expert Fighter, Mercenary, Quick, Rock and Roll!

**Cyberware:** (Milware), Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5), Level 1 Olfactory Booster (+2 Notice involving smell), Level 1 Reactive Reflex Enhancers (Parry +1), Level 1 Tension Springs (Pace +2)

**Gear:** 'Angels of Mercy' Combat Armor (standard Shogun variation, +4/+6, Negates 4 AP), Duke McCoy Electrified Combat Knife (Damage: Str+d6, Vigor check at -2 or Shaken), Kelvin-12 Class Assault Rifle (Range: 24/48/96, Damage: 2d8+1, Auto, AP 3), 2 fragmentation grenades (Range: 5/10/20, Damage: 3D6, Medium Burst Template)

## ANGEL OF MERCY (GANGER)

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d8, Hacking d4, Intimidation d6, Notice d6, Shooting d6, Stealth d8

**Charisma:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 8(3); **Cybertrauma:** 0; **Street Cred:** 2

**Hindrances:** Mean

**Edges:** Pack Fighting

**Cyberware:** Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5)

**Gear:** Road Wear Painkiller™ Armor (+3 Armor on torso, arms and legs, Grapple for Damage: Str+d4, Intimidation +2), Duke McCoy Combat Knife (Damage: Str+d6), Kelvin-12 Class Assault Rifle (Range: 24/48/96, Damage: 2d8+1, Auto, AP 3)



If you need stats for any hybrids working with the Angels of Mercy, most of them are pretty generic and can be covered with the Gang Soldier stats on page 268 of *Interface Zero*, adding the hybrid abilities of Big (+1 Size), Resilient (+1 Toughness) and balanced with either Bloodthirsty or both Mean and Stubborn. Feel free to spice them to your own liking.

## MAJOR HAVECK

*Major Haveck is in fact Major Anton Haveck of the Los Angeles Free Militia. When he first arrived in San Francisco, his mission was to secure water facilities for Los Angeles, but he quickly found several things: the job was easier said than done, and he liked the power that came with having strength in a state of anarchy. When he finally stopped sending reports down south (having been 'doctoring' them for quite a while before that), his superiors sent a back-up team—some of them were eliminated, while others were recruited to his own Angels of Mercy. So far, the commanders down in Los Angeles are not overly suspicious, assuming San Francisco is just too dangerous at the moment, but Haveck may be gambling with his future if they ever learn the truth. In the meantime, he just enjoys his power, and tries to figure out ways to expand that power.*

**Attributes:** Agility d8, Smarts d10, Spirit d6, Strength d8, Vigor d10

**Skills:** Driving d6, Fighting d10, Intimidation d6, Knowledge (Battle) d10, Notice d6, Shooting d6, Stealth

**d6, Throwing d6**

**Charisma:** -2; **Pace:** 6; **Parry:** 7; **Toughness:** 14/16(7/9); **Cybertrauma:** -1; **Street Cred:** 20

**Hindrances:** Greedy, Mean, Vengeful (Minor)

**Edges:** Alertness, Command, Fervor

**Cyberware:** (Milware), Rating 1 TAP (Avatar Pace 6, Parry rating 5, Toughness 5), Battle Computer (Modifiers for range are eliminated for Medium range and reduced to -2 for long range. When shooting into melee the character hits a bystander on a roll of snake eyes for hand guns and a 1 for automatic weapons or shotguns), Level 3 Sub-dermal Armor (+3 Armor)

**Gear:** Angels of Mercy' Combat Armor (standard Shogun variation, +4/+6,

Negates 4 AP), Duke McCoy Electrified Combat Knife (Damage: Str+d6, Vigor check at -2 or Shaken), Foley Arms TAW 2022 (Rifle Range: 25/50/100, Damage: 2d10, ROF: 3, AP 2, Auto; Shotgun Range: 12/24/48, Damage: 1-3d6, ROF 1, Auto; Grenades Range: 15/30/60, Damage: 3d6 SBT, ROF 1, Auto)

## ASCENDING DRAGON TONG

### ASCENDING DRAGON SOLDIER

*Regardless of the master he purports to serve, this warrior believes in the glory of the Ascending Dragon and the inferiority of everyone else. Oh... and don't cross him, tomo – he'll go to his grave trying to find a way to 'make it up' to you.*

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d6

**Skills:** Driving d4, Fighting d8, Hacking d4, Intimidation d4, Knowledge (Chinese Culture) d6, Shooting d8, Stealth d6, Streetwise d6

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9/11(4/6); **Cybertrauma:** -4; **Street Cred:** 3

**Hindrances:** Loyal, Vengeful (Minor)

**Edges:** Expert Fighter, Two-Fisted

**Cyberware:** (Gutterware) Rating 1 TAP (Avatar Pace 6, Parry 6, Toughness 5), Razor Nails (Str+D4 damage. If an unarmed fighting attack hits with a raise, characters add a D8 to their damage roll instead of a D6), Amplified hearing (Adds a +1 bonus to Notice rolls involving Sound), Level 1 Muscle Augmentation (increases soldier's strength by one die type)

**Gear:** Shogun Combat Armor (+4/+6 Armor all areas, negates 4 AP), Butterfly Sword with Monofilament Edge (Damage: Str+d8, AP 4), 9mm Submachine Gun (Range: 12/24/48, Damage: 2d6, AP 1, ROF 3, Auto)



### MASTER JIANG XI WU

*Jiang Xi Wu has always felt he had a certain destiny—luck has often run with him, and he quickly learned how to best take advantage of a good situation. While it can't really be said that the day of the Great Quake was a 'good situation', Xi Wu was fortunate enough to survive, and was already well placed withing the (much smaller) Ascending Dragon tong. His keen mind and quick wits enabled the Ascending Dragon to grab the reigns of power, and now he seeks to lead his people to a greater glory than they currently enjoy. While Xi Wu doesn't necessarily dream of world conquest, in his mind San Francisco was largely built on the backs of the Chinese people, and he intends to make sure they reap the benefits of their original labor: some day—maybe not tomorrow; maybe not the next day—but some day the City on the Bay shall be the Ascending Dragon.*

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d6

**Skills:** Fighting d8, Gambling d10, Hacking d4, Intimidation d10, Knowledge (Business) d10, Knowledge (Battle) d10, Knowledge (History) d10, Notice d10, Persuasion d12, Shooting d4, Streetwise d10, Taunt d6

**Charisma:** +2; **Pace:** 5; **Parry:** 8; **Toughness:** 7(2); **Cybertrauma:** 0; **Street Cred:** 30

**Hindrances:** Code of Honor, Loyal, Stubborn

**Edges:** Block, Charismatic, Command, Connections (Ascending Dragon Tong), Fervor, Filthy Rich, Inspire, Strong Willed, Sword-Whip Training

**Cyberware:** Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5)

**Gear:** Swhip™ (Sword form Damage: Str+d8, Parry +1, AP 1; Flail form Damage: Str+d6, AP 1, Reach 1, ignore Shield Parry and Cover bonuses), Silk Robes (+2 Armor vs ranged attacks), Reading Glasses, Lucky I-Ching Coins, The Art

Posted 5/25/2088 06:58

>CHARON: In truth, I find the Ascending Dragons more disturbing than the Angels of Mercy. Whereas the Angels are functionally a bunch of thugs willing to wantonly kill and destroy, the soldiers of the Ascending Dragon appear to have a touch of the fanatic about them.

Posted 5/25/2088 06:59

>OFF\_WIRED: I dunno. They sound like typical corporate thugs to me.

Posted 5/25/2088 07:00

>CHARON: Exactly my point.

Posted 5/25/2088 07:02

>SIMBA: Someone said earlier that Cinder was probably the best contender for uniting The City. Personally, I'm afraid Master Jiang might beat her to the punch, so to speak.

Posted 5/25/2088 07:03

>KRYOMANCER\_111: Yeah, but I think he's more into domination than unification.

Posted 5/25/2088 07:04

>SIMBA: Exactly MY point.

Posted 5/25/2088 07:05

>BILLY\_BLACK\_EYES: Yeah. Well if he's got backing from China, he's got more resources than some of the other factions.

Posted 5/25/2088 07:07

>RAT\_MAN: I don't wanna rain on anyone's conspiracy parade, but communications in Frisco are at kind of a premium – there's a reason most of the microwave towers are fortified. It's pretty easy to say "He's Chinese, so China is backing him"... Kinda like it's easy to say "He's got rat DNA, so he likes living in sewers".

Posted 5/25/2088 07:08

>ROACH: What's wrong with sewers?

Posted 5/25/2088 07:09

>RAT\_MAN: Nuthin, if you wanna take a dump. I'm just sayin it seems the whole China angle smacks more of xenophobia than reality.

Posted 5/25/2088 07:10

>BILLY\_BLACK\_EYES: You'll be singing a different tune if a bunch of Chinese soldiers land in San Fran.

Posted 5/25/2088 07:11

>RAT\_MAN: Yeah... probably "My Way". :D



Posted 5/25/2088 07:15

>WHITEWASH: I'm telling you these guys are just freaky. If they aren't all andies or robbies, I'm betting they're zeeks. I can just picture them waving their hands and saying move along and everybody obeys them like zombies.

Posted 5/25/2088 07:16

>SISTER\_SIN: You've been watching way too many old vids WW. Or are you just hitting the spliff with PAYN\_MAN?

Posted 5/25/2088 07:18

>PAYN\_MAN: n0 wy d00d! i dunno N E whitewash. but i hit it with U sister ROFL-MAO!!!

Posted 5/25/2088 07:19

>SISTER\_SIN: Only in your wildest fantasies, chichi. Besides, you wouldn't like it when I hit back.

Posted 5/25/2088 07:25

>SIMBA: In spite of what some of the more paranoid peeps want to think, I don't think Colonel Klusman harbors any hidden agenda. I found him to be plain-speaking and honorable.

Posted 5/25/2088 07:26

>DOC\_HOLIDAY: Just because you got on well with Klusman doesn't mean the CEF doesn't have an ulterior motive. He and his soldiers represent too well-supplied and well-trained a force to assume they aren't there for a reason.

Posted 5/25/2088 07:27

>SIMBA: Um... Have you actually BEEN to the CEF compound? They have supplies, but I wouldn't exactly call them 'well-supplied'—it ain't easy getting things from Cascadia to The City. That's why the Colonel opened up trade with the locals.

Posted 5/25/2088 07:28

>KRYOMANCER\_111: Still, you've gotta admit SIMBA that Klusman and his crew are the only proper military force in the area. That's gotta count for something, tomo.

Posted 5/25/2088 07:29

>NEON\_BRIGHT: I heard Cascadia canceled the original invasion coz it was scheduled at 4:20.

## BROTHERHOOD OF CONSERVATORS

### CONSERVATOR BROTHER

*There's not really a 'typical' Conservator, but this is an example of how one might appear.*

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d4, Fighting d6, Hacking d6, Knowledge (History) d6, Notice d6, Repair d6, Shooting d6, Stealth d6

**Charisma:** 0; **Pace:** 6; **Parry:** 7; **Toughness:** 9/7(4/2); **Cybertrauma:** -1; **Street Cred:** 2

**Hindrances:** Loyal, Pacifist (Minor)

**Edges:** Marksman, No Mercy

**Cyberware:** (Streetware) Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5) Night Vision Optics (Gains Low Light Vision monstrous ability)

**Gear:** Hooded Robes, Shinobi Infiltration Suit (+4/+2, negates 2 AP, +1 Parry, +2 Stealth), Stun Staff (treat as Security Truncheon: Damage: Str+d4, Vigor -2 or Shaken; also Reach 1, Parry +1, 2 Hands), Monowhip (Damage: Str+d8+2, AP 2, Reach 3), Gyroc Pistol (Range: 15/30/60, Damage: 2d8, AP 2, SBT -1 Agility to avoid)

## CASCADIA EXPEDITIONARY FORCE

### CASCADIA EXPEDITIONARY FORCE TROOPER

*This guy is a professional soldier — basically a decent sort, but his first priority is to follow orders.*

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d6

**Skills:** Driving d6, Fighting d8, Hacking d4 Intimidation d6, Notice d6, Shooting d8, Stealth d6, Survival d4, Throwing d4, Tracking d4

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9(2/4); **Cybertrauma:** 0; **Street Cred:** 5

**Hindrances:** Loyal

**Edges:** Alertness, Expert Fighter, Steady Hands

**Cyberware:** (Milware) Rating 1 TAP (Avatar Pace 6, Parry rating 5, Toughness 5), Level 2 Muscle Augmentation (Strength die type boosted by 2, Encumbrance x6 Strength)

**Gear:** CEF Combat Armor (standard Shogun variation +4/+6, Negates 4 AP), Duke McCoy Combat Knife (Damage: Str+d6), Kelvin-12 Class Assault Rifle (Range: 24/48/96, Damage: 2d8+1, Auto, AP 3), Comlink



### COLONEL LEWIS KLUSMAN

*Unlike some of the other peeps in Frisco, Colonel Klusman is pretty much what he seems: a career soldier with a job to do. However, unlike some soldiers, Klusman does have a conscience. This means he's watching events unfold in San Francisco, and wondering if simply sitting idly by is the right thing to do. But he has his orders so he keeps his concerns to himself—placating them with the things he can do which won't violate his mandate... such as working to restore the Golden Gate Bridge so that it might be usable if push should come to shove.*

**Attributes:** Agility d8, Smarts d10, Spirit d6, Strength d10, Vigor d10

**Skills:** Fighting d8, Hacking d8, Intimidation d6, Knowledge (Battle) d10,

Notice d6, Persuasion d6, Shooting d6, Stealth d6, Streetwise d8, Survival d6, Throwing d6

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 14/16(7/9); **Cybertrauma:** -1; **Street Cred:** 20  
**Hindrances:** Loyal, Stubborn, Vow (Adhere to CEF mandate)

**Edges:** Alertness, Command, Fervor

**Cyberware:** (Milware), Rating 4 TAP (+2 Hacking, Avatar Pace 9, Parry 10, Toughness 8), Battle Computer (Modifiers for range are eliminated for Medium range and reduced to -2 for long range. When shooting into melee the character hits a bystander on a roll of snake eyes for hand guns and a 1 for automatic weapons or shotguns), Level 3 Sub-dermal Armor (+3 Armor)

**Gear:** CEF Combat Armor (standard Shogun variation +4/+6, Negates 4 AP), Kelvin-12 Class Assault Rifle (Range: 24/48/96, Damage: 2d8+1, Auto, AP 3), Gyroc pistol (Range: 15/30/60, Damage: 2d6+1, AP 2, +1 Shooting), Comlink

## CINDER'S BLOC

### CINDER'S BLOC GANGER

*If anybody in Frisco could be counted as 'normal', it would be this guy. Savvy, streetwise and tough, he follows Cinder because he sees her is the best thing for the future of The City.*

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Driving d6, Fighting d8, Hacking d4, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Streetwise d8, Survival d6, Throwing d4

**Charisma:** 0; **Pace:** 8; **Parry:** 7; **Toughness:** 10(5); **Cybertrauma:** -5; **Street Cred:** 5

**Hindrances:** —

**Edges:** Alertness, Expert Fighter

**Cyberware:** (Streetware) Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5), Level 1 Muscle Augmentation (increases Strength Die Type by 1), Level 1 Tension Springs (Pace +2), Level 1 Reflex Enhancers (+1 to Parry rating), Level 1 Subdermal Armor (+1 armor)

**Gear:** Brass knuckles (Damage: Str+d4), Duke McCoy Combat Knife (Damage: Str+d6), AGA Thunderbolt (Range: 20/40/80, Damage: 2d10+2, AP 2) or Assault Shotgun (Range: 4/8/12, Damage: 1-3d6, ROF 2, Auto), Wastelander™ Body Armor (+4 Armor)



### CINDER

*Cinder used to run with a gang back east... until she got picked up by a slaver, sold to a corporation, and outfitted with some experimental cybernetics. When she escaped, her gang was wiped out when the corporation in question moved in to try to 'reacquire' their 'asset'. Cinder fled west to regain some anonymity, but is haunted by a number of ghosts. She feels guilty about all her former comrades who were killed because of her, and desperately wants to protect 'her people'. But she also has a burning hatred for anyone in a position of power and balks at the idea of becoming one of those herself. In the end, it remains to be seen whether Cinder becomes a pillar upon which to build a new society, or time bomb that leads her people to destruction.*

**Attributes:** Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d8

**Skills:** Driving d6, Fighting d10, Guts d8, Hacking d8, Intimidation d8, Knowledge (Battle) d8, Notice d8, Shooting d12, Stealth d10, Streetwise d8, Throwing d6

**Charisma:** 0; **Pace:** 12; **Parry:** 9; **Toughness:** 14/11(8/5); **Cybertrauma:** -5; **Street Cred:** 25

Posted 5/25/2088 07:37

>LUCIFERION: Now why doesn't it surprise me that a corporation might turn to slavers to 'obtain resources' for experimental studies?

Posted 5/25/2088 07:38

>EAGLE\_EYE: I still think Cinder is Frisco's best bet for unification.

Posted 5/25/2088 07:40

>MAGPIE: i dunno... i met cinder. she's real scary. @\_@

Posted 5/25/2088 07:41

>D-V8: I thought you said you'd never been to San Francisco MAGPIE.

Posted 5/25/2088 07:42

>MAGPIE: i haven't. 0\_0

Posted 5/25/2088 07:43

>D-V8: Um... Then how did you meet Cinder?

Posted 5/25/2088 07:44

>MAGPIE: we worked together. <3

Posted 5/25/2088 07:46

>D-V8: ...

Posted 5/25/2088 07:49

>CHARON: What Mia means to say is that Cinder used to be in the Chicago area. I suspect that's when they met - my understanding is that Cinder left quite a bit of destruction in her wake before heading west.

Posted 5/25/2088 07:50

>MAGPIE: ya. @\_@



Posted 5/25/2088 07:55

>BILLY\_BLACK\_EYES: Well, if these 'stats' are to be believed, I'd have to say this Cinder would definitely be one mean bitch.

Posted 5/25/2088 08:01

>KITTY\_KAT: There he goes again. Why does he have to use the word 'grunt' to describe Hybrids?

Posted 5/25/2088 08:02

>SISTER\_SIN: So what word would U use?

Posted 5/25/2088 08:03

>KITTY\_KAT: BAMF.

Posted 5/25/2088 08:04

>LUCIFERION: LOL. Somehow that doesn't surprise me one bit.

Posted 5/25/2088 08:06

>KITTY\_KAT: I'm only going to let you get away with that comment because I know it's you.

Posted 5/25/2088 08:07

>RAT\_MAN: What I want to know is why he had to use a DOG as the generic template? I mean, c'mon – rats are WAY cooler.

Posted 5/25/2088 08:08

>LUCIFERION: No bias there, ne RAT\_MAN? I wonder what ROACH would pick?

Posted 5/25/2088 08:10

>ROACH: Me teeth. :)))

Posted 5/25/2088 08:12

>ORION: You probly shouldn't have asked, LUCIFER. :D

**Hindrances:** Loyal, Stubborn

**Edges:** Command, Gun-Fu Disciple, Level Headed, Marksman, Modification Upgrade, Nerves of Steel, No Mercy, Trademark Weapon (Cinder's Little Helper)

**Cyberware:** (Milware) Rating 4 TAP (+2 to Hacking rolls, Avatar Pace 9, Parry 10, Toughness 12(4)), Battle Computer (Modifiers for range are eliminated for Medium range and reduced to -2 for long range. When shooting into melee the character hits a bystander on a roll of snake eyes for hand guns and a 1 for automatic weapons or shotguns), Level 3 Sub-dermal Armor (+3 Armor) 2 Advanced Cyber Arms (can carry 8 times her Strength die type in pounds), Level 3 Active Reflex Enhancers (+2 Parry; ranged attackers suffer -2 to shooting rolls; if character draws a 7 or less on initiative, treat the card as if it were a 7), Chameleon Skin (Opponents suffer a -2 penalty to Opposed Notice rolls to detect Cinder), Level 3 Tension Springs (Pace +6)

**Programs:** Rating 6 Attack program (Damage 2D10+1, Area of Effect Subroutine [Medium Burst template], Lethal Biofeedback subroutine), Rating 4 armor program (Toughness bonus 4), Rating 5 Cutter Program, (D12 for rolls to cut through a Firewall)

**Gear:** Road Wear Reinforced Biker Jacket (+5 Armor on torso; +2 Armor on arms), Wasteland Traders Carving Knife (Damage: Str+d6, AP 2), Cinder's Little Helper (Gibbs High-Powered Rifle—Range: 50/100/200, Damage: 2d10+1, AP 3, HW, Snapfire), Road Wear Reinforced Biker Jacket (+5 Armor on torso; +2 Armor on arms), Wasteland Chopper

## DALY CITY HYBRIDS

### HYBRID GRUNT

*There ain't no such thing as a 'typical hybrid', tomo... But if you were gonna try to peg one down, this would probably be him.*

Given the variance of hybrids and genetic variances, this is only a 'generic' example using dog DNA. For added differences, you can refer to the notes on hybrid creation on page 78 of *Interface Zero*.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d4, Fighting d6, Hacking d4, Intimidation d4, Notice d6, Shooting d8, Stealth d6, Streetwise d6, Survival d6

**Charisma:** 0; **Pace:** 10; **Parry:** 5; **Toughness:** 9/7(3/1); **Cybertrauma:** 0; **Street Cred:** 2

**Hindrances:** Curious

**Edges:** Expert Fighter

**Cyberware:** Rating 1 TAP (Avatar Pace 6, Parry 6, Toughness 5)

**Gear:** Wastelander™ Body Armor (+4 Armor), Club (Damage: Str+d4) or Duke McCoy Combat Knife (Damage: Str+d6), AGA Thunderbolt (Range: 20/40/80, Damage: 2D10+2, AP 2)

**Racial Abilities:**

- **Fast:** You begin play with a base pace of 10
- **Bite:** You have a bite attack at Str+d6.
- **Superior Sense of Smell:** You gain a +2 to Notice rolls when using your sense of smell.
- **Nosy:** You can't seem to control your impulses. You gain the Curious Hindrance
- **Wolf man:** You have more hair than normal people, while this can be nice in the winter, it's a real problem in warm climates. You have a -4 to resist the effects of heat.

## RAKSHASA

*No one knows much about Rakshasa or her origins—only that she's got a nasty temper and hates humans with a vengeance. Most peeps just do their best to stay on her good side.*



**Race:** Feline Hybrid (Tiger)

**Attributes:** Agility d12, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d12, Hacking d4, Intimidation d12, Notice d6, Shooting d8, Stealth d8, Streetwise d6, Survival d6, Swimming d8

**Charisma:** -6; **Pace:** 6; **Parry:** 8; **Toughness:** 9/7(3/1); **Cybertrauma:** 0; **Street Cred:** 2

**Hindrances:** Vengeful (Major)

**Edges:** Ambidextrous, Expert Fighter, Two-Fisted

**Gear:** Road Wear Painkiller™ Body Armor (+3/+1, +2 Intimidate, see notes), AGA Thunderbolt (Range: 20/40/80, Damage: 2D10+2, AP 2)

**Racial Abilities:**

- **Carnivore:** Tiger hybrids are meat-eaters and automatically have the Bloodthirsty Hindrance.
- **Natural Weapons:** A Tiger hybrid may use their claws to inflict Str+d4 damage.
- **Nocturnal:** Tiger hybrids have Low Light vision.
- **Pyrophobia:** Tiger hybrids are frightened by fire, and have Phobia as a Major Hindrance.

## RASPUTIN

*Rasputin was born and raised in the San Francisco area, and to some degree he figures it's 'his' domain. It is often assumed that Rasputin is the real brains up on San Bruno Mountain—Rakshasa may be big and mean, but she lacks the finesse to really organize things and hold them together. It's also rumored that Rasputin is also a zeek, and that's how he's able to keep Rakshasa 'under control'.*



**Race:** Rat Hybrid

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d8, Hacking d4, Notice d6, Persuasion d8, Shooting d8, Stealth d8, Streetwise d8, Survival d8

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8(4); **Cybertrauma:** 0; **Street Cred:** 2

**Hindrances:** Delusional (Minor: He is the new messiah)

**Edges:** Acrobat, Charismatic, Command, Expert Fighter

**Cyberware:** Rating 1 TAP (Avatar Pace 6, Parry 6, Toughness 5)

**Gear:** Wastelander™ Body Armor (+4 Armor), Wasteland Trader's Carving Knife (Damage: Str+d6, AP 2), AGA Thunderbolt (Range: 20/40/80, Damage: 2D10+2, AP 2)

**Racial Abilities:**

- **Small:** Rat Hybrids tend to be smaller than average humans. They suffer -1 to Toughness.
- **Strong Immune System:** Rat Hybrids receive +2 to Vigor checks to resist poison, disease, and Fatigue.
- **Survivor:** Rat Hybrids have a free d6 in Survival.
- **Untrustworthy:** No one trusts a rat—they suffer a -2 to Charisma when dealing with other races.
- **Wiry:** A Rat Hybrid automatically has the Acrobat Edge.

We'll leave it up to you if you want to use zeeks in your game and have Rasputin be one. If so, figure he's a peek (which is to say he's got a lot of abilities that involve mind reading and manipulating people) with a reasonable amount of Power—about 20 points (or Power 4).

Posted 5/25/2088 08:20

>SIMBA: Having come face-to-face with Rakshasa, I'd have to say she's – in a word – terrifying. It's probably fortunate that Rasputin was sitting right there... The look in Rakshasa's eye suggested she might be thinking about a good Simba steak for dinner.

Posted 5/25/2088 08:21

>GRUNT: But I thought that NICODEMUS dood said you was a hybrid.

Posted 5/25/2088 08:22

>SIMBA: Nic was being facetious. Aside from a few cyber enhancements, I'm a plain old human version 1... I could settle down in the NAC just fine if I didn't vehemently oppose their dogma.

Posted 5/25/2088 08:23

>KITTY\_KAT: So why in the hell do you have to assume this Rakshasa is just a beast? Hybrids are people too, you know.

Posted 5/25/2088 08:24

>SIMBA: I know it well, KITTY\_KAT – I've got friends of all sorts. But I'm also a good read on peeps, and Rakshasa is a few cards shy of a full deck. The only thing between me being a guest and me being a meal was Rasputin's soothing words. And he was pretty spooky, too... He'd just stroke her arm and whisper softly in her ear; she'd snarl and growl and then go back to negotiating for a bit.

Posted 5/25/2088 08:25

>KRYOMANCER\_111: So I never asked, but how DID you swing a deal with them anyway?

Posted 5/25/2088 08:26

>SIMBA: Frankly, I'm not entirely sure. The only thing I can figure is Rasputin was worried 'Chuck' might be cutting in a good thing – after all, that prick had a way with words, too.



Posted 5/25/2088 08:35

>NEON\_BRIGHT: Does anyone know for sure how true this 411 on Sandman is?

Posted 5/25/2088 08:36

>ARCHANGEL: As far as I can tell, it's pretty credible. I learned my trade from a chica with the handle of CLEOPATRA – by all accounts she learned from Sandman. According to her, Sandman kinda picked her up because she bore a resemblance to someone he'd lost a long time back. I don't have any reason to think Cleo might have been lying.

Posted 5/25/2088 08:37

>MAGPIE: yah... cinder said he was really screwed up over some girl named valerie. 0\_0,

Posted 5/25/2088 08:38

>DV-8: Wait... When were you talking to Cinder, MAGPIE?

Posted 5/25/2088 08:39

>MAGPIE: when we were in Chicago. i said i knew her, right? /0\_0\?

Posted 5/25/2088 08:40

>ORION: So Cinder knows Sandman from before?

Posted 5/25/2088 08:41

>MAGPIE: um... sure. i mean she'd have too, right? /0\_0\?

Posted 5/25/2088 08:42

>LUCIFERION: Interesting. One wonders what implications that might have in Frisco. One also wonders what might have happened to the brother...

Posted 5/25/2088 08:43

>ARCHANGEL: Hard to say. The best information I can dig up suggests he might have been associated with Chicago's South Side Storm Troopers.

Posted 5/25/2088 08:44

>LUCIFERION: Wow. Fun.

## THE FLOOD

### FLOOD AGENT

*Sandman's agents in Frisco are something of an anomaly – this guy is well-versed in the arts of playing in The Deep. Coupled with his ability to navigate the streets of The City, he's the one of the closest things to a Man In Black you're likely to find this side of the Rockies.*

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Hacking d8, Investigation d8, Knowledge (The Deep) d6, Knowledge (Programming) d6, Notice d6, Shooting d6, Streetwise d8

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9(2/4); **Cybertrauma:** 0; **Street Cred:** 5

**Hindrances:** —

**Edges:** Advanced Programming, Connections (The Flood), Hacker, Programming 101, Virtual Reach

**Cyberware:** Rating 2 TAP (Hacking +1, Avatar Pace 7, Parry 8, Toughness 10(4))

**Programs:** Rating 4 Attack program (Damage 2d8+1, Area of Effect Subroutine, Medium Burst template, Armor penetration Subroutine AP 2, Lethal Bio-feedback subroutine), Rating 4 armor program (Toughness +4), Rating 5 Cutter Program (d12 to cut through a Firewall)

**Gear:** Urban Punk Buckled Combat Jacket (+2/+4, Negates 4AP), Desert Eagle (Range: 15/30/60, Damage: 2d8, AP 2, Semi-Auto)



### THE SANDMAN

*There's no two ways about it: the Sandman is screwed up. Born Mark Sanders, he learned how to hack at a young age, and made a bit of a name for himself before the war. After the war broke out, Mark's brother betrayed him in order to score money for a drug deal—it cost Mark his fiancée and his right arm. He joined the army to get a new life and forget his past. And forget he did. Volunteering for a special ops cybernetic unit, he was given new augmentations, and lots and lots of Black Zombie. After the war (and several stints in a rehab facility), he returned to his home of San Francisco only to find it nothing more than a pile of rubble. But home is home, ne? So he set up shop in Flood Mansion and began to do what he did best: brood and hack and brood and take drugs. He'd fight, but he's not sure who to fight against now. For now, it's the most powerful group in the area—Cinder's Bloc—but if she could win him over and turn his considerable talents and energies toward any other group, the pair of them could be nigh unstoppable. However, as it stands, that isn't likely to happen in any near future.*

**Attributes:** Agility d10, Smarts d10, Spirit d6, Strength d12, Vigor d10

**Skills:** Driving d8, Fighting d10, Hacking d10, Knowledge (The Deep) d8, Intimidation d8, Investigation d10, Notice d8, Piloting d8, Shooting d12, Stealth d10, Streetwise d6

**Charisma:** 0; **Pace:** 6; **Parry:** 9; **Toughness:** 13/15(6/8); **Cybertrauma:** -5, **Street Cred:** 25

**Hindrances:** Habit (Minor: Black Zombie)

**Edges:** Expert Fighter, Modification Upgrade, Rock and Roll!

**Cyberware:** (Milware) Rating 4 TAP (Hacking +2, Avatar Pace 9, Parry 13, Toughness 12(4)), Flash Compensators (can no longer be blinded or dazed by flashes), Basic Air Filter (+2 Vigor against poisons, diseases, etc. transmitted by air), Battle Computer (modifiers for range are eliminated for Medium range)

and reduced to -2 for long range; when shooting into melee the character hits a bystander on a roll of snake eyes for hand guns and a 1 for automatic weapons or shotguns), Upgraded Cybernetic Right Arm (Level 2 Function: can carry 7x Strength; braced for handgun recoil, reduces Autofire penalties by 1), Level 2 Muscle Augmentation (Strength increases by 2 Die types, Encumbrance x7 Strength), Level 3 Sub-dermal Armor (+3 Armor), Combat TAP (Avatar Parry +2, Hacking +2, +2 programs in active memory), Level 3 Active Reflex Enhancers (+2 Parry; ranged attackers suffer -2 to shooting rolls; if character draws a 7 or less on initiative, treat the card as if it were a 7)

**Programs:** Rating 6 Attack program (Damage 2d10+1, Area of Effect Subroutine [Medium Burst template], Lethal Biofeedback subroutine), Rating 4 armor program (Toughness bonus 4), Rating 5 Cutter Program, (d12 for rolls to cut through a Firewall)

**Gear:** Street Soldier Combat Trench Coat (+3/+5, Negates 4 AP), Wolfe Customized BFG\* (Range: 15/30/60, Damage: 2D12, AP 4)

*\*The Sandman's handgun is a one-of-a-kind custom job that fires a .50 caliber rifle round—using it without recoil compensators is an invitation for a broken arm... At the very least, you need Strength d12 to accurately shoot the thing. Without a recoil compensator, on a Shooting Die roll of 1 a character must make a successful Vigor check or take 1 Wound, assumed to be applied to the arm holding the pistol. This BFG can only hold 5 rounds.*

## THE HOODS

### HOODS MAN

*While most Hoods come up from the Mission to join the fight against the Sons of Robert, of all the local groups this one is the most likely to have members of disparate origins. This is what a 'typical' Hood might look like.*

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Driving d4, Fighting d8, Hacking d4, Intimidation d4, Knowledge (Mission District) d6, Shooting d8, Stealth d6, Streetwise d6

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9(4); **Cybertrauma:** -4; **Street Cred:** 3

**Hindrances:** Loyal, Vengeful (Minor)

**Edges:** Expert Fighter, Two-Fisted

**Cyberware:** (Gutterware) Rating 1 TAP (Avatar Pace 6, Parry 6, Toughness 5), Image Magnification (+2 Notice involving sight.), Amplified hearing (+2 Notice involving sound), Target Tracker (When firing into melee you only hit an innocent bystander if you roll snake eyes for handguns or if you roll a 1 when using shotguns or auto fire weapons)

**Gear:** Road Wear Wastelander™ Armor (+4 Armor, torso, arms and legs), Duke McCoy Combat Knife (Damage: Str+d6), Gibbs High-Powered Rifle (Range: 50/100/200, Damage: 2d10+1, AP 3, HW, Snapfire)

### ROBYN PAZOVA

*Lieutenant Robyn Pazova is a former member of the Intelligence Team sent to San Francisco by the NAC; unfortunately for her, she has something of a conscience. She was already having doubts about duping the locals into believing the Sons of Robert was a proper religious order, but when she was sent with a team to 'deal with' a small group of UPLU protestors—all of whom were the 'untainted' humans the NAC professes to protect—she finally decided to put a stop to the charade. The problem was that Archdeacon White held all the cards and*



Posted 5/25/2088 08:50

>MAGPIE: \*giggle\* i heard a funny story about sandman's gun. <3

Posted 5/25/2088 08:51

>PAYN\_MAN: LMAO she sez GUN! ROFL

Posted 5/25/2088 08:52

>SISTER\_SIN: Can it, skeez.

Posted 5/25/2088 08:53

>MAGPIE: huh? i don't get it. /0\_0\?

Posted 5/25/2088 08:54

>CHARON: Never mind, Mia. What was the story about Sandman's gun?

Posted 5/25/2088 08:56

>MAGPIE: oh yah... so there was this reporter who was trying to get a story and went riding with sandman but they got in this shootout and sandman took out this assault rifle and jenny... um... the reporter, asked him if he had an extra gun so he handed her his pistol. \*giggle\* i heard it had so much recoil that it knocked her on her butt and she yelled at him for like fifteen minutes. <3 >o<

Posted 5/25/2088 08:57

>ORION: Did this come from Cinder?

Posted 5/25/2088 08:58

>MAGPIE: um... yah. i remember it coz usually when someone talked about sandman she got real quiet. but this story seemed to amuse her. <3

Posted 5/25/2088 08:59

>LUCIFERION: Well, there you go, kids... Don't play with someone else's gun.

Posted 5/25/2088 09:05

>SIMBA: Don't let the monologue lead you astray—I don't know that there's really a 'typical' Hood. I only saw what I presume was a group of them once, and it looked more disparate than what I saw in Union Square. I gather Robyn will accept pretty much anyone willing to join her cause.

Posted 5/25/2088 09:07

>SMOKE\_AND\_MIRRORS: The more I hear about this Robyn Pazova, the more I like her.



Posted 5/25/2088 09:08

>MOSHI: That has ever been your way, anata.

Posted 5/25/2088 09:09

>SMOKE\_AND\_MIRRORS: Hey! What's that supposed to mean?

Posted 5/25/2088 09:10

>MOSHI: It is only as I said. You are who you are.

Posted 5/25/2088 09:11

>SMOKE\_AND\_MIRRORS: Right. Okay. I was only sayin'...

Posted 5/25/2088 09:12

>KRYOMANCER\_111: Don't let those cute blonde locks fool you, SMOKE... Behind those blue eyes lies a very dangerous woman.

Posted 5/25/2088 09:13

>SIMBA: Did you actually meet her, tomo?

Posted 5/25/2088 09:14

>KRYOMANCER\_111: Hai hai... And you wouldn't think it from looking at her just how ruthless she can be. I'd have to say that Archdeacon White has a pretty nasty enemy in her.

Posted 5/25/2088 09:25

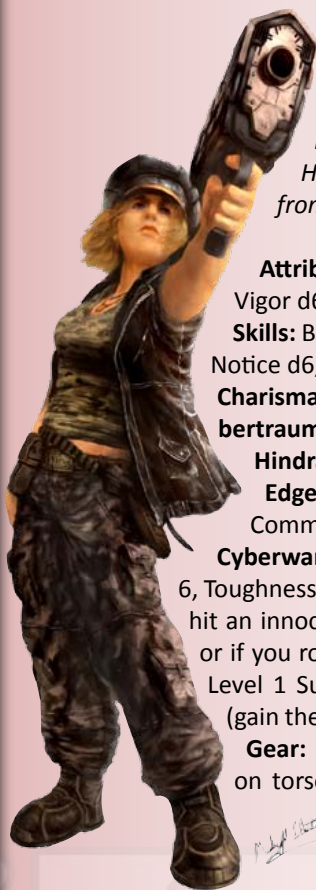
>DOC\_HOLIDAY: The sad thing about some of these Masonist soldiers is that they'd otherwise be decent folk if they weren't so worried about crossing the Grand Master. But paranoia breeds paranoia.

Posted 5/25/2088 09:26

>SIMBA: I certainly can't argue with you there, DOC. :-(

Posted 5/25/2088 09:27

>KRYOMANCER\_111: Hai. One of the most pathetic things I ran into was while talking to a chica in Fort Mason. She was getting all open and friendly and then all of a sudden this look crosses her face – after that I'd of had better luck driving a jump bike through a plasteel wall.



*wasn't interested in hearing Robyn's obviously corrupted point of view, so she fled into the woods of Mount Davidson with a couple of loyal men. Finding herself in the old neighborhood of Sherwood Forest, she took a perverse delight in creating the Hoods and trying to undermine the Sons of Robert from the outside.*

**Attributes:** Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d6

**Skills:** Boating d8, Fighting d8, Hacking d4, Intimidation d6, Notice d6, Shooting d10, Streetwise d8, Survival d6

**Charisma:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 11/8(6/3); **Cybertrauma:** -4; **Street Cred:** 10

**Hindrances:** Death Wish, Enemy (Minor)

**Edges:** Ambidextrous, Attractive, Combat Reflexes, Command, Two-Fisted

**Cyberware:** (Gutterware) Rating 1 TAP (Avatar Pace 6, Parry 6, Toughness 5), Target Tracker (When firing into melee you only hit an innocent bystander if you roll snake eyes for handguns or if you roll a 1 when using shotguns or auto fire weapons), Level 1 Sub-dermal Armor (+1 Armor), Night Vision Optics (gain the benefits of the Low Light Vision monstrous ability)

**Gear:** Road Wear Reinforced Biker Jacket (+5 Armor on torso; +2 Armor on arms), AGA Thunderbolt (Range: 20/40/80, Damage: 2D10+2, AP 2), Gyroc Pistol (Range: 15/30/60, Damage: 2D8, AP 2, Shooting +1)

## MASONISTS

### MASONIST SOLDIER

*This guy is trained in various ways to serve the Grand Master, and he serves the Grand Master well. After all, he has it good as long as the Grand Master believes in his absolute loyalty.*

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Boating d6, Fighting d6, Hacking D4 Intimidation d6, Notice d4, Shooting d6, Stealth d4

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 10/7(5/2); **Cybertrauma:** 0; **Street Cred:** 3

**Hindrances:** Loyal

**Edges:** Alertness, Expert Fighter, Steady Hands

**Cyberware:** (Streetware) Rating 1 TAP (Avatar Pace 6, Parry rating 5, Toughness 5), Level 1 Muscle Augmentation (Strength die type boosted by 1)

**Gear:** Kevlar Body Armor emblazoned with Masonist Emblem (+2/+4 Armor on torso, arms and legs, negates 4 AP), Kelvin-12 Class Assault rifle (Range: 24/48/96, Damage: 2d8+1, AP 3, RoF 3, Auto) or Gyroc pistol (Range: 15/30/60, Damage: 2D6+1, AP 2, +1 Shooting), Comlink

## GRAND MASTER MASON

*Wesley Macon has always been a touch paranoid. In fact, before the war was over, he'd already changed his name to Frank Mason in order to keep 'his enemies' from finding him. A big fan of conspiracy theories, and a hack student of the order of Freemasons (one reason he chose the name 'Mason'), he was totally unsurprised when the Great Quake came—in fact, he knew it was a result of a Chinese super weapon... the one everybody else denied actually existed. Fortunately for Mason, in the face of chaos most people are willing to follow anyone who will lead. And Mason was perfectly willing to lead—although hard pressed to know whom he could really trust. Basing his New World Order loosely on Masonic ritual, Mason has been able to cull out potential traitors, though, shipping them to Angel Island to render them impotent. Now, safely ensconced in Alcatraz, Mason carefully watches the Chinese in Chinatown. They're planning to act again. He knows it. But he knows they know he knows, so he has to move very carefully...*



**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10

**Skills:** Fighting d8, Hacking d6, Intimidation d6, Lockpicking d6, Notice d6, Shooting d6, Stealth d6, Survival d6, Throwing d6

**Charisma:** +0; **Pace:** 6; **Parry:** 7; **Toughness:** 13/15(4/6); **Cybertrauma:** -6; **Street Cred:** 8

**Hindrances:** Delusional (Major: "Everyone's out to get me!"), Stubborn, Vengeful (Minor)

**Edges:** Command, Expert Fighter, First Strike, Level Headed, Mercenary, No Mercy, Quick Draw

**Cyberware:** (Streetware) Rating 1 TAP (Avatar Pace 6, Parry 7, Toughness 5), Subdermal Armor (+1 Armor), Silicon Bone Injections (+1 Toughness), Level 1 Reactive Reflex Enhancers (+1 bonus to Parry), Cyber eye w/ Flash compensators, low light vision and image magnification (+1 to Notice rolls involving sight, cannot be dazed or blinded by flashes, gains low light vision monstrous ability)

**Gear:** Street Soldier Combat Trench Coat (+3/+5, Negates 4AP), Hand Cannon (Range: 12/24/48, Damage: 2D10)

## NUEVO FRANCISCO

### NUEVO FRANCISCO MONK

*Like so many other things in Frisco, there isn't a 'typical' Nuevo Francisco monk... This is just an example of how one might appear.*

At your discretion, some Nuevo Francisco Monks may be zeeks, although it isn't likely to be more than one Extra in a given encounter. If you're using the Zeeks supplement, roll a d6 for a zeek: 1-3 = peek; 4-5 = tweek; 6 = freek... choose 3 powers accordingly and give him Power: 2. Otherwise, you can simply give the Extra the Arcane Background (Psionics) Edge, choose 3 powers, and give him 10 Power Points.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

**Skills:** Driving d4, Fighting d6, Hacking d4, Lockpicking d4, Notice d6, Repair d6, Survival d6, Shooting d8,

**Streetwise** d6

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10(2/4); **Cybertrauma:** 0; **Street Cred:** 1

**Hindrances:** -

Posted 5/25/2088 09:35

>ORION: Holy crap... That d00d sounds totally mental.

Posted 5/25/2088 09:37

>KRYOMANCER\_111: Hai hai, tomo. You should SEE the guy. Absolute hen-meister.

Posted 5/25/2088 09:38

>MAGPIE: wah? he's a chicken? @\_@

Posted 5/25/2088 09:39

>CHARON: No, Mia. Well... Actually perhaps that's true as well, but KRYOMANCER was likely referring to the Japanese 'hen', meaning 'strange'. In other words, Mason is apparently rather odd.

Posted 5/25/2088 09:40

>KRYOMANCER\_111: Just so, tomo. He's a total whack-job.

Posted 5/25/2088 09:41

>SIMBA: Wait a minute... You actually SAW the guy, Kryo?

Posted 5/25/2088 09:42

>KRYOMANCER\_111: Truth. Well, I suppose it coulda been a body double, but the peeps figured it was The Man his self. Walking along in a big trench coat and a big floppy hat, all shifty-eyed and looking over his shoulder all the time. The guy just oozes paranoia. LUCIFERION posted earlier he figured the Masonists are just waiting for the right moment to make a move – for MY creds, I'll bet the second someone in Chinatown just sneezes wrong, Mason will hunker in his bunker and toss his minions at em.

Posted 5/25/2088 09:50

>BILLY\_BLACK\_EYES: You know, I gotta wonder if these New Frisco hombres are more into 'Peace, Love and Understanding' than the UPLU. Somehow they sound more... I dunno... Laid back.

Posted 5/25/2088 09:51

>KRYOMANCER\_111: More than you could know, BBE. They're almost spooky. Even when they're all riled up – like when a bunch of Angels come storming the ramparts from the north – they hardly even blink. Just lob a few gyrocs at em and then go back to talking like a bunch of Greek philosophers.



Posted 5/25/2088 10:01

>SIMBA: The Scavs are a pretty disparate lot – some of them are good peeps; some of them amount to The City's version of 'bag people'. You can usually tell the difference if you go to Pub Portrero: most of the Scavs standing out front looking for a handout are pretty shiftless; the ones inside are usually more reliable.

Posted 5/25/2088 10:02

>LUCIFERION: That sounded kind of bigoted, Simba.

Posted 5/25/2088 10:03

>SIMBA: Maybe, but not out of malicious intent... That's why I use words like 'most' and 'usually' rather than absolutes. I'll be the first to admit some of the peeps outside just need a break (and can make good guides in The Ruins since they're willing to be a little more 'flexible' about 'The Rules'). And, for that matter, I guess I should warn the would-be traveler that some of the peeps inside the pub are just looking for an easy mark to roll.

Posted 5/25/2088 10:04

>DOC\_HOLIDAY: I, for one, gotta point out that no small number of those 'outside peeps', as you'd call them SIMBA, are suffering from the effects of toxic water and a dog-eat-dog environment. A lot of them don't have a choice but to stand there and beg for help.

Posted 5/25/2088 10:05

>SIMBA: \*sigh\* Fine, I take it back. It's a crap shoot.

Posted 5/25/2088 10:07

>SISTER\_SIN: So why would anyone want to deal with this lot?

Posted 5/25/2088 10:08

>SIMBA: For one thing, the Scavs have the easiest time getting in and out of the city other than the CEF. For another, President Jones, in spite of having a lot of Rules for both his peeps and any 'outsiders', is one of the more reasonable group leaders. Unlike homs like Master Jiang, who's likely after power, or Cinder, who seems more bent on some personal agenda, Jones genuinely seems to care about 'his' people.

Posted 5/25/2088 10:09

>KRYOMANCER\_111: Hai, but there's the rub, Sam – 'HIS' people. If you come in as an outsider, it's hard to get his support on anything unless you can convince him it somehow benefits Portrero.

Posted 5/25/2088 10:10

>SIMBA: You're preaching to the choir, tomo. :D

**Edges:** Expert Fighter, Marksman

**Cyberware:** Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5)

**Gear:** Robes, Kevlar Body Armor (+2/+4 Armor on torso, arms and legs, negates 4 AP), Staff (Damage: Str+d4, Parry +1, Reach 1, 2 Hands), Gyroc Pistol (Range: 15/30/60, Damage: 2d8, AP2, +1 Shooting) or Gyroc Rifle (Range: 35/70/140, Damage: 2d10, AP3, +1 Shooting)

## PORTRERO SCAVENGERS

### PORTRERO SCAVENGER

*This guy is skilled at poking around and picking through ruins in order to come up with the most useful 'treasures'. This means he's got a broad variety of skills and talents.*

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Boating d8, Fighting d8, Hacking d4, Intimidation d4, Notice d6, Shooting d8, Stealth d6, Streetwise d6, Survival d8, Tracking d6

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9(4); **Cybertrauma:** -4; **Street Cred:** 3

**Hindrances:** Loyal, Vengeful (Minor)

**Edges:** Expert Fighter, Steady Hands, Wastelander

**Cyberware:** (Gutterware) Rating 1 TAP (Avatar Pace 6, Parry 6, Toughness 5), Image Magnification (+2 Notice involving sight.), Amplified hearing (+2 Notice involving sound), Target Tracker (When firing into melee you only hit an innocent bystander if you roll snake eyes for handguns or if you roll a 1 when using shotguns or auto fire weapons)

**Gear:** Road Wear Wastelander™ Armor (+4 Armor, torso, arms and legs), Duke McCoy Combat Knife (Damage: Str+d6), Gibbs High-Powered Rifle (Range: 50/100/200, Damage: 2d10+1, AP 3, HW, Snapfire) or AGA Thunderbolt (Range: 20/40/80, Damage: 2D10+2, AP 2), Bay Runner

### LEMARCUS JONES

*LeMarcus Jones grew up running with his gang, and staking his claim in their hood. The war didn't make much difference to them—it wasn't in their cribsec, and they had plenty of fighting to do already. Even when the bomb went off in San Bruno, it didn't change much for LeMarcus: Hunter's Point was already toxic, so what difference did a few rads at the airport make? But the Great Quake started to change things... A lot of LeMarcus' home boys were sucked into the bay when The City sank. But once the survivors crawled from the rubble, it was time to start taking back some turf. But LeMarcus had begun thinking. He was thinking that life was a lot different after the quake, and he was thinking if the gangs kept at it there wouldn't be much of anyone left. When he found there were some other like-minded peeps on all sides, he threw his voice in with them, finding his charisma quickly put him in a new role of responsibility. His pride allows him to somewhat enjoy the perks; his duty to 'The Hood' means he can be ruthless in making sure things run smoothly.*



**Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d6

**Skills:** Boating d8, Fighting d8, Hacking d4, Intimidation d6, Notice d6, Persuasion d8, Shooting d10, Streetwise d8, Survival d8, Tracking d8

**Charisma:** +4; **Pace:** 6; **Parry:** 6; **Toughness:** 9(4); **Cybertrauma:** -4; **Street Cred:** 10

**Hindrances:** Enemy (Minor), Vengeful (Minor)

**Edges:** Attractive, Charismatic, Combat Reflexes, Command, Expert Fighter, Pack Fighting, Wastelander

**Cyberware:** (Gutterware) Rating 1 TAP (Avatar Pace 6, Parry 6, Toughness 5), Basic Air Filter (+2 Vigor rolls against poisons, diseases, etc. transmitted by air), Storage Compartment, Night Vision Optics (gain the benefits of the Low Light Vision monstrous ability)

**Gear:** Road Wear Wastelander™ Armor (+4 Armor, torso, arms and legs), AGA Thunderbolt (Range: 20/40/80, Damage: 2D10+2, AP 2), Bay Runner

## SONS OF ROBERT

### SONS OF ROBERT PALADIN

*If 'Might Makes Right', this guy is absolutely as right as rain. A Paladin is chosen for his strength, skill and steadfast devotion to the doctrines put forth in the 'Teachings of Robert'.*

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Hacking D4, Intimidation D6, Knowledge (Sons of Robert Doctrine) d6, Notice d6, Shooting d8, Stealth d6, Throwing d6

**Charisma:** 0; **Pace:** 8; **Parry:** 7; **Toughness:** 9/11(3/5); **Cybertrauma:** -1; **Street Cred:** 5

**Hindrances:** Loyal, Stubborn

**Edges:** Rock and Roll!

**Cyberware:** (Streetware), Rating 1 TAP (Avatar Pace: 6, Parry rating 5, Toughness 5), Level 1 Sub-dermal Armor (+1 Armor), Level 1 Reactive Reflex Enhancers (Parry +1)

**Gear:** Form-fitting Ballistic Armor (+2/+4, Negates 4 AP), Kelvin-12 Class Assault rifle (Range: 24/48/96, Damage: 2d8+1, AP 3, RoF 3, Auto) or Gyroc pistol (Range: 15/30/60, Damage: 2d6+1, AP 2, +1 Shooting)

### ARCHDEACON WHITE

*Archdeacon White's real name is Captain Avery Bingham, and yes... he's an Intelligence Operative from the North American Coalition. He led a small, hand-picked group of soldiers into the Ruins of San Francisco, but it's not necessarily preparatory to conquest. California has always been filled with exactly the types of people the NAC rail against, and as 'Archdeacon White', Bingham's job is twofold: keep a close watch on what could prove to be a seething kettle of heathen, hedonistic iniquity, and bring as many 'savable' locals into the fold as possible. Bingham plays the role of White to the hilt, and watches... and waits. When the time is right, or he gets the order, he will either withdraw east and let the scum eradicate itself, or lead the conquest of San Francisco and extend NAC control from one coast to the other.*



**Attributes:** Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

**Skills:** Guts d8, Hacking d4, Healing d6, Intimidation d6, Investigation d8, Knowledge (Politics) d8, Knowledge (Religions) d8, Notice d10, Persuasion d10, Stealth d6, Streetwise d10

**Charisma:** +4; **Pace:** 5; **Parry:** 2; **Toughness:** 7/8(2/3); **Cybertrauma:** 0; **Street Cred:** 10

**Hindrances:** Bad Eyes, Elderly, Vow (dedication to the Sons of Robert)

**Edges:** Agent, Charismatic, Command, Connections (NAC), Cyber Tolerance (+1), Fervor, Inspire, Natural Leader, Rich, Scholar

**Cyberware:** (Streetware) Rating 1 TAP (No bonus to Hacking rolls, Avatar Pace 6, Parry 5, Toughness 5), Tailored Pheromones (+2 to Charisma), Loremaster™ KNOWcomp (2 Smarts-Based Skill slots at d8)

**Gear:** Glasses, Archdeacon's Robes (+2/+3, Negates 2 AP)

Posted 5/25/2088 10:15

>WIDOW\_MAKER: Is this true? I mean this 'Archdeacon White' is really a Coalition Captain? That just pisses me off.

Posted 5/25/2088 10:16

>BILLY\_BLACK\_EYES: If it is true, it doesn't surprise me one bit.

Posted 5/25/2088 10:17

>ARCHANGEL: As far as I can tell, there's enough information on record to suggest the writer isn't lying.

Posted 5/25/2088 10:18

>CHARON: And it should come as no surprise. Religion is one of the best tools for controlling a population. If 'Archdeacon White' comes into a region with sustenance, succor and a doctrine, he has a ready-made means to win the locals to his own agenda.

Posted 5/25/2088 10:19

>PAYN\_MAN: d00d! English plz!!!

Posted 5/25/2088 10:20

>LUCIFERION: If you only saw the irony of that post, PAYN\_MAN. What CHARON is saying is people are willing to buy White's bullshit because they want the comfort and security he's offering in return.

Posted 5/25/2088 10:21

>PAYN\_MAN: i B down with comfort LOL. But security get N the way!!! LOL



Posted 5/25/2088 10:27

>BILLY\_BLACK\_EYES: The Union of Peace, Love and Understanding eh? Groovy.

Posted 5/25/2088 10:39

>PAYN\_MAN: EYE LUVS ME SUM STICKY ICKY!

Posted 5/25/2088 10:44

>DOC\_HOLIDAY: That's the first thing you've said I actually BELIEVE, PAYN.

Posted 5/25/2088 10:46

>SMOKE\_AND\_MIRRORS: So Nicodemus is a rat hybrid eh? Figures, I hear that dude's pretty shifty.

Posted 5/25/2088 11:01

>BILLY\_BLACK\_EYES: Yeah Smoke, but word on the street is Rasputin's got his number. I figure it's not too long before those two bang heads.

Posted 5/25/2088 11:15

>SIMBA: There's more truth to that than you know. Anyway... I gotta blaze – and it looks like we've reached the end of the feed anyway.

## UNION OF PEACE, LOVE AND UNDERSTANDING

### UPLU WATCHMAN

*This guy believes in peace and love and kicking the ass of anyone who doesn't believe likewise. Think of him as... oh... a militant hippie with Sticky-Icky and a bad attitude.*

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Driving d4, Fighting d6, Hacking d4, Intimidation d4, Knowledge (UPLU Doctrine) d6, Shooting d8, Stealth d6, Streetwise d6

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 10/7(5/2); **Cybertrauma:** -4; **Street Cred:** 3

**Hindrances:** Habit (Sticky-Icky, Minor), Loyal, Pacifist (Minor)

**Edges:** Marksman

**Cyberware:** (Gutterware) Rating 1 TAP (Avatar Pace 6, Parry 6, Toughness 5), Image Magnification (+2 Notice involving sight.), Amplified hearing (+2 Notice involving sound), Target Tracker (When firing into melee you only hit an innocent bystander if you roll snake eyes for handguns or if you roll a 1 when using shotguns or auto fire weapons)

**Gear:** Reinforced Biker Jacket (+5 Armor on torso; +2 Armor on arms), Duke McCoy Combat Knife (Damage: Str+d6), Gibbs High-Powered Rifle (Range: 50/100/200, Damage: 2d10+1, AP 3, HW, Snapfire) or Kelvin-12 Class Assault rifle (Range: 24/48/96, Damage: 2d8+1, AP 3, RoF 3, Auto)

### NICODEMUS

*Nicodemus hates Rasputin. It's as plain and simple as that. While it can hardly be claimed that Nicodemus has altruistic motivations, it is fair to say he doesn't trust Rasputin a bit, and is leery of the other rat's real motivations and intentions. Some peeps quietly assert that Nicodemus is just jealous of the power Rasputin now seems to wield, but whatever the truthfulness or falseness of that assertion, Nicodemus felt it was in his own best interests to move to a 'safer' location with a handful of loyal followers. Generally speaking, Nicodemus doesn't travel around with the rest of the Rat Pack, finding it more prudent to stay out of sight and out of mind.*



**Race:** Rat Hybrid

**Attributes:** Agility d8, Smarts d12, Spirit d6, Strength d4, Vigor d6

**Skills:** Fighting d6, Hacking d4, Notice d8, Persuasion d10, Shooting d8, Stealth d8, Streetwise d10, Survival d8

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4; **Cybertrauma:** 0; **Street Cred:** 8

**Hindrances:** Cautious

**Edges:** Alertness, Charismatic, Jack-of-all-Trades

**Cyberware:** Rating 1 TAP (Avatar Pace 6, Parry 6, Toughness 5)

**Gear:** Simple Robes, Wasteland Trader's Carving Knife (Damage: Str+d6, AP 2), AGA Thunderbolt (Range: 20/40/80, Damage: 2D10+2, AP 2)

**Racial Abilities:**

- **Small:** Rat Hybrids tend to be smaller than average humans. They suffer -1 to Toughness.
- **Strong Immune System:** Rat Hybrids receive +2 to Vigor checks to resist poison, disease, and Fatigue.
- **Survivor:** Rat Hybrids have a free d6 in Survival.
- **Untrustworthy:** No one trusts a rat—they suffer a -2 to Charisma when dealing with other races.
- **Wiry:** A Rat Hybrid automatically has the Acrobat Edge.

*We'll leave it up to you if you want to use zeeks in your game and have Rasputin be one. If so, figure he's a peek (which is to say he's got a lot of abilities that involve mind reading and manipulating people) with a reasonable amount of Power—about Power 4 (or 20 Power Points).*