# The Near Now …

Later today, early tomorrow, sometime next week, the world began to end.

The Possibility Raiders had come to steal Earth's energy, its Possibilities. At the start of the invasion, France experienced the Collapse, a period during which techonology ceased to function. Then the Raider's plan went wrong and technology returned, with a vengeance. The Cyberpapacy was born.

A false Pope, Jean Malraux I, has brought the gift of cyberware to a waiting nation. He promises glories unimaginable, security in an uncertain world, spiritual power in a darkening age. All you must do is serve God. Serving God is easy, for Jean Malraux is His Vicar. Jean Malraux shall tell you what to do. Always. The Cyberpapacy has everything under control. Except the streets. Those are yours.

This is the realm of …

TORG
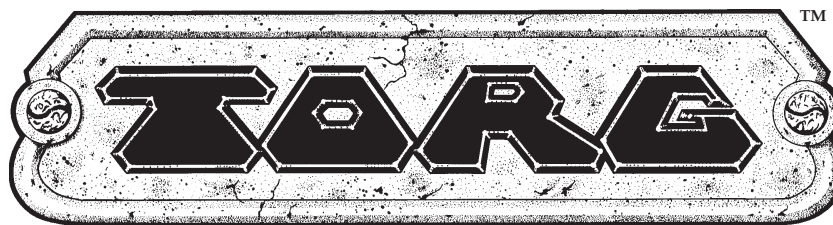
Roleplaying the Possibility Wars™

The Cyberpapacy

The Sourcebook of Virtual Reality

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Note to Our Readers

This PDF version of the *Cyberpapacy Sourcebook* was created from the original electronic files. Images were left out or modified and the page layout was modified to reduce file size and production time (the images do not have electronic counterparts). Typographical errors were not fixed, nor was any attempt made to update the sourcebook to reflect current technological progress or any developments in the Possibility Wars since this book was first printed. This electronic document is provided as an relatively inexpensive means for people to get the original Cyberpapacy infirmation from a popular book now long out of print.

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For more information about *Torg* and other West End Games products, please visit our Web site, www.westendgames.com.

This PDF requires the *Torg* basic set (WEG #20501) to play. You or your favorite local or Internet retailer can order the *Torg* basic set and other printed *Torg* supplements through West End Games. You can find more information about ordering directly from West End Games in the Catalog section of our Web site.

The Cyberpapacy

Introduction

Television screens and cellular phone lines across France flicker into life. A gleaming golden crucifix appears on millions of screens as a deep voice fills the airwaves.

"France at Six O'clock, brought to you by the News Service of the Cyberpapacy."

The crucifix fades and is replaced by live action scenes of the day's news.

"As the Antichrist continues his assault on the French nation, severe Apocalypse storms continue to isolate France from the rest of Europe

"Labor unrest continues in the Paris district.

"The Nuclear disaster at Creys-Malville continues to claim more lives as fallout blows over Isere, Savoie, and Hautes-Alpes.

"The collapse of the European Economic Community and the ending of petrochemical imports brings untold hardship to millions.

"AIDS continues to spread amongst the poor and heretics."

A richly dressed Cardinal appears on the screen and smiles benignly at his audience of millions.

"These are only some of the top stories in the news today. Stay tuned for detailed reports on each of these stories and for an up-to-the-minute account of the steps taken by the Cyberpope to counter the menace of the Antichrist. But first, an important message from his Holiness, Pope Jean Malraux I."

A fanfare of trumpets and synthesized sounds erupts from the speakers. The glowing crucifix reappears and begins to revolve slowly. It fades and is replaced by the smiling countenance of the Cyberpope.

A shining golden halo surrounds Pope Jean Malraux's miter and head. Circuitry flashes along the edges of his miter, illuminating his snow white hair. His right eye is milky blue and his left flashes cryptic red LED displays. Wires run up his throat and disappear into his neck. Lights and microchip circuitry blink and flash on the right side of his face. A huge cross towers behind him with coiling wires running up its sides. Lights blink up its length and across it arms.

The Cyberpope raises a smaller circuitry encrusted cross to his lips and kisses it. He radiates an aura of authority and calm as his hands fall serenely into his lap.

"Catholic people of France, we face today our greatest crisis since the German invasion of 1940." His voice is deep and resonating. "Never before in the history of the Church has the power of the Antichrist been so strong. His grip tightens around us, and the agents of darkness foment industrial unrest in our urban areas. Vital services are denied to the old and the sick by heathen agitators and heretics. Nuclear 'accidents' have been instigated by the agents of the Antichrist. France now stands alone against the forces of darkness. The rest of Europe has already fallen to the Antichrist.

"Although isolated and cut off from many vital imports and from our partners in the European Economic Community, we have our faith to sustain us. But our faith must be strong. Only the power of Christ can support us and give us the strength to throw back the powers of the dark one. There is no room for the godless servants of the Antichrist or for deviants who still look to Rome for guidance.

"Rome has fallen. God, in His ultimate wisdom, has entrusted to us the secrets of cybernetics and the omnipotent power of the GodNet computer. With their great strength we will turn back the powers of darkness and bring salvation to all souls who readily accept the teachings of Jesus Christ into their hearts. But the path is not an easy one. Pure and correct thinking, and obedience to the Papacy at Avignon are required. Only by complete subservience to the power of the Papacy can we defeat the Antichrist. For the Antichrist is adroit at exploiting the weak and the foolish who seek earthly salvation without fully subjugating themselves to the will of God, and We, his humble servant upon earth.

"To this end, We have prepared a Papal Bull to root out and destroy heresy, and godless behavior wherever it may lurk.

"By the power invested in Us as the rightful successor to Saint Peter, We condemn and declare all who deviate from the path of righteousness as heretics who seek to destroy the sanctity of the Church and its teachings. Heretics who refuse to follow the teachings of the holy Church are to be rooted out by the most holy of institutions, the Inquisition.

"True Catholics have nothing to fear from the Inquisition. Its use and methods have been sanctioned by God. All who hold the true faith in their hearts should gladly condemn those they suspect of heretical beliefs and behavior. The agents of the Antichrist are amongst us. They harbor godlessness and disobedience to the Holy Church, and seek to spread impiety and sacrilegious beliefs.

"Trust in the power of the Church, and we shall stand firm against the tide of the Antichrist. Hold God within your hearts, be pure in your thoughts, and report anyone you suspect of heresy or blasphemy to the Church Police, either personally or via modem or phone. The GodNet is open and waiting for your calls.

"Peace be with you, and may the Lord watch over us all."

The Cyberpope blesses his congregation as telephone numbers and computer call numbers flow in a thin highlighted band across the bottom of the screen. The Pope waves and fades from the screen.

The Cardinal reappears, "Members of the Inquisition will soon be visiting your neighborhood. Assist them in whatever way you can. Report all suspicious activity and any who question the Church. And now we go live to Flanders for the latest information on the Apocalypse Storm sweeping the English Channel...."

Radio Free France

As images of violent storms sweeping over the English Channel appeared, Christophe Goldstein reached over and switched off the vidscreen. Behind him Francois Dubango swore and shook his head, "Possibility Raiders got dis sewn up, mon. They sell the people hope and religion while they destroy the world around us, mon. We's gotta do something," he crushed out the smoking remains of a cigarette into the ashtray.

Christophe reached over the transmitter in front of him and flicked a couple of switches. "Just get this unit powered up and then we'll broadcast the truth over the airwaves," he said.

Francois shook his dreadlocks and attached wires from his cyberdeck to the input sockets at his temples. "Take more than the truth to convince those people, mon. The Whore of Babylon has got dem scared and ready to believe anything, mon. Babylon's dressing everything up as the work of the Antichrist!" His fingers played across the cyberdeck in front of him. His eyes glazed over.

Francois's breathing slowed, his body sat relaxed in the chair. Only the slight movements of his fingers indicated that he was still awake. Christophe made a final adjustment to the transmitter and waited for Francois to emerge from the GodNet. Events had happened fast. Christophe had been a lecturer at Lyon University. He'd watched with interest the growing strength and public demonstrations of the right wing hit squads, but little suspected at the time that this was the first stage in the Possibility Raiders' plan to conquer Earth. When the sabotage of the fast-breeder nuclear reactor at Creys-Malville resulted in a fallout of immense proportions he, like most observers, attributed it to human error. The apparent upsurge of AIDS cases was terrifying, but Christophe had little reason to suspect the Possibility Raiders had altered the disease to change it into something even more frightening. Little did he suspect that France was being prepared for invasion.

When the Raiders opened their cosm to Earth, and the reality storms blasted around the borders, it was too late to stop them. Isolated from the rest of Europe, France found itself lacking raw materials and petrochemicals.

The fall came fast. The technological base of France mysteriously collapsed. Vital supplies disappeared overnight as armed hit squads destroyed or captured stockpiles.

Mass hysteria spread through the French population as word of the Reality Storms spread. France was cut off, surrounded on all sides by titanic forces that threatened to engulf it. Looting broke out in Paris and other major cities as food and medical supplies became scarce. Word spread that the AIDS virus contaminated all medical supplies, further adding to the fear.

Unable to prevent widespread looting and public disorder, the army and police stood by helpless. Elements of the armed forces, including elite armor units, refused to obey orders and contributed to the spreading anarchy by seizing supplies for their own use. Conflicts broke out between renegade units and those still loyal to the government. Many industrial and urban areas became battle grounds, with refugees fleeing into the overcrowded cities, further taxing the already strained resources. Disease and famine spread fast, fanned by the flames of war. To many it looked like the Apocalypse had arrived as Famine, Disease and War stalked the land.

As the government proved unable to cope with the crisis, the Church stepped in to do relief work and to preach that it was the sins of the world and material greed which had brought about the current crisis. Many people, fearing the end of the world, looked to the Church for guidance and spiritual redemption. It was then that the Possibility Raiders put the next part of their plan into action. Jean Malraux arrived and preached that the current catastrophe was the work of the Antichrist. By turning away from God the people had brought it upon themselves.

But other dramatic changes accompanied the coming of Jean Malraux. Equipment which had failed to work, suddenly whirred back to life. Not only that but new technology appeared everywhere. The GodNet, a country wide computer grid controlling all communications and monitoring the movements of people and goods, came to life. Advanced cybernetic systems were everywhere.

Once ensconced in the medieval seat of the French papacy at Avignon, Pope Jean Malraux I took firm control of the Church and society. Supported by right-wing elements and by sections of the armed forces, he tightened his grip on France.

Liberal members of the Church were purged, many of them never to be seen again. Christophe lost his professorship when the universities were placed under Church jurisdiction. As a Jew he, like all Protestants, Muslims, atheists, Marxists and other heretics, was expelled. The Church took over the running of the country, although some areas such as the large Paris conurbation remained in open rebellion and governed itself as a commune. All of the media outside of Paris and Marseille was brought under Church control, giving it a monopoly on information and an effective means of controlling public opinion.

Clergy who refused to accept the new orthodoxy and its technology were removed from their posts and subsequently disappeared. Others, perceived as reluctant to follow the commands of the Cyberpope, were taken to Avignon for re-education. Not all emerged from those ancient dungeons and catacombs, but those that did were fanatical in their belief in the infallibility of the Cyberpope.

Christophe winced as he thought about what was to come next. With the Inquisition again active it was only a matter of time before all Jews and heretics were rounded up and placed in concentration camps. All dissidents would feel the clamp down of the Church. He shuddered at the prospect. The possibility of a crusade against all heretics was not out of the question either. The Church had a history of bloodshed in its single minded pursuit of orthodoxy. France had previously suffered in 1209 when the Pope had decreed that was far better to murder heretics than to convert them to a blameless life. Over 20,000 were killed by the Church in the Albigensian Crusade in southern France. The actions of the Nazis against the Jews was

a further reminder that man's inhumanity to man was not restricted to medieval times.

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Francois groaned, breaking off Christophe's train of thought. The young Rasta rubbed the sides of his head, "Hey, mon, time to go. They not monitoring us at the moment," Francois said. "I 'n' I's going back in. Stay cool, mon." Francois's consciousness again disappeared into the GodNet.

Christophe flicked switches sending the pre-recorded broadcast over the airwaves.

The Possibility Wars

The Possibility Wars have brought dramatic changes to Earth. The realms of the High Lords have come blasting down to transform the Earth and its inhabitants in unexpected ways. In Indonesia and Malaysia, the Gaunt Man's realm has brought untold horror to millions. The Middle East and northern Africa lies under the control of Dr. Mobius's 1930s-esque pulp fiction reality. Kanawa's Nippon Tech realm has brought advanced technology and corporate wars to Japan and parts of the far east. In Canada and the United States, heroes battle the shamanistic power of Baruk Kaah's Living Land. Britain and Scandinavia have been transformed into a fantasy reality. There hope shines out from the turmoil as the Lady Ardinay has arisen to defeat, at least for now, the power of the High Lord Uthorion. Across the English Channel hope is diminishing. Cyberpope Jean Malraux I is expanding his dark and grim hold over France.

The Cyberpapacy

From Avignon, the medieval seat of the French Popes of the Middle Ages, Cyberpope Jean Malraux I condemns thousands of heretics to the stake and the darker regions of the GodNet. But all has not gone according to Jean Malraux's plans. He is from a medieval cosm where the Church holds temporal and spiritual power. It was his intention to impose its reality upon his new realm.

Forces beyond his control have transformed him and his realm into an oppressive blend of Medieval Catholicism and hi-tech cyberware. A confrontation with the Storm Knights in the aboriginal Dream Time (as told in the Torg novel, *The Nightmare Dream*) caused him to be altered by Hachi Mara-Two's custom dataplate. The reality in the plate was seized upon by the Darkness Device, which sent an immense flux of Possibility energy through the technological axiom, increasing the technology of France by decades. It brought him the power of the GodNet, a vast matrix of computers and communications devices; and of cybernetics. He and his followers were transformed. The Cyberpapacy was born.

Now, the Cyberpope's cybernetically enhanced followers are implementing his plans throughout his realm. Many look to the Cyberpope as their saviour. Faced with a world gone mad, many believe Jean Malraux's claims. To them the Cyberpope is all that lies between them and everlasting torment; should the Cyberpapacy come to full fruition it will be the most oppressive institution in history.

Yet, while hope may be diminished, it is not entirely lost. A Resistance movement has arisen to oppose him. Storm Knights fight desperate battles to save the citizens of France from his tyranny. The odds are stacked against them but, with luck, they may yet save France from the worst holocaust in its history.

The Cyberpapacy Sourcebook

The Cyberpapacy Sourcebook expands on the information given in the *Torg* basic set. It provides an in-depth look at the realm of the Cyberpope, and at his home cosm of Magna Verita. *The Cyberpapacy Sourcebook* is filled with descriptions of the current state of France, the powers of cybernetics available to its inhabitants, and the organizations that work for and against the Cyberpope. It presents new rules to bring to life the reality of the Cyberpapacy, and new character templates for the heroes who must survive all that the Cyberpope throws against them.

With *The Cyberpapacy Sourcebook*, you can set adventures and campaigns in the Cyberpapacy, or use it as a reference for adventurers who pass through this dark realm.

It is a dark time. Heretics are ruthlessly hunted down by the Inquisition. The power of the Cyberpope reaches out to bend all to his will. Those who oppose him know only too well the fate that lies in store for them. They are prepared to take up the struggle to once again restore Liberty, Equality and Fraternity to France.

R eligions in a Game

This sourcebook describes a fictional religion as it exists and operates in the fictional setting we have created for the *Torg* game. It is in no way intended to portray a real religion operating in the real world.

Magna Verita

Across the Maelstrom Bridge from Avignon in France, lies Magna Verita —the Great Truth. The home cosm of Pope Jean Malraux I, Magna Verita is both familiar and strange to visitors from Core Earth. The Maelstrom Bridge arches down to the Papal seat of Avignon, France. But this Avignon is far larger than its counterpart on Earth. For over 600 years it has been capital of Magna Verita. From its resplendent Gothic cathedrals and palaces, the Popes of Avignon have ruled over Magna Verita with an iron hand.

The suburbs of Avignon sprawl across the countryside of Southern Provence. The spires of its majestic cathedrals tower above the surrounding buildings; a constant reminder that this is a cosm where the Vicar of Christ rules supreme. His empire stretches from the Americas in the West to the penal colonies of the Australias in the East. His Inquisitors and missionaries have spread the word of God with sword and fire across all of the known world.

Magna Verita is subjugated to the will of the Pope. The Great Truth of Veritan Catholicism has conquered and destroyed almost every other religion on the face of Magna Verita. Only within the most remote jungles of the Americas and Africa has the word of God failed to spread. Catholicism holds sway; a Catholicism where the Pope's word is law, and the teachings of Jesus are an inconvenience, replaced long ago by dogma and Papal decrees.

The Edges of the World

Magna Verita lies at the center of its universe. Orbiting it are the celestial spheres of the sun, moon, and planets. Set there by God during the Creation, they continue in their preordained paths until the Day of Judgement. Magna Verita is a flat world. It is a huge disk surrounded by vast oceans which ebb and flow according to the will of God. Above its surface, floating in the great expanse of the heavens, lies the Celestial City. Below, in the fiery interior of Hell, souls writhe in torment waiting for Judgement Day when they will be called to account for their sins.

Such is the rule of the High Lord, Pope Jean Malraux I, that none dispute this medieval view of the world. And as Pope Jean Malraux's hold over his cosm is absolute, Magna Verita does indeed conform to this perverse version of Catholic truth. Magna Verita is the only world within its cosm. The only way to reach Magna Verita is by the Maelstrom Bridge. Outer space does not exist, only the vast expanse of heaven.

The weather and climatic patterns of Magna Verita closely resemble those of Earth. To anyone unaware of the flattened nature of Magna Verita, it is as though they have stepped back into the late middle ages. For there is nothing to indicate that Magna Verita is anywhere other than Earth.

The History of Magna Verita

Anyone delving into the past of Magna Verita would be struck at how its history closely resembles that of Earth. The great civilizations of Egypt, Mesopotamia, Persia, Greece and Rome rose and fell as they did on Earth. In the Roman province of Palestine, Jesus of Nazareth preached and was crucified. His followers slowly spread his teachings throughout the Mediterranean world, finally arriving in Rome itself were they were persecuted mercilessly. St. Peter and St. Paul preached and died in Rome. Under the Emperor Constantine, the Roman Church got its first taste of temporal power. It was an appetite that finally led it to bring the whole world under its sway.

The Avignon Papacy

In 1309 the seat of Papal power was moved from Rome to Avignon in Provence. The move followed the election of Bertrand de Grot, Archbishop of Bordeaux, as Pope Clement V. At the urging of the French king, Clement left Rome to take up residency at Avignon. Seven Popes in succession ruled from Avignon and established it as one of the greatest and most corrupt cities in the world. To many, Avignon was a symbol of Papal corruption. It became a seat of conspicuous consumption, a great cultural center, and a breeding ground for licentious living.

The Popes turned their talents not to spiritual matters, but toward the accumulation of wealth. The revenue system was overhauled and centralized. Anything that could possibly be sold was for sale. On offer were 700 Bishoprics and hundreds of thousands of lower offices. The Church became a means of gaining earthly power and wealth. Bribery and corruption were the order of the day. Most priests kept mistresses, ate off silver and gold plates, and rarely attended Mass.

The Great Schism

In January 1377, Pope Gregory XI returned the Papacy to Rome. He took up residency in the Vatican where he died in March 1378. A new Pope, Urban VI was duly elected, but he proved unpopular with the French Cardinals who had elected him. They slipped away and elected a second Pope, Clement VII. Clement returned to Avignon, while Urban ruled from Rome. Two Popes now existed and a Great Schism divided Christian Europe. Neither Pope was exemplary in his behavior. Both excommunicated the other.

In 1409, a Church Council met in Pisa and declared both the Roman and Avignon Popes to be heretics and schismatics. They elected a third Pope, Alexander V to head the Catholic Church. The other two Popes refused

to step down, so three Popes now claimed supreme authority over the Church. Excommunications flew thick and fast between them. For the next six years Christendom was divided amongst three Popes.

It is at this point that the histories of Earth and Magna Verita diverge dramatically. On Earth in 1415, the Council of Constance successfully deposed all three popes and elected Martin V as supreme pontiff of the Catholic Church. Papal authority again resided exclusively in a Roman Pope. The Great Schism had healed. On Magna Verita, matters proceeded very differently.

The Victory of Avignon

The Avignon Pope, Benedict XIII, was poisoned by one of his cardinals, who was duly elected as Benedict XIV. Benedict refused to attend the Council of Constance. Instead, using the vast wealth of Avignon, he set about buying the support of the King of France. With hired mercenaries, he joined the King at Agincourt. Together they succeeded in destroying the English army led by Henry V. In the ensuing massacre Henry was slain; England collapsed into civil war over his succession.

Flushed with victory, the French king firmly backed Benedict XIV's claim as the only rightful Pope. Repudiating the Council of Constance, they marched on Rome. After solemnly excommunicating all within the walls, the Holy City was sacked and the defenders put to the sword as Schismatics. Holy relics, including the tomb of St. Peter, were taken to Avignon.

One Pope now ruled. The Great Schism had ended in Avignon's favor.

Benedict and the King of France then attacked and defeated the Duke of Burgundy, who had previously allied with the English. Pope Benedict endowed Charles of France with England. After the French King embarked to claim his new lands, Benedict set about increasing Papal power. Fortunately for Benedict, Charles was killed while besieging London. His heir was abducted by Benedict's agents and was forced to sign over all of his possessions to the Papacy. The Avignon Papacy now emerged as the greatest power in Europe.

Benedict's territories stretched from Northern Italy to Scotland. Throughout his lands, he ruled supreme. His Inquisitors tortured and imprisoned any who dared speak against him.

A new age was dawning and God was truly aiding the Pope. As a sign the Black Death, which had devastated Europe, disappeared overnight. Princes, fearing for their own lands, flocked to pay homage to God's servant. Christendom was united and Avignon ruled supreme.

The Crusades

Having secured a power base in Europe, Benedict turned his attention to Spain. Occupied by the Moors for 600 years, the Pope still claimed Spain as a Christian nation. Almost a million men and women answered his call for a crusade in 1435. Led by the Pope's own troops, they flocked to Spain where they put Jews and Muslims alike to the sword. Many Spanish Christians perished in the holocaust. Within five years, Spain lay under the jurisdiction of the Pope.

All was not quiet elsewhere in Europe. Members of the Franciscan order began to preach against the wealth and corruption of the Papacy. Their message fanned the flames of rebellion. Peasants rose up to protest against high taxes; nobles fearing for their own positions in the face of the Papacy's expansion joined them. Papal retaliation came swiftly.

Excommunications were hastily dispatched and Indulgences issued to all who would undertake this great crusade against the enemies of the Church. Towns and villages were burnt. Hundreds of thousands died as the Crusaders swept back into France from Spain. At the end of the Peasants' Revolt, Papal power was firmly ensconced.

Over the next hundred years, Inquisitors rooted out those who harbored misgivings about the Pope.

In 1492, the Patriarch of Spain financed an expedition to follow the legendary voyage of Saint Brendan the Navigator: the Americas were discovered by Christopher Columbus.

Fueled by the wealth of the New World, a new crusade was preached against the infidel. Fresh crusades were launched to the East. In 1520 Constantinople was retaken from the Turks. The Turks were mercilessly hunted down and killed. Greek Orthodox Christians and Jews who refused to convert to the Avignon doctrine were slaughtered in their thousands.

A year later, the Pope entered Jerusalem. Again Jews and Christians of different sects were forced to convert or die. In 1525, the crusaders swept into Egypt. The streets of Alexandria and Cairo ran red with blood. Persia followed three years later.

Forced out of Spain into Morocco, the Moors were driven along the coast of North Africa toward Arabia. In 1564 Mecca was burnt to the ground. Vast legions of Inquisitors began to systematically eradicate Islam.

By 1600, the Pope held most of Europe and North Africa under his sway. The Inquisition mercilessly rooted out heretics and unbelievers throughout the Papacy. It was a time of blood and fire. The bonfires of the Inquisition raged across Europe and the East.

The Americas

In the New World, disease took a heavy toll on the indigenous population, but it was nothing compared to the mass genocide carried out by the Conquistadors. Following much heated debate, Pope Countenance II decreed that the native peoples of the Americas did not possess souls and were therefore the same as animals. Millions of Indians were enslaved and worked to death by their masters. Belief in religious and racial superiority, and the blessing of the Pope, meant that little compassion was shown to the human "animals".

History rolled on. Japan and China fell to the Popes. Africa was explored and the natives converted. India was quickly eaten up, and the Australias became outposts of the Papacy. By 1841, the Papacy ruled supreme.

The Julian Bible

In 1842 Pope Julian III revised the Bible to bring it up to date with modern thought.

In this new version of the Bible, the Church was shown to be a natural order, conferred by God on his chosen people. The teachings of Jesus were subtly changed to alter his condemnations of wealth and power. By clever manipulation, the Pope made it appear that wealth and power were indeed sinful, but only if they existed outside of the Holy Church. For how could Christ's own Church be wrong?

The Great Halt

The technological axiom of Magna Verita has never progressed beyond 15. Successive Popes' insistence that nothing could contradict Biblical teachings brought a brutal halt to scientific and technological advances. Anyone who doubted the words of the Bible was tortured for a confession and then executed by the Inquisition. Men such as Johannes Kepler, Copernicus and Galileo were exposed as frauds and burnt along with their writings. No great philosophers arose to set forth the rights of humanity or to propound concepts of natural justice.

Magna Verita is very similar to Europe in the 15th and 16th centuries. Gunpowder is used in cannons and in primitive hand guns, but the main missile weapons are still the crossbow and bow. The Papal armies are composed of halberdiers and swordsmen, with large numbers of heavy cavalry in plate armor. Hand to hand fighting is the standard way of winning battles.

Only the telescope and the printing press have had an impact on Magna Verita. After an initial period of liberalism, during which thousands of heretical books were published, the Church began to destroy printing presses and published an Index of Banned Books in 1489. Anyone caught in possession of these forbidden books was accused of being in league with the Devil, and duly executed. Now, all presses are under the direct control of the Church. The evil of free thought has been expunged and God's word holds sway.

For 400 hundred years, technological advances have been artificially halted by the Popes. Life proceeds at a simpler pace in a world free from pollution. The horse is the main means of transport, and most of the population are peasants who live content in the knowledge that God provides for them.

T imeline of Magna Verita

1054 Schism between Eastern and Western Churches

1095-9 First Crusade preached by Pope Urban I

1099 Jerusalem captured

1123 Clerical marriages declared invalid

1146-8 Second Crusade

1182 Fall of Jerusalem

1189-92 Third Crusade

1201-4 Fourth Crusade; sacking of Constantinople

1209 First Albigensian Crusade in southern France

1212 Children's Crusade

1219 Fifth Crusade

1228 Jerusalem recaptured

1232 Pope Gregory IX establishes the Inquisition

1248-51 Fifth Crusade under St. Louis of France

1252 Innocent IV allows torture to the Inquisition

1309-78 Papacy moves to Avignon

1378-1417 The Great Schism begins with two Popes

1409 Council of Pisa: three Popes

1414-18 Council of Constance. Benedict XIV excommunicates Roman Pope and sacks Rome. Histories of Earth and Magna Verita diverge.

1435 Spanish Crusade launched

1440 Peasants' Revolt savagely crushed

1453 Constantinople falls to the Turks

1456 Gutenberg prints the first Bible

1492 Columbus discovers the Americas

1520 Constantinople recaptured

1521 Holy Land recaptured

1523 Martin Luther burnt as a heretic

1525 Egypt captured by the Papacy

1532 John Calvin disappears into the hands of the Inquisition

1564 Destruction of Mecca

1840 Birth of Jean Malraux

1842 The Julian Bible published

1890 Jean Malraux gains the Darkness Device

NearNow The Possibility Wars; Papacy of Jean Malraux I invades France

Administration of Magna Verita

From Avignon, Papal bureaucrats administer a world-spanning Empire. Communications are slow; it takes over six weeks for a message to travel from Avignon to New Avignon in the Americas. The Patriarchs who administer the vast geographic areas under their control are only allowed to make minor decisions. Important decisions are left to the Curia at Avignon.

Inquisitors are sent out to the farthest corners of the world to maintain the orthodoxy of the Faith. Their coming is greatly feared, as many Inquisitors have vested interests in seeing friends and relatives promoted to the position of Patriarch. More than one Patriarch has been removed from his post for heresy. A few have even been burned. The Inquisition is a hated institution in the colonies.

The major administrative areas of Magna Verita are listed on the next page.

The Cardinals of Magna Verita

The Cardinals in Magna Verita continue to administer Papal policy. They send Inquisitors and Papal legates to the far-flung corners of Magna Verita to ensure the loyalty and orthodoxy of the Patriarchs in charge of the administrative areas.

Within the Curia in Magna Verita, the effects of the Tech Surge in France met with a mixed reaction. Jean Malraux's "cousin" Marcel-Anton was recently appointed by the Cyberpope as Grand Inquisitor of Magna Verita. He returned across the Maelstrom Bridge to Magna Verita to ensure that any resistance to the Cyberpope's new orthodoxy is contained and eradicated. Twenty-five cybernetically enhanced Inquisitors, 100 cyberpriests and 1,500 Church Police accompanied the Grand Inquisitor. His contingent took with them Tech 26 weapons, armor and vehicles.

The Grand Inquisitor's arrival in Avignon, Magna Verita caused a stir amongst the other Cardinals. Five fled immediately from the capital claiming that Jean Malraux had been possessed by the Devil, and that the obvious cybernetic enhancements of the Grand Inquisitor and his forces proved it beyond doubt.

Of the remaining 25 Cardinals, 21 have been investigated by the Inquisition and allowed to continue their duties. Four have since confessed and renounced their harboring of heretical thoughts. They have been taken across the Maelstrom Bridge for re-education.

Cardinal-Bishop Gerrard-Pierre has been installed as Papal Legate acting in the absence of the Pope. The Cardinal-Bishop has been fitted with a Faith chip, bugging devices, and a Homer, all without his knowledge, while he underwent surgery to install 20-20 vision. Although Papal Legate Gerrard-Pierre seems to have accepted the new faith fully, the Cyberpope has no desire to take any chances with his home cosm.

The Palace of the Popes in Magna Verita is being wired for sound and cameras by the techpriests who accompanied the Grand Inquisitor. The remaining Cardinals are to be sent across the Maelstrom Bridge, where they will be trained in the new orthodoxy and fitted with Faith chips and Homers.

Cardinal-Deacon Bohemond-Beuvois is overseeing the establishment of a cyberware factory to the south of Avignon. Local peasant labor has been coerced into carrying out the heavy work, while technicians from the Cyberpapacy oversee the construction of the buildings and installation of machinery from France.

Rebellion

The five Cardinals, who fled from the Grand Inquisitor, have been excommunicated. They are now being hunted throughout Europe. The Cardinals, considering themselves to be the true defenders of the Church, have elected one of their number, Cardinal-Bishop Francis-Remoir, as Pope. They have fled to the Americas where they hope to enlist the aid of the Patriarchs of New Avignon and New Clairvaux.

Opposition to the power of the Pope has long smoldered in the farthest reaches of the Papacy. With the Pope now absent on another crusade, the Patriarchs of the Americas and the Australias are making plans to cut their links with Avignon and establish themselves as independent Popes.

The arrival of the false Pope Francis-Remoir, and his four Cardinals, with their tales of devilish possession and the technological disfigurement of the Grand Inquisitor's body, will encourage the Patriarchs to make their move. Pope Francis-Remoir will find many followers in the New World. Whether he or another becomes their leader remains to be seen.

The Cardinals and the Patriarchs, while they represent an opposition to the Cyberpope's new orthodoxy, are still very much tied into the doctrines of the Avignon Papacy. The stain of cybernetics is what they object to, not the overall methods and policy of the Papacy. They still believe in the ruthless suppression of heresy.

The Tech Surge

The Tech Surge on Magna Verita has been slight. Although the world is technically Tech 26, it retains its previous level of technology. People still live as they have done for centuries. No great tech surge has occurred.

Instead, the basis of an advance to Tech 26 has been created. Any items brought back from Earth work perfectly in Magna Verita. Although the Cyberpope could unleash a Tech Surge across Magna Verita, he has no wish to have cyberware fall into the hands of his subjects. It's far better to bring cyberware and the equipment to manufacture it across the Maelstrom Bridge to Magna Verita. That way, cyberware can be restricted to members of the Church.

Administrative Centers of Magna Verita

Administrative Area	Seat of Patriarch
Western Europe	Avignon
Eastern Europe	Moscow
The Holy Land / Persia	Jerusalem
Northern Africa	Alexandria
Southern Africa	Cape of Good Hope
Northern Americas	New Clairvaux
Southern Americas	New Avignon
China	Peking
Japan	Kyoto
The Australias	Port Innocent (Australia)

Jean Malraux I

Born into the papal family 150 years ago in Avignon on Magna Verita, Pope Jean Malraux's father was Pope Paulo-Duchamp IV. In keeping with Papal policy of not officially recognizing their offspring, Jean Malraux is technically Innocent's "nephew".

Raised in Avignon with his brothers and sisters, Jean Malraux was trained as an Inquisitor and later served in the New World. There he was responsible for torturing and sentencing to death hundreds of heretics who had fled there to escape the wrath of the Papacy.

It was while he was in the New World that Jean Malraux witnessed the arrival of the Darkness Device. It had travelled across the vastness of the cosmverse for thousands of years before reaching the disk world of Magna Verita. The Darkness Device scanned the world beneath it and read the minds of its inhabitants. It found in Jean Malraux the power-hungry ambition it required to do its work. Sensing the religious power of the world, it transformed itself into a huge, glowing crucifix. It fell from the sky in a great beam of golden light. As the faithful of New Avignon prostrated themselves in the cathedral square, it called to Jean Malraux.

With the Darkness Device in his possession, Jean Malraux returned to Avignon. At first, Jean Malraux suspected that the Darkness Device was the work of the devil. But as its corruption gnawed deeper and deeper into his soul, he soon came to see it as a gift from God. Had it not been sent to aid him in his constant vigilance against heresy? Did it not seek out the heretics who harbored within the very walls of Avignon?

Fired with its energies, he corrupted bishops and cardinals, offering them worldly power and fulfillment of their deepest desires. Secure in the support of the most prominent members of the College of Cardinals, he poisoned his "uncle", and engineered his own election as Pope. At his coronation, none doubted that the golden halo around his head was a sign from God. Awed by his holiness, the Curia prostrated themselves before him. Pope Jean Malraux I was indeed blessed. From that day, over 100 years ago, the Pope did not age.

Pope Jean Malraux purged the Curia. He renamed the College of Cardinals to the College of the Way, and began spreading his corruption throughout Magna Verita. To disguise it, he secretly encouraged dabblers in the magic arts, and staged show trials in which the witches and sorcerers were forced to confess their sins. His clerics began teaching that the only path to salvation lay in embracing Pope Jean Malraux as God's representative. Those who opposed Jean Malraux were hunted down, branded as heretics who consorted with demons, and burnt. For ten years, the Inquisition stoked their fires and wielded their implements of torture. Finally, no one dared to openly oppose Pope Jean Malraux, though many did so secretly.

The more Jean Malraux became corrupted by the Darkness Device, the more he proclaimed his own purity. He was the embodiment of the faith: all other paths to spiritual redemption were false. At first, his eyes would flash brightly as his Cardinals informed him of the work of the Inquisitors, but as resistance to his will began to fade, Jean Malraux grew restless. He turned to his Darkness Device for distraction.

The Great Crusade

The Darkness Device whispered to him of a means of reaching other worlds. Jean Malraux became fired with the desire to extend his own power and to eradicate heresy wherever it lurked. The finest minds of Magna Verita were set to work to discover the secrets of the Maelstrom Bridge. They succeeded. After demonstrating its operation, they were excommunicated and burned as heretics. Only the Pope would know the secrets of the Maelstrom Bridge.

He now prepared for the greatest crusade Magna Verita had ever known. A crusade that would carry the faithful and the Word of God to countless other worlds.

Jean Malraux began his crusades across the cosmverse. For 70 years, the Avignon Pope's crusaders have travelled the cosmverse destroying heretics and stripping worlds of their possibilities.

Over half a dozen cosms have been destroyed to feed the Darkness Device and the Pope's craving for religious purity. The Inquisition has tortured millions. Smoking, barren worlds are all that remain. Fire and blood have cleansed them of sin.

The Vicar of Christ has eradicated heresy and heaped millions of souls before the gates of heaven and hell. Fueled with vast quantities of possibility energy, the Pope and his Cardinals have extended their lives manifold.

Uthorion

Another world fell to Jean Malraux before he encountered a second High Lord. Searching for another cosm to destroy, he dropped his own dimthread onto Aysle. Stepping through, he was met by Uthorion in the form of Pella Ardinay. At first abhorred by what he saw, Jean Malraux sensed that the figure before him was possessed, but he also found himself drawn to the beauty of Pella Ardinay. Suppressing the urge to destroy the abomination before him, Jean Malraux negotiated with Uthorion, and found much in common with the other High Lord. They learned much from each other.

Uthorion told him much about the cosmverse and how he could increase his power. In return, Jean Malraux showed Uthorion ways that opponents could be exploited by their own inner

The Sign of God

Jean Malraux was in his office in New Avignon. He flicked through the confessions extracted from the five heretics, signed their attached death warrants, and marked them with the seal of the Grand Inquisitor of the New World. He handed them to his secretary who bowed low and left the room.

Bored, Jean Malraux poured himself a goblet of wine and stared out of the window. In the square below, Indian slaves piled bundles of wood around the bases of four stakes. The fifth was being erected by two slaves supervised by a sergeant of the guard. Across the square, two soldiers leaned against a wall and swatted lazily at flies.

The Grand Inquisitor sighed— another uneventful day in New Avignon. He wiped the sweat from his brow and wished he was back in Provence. Seeking cooler air and a diversion, he headed for the dungeons where three heretics had refused to confess their sins. Heartened by the prospect of gaining a confession, Jean Malraux stepped down the worn stairs.

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The Darkness Device hovered over New Avignon. The one it sought was not amongst those in the open space. But he would come when summoned. It plunged into the square.

A golden arc of light sped down from the sky. It hit the ground in a blinding ball of light. The heavenly voices of angels were heard to soar from it. The soldiers looked around wildly as the sergeant flung himself prostrate onto the ground. Terrified, the Indians ran.

Priests rushed to see what was happening. Upon seeing the ball of light they crossed themselves, fell to their knees and prayed. The ball began to slow its spin. A shape was forming within it. Warily, an Inquisitor approached. A beam of light sped out and struck him in the chest. He flew backwards and lay still. Smoke drifted from his charred robes.

*****

"Come, Jean Malraux." Jean Malraux dropped the heated tongs into the brazier as though they had seared his flesh. An Inquisitor rushed to his side. "Are you hurt, your Holiness?" The man's eyes burnt with a fanatical light. "The heretic shall pay dearly for harming your exalted person." He began to turn the rack.

Jean Malraux pushed the Inquisitor aside. The voice spoke to him again. "Come, Jean Malraux, come to me." He glanced at the Inquisitor, but the man's lips did not move. Jean Malraux shook his head and stormed from the room. Behind him the heretic screamed.

The voice was strong. It drew him towards the square. "What do you want?" Jean Malraux demanded.

"I want nothing, I have been sent to aid you," it replied. "Come to me and fulfill your destiny."

He strode into the square not knowing what to expect. Upon seeing the light, he crossed himself. "Come, do not be afraid," it called to him. Warily, he stepped forwards. The light spread to bathe him in its golden glow. Before him was a cross.

Father Rodriguez raised his eyes. He saw the Grand Inquisitor approach the golden cross. He watched in awe as Jean Malraux floated from the ground, his arms outspread. The Grand Inquisitor's head shone with holy light as he turned slowly in the air and merged with the cross. Transfixed upon the cross, Jean Malraux ascended into heaven. Father Rodriguez crossed himself and prayed.

drives, and how they could ultimately be destroyed by their deepest cravings. The two soon discovered that they had a great mutual interest in the subtleties of pain. An unholy union was born between the two. It was not a union based on trust or respect, but on a mutual craving for power and destruction.

They joined forces to destroy another cosm. Each learnt much from the exchange, before parting to follow their own destinies.

Earth

When he was approached by the Gaunt Man, Pope Jean Malraux was skeptical. Uthorion had told him much about the godless horror cosm that the Gaunt Man inhabited. Its existence had always disturbed him, but he knew that the Gaunt Man was too strong to attack. He did, however, suspect a trap. Particularly when he discovered that the Gaunt Man had approached the heretical lunatic Dr. Mobius of the Empire of the New Nile, and the savage beasts of the Living Land. Of the mysterious Kanawa of Nippon Tech, Pope Jean Malraux knew nothing, but he greatly mistrusted anyone outside of the faith.

It was only when Uthorion, the High Lord of Dark Fantasy, pointed out that Earth contained large numbers of misguided Catholics that the Pope took an interest. He also saw Uthorion as a useful ally against the others, and Aysle as a cosm which could later be perverted to his own ends. In order to carry out his work as the Vicar of Christ, Jean Malraux agreed to participate in the invasion.

Malraux and Uthorion began to plot to destroy Baruk Kaah and Dr. Mobius. Their ultimate aim is to carve the rich possibility potential of Earth between themselves.

The Plan

Corrupted by the Darkness Device, the false Pope remains a strong proponent of his own distorted faith. Any who embrace it and accept his supreme position as leader of the Catholic Church, are entitled to salvation. In order to save the millions of souls who inhabit Western Europe, and to prepare for the expansion of his realm, Malraux knew he must be seen as the saviour of France, and ultimately of the Earth.

First, he needed to use the actions of the Gaunt Man and the other High Lords to pave the way for his own coming. The faith of the inhabitants of Earth would be severely stretched when the realms of the Living Land, horror, and Uthorion's fantasy opened. Thrown into a panic, they would look for a saviour. The Pope considered himself ideally suited to such a role.

Agents from the College of the Way entered western Europe where they preached the imminent end of the world. Unless people gave up their sinful lives and accepted the saviour, whose arrival was to be heralded by disasters on a huge scale, the world would be destroyed. Some agents entered the growing Green Movement and led demonstrations against the use of nuclear energy. Others agitated within disarmament groups. The messages that the growth of technology was harmful, and that a return to spiritual values was vital, gained many converts to the faith.

Meanwhile, other agents were busy corrupting church officials and planting stelae under churches and cathedrals, and in graveyards and mausoleums. A select few, armed with a mutated virus with symptoms very much like AIDS, but which could also be transmitted by miracle. They contaminated hospital blood supplies with the

The End of the World is Nigh

"Then the angel took the censer and filled it with fire from the altar and threw it on the earth; and there were peals of thunder, loud noises, flashes of lightning, and an earthquake."

Revelations 8:5

The end of the world is imminent. Indonesia has disappeared, and the United States have been assailed by the beasts of the Apocalypse. Fire and brimstone have spewed forth from volcanoes across the world. Demons have been sighted. Britain and the Soviet Union will fall next. Egypt will again enslave the children of God.

The Antichrist grows strong. His fury knows no bounds. Disease, Famine, War and Death shall stalk the land.

Even though many have turned from God, the Lord has not forsaken us. He shall send a saviour who will lead us from the Darkness, as Moses led the Israelites of old from their captivity in Egypt.

He will free our souls from the trappings of materialism; our spirits will soar in the Glory of the Lord.

The one who comes is the chosen of God.

He shall set us upon the path of righteousness.

He shall be our shepherd.

He shall protect us from the Antichrist.

He shall give us life everlasting.

Disasters on a great scale will signal his coming. He is not the new Messiah, but his servant upon Earth. He shall do the work of the Lord. For he shall be the Vicar of Christ.

It is time to prepare yourselves for his coming. Confess your sins and become pure. Only by the strength of your faith in the Lord our Father, shall you be saved.

Distributed by the Catholic Church of Redemption prior to the appearance of Jean Malraux I

T he Cyber Vision of Pope Jean Malraux

"Lo, I was bathed in the light. It flooded me and illuminated my soul. Though I was struck blind, I could see with eyes that looked upon a new earthly paradise. There the sins of the flesh were controlled by machines. No longer did mortals fear the betrayal of their own flesh. I looked and saw that it was good.

"I wandered with only my faith to comfort me. Then I knew what I must do. I knew that the Lord had chosen me a second time to do his work. The Cross floated before me. I merged with it and prepared myself for the task ahead.

"I walked upon the celestial bridge. The strength of the Lord poured through me. With each step I took the Lord imbued the bridge with new power. Its blinding white light was replaced by sparkling lines of circuitry that erupted from my feet. I watched the cyber power streak toward the Earth and transform His chosen land of France.

"It was then I knew change was indeed upon us. My coming heralded a new age: The age of the Cyberpapacy. As His envoy upon Earth, I took up the burden of redemption and became the Cyberpope."

disease. Morality useful to Malraux would be restored through fear, and the spiritual power of the Pope would cure the AIDS victims his faith had created.

When Indonesia was cut off by the arrival of the Gaunt Man, Papal agents took to the streets to proclaim that the Antichrist had arrived. As the Living Land erupted into North America, this too was credited to the Antichrist.

The next part of the plan was designed to further fuel the fear of the Antichrist by making technology appear to be one of his tools. Papal agents targeted the nuclear reactor at Creys-Malville. They entered the power station, and rigged it to explode. The devastation was immense. The fallout even worse.

The Pope would return France to a simpler age, ending the threat of nuclear war and disasters for all time. He would be hailed as the saviour of the human race

Fast Forward to the Future

Events took an unexpected turn when Pope Jean Malraux and Uthorion went up against a group of Storm Knights on the maelstrom bridge between Aysle cosm and realm. Uthorion and Jean Malraux found that the bridge had been connected to Earth's Dream Time. Here, Malraux was assaulted by one of the Storm Knights, and subsequently underwent a dramatic transformation. The Storm Knight Hachi Mara-Two had traveled to Earth from a cybertech reality to give her aid against the High Lords. She carried copies of the axioms of her world with her in a dataplate, wired to a Jaz pack so that others could experience the sensover images of her world. As Uthorion and Pope Jean Malraux closed their attacks on the stormers, Mara struck. She embedded the axiom dataplate into the Pope. It was to have a dramatic effect on him and his plans.

The Pope, unwilling to delay his own plans any longer, traveled via dimthread toward his own bridge of light. Though gone from the fight, Malraux still was affected by Mara's dataplate. Once activated, it showed

the Antipope images that interacted with the Dream Time in startling ways. As he crossed the Maelstrom Bridge, the full impact of the changes wrought by the dataplate visions were apparent. It signalled the dawn of the Cyberpapacy.

Pope Jean Malraux crossed the Maelstrom Bridge and emerged in Avignon. His arrival signalled the advent of the Cyberpapacy and the creation of the GodNet. Quick to act, he used the GodNet to discover all he could about the new technology under his control. His agents who had been sucked into the GodNet were even more fanatical in their devotion to his cause. With the aid of the Darkness Device he altered his plans.

The Cyberpope

The Cyberpope, corrupt and power-mad, is a fanatical exponent of his brand of Catholicism. He is now so corrupted by the Darkness Device that he genuinely believes that it and cybernetics are a gift from God. As God's servant he seeks to save the souls of all those who embrace the Church and look to Père Jean, as he likes to be called, for salvation. It is only fitting that those who refuse his salvation should be branded heretics and destroyed to fuel the Darkness Device.

To his family, Père Jean is kindly and fatherly. He is the spiritual father of his people and the only true heir to St. Peter. He can be gentle and considerate to those who accept his position as head of the only true church. But as a father, he must punish those children who stray from the path of righteousness. They must be given a chance to repent and an opportunity to confess their sins to the Inquisition before they are sucked into the GodNet or burnt as heretics.

Père Jean comes from a cruel world. *Sang et Sang!* (Blood and more Blood) has long been the unofficial motto of the Church. St. Peter himself had not only carried a sword, but used it when Christ was arrested. Violence is not by itself inherently sinful. It is how it is used that matters. Violence carried out in the name of God is virtuous. These beliefs are firmly entrenched in Jean

Grant Goleash

Malraux, and he holds to them fervently. Holy violence is the only way to deal with heresy. If entire worlds are to be destroyed, so be it. God will know his own.

Aims of the Cyberpope

The Cyberpope seeks to secure France and install Homers and Faith chips in all loyal Catholics. He shall accomplish this by repression and by a much publicized display of his spiritual powers. On television he will purge the AIDS virus from sufferers. Other critically ill people will be made whole by laying on of hands. Radiation sufferers will be purged of their sickness.

His miracles will bring millions of converts, all desperate for an answer to the overwhelming problems facing them, into his church. Those who still oppose him will be hunted down by the Inquisition. The Church Police will deal with any who take up arms against him.

Paris will ultimately fall or be destroyed. The Pope cares little either way. When he has secured the rest of his realm, he'll turn his attention to Paris. For now, he prefers to harry its occupants and prevent them from acting against him.

Père Jean's long term plans involve continuing his expansion in Spain, then adding Portugal, the Netherlands, Switzerland, Luxembourg, Italy and Germany. His agents will extend the reach of his stelae and the power of his church will win him many converts.

With most of western Europe under his control, he intends to turn toward Egypt and the realm of Dr. Mobius. Nothing would give the Cyberpope more pleasure than wiping this heretic and his followers from the infiniverse. With Egypt in his possession the Cyberpope could move against the Horror realm, or the Living land.

Malraux will let nothing block his single minded pursuit of orthodoxy. Eventually, he might become Torg. It is not a position he covets, but should it come to him, it will because God has decreed it.

Work continues on the Channel tunnel to link Britain and Aysle with the Cyberpapacy. Soon to be completed, the Cyberpope intends to use it to begin to subvert Aysle and bend it to his will.

Cyberpope Jean Malraux I

The Cyberpope resembles a white-haired man of 50 years. During his crossing to Earth he was imbued with large quantities of cyberware. For public appearances a holo-projector creates a glowing halo around his head.

T he Cyberpope

Jean Malraux lay on a soft divan. A shadow-clad nun ran her hand soothingly over his brow as another massaged his feet. Languidly he popped a pill into his mouth and waited for its burst of energy to hit him. As it did, he brushed the nuns aside and strode across the room to a vidscreen.

He inserted the jacks into his neck and entered the GodNet. There he accessed the information compiled for him by the cyberpriests. Red LED images flashed in his cybernetic eye. He unplugged himself and headed for his throne room.

Five minutes later, the Cyberpope sat upon his Papal throne deep within the cathedral fortress of Avignon. His Cardinals sat on chairs in front of him, their consciousness linked to him by the power of the GodNet. The Cyberpope briefed them rapidly. He spat the information along the GodNet at the speed of thought. Almost instantly it reached the Cardinals linked to him in the GodNet.

Known heretics were to be rounded up and brought to Avignon for restructuring. Opposition groups, particularly those known to contain Storm Knights, were to be eradicated.

The number of cybernetic enhancements were to be increased and their benefits extended to all loyal lay members. Technological change was to be accelerated across the country in order to maintain the effects of technoshock already evidenced by the majority of the population.

Right-wing groups and street-punks, in the area under the control of the Paris Commune, were to be given access to cybernetics. These groups should be encouraged to cause as much public disorder as possible. Fail-safe destruct devices were to be fitted to all these cybernetic enhancements so that these undesirable could be destroyed once they had served their purpose.

The briefing over, the Cardinals nodded. They lined up to kiss the Cyberpope's ring. As the last Cardinal left the room, the Cyberpope smiled slowly and summoned his concubines.

DEXTERITY 16
Beast Riding 18, dodge 21, fire combat 18, energy weapons 18, maneuver 19, melee weapons 22, unarmed combat 19
STRENGTH 15
TOUGHNESS 18 (25 with armor)
PERCEPTION 15
Cyberdeck operation 19, evidence analysis 18, find 20, first aid 19, language 20, scholar (Avignon Doctrine 21), trick 19
MIND 16
Cybertech 19, science (computer science) 19, test of will 19, willpower 20

CHARISMA 15
Charm 22, persuasion 21, taunt 24
SPIRIT 30 (25 without blessing vow)
Faith 30, focus 30 (+5 for Crucifix), intimidation 28, reality 33
Possibilities: 66
Equipment: Armor of God (+8/max 25), God Meeter (damage value 20), Cyberware: NeuraCal, EpiphaNeur, BelleView 20-20, CSI HotShot II, CSI LEDs, DATAS Snooper, CyberHam Receiver, True Spirit Toner, Throat Mike, PLP Hypertouch, TSE LeMotion, Two ChipHolder 3's, any chips; cyber value 27

The Darkness Device

The Darkness Device of Jean Malraux is linked to the GodNet. It exists at the center of the GodNet in the area known as Purgatory. From here it molds the GodNet to the will of the Cyberpope. Physically it resides in the Palace at Avignon where it supplies Possibilities to the Cyberpope as he requires them.

The powers of the Darkness Device include that of molding and maintaining the GodNet. In addition it has the power to imbue the Angels of the GodNet with the Possibility energy required for their transformation.

Malraux and the High Lords

Uthorion

The relationship between Uthorion and Jean Malraux remains strong with both High Lords agreeing to come to one another's aid if either is attacked. Jean Malraux is taking advantage of the trust between him and Uthorion to spy on his ally. Papal emissaries at Uthorion's court dispatch regular reports to their master at Avignon in CyberFrance, and accompany Uthorion's forces when they raid into territory held by Pella Ardinay.

Pella Ardinay

Cyberpriests have been sent to Oxford to persuade Pella Ardinay that the Cyberpope harbors no enmity towards her. The cyberpriests have even gone as far as claiming that they will assist her should she launch a major attack on Uthorion. Pella Ardinay remains suspicious of the Cyberpope and wary of the technology under his command.

Dr. Mobius

In the Middle East, the Cyberpope's agents are trying to unite Christian communities against the forces of Dr. Mobius. They are also attempting to

stir up religious hatred in Northern Africa by masquerading as Islamic holy men who preach a holy war against the realm of Dr. Mobius.

The Cyberpope fears the spread of the Nile Empire realm into Europe. He has warned Dr. Mobius that any encroachment into Europe will be dealt with savagely. Dr. Mobius responded by murdering the Cyberpapal legates who delivered the message. Relationships between the two High Lords remain tense, but have, so far, not flared up into open warfare. For now, both are content to bide their time until they have secured the lands immediately surrounding their respective realms.

Baruk Kaah

Jean Malraux is content to let Uthorion deal with Baruk Kaah, a creature who the Cyberpope considers to be an abomination. Jean Malraux, however, has kept his true feelings towards Baruk Kaah a secret. His emissaries are instructed to mislead the High Lord into believing that Jean Malraux is too concerned with expanding and securing his own realm to take any interest in the affairs of North America.

Agents from the College of the Way do however spread their warnings of the impending Apocalypse amongst the people of North America, preparing them for the day when the Cyberpope and Uthorion intend to topple both Baruk Kaah and the Delphi Council.

To further add to the unrest in North America, agents are attempting to spread the mutated AIDS virus amongst the populace. They are also engaged in stealing and buying medical and street drugs for shipment back to the Cyberpapacy where they will be analyzed and synthesized for use in CyberFrance and Core Earth.

Gaunt Man

All contact has ceased with the Gaunt Man and none has been made with Thratchen. The Cyberpope sees the Gaunt Man's silence as the work of God. Papal agents have entered the Gaunt Man's realm in an attempt to discover what has occurred there and to steal the Gaunt Man's Darkness Device, if possible. Some of the Victorians, who inhabit this realm, have been receptive to the message of the Cyberpope and see the increase in demons and other supernatural creatures as evidence that the Apocalypse is fast approaching.

Thratchen and Jean Malraux have as little to do with each other as they can, as their tolerance for each other's personalities is minimal. However, they may grudgingly work together against Nippon Tech, should it ever be proven that Kanawa is methodically working against them.

Kanawa

No contact has been made with Kanawa since the invasion commenced. However, the Cyberpope is aware that Germany's new weapon technology can be traced back to the Kanawa Corporation. Anxious to prevent the presence of a Tech 24 Germany, cyberpriests are charged with eliminating all orientals in Germany, and also in Europe; Malraux does not have time to separate the innocent from the enemy.

Plans are being made to release Angels and cyberpriests into Nippon Tech's computer systems. These will be equipped with computer viruses which are hoped will destroy the advances made in computer technology in Nippon Tech. By also staging a war of propaganda, the cyberpriests hope to expose the hold that the Kanawa Corporation has over the realm. But given Nippon Tech's Law of Intrigue, the cyberpriests are unlikely to make much headway. Aware of the situation, Kanawa already seeks revenge on the Cyberpope's realm.

Dr. Mobius Considers the Surge

"Imbecile! Son of a camel! Cretin!" Dr. Mobius' hand moved forwards. A beam of golden yellow light sped from it. The light played over the prostrated figure before him, causing at first smoke, then flames, to erupt over its body. Within seconds a charred mass lay on the floor.

"Remove that." Dr. Mobius gestured to the guards. They rushed to drag the corpse from the room. One stooped to pick up the blackened crucifix that fell from the corpse's neck.

After the guards left, Dr. Mobius turned to his Overgovernor Ramses. "That fool Malraux has harnessed some new power. We must find out what it is. I find it hard to believe that the transformation of France reported by our agents is the responsibility of his god. He must have discovered some gizmo on one of those worlds that he delights in destroying. We must find it, disable or destroy it, and return Malraux back to his medieval peasant lifestyle." The words battered against Ramses' ears, who listened and planned.

"Malraux is dangerous." Dr. Mobius continued. "These cyber-powers are a threat. But we have a means of stopping him." He cackled and rubbed his hands together. "Order a reality bomb to be detonated in his lands. Then we will see what happens."

Ramses saluted. "I hear and obey!"

Chapter Three

Organizations in the Cyberpapacy

The Cyberpapacy is sustained by a wide variety of organizations. Some are from Magna Verita, others existed in France prior to the opening of the Maelstrom Bridge. Opposing organizations have since come into existence to resist the Cyberpope.

The Avignon Papacy

The Avignon Papacy has ruled Magna Verita for over six hundred years. During that time it has developed a complex, but effective bureaucracy under the control of the Pope. The bureaucracy handles the day to day affairs of the Church, its powerful financial institutions, the administration of its vast territories, the conversion of heathens, and the eradication of heretics.

The Pope is the head of the Church. Below him are the Curia, the officials and Cardinals who help him define and implement Papal policy. Jean Malraux I, as part of his preparation for his great crusades, purged and reformed the Curia. He removed all those Cardinals who had the audacity to speak against his election and replaced them with his own loyal followers.

Policies are formulated by the Cyberpope at Avignon and are transferred to local centers via the GodNet. Daily reports are entered into the GodNet by cyberpriests in each area. The reports are constantly updated and cross-referenced by cyberpriests in Avignon and held in the GodNet for the Cyberpope and his Cardinals to inspect. By plugging into the GodNet, Père Jean is able to instantly access the extent of opposition to his rule, and to assess the effectiveness of each of his regional agents.

Jean Malraux I is the center of a vast theocracy with better than four centuries of experience in destroying those who hold different beliefs. The following are vital parts of the Cyberpapacy and its attempts to put the fire and sword to the disbelievers of Core Earth.

Avignon Hierarchy

At the top of the Avignon Church is the infallible Cyberpope, Jean Malraux I. Underneath him is a maze of occasionally conflicting rankings which have become tangled through centuries of political protocol and graft.

Authority and rank come from two sources. First is the ranking of holy orders composed of bishops, priests, and deacons; technically these offices are supposed to be a measure of faith. The second is by political jurisdiction, the office which the person holds. Cardinal-bishops, cardinal-priests, and cardinal-deacons are all members of the College of the Way, the top of the political order of Avignon. Members of the College of the Way report directly to the Cyberpope on political matters.

Outside the college there are the rankings of archbishop, who has jurisdiction over three or more bishops in a region called the archdiocese. A bishop runs all the churches in a diocese. A priest is the lowest denomination which can administer a church and the surrounding area, known as a parish. A deacon may perform holy services, but does have the power to administer a parish. An archpriest is one, who for political reasons has been appointed the administration of more than one parish, possibly all of a diocese, by a superior. An abbot is a priest who has been elected by his fellows to administer a religious community, such as a monastery. Certain orders give different titles to the position of abbot: Jazuits use the title Rector, Priors head the convents of certain orders, and Brother-Superior is a title often used by the Inquisition.

The conflicting lines of authority set in when the holy orders join the political jurisdiction. An archbishop who is not a member of the College of the Way, may have under him a priest who has been appointed a cardinal-deacon. The archbishop can give orders to the priest, but the priest reports directly Jean Malraux I, who of course gives orders to the archbishop. In general, political realities have established the following hierarchy:

Cyberpope
Cardinal-Bishop
Cardinal-Priest
Cardinal-Deacon
Archbishop
Bishop
Archpriest
Brother-Superior (Inquisition)
Abbot/Rector/Prior
Priest
Deacon

The College of the Way

Technically, the College consists of 10 Cardinal-Bishops, 20 Cardinal-Priests, and 30 Cardinal-Deacons. Due to recent events the actual number of Cardinals has been reduced to 40. The Cyberpope personally appoints the Cardinals and it is likely that he will shortly increase them back up to their original number.

The Cardinals act as the Cyberpope's councilors and assistants, and as his legates to the farthest corners of Magna Verita. They also head the various Curial departments. As a ruling body, they are exempted from religious service. Most do not even attend mass. Some, to maintain appearances, have had complex programs created to allow a VX image of themselves to attend masses in the GodNet.

Originally, all Cardinals were from Magna Verita. Eight of them are related to Jean Malraux by blood. By the

time of the Tech Surge, 30 Cardinals were in France overseeing the expansion and pacification of their new realm. The other 30 Cardinals remained at Avignon in Magna Verita to administer the Cyberpope's cosm (see Magna Verita, page 11). An equal split of Cardinal-Bishops, Priests and Deacons existed between the two worlds.

Of the 30 Cardinals who entered France prior to the coming of the Cyberpope, only 16 remain. Six have been found guilty of heresy against the Cyberpope and have had their personalities placed in spirit chips and their bodies destroyed. Two have fled from Avignon and are now hiding in a monastery in Spain. Four Cardinals are permanently inside the GodNet. Two have returned to Magna Verita to oversee the Cyberpope's cosm.

The 16 Cardinals aid the Cyberpope in the formulation and implementation of policy and head the various departments of the Curia. All are considered to be loyal, and have undergone surgery to ensure that loyalty.

The Cyberpope has created four new Cardinals from Core Earth. Three of these are scientists from the Côte d' Azur are treated to the luxurious lifestyle of all Cardinals. In reality they wield no power, but the Cyberpope values their suggestions and opinions on cyberware and the GodNet.

The fourth Cardinal is the Archbishop of Paris who enthusiastically welcomed the Cyberpope's arrival and was instrumental in convincing Roman Catholics to support the new French Pope. The Archbishop has undergone extensive surgery and has been fitted with a faith chip.

The Apostolic Chamber

This chamber administers Papal finances. Headed by Cardinal-Bishop Emile Delboius, it collects taxes from around the Papacy and makes available dispensations for crusades against the infidel. Following the false Papacy's expansion to a world power, its offices have grown dramatically. In rooms in Avignon, Magna Verita, thousands of scribes collate and ad-

T he Cardinals

The Cardinal-Bishops were all originally possibility-rated. But following the flight of some of its members, and the actions of the Inquisition, being possibility-rated is no longer a prerequisite for holding the post.

A few of the Cardinal-Priests and Deacons possess Possibilities. Of these, three were drawn into the GodNet as Archangels. Only two now exist outside of the GodNet: Cardinal-Deacon August-Francis and Cardinal-Priest Roger-Bernard. August-Francis is currently accompanying the New World's false Pope in Magna Verita. Roger-Bernard is the effective power in the Council of Monitors.

Possibility-Rated Cardinals Cyberpapacy

Grand Inquisitor Bernard-Jenet

Emile Delboius, Head of the Apostolic Chamber

Jacques-Christopher, Head of the Penitentiary

GodNet Archangels

August-Challier
Peter-Renier
Christopher-Luguar
Julian-Cartre

Magna Verita

Grand Inquisitor Marcel-Anton

Papal Legate Cardinal-Bishop Gerrard-Pierre

Antipope Francis-Remoir

Cardinal-Deacon August-Francis, accompanying the fasle Pope of the Americas

The Cardinals who have entered Earth are all equipped with EpiphaNeur jacks and other items of cyberware. They have had extensive modifications carried out at Avignon in France.

minister a vast fiscal empire.

In the realm of the Cyberpapacy, the Apostolic Chamber has benefitted tremendously from the cybernetic transformation. Vast areas of the Avignon data bases are taken up with its accounts.

The Chancery

Each year thousands of Papal decrees pass through this department. Hundreds of rooms in Magna Verita are filled with its output. These range from instructions detailing the administration of the Papacy's estates to the finer details of what exactly constitutes heresy.

In the Cyberpapacy, Jean Malraux is concerned with ensuring that his rule is unquestioned within his new territory. The vast resources available to him in the form of cybernetics are

being classified by the Chancery. New departments have been created to keep a record of all those fitted with legal cyberware.

The Chancery is headed by Cardinal-Bishop Jean-Pierre.

Indulgences

The Cyberpope's Inquisitors may be fanatical in their pursuit of heresy, but even the most sin-stained heretic can be accepted into the flock of the Cyberpapacy. All it takes is a sheet of paper and a data entry in the GodNet. All the heretics have to do is join the Crusade against the heretics of the Massif Central, or other chosen location, and they'll receive an Indulgence.

Indulgences are also for sale to the discreet. The prices vary with the extent of the sins absolved, from 1,000 francs for mere peccadillos to 25,000,000 francs for serious, publi-

cized cases of heresy or resistance to the authority of Malraux's church.

Indulgences are issued by the Chancery and bear the Cyberpope's seal. They absolve sinners of their sins. Indulgences place people technically beyond the reach of the Inquisition, and announce their return to the faith. As long as a devout life is led, the owner of an Indulgence has nothing to fear.

However, an Indulgence from the Pope is not a license to continue to commit sin. It absolves past sins, not future ones. Anyone accused of committing heresy after the date their Indulgence was issued, could still face the terrors of Inquisition.

The Penitentiary

Legal matters are dealt with by this department headed by Cardinal-Bishop Jacques-Christopher. All litigation passes through its chambers, from non-payment of taxes to charges of incompetence. It is responsible for maintaining discipline and the smooth operation of the Papal bureaucracy.

Converting the Heathen

Monks and priests who work for the Penitentiary are in charge of converting the heathen. This is an outgrowth of the fact that dealing with heathen has always been a tricky legal matter, treading lightly around the grounds of heresy. Avignon Popes eventually decided that those who understood the law best were least likely to inadvertently cross the line of heresy when dealing with the heathen. The Penitentiary has flourished under this assumption.

Père Jean is not one to deny the chance of salvation to his people. Everyone, including Jews, Muslims, the godless and heretics are given a chance to convert. This is a sign of the Cyberpope's magnanimity. Admittedly they are treated as second-class citizens, who will be ultimately contained within ghettoes and watched carefully to ensure that they embrace the Cyberpope's teachings completely. Even heretics who willingly confess their heresy and repent are accepted back into the fold. But those who cling to their heretical beliefs are shown no mercy. They are rooted out by the

Inquisition.

Council of Monitors

The Council of Monitors is headed by Cardinal-Bishop Rene-Clairvaux. It is based in Avignon and has responsibility for monitoring all activities of the GodNet. It traces the origin points

of calls and dispatches Church Police to arrest illegal users.

The Electronic Trail

When a GodNet monitor or cyberpriest detects suspicious activity in the GodNet, he is supposed to send a VX messenger to Babel Central and

The Monitors

Cyberpriests with input jacks in their necks sat staring at the vidscreens in front of them. Behind them the Master of Monitors stalked impatiently up and down. He stopped every now and then to peer angrily at a screen. One in particular drew his attention more than all the others. It showed a heretical Catholic priest who earnestly explained that the current crisis sweeping over France was not caused by the Antichrist, but by the false Cyberpope and his minions. The priest claimed that the Cyberpope and his followers were extraterrestrial beings whose one aim was to destroy the Earth for their own ends.

The Master of Monitors was angry. The Cyberpope would make him pay dearly if this broadcast was allowed to continue. So far he'd been unable to track down and eradicate the Decker who was running amok amongst the GodNet's surveillance programs. Until the Decker was caught, the cyberpriests could not jam or trace the location of the broadcast.

His patience finally failed. The Master of Monitors yanked a cyberpriest out of his seat and callously watched as the cyberpriest howled, clutched at

the input jacks at his head, and fell to the floor. The Master of Monitors stuck the input leads into his own neck sockets and slipped into the GodNet.

Bright light filled his vision. Before him intricate circuitry flowed along a vast crucifix. Murmuring Hail Marys, the Master of Monitors sped along the crucifix towards the center of the GodNet. Around him lines of data and communications spiralled off in all directions. He selected one that would take him to Babel Central, the controlling heart of the GodNet.

He was vaguely aware of the other cyberpriests who manned this station, but paid them no heed. Within microseconds he towered above the data lines and information towers strung out below him along the arms of the GodNet's crucifix form. He knew that what he was seeing was only an illusory appearance of reality imposed by the GodNet's computer interface, but it never failed to fill him with awe.

He activated a series of programs. Around him seven angels sprang into existence, each one carried a plague-filled censor. At his command they sped from the Tower of Babel deep into the GodNet.

the Council of Monitors along normal exchange routes (see *The GodNet* sourcebook). In observance of six centuries of protocol, the messenger must stop at each exchange along the route and inform the Abbot Monitor of six pieces of information: where he is bound, who the message is for, and from whom the message comes, how long the message is, which exchange he just came from, and which exchange is next. The VX messenger then moves on to the next exchange.

At the end of each week the Monitor Abbot sends VX messengers to each exchange to which he is connected. Each Abbot messenger carries the list of all messengers routed through the Abbot's exchange that week who should have next arrived at this exchange, and the rudimentary information on the message. Each Abbot monitor compares these incoming lists with the list of all VX messengers which did arrive. Any missing messenger, or discrepancies in the message information is flagged, and cyberpriests are put on the case.

This primitive form of "error-checking" worked well in the communication system on Magna Verita where response time was measured in weeks, and where an Abbot might see a dozen messages in a week. Now tens of thousands of church messengers flow through the exchanges each week, and messenger who is a week missing has probably given the Resistance a huge window of opportunity with which to hamper operations in the GodNet.

As bad, the regular, scheduled transfer of information by the Abbot messengers makes an ideal target for deckers. A week's worth of who has been talking to whom, where, and for how long, often gives valuable insight as to the current priorities of the Cyberpapacy.

Many Cyberpapal officials recognize that this method of message transmission and recording is crippling the Cyberpapacy's efforts, particularly against deckers. A few have tried tinkering with the system, but with little success.

Cardinal-Priest Roger-Bernard has Malraux's blessing to circumvent this problem in the Council of Monitors. VX messengers with his seal may bypass the exchanges, making long distance links to Babel Central from whichever exchange they are located at. Bernard's staff personally logs the messages, but allows Babel Monitors and Jackpriests to respond to the messages without observing protocol. This change allowed Babel Central to quickly reinforce data vaults which had previously had to rely strictly on local resources. Dozens of deckers were fried during the initial weeks of Bernard's campaign. With deckers now wary, the odds have begun to even out once again.

The Cyber Council

The Cyber Council is headed by the Cyberpope. Its members are drawn from throughout the Cyberpapacy. Industrialists and scientists from Provence and the Côte d' Azur sit in the council and advise the Cyberpope and his cardinals of the best ways to exploit the cybernetic revolution. The lay members of the Council are well taken care of. They live in luxurious apartments in Avignon, many of which boast intelligent and self-cleaning houses, as well as a high concentration of bugging devices.

The GodNet Cardinals

Three Cardinals were sucked into the GodNet during its formation and were transformed into the Archangels of the GodNet. Cardinal-Bishop August-Challier, a "cousin" of the Cyberpope, entered the GodNet on his own free will and acts as the Cyberpope's Legate in the GodNet.

The Cardinal-Bishop is, however, an ambitious man, who sees the GodNet as a way of expanding his own power at his "cousin's" expense. Cardinal-Bishop August-Challier rules the Angels of the GodNet from Babel Central. His position within the GodNet provides him with an ideal opportunity to spy on Malraux and also to meddle with data to suit his own purposes. The Cardinal-Bishop is too shrewd to make any overt moves against the Cyberpope, but he is rapidly learning as much about the GodNet as he can.

The other three Cardinals within the GodNet are all loyal to Jean Malraux and administer the areas of the Net for him. Cardinal-Priest Peter-Renier guards the gates of Heaven, and Cardinal-Deacon Julian-Cartre oversees the creation of the HolyVids. Cardinal-Priest Christopher-Luguar takes great delight in being in charge of Purgatory.

The Inquisition

The Cyberpapacy is geared towards ensuring the subjugation of the flesh to the spiritual will of the Pope. In practice, the Pope is an absolute monarch with the power of life and death over all his subjects. Ultimately, the Inquisition is the body which ensures that society conforms to the Pope's wishes. Anything else is classified as heresy. Malraux's Inquisition is headed by Grand Inquisitor Bernard-Jenet.

Within Magna Verita there is no popular opposition to the Inquisition, but disdain for it exists within the Church. The Inquisition is the upholder of the faith; the public execution of a heretic is an event for celebration as it maintains the purity of the faith. In the newly born Cyber-papacy, the Inquisition has met with antagonism. The Cyberpope and Inquisitors credit this to the wide-scale extent of heresy allowed to proliferate under the Roman Church. The Inquisition seeks to eradicate these heretics by restoring the Church to its rightful position as the basis of society.

Within this viewpoint, individuals have no rights, they function only for the sake of the whole of society. An individual who impinges on any article of faith immediately forfeits any rights which the law would normally offer. Aberration from the faith is a sign of intellectual arrogance, but also an act of rebellion against the authority of the Pope. It is an infectious disease which must be burned out of the body of society.

Inquisitors see themselves as doing God's work. Loyal Catholics have nothing to fear from them…but the Inquisition defines what constitutes loyalty. Only those who seek to undermine society and pervert God's will

G uidance for Inquisitors

"Either the heretic confesses and is proved guilty, or he refuses and is equally guilty on the evidence of witnesses. If a heretic confesses the whole of what he has been accused, he is unquestionably guilty of the whole; but if he confesses only a part, he ought to still to be regarded as guilty of the whole, since what he has confessed proves him to be capable of guilt as to the other points of the accusation.

"Bodily torture has ever been found the most salutary and efficient means of leading to spiritual repentance. Therefore, the choice of the most befitting mode of torture is left to the Judge of the Inquisition, who determines according to the age, sex, and the constitution of the party....

"If, notwithstanding, all the means employed, the unfortunate wretch still denies his guilt, he is to be considered as a victim of the Devil: and, as such, deserves no compassion from the servants of God, nor the pity and indulgence of Holy Mother Church: he is a son of perdition. Let him perish among the damned."

From the Inquisitor's Black Book

become the targets of the Inquisition.

In the Cyberpapacy this authoritarian and pragmatic view has gained many converts. In this world gone mad, there are many who accept the Cyberpope as their saviour. It is their solemn duty to report heretics, for they oppose the will of the Vicar of Christ and allow the Antichrist to grow stronger. Those who resist the Inquisition are a threat to society; these heretics must be dealt with accordingly.

The Inquisition answers directly to the Cyberpope. No other member of the Curia can interfere in any action of the Inquisition. Nor would they want to. In doing so they would be proclaim themselves to be heretics and subject to the enquiries of the Inquisitors. No one, except the Cyberpope is beyond the reach of the Inquisition. Père Jean uses the Inquisition to maintain his position and power. His word is law. His Inquisitors ensure that he is obeyed in all matters.

The Inquisition has been active in its war against heresy. The faithful are encouraged to turn their neighbors and colleagues in. Many have done so, helping to further fuel the fear and uncertainty gripping the nation.

Methods of the Inquisition

Inquisitors travel from town to town. Public broadcasts announce their arrival and call upon people to come forward to confess their sins and to report heretics.

Those accused of heresy are arrested by the Church Police and brought before the Inquisitor. Their guilt assumed, they are never told the charges, and are forbidden to ask. Witnesses for the defence are not allowed. Even if they were, few would want to risk incurring the taint of heresy themselves.

Prosecution witnesses testimonies are taken in secret. Their identities are never revealed to the accused, even though they might be members of their own family, or sworn enemies.

The accused are given the opportunity to confess their guilt. If they refuse they are tortured to gain a confession. Once a heretic confesses, the severity of his or her crime is assessed. The ultimate penalty is death by burning, but this is conducted more for public

spectacle than as a method of purifying the heretic's soul. Most heretics are sucked into the GodNet and either sent to Purgatory or cast down into hell. Lesser heretics are fitted with Faith Chips and Homers, then released.

Cyber Powers of the Inquisitors

Blessed with cybernetics, the Inquisition has been able to add to its repertoire of fanciful tortures. Electric cattle prods, boosted hypertouch systems, drugs, and HolyVids filled with the horrors of Hell and Purgatory are much favored. The more aesthetic Inquisitors delight in the pain and suffering they can create without recourse to the rack, thumbscrews, or by searing flesh with hot irons. The Inquisition has entered a new cleaner modern age where confessions can be extracted without messy bloodshed and the breaking of bones. Some traditionalists, however, are loath to give up their tried and tested techniques.

The Cyberpriests and Cybernuns

Formerly cyberpriests and cybernuns were simple medieval monks, priests and nuns, but with the advent of the Cyberpapacy they were transformed into cybernetically enhanced servants of the GodNet and Malraux.

Cyberpriests and nuns exist within and outside of the GodNet. When the Darkness Device created the GodNet it sensed that it needed human operators to control and monitor its many functions. It drew priests who resided in Avignon into the GodNet. Their spirits and minds were sucked from their bodies, leaving empty husks behind. No longer distracted by the desires of the flesh, and as one with the manifestation of God and the Holy Spirit upon Earth, the cyberpriests and nuns provided the initial link between the Cyberpope and the GodNet. They now exist inside the GodNet as disembodied spirits, which defend the GodNet from intruders and the entities which seek to pervert its workings. They are the Angels of the

GodNet.

Cyberpriests also jack into the GodNet just like deckers. They possess programs which they use in attack and defense. They monitor the GodNet searching for intruders, and they guard the data constructs.

Cyberpriests and cybernuns can also be found throughout monasteries in the Cyberpapacy. They spend the majority of their lives jacked into the GodNet experiencing the delights of its electronic heaven. They are also monitor its functions from their monasteries.

Cyberpriests and nuns also serve the Inquisitors and act as officers in the Church Police. They are an elite force within the Cyberpapacy. Sure of their place in heaven and totally loyal to the Cyberpope, they follow orders unquestionably and are fanatical in their pursuit of heretics.

Cyberpriests and nuns are fitted with large amounts of cyberware. Their high *Spirit* attributes allow them to offset many of the disadvantages of cyberpsychosis. Frequent entry into the GodNet also serves to heighten their resistance to cyberpsychosis. The full rules are given in *The GodNet* sourcebook, but you can assume that **for each full week that a cyberpriest or nun spends jacked into the GodNet, he or she automatically loses one point from their cyber value.** This works in a similar manner as a character treated by the *psychology* skill (see page 73): the cyber rating of any piece of cyberware cannot be reduced below one.

Techpriests and Nuns: These are cyberpriests who possess high cybertech and medical skills. They maintain and develop cyberware and carry out cyber implants in Cyber Hospitals. They generally possess less cyberware than the cyberpriests as they are not expected to engage in combat. Techpriests and nuns are, however, attached to cyberpriests and nuns on active duty. They then act as technicians and medics.

Church Police

The Church Police form the military and police arm of the Cyberpapacy. They assist Inquisitors and cy-

T he Constitution of Heresy

"Every human being must do as the Cyberpope tells him. To act otherwise, is to fall into heresy."

Cyberpope Jean Malraux I

Heretical Acts:

† Showing disrespect to the Cyberpope and his decrees.

† Eating meat on Fridays.

† Omitting Easter duties.

† Not attending church.

† Reading false Bibles — only the Malraux Bible is true and holy.

† Speaking ill of a cleric.

† Saying it is a sin to persecute for sake of conscience.

† Committing sacrilege, blasphemy, sorcery, or witchcraft.

† Licentious behavior.

† Refusing to pay taxes.

† Sloth in the service of the church.

† Possession of a forbidden book.

† Possession of unsanctified cyberware.

† Accessing the GodNet without the clergy's permission.

† Living in or visiting Paris, the modern day Sodom and Gomorrah.

† Harboring heretical thoughts.

Rick Harris

berpriests and nuns in their duties, and are stationed in cities, towns villages throughout the Cyberpapacy. The Church Police also act as front line troops and are equipped with the latest vehicles and weapons from the factories of Avignon.

Originally, all Church Police were crusaders from Magna Verita. They now include elements of the French armed services and police who have been fitted with Faith Chips and Homers. Right-wing hit squads have also been integrated into the Church Police. Leadership positions are, however, retained for natives of Magna Verita.

Hospitallers

Hospitallers are an order of elite warriors who trace their origins back to the First Crusade in the Holy Land. They operate independently of the Church Police, but Hospitallers are frequently attached to Church Police Units. Hospitallers also guard Godware Hospitals throughout the Cyberpapacy.

Other Factions and Organizations

Not all who have crossed the Maelstrom Bridge from Magna Verita are loyal followers of Père Jean. Some priests distrust cyber transformation and refuse to accept the mechanical "purity" installed in their bodies. They see it as an insult to God and have sought ways to remove it. The fortunate ones have been able to find cyberleggers to take it from them. A few have been driven mad by the strange world and their internal changes. They represent a threat to members of the Church and to those living within the boundaries of the Cyberpapacy.

There are itinerant preachers from Magna Verita who speak out against the Cyberpope. Horrified at the changes he has wrought to themselves and to the Church, they can be found proclaiming that Jean Malraux is actually the Antipope who has been cor-

rupted by the devil to spread the false gospel of cybernetics.

Hunted by the Inquisition, these renegades have no love for the Cyberpapacy and seek to help Storm Knights defeat their previous master. Aware of this, the Cyberpope is using it as a means of infiltrating the Resistance. Loyal cyberpriests have been sent out to dupe members of the Resistance into thinking that they are renegades. How successful this ruse will turn out to be remains to be seen.

Not all the inhabitants of Magna Verita have a love of the Church. For centuries magic has been practiced in hidden groves and remote mountain areas by witches and sorcerers. With the opening of the maelstrom bridge, some of these heretics have fled to Earth where they hope to join with others against the Cyberpope. Unfortunately for them, the detection powers of the Inquisition, enhanced by the cyber powers are their command, are more efficient at finding them. The ones lucky enough to slip through the Cyberpope's defenses have headed for Paris.

The Armed Forces

The French military has disintegrated. When the Collapse occurred the military was thrown into disarray. Cut off from the government, many commanders took steps to secure supplies for their own forces. Gasoline and food dumps were captured during the confusion and jealously guarded by the troops. At first gasoline supplies outside of Paris were useless, but following the Surge they allowed commanders to maintain their untransformed vehicles.

As supplies began to dwindle, units of the army began to forage, and battle, for what little remained. Some units found themselves equipped with hitech cyberware and vehicles. They quickly gained an upper hand and routed conventionally armed forces. The transformed forces also did not need to rely on gasoline supplies as their vehicles were electrically operated.

Seeing the Cyberpope as the only strong leader and focal point in the

anarchy that ensued, many transformed forces have joined him. They have been examined by the Inquisition and amalgamated into the Church Police. Fitted with Faith chips and Homers, they now loyally serve their new religious master. Those members who were found lacking in their convictions have had their minds stripped and been sacrificed to the GodNet. As a consequence, the Church Police have been greatly strengthened.

Not all units have gone over to the Cyberpope. Many have been destroyed in battle with other forces. Some have simply ceased to exist as their members deserted in huge numbers. Others now roam the Cyberpapacy struggling to survive as best they can. In many case their officers have been shot, and these groups are now little more than brigands who look only to their own survival. They indiscriminately attack civilians and Church forces to gain the supplies they need.

A few military units, mainly those already based in Paris, now serve as the Militia of Paris Liberté (see page 56). They seek to protect Paris from the attacks of the Cyberpapacy forces, and to maintain the city's fragile government.

The Resistance contains elements of the French armed services which act as its cadre group. These ex-members of the military, seeing the destruction and growing totalitarianism, have vowed to fight against the Cyberpapacy. They provide much needed military expertise to the scattered Resistance Movement.

Brigands

The dissolution of society and the army has created new problems throughout France. Petty warlords with their own small armies, and groups of brigands have sprung up in the towns and countryside. These armed groups raid villages and towns for supplies.

On the outskirts of Paris, these warlords have established territories which they use as a base to attack other parts of the city. The Massif Central, Pyrenees, Alps, and Jura mountains contain numerous brigand groups.

Not all brigands consist of armed thugs. Some of them carry out a guerilla struggle against the Cyberpapacy, and provide food and shelter to refugees fleeing from Cyberpapacy oppression. While not technically part of the Resistance, their activities are almost identical.

The activities of other groups are more sinister. Supplied by the Cyberpapacy they are hired as auxiliary forces and fitted with cyberware. These groups are currently moving toward Paris where they will be used against its citizens.

Hands of God (HOGs)

The Hands of God are a loose amalgam of neo-fascist, monarchist, survivalist and other right-wing groups. Their unifying traits are a hatred of foreigners, a desire to return to traditional values and to the days of Imperial France. Originally, many of these groups had ties with neo-fascist groups in Germany, and date their formation to the days of the German occupation when they cooperated with Nazis. Their manifestos set forth various reactionary programs which include the forced repatriation of immigrants, the establishment of concentration camps to house trade unionists, Jews, blacks and other so-called undesirables.

Before the Collapse, these groups represented a small and insignificant proportion of French society. They were contacted by the Jean Malraux's agents and supplied with funds and arms. Informed of the imminent Collapse, they were encouraged to destabilize France even further by starting race riots and by staging terrorist attacks on prominent socialists and government officials.

Following the Collapse and their usurpation of the government, they were unable to impose a strong government. Sectarian in-fighting developed amongst them which resulted in the eradication of the weaker groups. The newly formed Paris Liberté Militia, under the leadership of the Commune, was able to drive them from the center of the capital into the suburbs.

The Cyberpapacy now supplies the HOGs with hi-tech arms, armor, and cyberware. It encourages them to destroy vital stockpiles of supplies in Paris. They pose a constant threat to the stability of Paris Liberté. Their members have also started an indiscriminate reign of terror with rocket attacks on apartment buildings, schools, hospitals and public places. Fortunately, sectarian differences still lead them to fight one another, thereby weakening their efforts against the citizens of Paris.

The Resistance

With the overthrow of the legitimate government of France, the Cyberpope looked set to impose his will without opposition. But many refused to meekly accept the fate that lay in store. Liberals, socialists, communists, trade unionists, nationalists, dissident Roman Catholics and members of heretical religions, have banded together to oppose the Cyberpope. They have established a Resistance Movement that seeks to halt and turn back the spread of the Cyberpapacy.

The Resistance is not a unified movement, it is split into hundreds of cells, and the location of these cells are kept a secret from the members of other cells. If the members of any one cell are caught, they cannot give away the names of members within other cells. Only the controller of the cells knows how and where to contact the five to ten cells under his or her command. Even then, the controller may not know who the members of a cell are. The controller's only contact may be via letter or information drops, or personal contact with one member of each cell.

The headquarters of the Resistance is Paris Liberté, one area of France not under the control of the Cyberpapacy. However, many Resistance groups are isolated, having no contact with other groups. They conduct a guerilla war against the Cyberpope as best they can.

Resistance groups provide safe houses, and can supply forged identity papers to others struggling against the oppression of the Cyberpope. They are extremely wary of outsiders, and

newcomers will be expected to prove themselves before being trusted.

As in other matters, the Cyberpope is not beyond setting up false Resistance groups to act as lures for renegades. His agents have even infiltrated existing Resistance groups, and have managed to bribe or hold hostage the relatives of Resistance members. It is not always easy to know for certain that cell is not a front for the cyberpriests, or that a cell does not contain at least one informer.

The Roman Catholic Church

Independent elements within the Roman Catholic Church in France were crushed by the Cyberpapacy upon the appearance of the Cyberpope. Before then, the official policy was that the arrival of a savior was a hoax put around by cranks. With the Collapse, followed by the Tech Surge, and then the appearance of the Cyberpope, this official view was hurriedly changed. The Roman Catholic Church in France supported Jean Malraux's inauguration as Cyberpope.

Most of its members have gone over to the Cyberpapacy. Their faith has been reaffirmed by the increase they can feel in the spiritual axiom, and by the minor miracles they have witnessed the cyberpriests perform.

Outside of France, the teachings of the Roman Catholic Church place it in direct confrontation with the Cyberpapacy. Priests who listen to their own consciences, or to Rome, have spoken out against the barbaric and repressive policies of Avignon. While they are happy to have a society in which the word of God is given a prominent place, they do not wish it to come out from armed might and from the widespread rounding up of heretics. Of those priests who listened to their own consciences and spoke out against the Cyberpapacy, many have been taken to Avignon for re-education and the fitting of Faith Chips. The most ardent opponents have simply disappeared into the dungeon or been found shot in their homes or by the sides of country roads. The ones lucky enough to have gone into hiding, now serve in the Resistance as priests and medics, or as freedom fighters.

Chapter Four

CyberFrance

France's population is now 52 million; events of the first dark days of the invasion of the Possibility Raiders killed over four million citizens. While traditionally a Catholic country, France contains 1.5 million muslims, a large Jewish population, protestants of various sects, and many minority religions.

The currency of France is the Franc, which is worth approximately 15 American cents, or 10 British pence. One hundred Centimes make one Franc, but because of the small purchasing power of the Centime, the smallest coin is the five Centime. The Cyberpapacy has kept the Franc as the standard currency, but it is trying to phase out coinage in favor of computer monitored credit transactions.

History:
The Collapse

The Collapse occurred when the Maelstrom Bridge came tearing up into the dungeons of Avignon. As it entered Core Earth Avignon, electricity failed. The lights went out all over Provence. Papal agents poured through to secure Avignon as a base of operations. The Roman Catholic priests of Avignon, already prepared for the change by false Papal agents, were immediately transformed into loyal followers of Père Jean.

As the axioms of Magna Verita surged across France, many modern appliances and power sources ceased to operate or were transformed into their medieval equivalents. Cars and trains came to a grinding halt. Airplanes crashed. A few ships in port were transformed into medieval vessels.

Crises erupted as essential services collapsed. Thousands died as hospital power supplies were suddenly cut off. The modern age's reliance on electrical power brought untold hardships to millions. The whole infrastructure of society collapsed as transport systems came to a grinding halt. Food

was prevented from reaching the towns and cities, causing widespread shortages. Many found themselves divorced from their livelihoods as factories ceased to exist.

The transformation of the living, prepared by the preaching of Papal agents, occurred on a large scale. All those who had accepted the Catholic Church of Redemption's teachings were changed into its followers. To many their memories of modern day life became as irrelevant as the history of World War One the day after final exams, and therefore began to fade as they embraced a medieval reality. The few who believed it was important to remember were seen at best as eccentric, usually as dangerous, and at worst as heretics.

Panic erupted amongst the untransformed in towns and the countryside as television and radio news broadcasts ended. No newspapers were printed. Rumors of events, however, spread quickly by word of mouth. The stories were exaggerated. Many held the Antichrist responsible, further adding to the mass hysteria. Others thought that World War Three had started. They were cut off from other cities. No news came through. A nuclear strike seemed the most logical answer.

Roman Catholic priests, who had rejected the preaching of Papal agents, found their faith severely tested. Many turned to the prophecies spread by the Avignon Papists for an answer. They accepted that it is was the work of God and anxiously awaited the coming of the promised saviour. Others searched for deeper meanings and explanations, and found none. A few went mad.

Mass hysteria, fueled by Pope Jean Malraux's agents, spread rapidly. Those who refused to accept the new reality were branded as witches and sorcerers and then lynched.

Heralding the End

Throughout France and West Belgium, the Church stepped in to do

relief work and to help ease suffering. Right-wing groups, funded by Avignon, supplied muscle to help the Church maintain order. Outside of Paris the Church soon established itself as the ruling body. Roman Catholic priests who refused to accept the new situation went into hiding.

Right-wing groups began to converge on Paris. Elements of the army went over to their side. Forty days after the Collapse, they attacked the National Assembly. Seizing the outer chambers, they set fire to the building and mercilessly turned their guns on those fleeing from the inferno. A Papal Legate proclaimed that the Church was now in control. The savior was coming in the form of the Pope. France would be safe from the Antichrist now that the godless socialists had been destroyed.

Pope Jean Malraux did not immediately enter his new realm. Instead, he waited for more apocalyptical events to prepare the way for his coming. The arrival of the Beasts would signal his presence. Then he would arrive to battle the Beasts and save France from its fate.

Magna Verita had always been home to creatures of demonic origins. The inhabitants of Magna Verita accepted gargoyles and demons as part of their lives. It was, after all, the role of the Church to protect the faithful from the powers of darkness. To usher in his arrival, his servants drove two demons across the Maelstrom Bridge into France.

The Beasts appeared as predicted in the Book of Revelations and began to destroy the urban areas they entered. People fled in terror as the nightmare creatures rampaged across the land. The prophets of the false savior preached his imminent arrival and salvation. But the Pope was unexpectedly delayed during his sojourn into Aysle and the Dream Time. When he did arrive, the effect was dramatic.

As Pope Jean Malraux crossed the Maelstrom Bridge to Earth, his Darkness Device unleashed the cyber tech

The Global Disasters — Is There A Logical Explanation?

Screens fill with apocalyptical images as the presenter's voice issues from television sets across France.

"Disturbing reports continue to appear from the United States where US troops battle dinosaurs and lizardmen in California and New Jersey.

"Indonesia remains cut off by violent electrical storms.

"Volcanoes continue to erupt throughout the Pacific Ring of Fire.

"The Red Army claims to have defeated invaders from another dimension.

"White-robed figures worship at the Sphinx and Pyramids.

"Creatures resembling biblical demons have been sighted in London, California, and Canada. Are they the servants of the Antichrist, as claimed by the Catholic Church of Redemption, or merely a hoax?

"Tonight, on *Faith in the Modern World*, we put these and other questions to Father Jacques Laverton of the Catholic Church of Redemption."

The scene shifts to a television studio where the presenter, Claude Galipaud, sits next to a Catholic priest.

"Father, before we address the main issues, could you please tell us how your church differs from the established Roman Church?"

The camera pans onto the Father's serene face. "I'm glad you asked me that question, Claude," the Father looks serious and leans toward the camera.

"That we are witnesses to the greatest biblical event since the Resurrection is beyond dispute. The Apocalypse is upon us. The Roman Church, instead of welcoming this as its greatest test, is paralyzed with fear. They have shifted so far from the tenets of the faith that they look for logical, scientific reasons to explain events. As is apparent to all, there can be no logic behind what is happening. Only by realizing that the Antichrist has been unleashed, and by placing our trust in the Lord, can we hope to be saved.

"We, in the Catholic Church of Redemption, are true Catholics. We uphold the beliefs that the Church was founded upon. The Roman Church has allowed godless Protestants to undermine it. It has given in to man's material greed and sacrificed its beliefs upon the altar of progress.

"Look around you. Motor cars pollute our cities; industrial waste contaminates our rivers and skies. AIDS and other so-called social diseases are reaching epidemic proportions. The institution of marriage and the family are being destroyed by heathen communists. France is governed by the godless. The Church is no longer looked to as the upholder of morals and truth. Is it any wonder that the Lord has forsaken us?

"The Catholic Church of Redemption seeks to redeem all who embrace true Catholicism. We wish to return the Church to its rightful place as ruler of Christendom. We seek to establish a Europe based upon spiritual values; not upon the altar of industrial progress.

"The Antichrist has arisen. Join us in the Catholic Church of Redemption, and together we will usher in a new world. For God has not forsaken us. He will send us a Pope who will redeem us all."

Father Jacques leans back in his chair.

"Thank you, Father," the presenter says. "Let me get this right. You wish to return us to a Church-dominated world?" The Father nods agreement. "You also claim that a new Pope will be sent to lead us?" He nods again. "You seriously think that people will believe all this, let alone allow the Church to turn back the clock to the Middle Ages?"

Father Jacques nods emphatically. He spreads his hands. "All that is happening now is only the beginning. The Apocalypse is here. It will not go away of its own accord. The full scale of events have yet to be seen. Remember, the Lord moves in mysterious ways. He is the one telling us to change, not I."

"Thank you, Father." The camera pans onto the presenter. "The phone lines are now open. If you have any questions or comments for Father Jacques, ring the number at the bottom of the screen. We'll be back after this break."

T he Coming of the Beasts

"And I saw a beast rising out of the sea, with ten horns and seven heads, with ten diadems upon its horns and a blasphemous name upon its heads.

"And the beast that I saw was like a leopard, its feet were like a bear's, and its mouth was like a lion's mouth.

"Then I saw another beast which rose out of the earth; it had two horns like a lamb and it spoke like a dragon."

Revelations 13

CYBERPAPACY REALM

Rosaria J. Balderi

axioms changed once again. The axiom sped across France transforming the living and the unliving in an unpredicted way. As the cyber tech axiom battled with those of Magna Verita and Core Earth, it had profound effects on the unliving and the living.

Many of the living had been transformed by the opening of the Maelstrom Bridge. Now they were again transformed to match the cyber tech reality. Energy surged between the stelae and the Darkness Device supplying the possibilities to make this second transformation possible. Possibility-rated characters found themselves shifting between the fluctuating realities at an alarming rate.

The Darkness Device transformed people and objects to match its new reality. Non-living items underwent rapid transformations. Some items melted in the intense heat generated, but most changed into cyberware. The axioms of Magna Verita pulled many back, only to have them again transform to match the new reality.

By the end, the newly created Cyberpapacy had settled down in a bizarre mix of realities. The cyber tech axiom had won the battle, but it shared an uneasy existence with Magna Verita's Spirit, Magic and Social axioms. The Cyberpapacy was in control. What's more, its access to technology was totally unexpected.

The New Reality

Circumstances have changed greatly from the original plans of Pope Jean Malraux. But the Pope has faith enough to rise to the challenge. Thanks to the Darkness Device, he controls the GodNet, the most sophisticated computer system on Earth. The transformation to the Cyberpapacy created the cyberpriests.

Information contained within the GodNet was at first fragmentary and confused. Thanks to the work of the cyberpriests, data has been collated and systemized within the vast data bases of the GodNet. The Cyberpope now has instant access to information detailing the extent and structure of his new realm. Confident in its workings, the Cyberpope has decreed that all loyal Catholics will be connected to the GodNet and their activities monitored by it. Information is currently being compiled on the activities and locations of all heretics and opposition groups. The Cyberpope is tightening

his grip to create the perfect totalitarian state.

The Inquisition is engaged in rounding up heretics and destroying them. The Cyberpope has published a new version of the Bible and an Index of Banned Books in his efforts to control the minds of his people. He frequently appears on Television to speak to his followers, and to televise his spiritual powers.

The GodNet is Born

Pope Jean Malraux's Darkness Device analyzed the dataplate connected to his body. There was much about the chip that was strange to it, but the concept of a net of computers and processors linked by lines of communication made sense; in the right hands it could create untold chances for destruction and human misery. As the Darkness Device unleashed the cyber axioms, it began to spin a web from the restored communications that came back to life. At its heart was itself. It drew in the strands and used images from its master's mind to lend substance to its work.

When it had finished, it had created a matrix of data and communication comprised of biblical images. Data bases and computers took on the shapes of religious buildings. Huge Gothic cathedrals came into being in its cyber landscape. Churches and shrines appeared which held less important data. In the center, where the arms of the cross met, it raised a cybernetic Tower of Babel. Signals are routed through and monitored through here. In Avignon, monitor screens and cyberdecks were established to allow the cyberpriests to watch over this new tool of Papal power.

But the GodNet was not solely a cyberspace. The images that the Darkness Device extracted from Malraux interacted with the Dream Time in which the images first came into being. The power of Dream Time imprinted spiritual energy into the GodNet, the spiritual power at the core of Magna Verita. The Darkness Device gave the GodNet its images; the magic of Core Earth's Dream Time gave it substance. The GodNet is now a spiritual reality, but a reality which is accessed through technology, and which can be molded by programs and cyberdecking skills. Still, parts of the GodNet are unmalleable by mere technology or magic, requiring faith and vision instead. The Darkness Device itself does not control, nor is it even necessarily aware, of all that occurs or exists in the GodNet.

The Darkness Device created this new reality of Godspace from the Pope's mind. It populated it with Papal agents already in France. Their minds sucked from their bodies, they entered the GodNet to guard and protect it. To them the GodNet is heaven. It is the Kingdom of God where they can enjoy the electronic wonderland created to glorify His name. But they discovered that the GodNet could also be Hell.

The Darkness Device had searched for those strong in spiritual energy to merge with the GodNet. It had not discriminated between priests and demons. The Beasts unleashed by the Papal agents suddenly vanished from the land. They appeared in the GodNet.

The Beasts lurk in the darker regions of the GodNet. They justifiably fear the wrath and power of the Cyberpope and avoid his presence whenever possible. Other visitors to the GodNet are not so fortunate. Cyberpriests and deckers have mysteriously become lost. Their minds sucked dry by the Beasts in the Net, they have never emerged again. Even cyberpriests who were drawn into the GodNet during its creation have vanished. The Beasts are a menace to all.

The Maelstrom Bridge

The original Maelstrom Bridge appeared as a blinding shaft of light. When invading other worlds, the bridge would spear down from the sky, allowing the hordes of crusaders to charge down it to conquer the world below. But the Pope has decided to be less flashy in his entry to Earth. The presence of the other heretical High Lords and their minions have given him reason to be cautious. Access to his Maelstrom Bridge is also access to Magna Verita.

The Maelstrom Bridge linking Earth to Magna Verita is located in the dungeons of Avignon. Pope Jean Malraux willed it to appear there so that its location would remain a secret. The less people had reason to connect him to the other Possibility Raiders assailing Earth, the better.

The bridge has been transformed by the cyber Axiom. It is now a pulsating mass of circuitry-imprinted stone, along which sparkling electrical energy flows. In Avignon, Earth, it appears as a 50 meter wide bridge lead-

T he Malraux Bible

The Malraux Bible was the first order of business for Père Jean, and it encapsulates the Cyberpope's message of salvation through Cybernetics. It is based upon the Julian Bible of Magna Verita (see page 10), but adds a final book: the Cybernetic Vision. Within its pages, the vision experienced by Jean Malraux when the dataplate, Dream Time and his mind interacted is described in lurid terms.

The Cyberpope's role as saviour of the world and the threat posed by the Antichrist is elaborated in great detail. Its message is clear: Salvation is only possible through complete acceptance of the Cyberpope's teachings and the power of the GodNet. To reject the new technology is to reject hope itself. God has provided the GodNet for His people. It is the Cyberpope's task to bring everyone into the fold.

ing into pulsating lights. In Magna Verita the Maelstrom Bridge arcs down from the heavens in a shimmering kaleidoscopic array of light through the roof of Avignon Cathedral. It serves to remind the faithful that Pope Jean Malraux's powers extend as far as heaven.

When denizens of Magna Verita cross the bridge, the Darkness Device invokes a reality storm against all possibility-rated immigrants, perhaps transforming them to the Cyberpapacy (see page 70).

Unwelcome Visitors

When Jean Malraux entered Earth and unleashed the Cyberpapacy, he was not in control. In the confusing days that followed the Darkness Device called to demons, gargoyles and other denizens of Magna Verita to cross the Maelstrom Bridge to Earth. They did so in the thousands. Equipped with cyberware, some merged with the GodNet; others flew over the rapidly changing land riding the spread of the cyber Axiom as surfers ride a wave. These creatures now lurk in remote locations, or on church and cathedral walls masquerading as stone gargoyles. A few use stolen cyberdecks to enter the GodNet and wreak havoc with data and other travellers. But it is the ones who actually merged with the GodNet who pose the most danger. They now inhabit the area of the GodNet known as Hell.

Life in CyberFrance

The structure of society has been altered, so has daily life. The cyber tech axiom of Kadandra restored the technology destroyed in the Collapse, and in many cases has transformed items to conform to Tech axiom 26. Those who possess such items are in a fortunate position to meet the challenges brought about by these changes. They possess electric cars and self-cleaning homes. The lucky ones even retain their jobs. Life has not been so kind to most of the population.

The Cyberpapacy is isolated from the rest of Europe by the savage reality storms around its borders. Supplies of oil have ceased altogether. Gasoline-driven cars lie abandoned in town and city streets. The Collapse caused widespread disruption of industry and power services. The Tech Surge has restored them, but at a cost in jobs. Now one person equipped with a cyberdeck can do the work of a hundred. Entire automated factories can be maintained by few people plugged directly into its computer systems. Breakdowns and other production problems are experienced through the GodNet by these deckers as though they were occurring in their own bodies. Millions of urban inhabitants have been thrown out of work.

Power supplies have been restored throughout the Cyberpapacy. A major result of the Surge was the transformation of nuclear power stations into safer producers of power. They now recycle their waste materials and are inherently more stable than previous stations. The electricity is supplied free to all homes.

In the countryside, life continues much as before, but farmers are in danger of having their crops seized by the Cyberpapacy or raided by the dispossessed gangs of town and city dwellers who have abandoned their homes in search of food. While these brigands are hunted mercilessly by the Cyberpapacy, they still pose a threat to the rural population.

It is in the rural areas that the Cyberpapacy has made the most progress in winning the minds of the population. Fearful farmers have accepted gladly the Cyberpope into their hearts. In the urban areas, food riots occur frequently and violence is widespread. Unless Cyberpapacy property or authority is directly threatened, these riots are allowed to continue. The Cyberpapacy has instigated many of these themselves, directing them against Jews, Muslims, Protestants and other heretics. Cyberpapacy organized pogroms act as a release valve for the frustrations of the faithful. The Cyberpope cares nothing for the safety of heretics.

Relief stations have been set up to supply credit and food to the faithful. To qualify for relief, applicants must undergo examination by the cyber-priests to assess their worthiness. The results of the tests are fed into the GodNet. Those considered particularly worthy are sent to Avignon to be fitted with Faith chips and Homers. They are then returned to their community to act as informers and spies.

HolyVids

The cyber factories of Avignon and Lyon have also been producing vast quantities of HolyVid machines. These "entertainment" devices are issued to the faithful. They allow entire families to enter into the Biblical stories contained within them. People can enjoy Moses' exodus from Egypt or the Last Supper as though they were actually there. HolyVids mentally transport the user into a three dimensional world within their own minds, where the sights, sounds and smells are real.

HolyVids plunge users into the GodNet. They are connected to the user via TempTrodes. HolyVids contain subliminal messages designed to further control the activities of the faithful. This can be meek acceptance of their lot in life, to overwhelming hatred of all heretics. Using HolyVids the Cyberpapacy can directly influence the thoughts of their flock. Cyberpriest's give inspiring sermons at technicolor masses which worshippers attend through their HolyVids

HolyVids have proved very popular as they allow people to escape from the uncertainty and boredom of their daily lives. They are also mentally addictive. After using them two or three times, the real world looks flat and monotonous compared to the hyped up sensations experienced when Moses parts the Red Sea. Anyone can have one, and most people do. The Cyberpapacy is fast expanding its hold.

Rules: HolyVids are addictive. Any character using a HolyVid must use their *Mind* to overcome a difficulty number equal to value of the **measure** of the number of HolyVid programs he has watched (including partial programs and his current program). Programs include religious services attended in the GodNet. Each time he watches a program, he must generate a *Mind* total to avoid addiction.

Example: If a character has watched eleven programs, and is now watching his twelfth. A measure of 12 has a

value of six; the character must generate a *Mind* total of six or better to avoid addiction.

If the *Mind* total is less than the difficulty number, the viewer is addicted to HolyVid, and experiences a loss of one point from their *Mind*, *Spirit* and *Perception* attributes each day that they do not spend immersed in a HolyVid for an hour or more. The addict loses these points for three days, then bottoms out, losing no more points.

The lost points may be restored by watching the HolyVid again, at the rate of one point in each attribute per day.

Lost points may also be restored through the *psychology* skill, at the rate of one per week. The psychologist must succeed against the addiction difficulty number; after a month of normal viewing and religious services this is typically 9; after a year it is typically a 15. When all lost points are restored, the addiction is broken.

Provinces of the Cyberpapacy

The existing administrative regions of France have been kept intact by the Cyberpope. Two additional provinces have been added: Belgium and the Trans-Pyrénées (northern Spain and Andorra). Each province is administered by a cyberpriest Archbishop who answers to the Chancery at Avignon.

Each province is divided into departments headed by a Bishop who reports to the Provincial Archbishop. The numbered departments are used in identity papers and Faith chips to show people's point of origin.

At a local level, cyberpriests handle the day-to-day running of towns and villages. As all cyberpriests have access to the GodNet, information transfer is rapid with important instructions being sent directly from Avignon.

Provence and the Côte d'Azur

Provence is a land of hot sun and beautiful scenery. Wheat, maize, vegetables, fruit, and sheep farming are its primary produce, and production has been increased through genetic engineering in order to meet the increased demand caused by the isola-

tion of CyberFrance. But Provence and the Côte d'Azur also house the cutting edge of cybertechnology. Even before the Collapse this area was hailed as France's equivalent to California's Silicon Valley. With the Surge, the high-tech computer and science industries were transformed, along with most of their personnel, into producers of cyberware.

Jean Malraux's agents had already secured this area during the Collapse. In the weeks following the Surge, the personnel of the area were inducted into the Church. Executives and scientists were offered prominent Church positions, with all the attendant benefits and privileges; the technicians were offered positions as managers and supervisors of cyberware factories. The Cyberpapacy has secured the loyalty of its new technocrats by drugging them and then fitting Spirit chips surreptitiously.

Avignon, the capital of the Cyberpapacy is undergoing rapid expansion. Construction is underway to build a vast industrial park which will cater to needs of the Curia and Church Police. Factories, which turn out thousands of Faith chips, Spirit chips, and Homers a day, have been set up close to the Palace of the Popes. The rapidly expanding Avignon hospital fits over a thousand patients a day with the produce of the factories. Temporary shelters for "pilgrims" have been established next to the rail yards. Hourly trains bring the thousands of faithful from all over France to share in the new reality of the Cyberpope.

Nord-Pas-de-Calais/Picardie/ Champagne-Ardennes

This industrial area skirts the Belgium border. It produces natural and artificial textiles, coal, steel and steel goods, and is the largest industrial and coal mining area within the Cyberpapacy. Its agriculture comprises sugar beet, potatoes, pork, wine (notably Champagne). The landscape is characterized by mills, factories, coal mines and canals. Under the Cyberpapacy the region has taken an extremely grim turn.

Unemployment, a problem even before the advent of the Cyberpapacy, is widespread. Many of the workers

are foreign immigrants from North Africa, Italy, Poland and Portugal. Industrial unrest has occurred in the coal fields and factories, halting production and endangering the industrial capacity of the Cyberpapacy. The danger of rioting is common; cyberpunks from these regions are among the most violent in CyberFrance.

The Cyberpapacy's attempts at controlling the population by fitting Spirit chips and Homers has met with fierce resistance. Units of Church Police attempt to quell any opposition, and street fighting is frequent. Inquisitors are engaged in rounding up and trying trade unionists for heresy. Unemployed workers have been forcibly conscripted into labor battalions and sent to Cluny in Bourgogne.

Large numbers of foreign workers have fled toward Paris in the south. Rather than attempt to turn them back, the Church Police herd them into Paris. As the streets of Paris are already filled to overflowing, this has placed great strain upon the citizens of Paris.

The cathedral cities of Reims and Amiens are the key administrative centers of this area and house the nine battalions of Church Police responsible for maintaining law and order.

Haute-Normandie and Basse Normandie

Prior to the opening of the Maelstrom Bridge, the Normandies characterized by rich flat land covered with apple orchards and cows. Milk, butter and cheese were its major products. The Cyberpapacy is trying to expand production, but has been unsuccessful with it bioengineered livestock. Whether these failures are due to flawed procedures or sabotage is unknown. Repeated failures have reduced Cyberpapal programs in the Normandies to a low priority.

Bretagne

Formerly a farming area, Bretagne was devastated by the most severe reality storms to hit the Cyberpapacy. Thousands were evacuated before the Collapse, but at least as many were killed in the destructive clash of realities. Malraux's church runs continu-

The Cyberpapacy: Map 2
Provinces and Departments of the Cyberpapacy
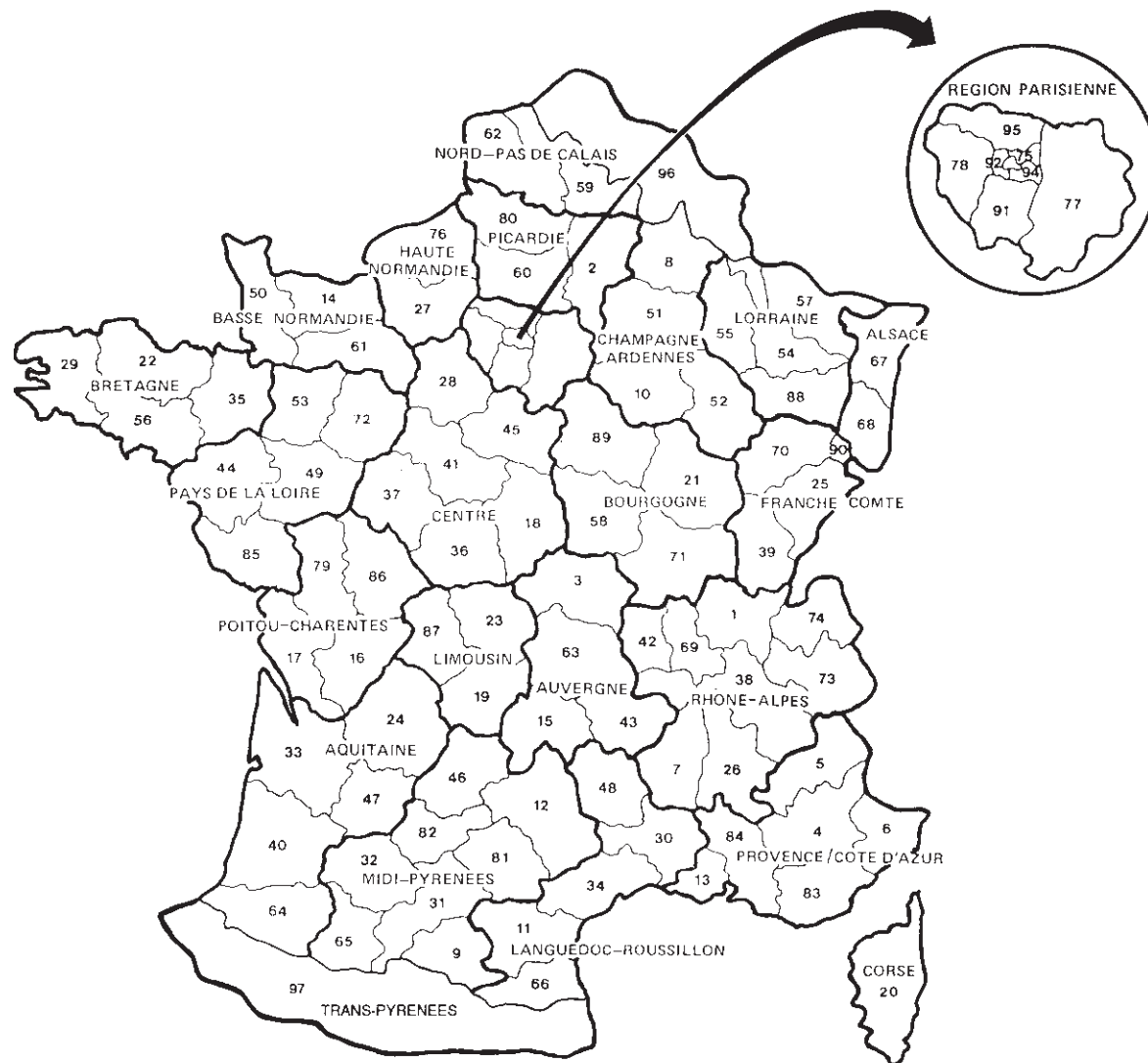
1. Ain	16. Charente	30. Gard	45. Loiret	60. Oise	74. Haute-Savoie	87. Haute-Vienne
2. Aisne	17. Charente-Maritimes	31. Haute-Garonne	46. Lot	61. Orne	75. Paris	88. Vosges
3. Allier	18. Cher	32. Gers	47. Lot-et-Garonne	62. Pas-de-Calais	76. Seine-Maritime	89. Yonne
4. Alpes-De-Haute-Provence	19. Correze	33. Gironde	48. Lozère	63. Puy-de-Dome	77. Seine-et-Marne	90. Territoire de Belfort
5. Hautes-Alpes	20. (A) Corse du Sud	34. Herault	49. Maine-et-Loire	64. Pyrénées-Atlantique	78. Yvelines	91. Essonne
6. Alpes Maritime	(B) Haute-Corse	35. Ille-Et-Vilaine	50. Manche	65. Hautes-Pyrénées	79. Deux-Sèvres	92. Hauts-de-Seine
7. Ardèche	21. Côte-d'Or	36. Indre	51. Marne	66. Pyrénées-Orientales	80. Somme	93. Seine-Saint-Denis
8. Ardennes	22. Côtes-d' Armor	37. Indre-Et-Loire	52. Haute-Marne	67. Bas-Rhin	81. Tarn	94. Val-de-Marne
9. Ariège	23. Creuse	38. Isère	53. Mayenne	68. Haut-Rhin	82. Tarn-et-Garonne	95. Val-d'Oise
10. Aube	24. Dordogne	39. Jura	54. Meurthe-et-Moselle	69. Rhône	83. Var	96. Belgium
11. Aude	25. Doubs	40. Landes	55. Meuse	70. Haute-Saône	84. Vaucluse	97. Trans-Pyrénées
12. Aveyron	26. Drôme	41. Loir-et-Cher	56. Morbihan	71. Sanone-et-Loire	85. Vendée	
13. Bouches-Du-Rhône	27. Eure	42. Loire	57. Moselle	72. Sarthe	86. Vienne	
14. Calvados	28. Eure-et-Loir	43. Haute-Loire	58. Nièvre	73. Savoie		
15. Cantal	29. Finistere	44. Loire-Atlantique	59. Nord			

ous relief missions into the area, but little has been done to reconstruct it. Brest has become a quiet center for democratic resistance. A government has discretely organized itself. Any outwards signs of government are explained to the Cyberpriests and Inquisitors as necessary to battle the region's many bandits. Within the past couple of weeks, Resistance operatives in coastal villages in Bretagne have received weapons and medical supplies from Germany.

Pays de La Loire and Poitou-Charentes

These predominantly agricultural areas are major wine and cognac producers. Nanotech hydroponics have been introduced as an attempt to boost food production, and the results are encouraging to the Cyberpapacy, if somewhat unappetizing to the French palate. Dairy farming provides the other major means of employment. The majority of inhabitants in these regions support the Cyberpapacy, and serve as a recruiting ground for the Church Police and the Inquisition.

Alsace-Lorraine-Les Vosges

The north-east corner of France is bounded by severe reality storms along the German border to the east.

The industrial production of Alsace area has continued to expand under the Cyberpapacy. The engineering and chemical factories were greatly transformed by the Surge, and now produce arms and equipment for the Cyberpapacy. The oil processing installations at Strasbourg are currently being replaced by cyberware factories.

The Archbishop of Strasbourg is responsible for maintaining the work force and for eradicating the heresy of trade unionism. Large numbers of Church Police and Inquisitors operate in the towns and cities of Alsace. They have dealt brutally with labor unrest. Groups of engineers and builders are constructing concentration camps on the outskirts of Strasbourg to hold heretics.

Lorraine produces 90% of the Cyberpapacy's iron ore, and its factories produce large amounts of iron and steel goods. Glass, textiles and electrical goods were manufactured here before the advent of the Cyberpapacy. Many of these factories were transformed in the Surge; the remainder are now being brought into the Cyber Age. Current policy is geared toward making the change without creating widespread unemployment. The production of cyberware and armaments is the Cyberpapacy's aim in this region. God's Word Industries is opening a number of small factories in the region.

Les Vosges

This highland area separates Alsace from Lorraine. Much of it is moorland or forests which supplied the French paper mills. Following the Surge, the demand for paper has dropped off, creating unemployment amongst the millworkers. The cotton industry of this region continues to thrive, but large numbers of workers have been made redundant by the transformation of the industry. These have banded together with the paper workers to resist the intrusion of the Cyberpapacy. Members of the French army and workers fleeing from Alsace and Lorraine have also moved into the highlands.

The Resistance has so far been successful in keeping the Cyberpapacy out of Les Vosges. Papal forces are geared toward controlling the industrial centers of Alsace and Lorraine. Food and supply shortages are beginning to pose major problems for the Resistance; the reality storms make supply from Germany problematic. Bringing in supplies from other regions of CyberFrance means running through the dozens of checkpoints the Church Police maintain in this volatile area. Raids into Alsace and Lorraine are being stepped up in an attempt to alleviate the current hardships.

Bourgogne and the Franche-Comte

Bourgogne is famous for its vineyards and wines. Its hills are covered in trees and its valleys are home to avid supporters of the Cyberpope. Religion has returned to Bourgogne in a big way. The medieval monastery at Cluny is being rebuilt by conscript labor from Nord-Pas-de-Calais. The workers are housed in large concen-

tration camps on the outskirts of the town.

The Franche-Comte is a mountainous area bordered by reality storms to the east. Trees on the mountain slopes burn and crackle fiercely from fires caused by lightning arcing from the reality storms. It serves as a constant reminder to all loyal Catholics that it is only the power of the Cyberpope that prevents the Antichrist from crossing the mountains. Religious fanaticism is understandably high amongst the local populace.

The plastics industry of the French-Comte is thriving from the Cyberpapacy's demand for plastics. Unemployment is almost non-existent in this area, and many citizens genuinely enjoy Malraux's rule.

Anjou and Touraine — the Center

The Loire River runs through wooded valleys in this area dubbed the "Garden of France". It produces a wide variety of fruit and farm produce. As in most rural areas, support for the Cyberpope is high; heretics will find few friends here. Many Cardinals have taken over the chateaux of this area as vacation homes. Cyberware is less intrusive in this area than others; citizens admire Jean Malraux, but have less enthusiastically embraced his Cyber Catechism; HolyVid viewing rates are exceptionally low here. But the regions works hard to get Avignon the food it needs, so Malraux is content to leave the region alone for now.

Aquitaine

This low lying area of flat land is a major wine producing region. Predominantly agricultural, it supports the Cyberpapacy. France's only source of oil was produced at Parentis. The town became the site of fierce fighting between elements of the French military following the Surge. In the struggle, the oil refineries were hit by incendiaries and Parentis was consumed in the resulting inferno.

The town of Lourdes used to attract over four million visitors, many from abroad, each year. They come to the

visit the Grotto of Massabielle where in 1858, Bernadette Soubirous, a local girl, claimed to have seen the Virgin Mary. Later, a spring with healing properties appeared. The Cyberpapacy has produced holographic displays of the Virgin Mary and HolyVid systems are available in huge numbers. The Cyberpapacy has founded a Godware Hospital here to cater to sick and injured members of the faith. The spring water is bottled and sold throughout the Cyberpapacy.

Lanquedoc-Roussillon and the Midi-Pyrénées

These regions run from the Pyrénées to the reality storm-wracked beaches of the Mediterranean. More wine is produced here than anywhere else in France. The advent of cybertechnology is evident here with widespread use of robot grape-picking and planting machines. Wine manufacture is automated and large storage tanks dot the countryside.

Toulouse has undergone a dramatic transformation and is now one of the foremost producers of cyberware and armaments. Its residents always sport the latest in fashion.

A heresy known as neoCathari has sprung up in Albi. Its leader, Victor Berigard, successfully isolated Albi from the GodNet. By the time techpriests had reestablished the connections, entities known as Bright Bones (page 81) prevented Cyberpapal agents, and most others, from entering the cyberspace in Albi. Black market cyberware shops are taking advantage of this lack of monitoring by jackpriests and setting up shops around Albi.

To keep the Cyberpope off of them the black marketeers have adopted an extremely cynical strategy. They know the Cyberpapacy monitors all media, eavesdrops on thousands of homes, and has monasteries dedicated to ferreting out useful facts and trends from their social data. The marketeers wish to make Albi match Avignon's preconceptions of a recently heretical area which has been cleansed. This means senseless violence as a residue of re-

bellion, decreasing attacks on the Avignon clergy, an increasing number of "heretics" turned in to the Inquisition (often "heretics" whose only crime is being a stranger to the area), and violence directed against suspected believers in other faiths. By contributing to this violent subterfuge, black marketeers hope to buy time to become strong enough to withstand Malraux's eventual military campaign.

This region has produced some of CyberFrance's most flamboyant rebels, including Jaz Cool, Chipped Diemond, and Cytiger.

Limousin and Auvergne

These two provinces are located in the mountains of the Massif Central. The lowlands of Limousin provide excellent grazing land for sheep and cattle. The capital, Limoges, produces porcelain and enamel, and since the Surge, important composite material used in vehicle and the heavier personal armor. The Resistance is strong in this region. It raids industrial centers from hidden camps in the Massif Central.

Auvergne is an important industrial region which has seen great unrest. The workers in the iron and steel producing towns of Saint-Etienne and Le Creusot refused to allow passage to Cyberpapacy emissaries. This caused the Cyberpope to preach a crusade against them at Clermont-Ferrand, a city he chose for the impact it would have on his own followers. In 1095, Pope Urban II had launched the First Crusade from Clermont-Ferrand. What better place for the Cyberpope to begin his crusade against the heretics of France?

Severe fighting occurred with units of the French army joining in on both sides. The workers of Clermont-Ferrand, itself an important producer of textiles and motor tires, came to the aid of their colleagues. At first the newly born Resistance was effective in holding its position, but the Cyberpapacy's cybernetically enhanced forces finally overcame them. Many members of the Resistance fled to the caves in Les Causses, an area of bare plateau to the south of Auvergne. At least five hundred members of the Resistance now live in the caves and

underground rivers of this area. Others hide in the many villages of the Massif Central.

Sabotage attacks are mounted by the Resistance against the industries of Clermont-Ferrand, Saint-Etienne, Le Creusot and Montlucon. As a consequence, the Inquisition is very active. Loyal Catholics are being fitted with Spirit chips and Homers as quickly as possible.

The Cyberpapacy is offering Indulgences to any who will join the crusade against the heretics of this region. Bands of brigands are moving into the Massif Central and eradicating entire villages. The Church continues to give its blessing to such acts.

The Rhone/Saone Valley

This area was devastated by the explosion of the nuclear reactor at Creys-Malville. Thousands were evacuated before the Collapse, but hundreds were killed in the explosion and by the resulting fallout. Radioactivity in departments 1, 26, 38, 73 and 74 remains high. Cyberpriests are using their spiritual powers to slowly eradicate the residual fallout. The Cyberpope is expected to visit here to attempt to cleanse department Isère of remaining radioactivity in a huge mass carried on all HolyVid frequencies.

The Rhone/Saone valley produces Beaujolais, Burgundy, Macon, and Cotes du Rhone wines, although is far less quantity than before the nuclear accident. Beef and dairy farming, wheat, maize, tobacco, sugar beet and fruit are still major products of this region. The Mistral, a strong, cold wind, blows almost incessantly down the Rhone valley from the Massif Central.

Lyon, the second largest city in France, produces silk and artificial fibers, electrical equipment, vehicles, chemicals and leather goods. The electrical and vehicle factories were transformed during the Surge into the foremost producers of electrical vehicles, including accessories and software. Many of the workers were transformed to conform to the new cyber reality at the same time. Of these, the majority have found themselves out of work and now live in crushing poverty in the midst of the new age of affluence surrounding them.

The Resistance in Lyon suffered severe losses following the arrival of the Inquisition. Hundreds of informers gave the names and addresses of Resistance members and trade unionists to the Inquisitors. Forced underground by the Inquisition and Church Police, the Resistance now leads a precarious existence with members, and anyone suspected of being a member, being arrested regularly.

Marseille, the third largest city, has been hit hard by the ending of oil imports and overseas trade. Huge unemployment faces the population of Marseille; riots and street fighting are daily occurrences amongst the disaffected citizens. In an attempt to alleviate the crisis, the Cyberpapacy has offered Indulgences to any willing to join the crusade against the Resistance in the Massif Central. Of those who accept, many are taken to Avignon and fitted with Spirit chips.

Disorder rules in Marseille. Once the crusade in the Massif Central is completed, the Cyberpope is likely to preach a crusade against the heretics of Marseille.

Belgium

The stelae planted in western Belgium isolate the Belgian coalfields from the industries of Brussels. Fierce reality storms have set fire to the underlying coal seams turning the west of Belgium into a raging inferno. Thousands of Belgians have been killed in the resulting disaster and now lead a precarious existence amongst the smoking ruins.

The Cyberpapacy's policy is to maintain this area as living representation of Hell in order to further its claims that the Antichrist continues to assail France.

Trans-Pyrénées

This department originally conformed to the French-Spanish border, but now includes the entire area of Spain lying within the new stelae boundary. The Trans-Pyrénées administrative staff has grown, but not in accordance with their new responsibilities. Cardinal-Deacon Souvarin is hard pressed to maintain anything more than minimal law and order.

Until recently, reality storms over the Pyrénées caused great disruption. Twisted by the storms, the mountains are now home to hundreds of unfortunates who have been transformed into cygoyles. Groups of cygoyles raid along the northern edge of the mountains. They attack farms and villages, leaving no one alive. The Church Police patrol the edge of the mountains, and escort trains or special convoys, but they lack the resources and numbers to deal with the gargoyles in the mountains.

Resistance groups operate from the edges of the mountains, but they lead a precarious existence caught between the Church Police and the cygoyles.

Churches, Cathedrals and Monasteries

While there are thousands of churches in CyberFrance, a few have taken on greater significance since the arrival of the Cyberpapacy. The most important are the cathedrals, which in addition to their spiritual values, play an important role in the GodNet.

The GodNet

The GodNet is covered in detail in its own sourcebook, but certain information is important to enough to duplicate here. The GodNet runs throughout all of CyberFrance, and is rapidly expanding into Spain. The GodNet transfers information and VX experiences along its network. This network, in part due to is spiritual nature is routed through churches, cathedrals and monasteries. Cathedrals are the main exchanges in the GodNet. Local churches are wired into the nearest cathedral (but never to each other), and all business and residential users of the GodNet (including all HolyVid viewers) are connected to their local church.

Monasteries are sites of important systems research and systems programming. Monasteries are usually connected to a cathedral (occasionally a church) by a dedicated line; no businesses or residences are connected directly to a monastery. This system of networking has a few important consequences:

1. No individuals or businesses may contact each other through the GodNet without having an impulse (a signal which may be traced) first passing through a church and a cathedral. This is true even for individuals who live just a few hundred meters from each other who are connected to different churches. Every church has at least a jackpriest monitoring impulses in and out of the church, while every cathedral has at least a half a dozen cyberpriests who are the equivalent of Babel monitors checking on their traffic.

2. The dedicated lines into a monastery are always monitored at each end of the line. The top people for the jobs are usually given the responsibility of the job. Many cyberpriests consider the job a privilege as it affords the opportunity to destroy so many heretics.

3. The system of networking assures that the average user has constant VX reminders of the religious nature of the GodNet. If you are meeting a friend at a VX cafe, you must first walk (or skulk) by a church and a cathedral.

4. The concept of a neighborhood is undergoing rapid change. Now the center of the neighborhood is the cathedral, even more than it was in medieval times. Everyone connected to the GodNet is two short exchanges away from a meeting place for thousands of people, and similarly connected to hundreds of businesses. Mass at a cathedral has become a focal social point for hundreds of thousands of French citizens. They go to Mass, enjoy the sense of awe and belonging which is magnified many times by the nature of the GodNet, and then meet friends who might live hours away by car. Their own image is more attractive in the VX environment, and they feel themselves more capable. This facet of the GodNet gives Jean Malraux I a seductive and powerful tool for getting the French citizenry to voluntarily and loyally join his cause.

Stelae

The Cyberpapacy's stelae are altars which have been ritually prepared by Jean Malraux or one of his Cardinals, and then energized by the Darkness

The Cyberpapacy: Map 3
Churches of the Holy Exchange

BELGIUM

GREAT BRITAIN

LUXEMBOURG

ENGLISH CHANNEL

GERMANY

Amiens
Airaines
Beaurain
Marly-Gomont
St-Quentin
Aubenton
St-Martin-de-Boscherville
Noyon
Laon
St-Wandrille
Beauvais
Béthisy
Soissons
Reims
Metz
Neuwiller
Lessay
Bayeux
Jumièges
Rouen
Cambronne-les-Clermont
Morienval
Marmoutier
Cerisy
Caen
Le Bec-Hellouin
Toul
Nancy
Strasbourg
Coulances
Sacqueville-en-Bessn
Lisieux
St-Denis
Senlis
Bernay
Evreux
Jouarre
Rosheim
Hambye
Conches-en-Ouche
Paris
Le Raincy
Tréguier
Sées
Chartres
Troyes
Lautenbach
Léon
Dol
Mt-St-Michael
Sens
Murbach
Morlaix
Lanleff
Guingamp
Dinan
Germighy-des-Prés
Pontigny
Langres
Ottmarsheim
Guimilau
Yvignac
Rennes
Montoire
St-Benoît-sur-Loire
Auxerre
Ronchamp
Boquen
Fontenay
Quimper
Ste-Noyale
Cunault
Tours
Vézelay
Avallon
Dijon
Langon
Fontevrault
La Charite-sur-Loire
Saulieu
Citeaux
Vannes
Redon
Tavan
Bourges
Nevers
Beaune
St-Gildas-de-Rhuys
Autun
SWITZERLAND
Argenton-Chateau
St-Jouin-de-Marnes
Noirfac
Chapaize
Tournas
St-Philbert-de-Gd-Lieu
Airvault
Chatellerault
Vicq
Paray-le-Monial
Cluny
Abondance
Souvigny
Anzy-le-Duc
Berze-la-Ville
Ste-Marie
Poitiers
Chauvigny
St-Savin
Semur-en-Brionnais
Brou
Ceillonnex
Maillezais
Nouaille-Maupertuis
Ebreuil
Ennezat
St-Maixent
Lusignan
Mozac
Riom
Thiers
ATLANTIC OCEAN
Melle
Charroux
Clermont-Ferrand
Chauriat
Rautecombe
Alme
Aulnay
Ruffec
St-Junien
St-Leonard-de-Noblat
Orcival
Lyon
Le Bourget
Moutiers
St-Jean-d'Angély
St-Aman-de-Boixe
Limoges
Uzérche
St-Nectaire
St-Saturnin
Vienne
Chambery
St-Jean-de-Maurice
Marennes
Saintes
Angouleme
Collonges
Issoire
Champagne
Grenoble
Bassac
Brantome
Mauriac
Brioude
Gde-Chartreuse
Puypéroux
Beaulieu-sur-Dordogne
Trizac
St-Flour
Le Puy
Chadenac
Perigueux
St-Urcize
ITALY
Begadan
Pt-Palais
St-Astier
Souillac
Conques
Bordeaux
La Sauve-Majeure
Cadouin
Cahors
Alguebelle
Loupiac
Brassac
Valbonne
Venasque
Valsaintes
Ganagobie
Moissac
Lescure-d'Albigeois
Avignon
Senanque
Albi
Riez
St-Guilhem-le-Désert
Montmajour
Silvacane
Lavaur
Lodeve
St-Gilles-du-Gard
Arles
Bonpas
Frejus
Auch
Toulouse
Aix-en-Provence
Le Thoronet
St-Sever
Valmagne
Marseille
Bayonne
Carcassonne
Quarante
Béziers
St-Jean-de-Luz
Lahonce
L Hopital-St-Blaise
Fontfroide
MEDITERRANEAN SEA
Ainhoa
Itxessou
Ostabat
Lourdes
Bidarray
Ste-Engrace
Serrabonne
Elne
To Cyberpapal Spain
St-Michel-de-Cuxa
Sorede
St-Martin-du-Canigou
St-Genis-des-Fontaines
SPAIN
Arles-sur-Tech
St-Martin-de-Fenollar

Map Key

✝ Data Church, Chapel		⚥ Roman Catholic Data Church, Chapel	
● Data Cathedral		⚥ Roman Catholic Cathedral	
■ Program Basilica		⬚ Roman Catholic Basilica	
■ Cyberpapal Monastery, Abbey		☐ Roman Catholic Monastery, Abbey	

Richard Hawran

Device. The comparative ease of the ritual has assured Malraux of dozens of ritually prepared stelae. Most are already in place in churches, and these churches are invariably connected to the GodNet, which houses the Darkness Device. If any stelae is destroyed by Storm Knights or the machinations of another High Lord, the Darkness Device can energize the stelae at the next-best location. This flexibility is unique to the Cyberpapacy, and gives it a defensive advantage other High Lords envy.

The altars range in Toughness from 15 to 21.

Getting Around

The Collapse greatly affected the transportation net, destroying or transforming portions of the roads and rails, while the constant reality storms made flying quite difficult. The Tech Surge repaired some of that, and gave a boost to the train system in particular.

Air

Scheduled air service has been eliminated. Even the center of the country has irregular weather as a consequence of the roiling storms surrounding the country. The lack of petroleum products makes it virtually impossible to keep 20th century jets and piston-powered planes flying. The Cyberpapacy has introduced some hydrogen-powered jets, particularly as fighter aircraft, but these are quite rare. Only one commercial hydrogen-powered jet, the Airbus 800, has been introduced. All flights are now chartered. Any flights in or out of Paris are interdicted by CyberFrench fighters or drones.

The difficulty of flying depends on the weather, but a flight generally requires an *air vehicles* total of 10 at least once in the flight due to bad weather. If the aircraft is skirting the edge of a reality storm, two or three totals of 12 or more are usually needed. If flying within a reality storm, the difficulty is equal to the damage value of the storm (page 70), and at least three successful *air vehicles* attempts must be made.

Road

The road network has not improved with the Tech surge, and in some remote areas it remains as bad as it had been during the collapse. There is a lot less traffic now than in pre-invasion France. Travel generally does not require *land vehicles* checks. However, controlling a vehicle during a chase or when operating at high speeds is another matter. The base difficulty for performing a maneuver of driving to avoid fire is the speed of the vehicle.

Example: A car travelling at 60 miles per hour has a speed value of 12. Maneuvering on such a road has a base difficulty of 12.

A primary road gives the driver a +5 bonus when performing a maneuver, pushing for speed, or attempting to avoid fire.

A secondary road (including most major thoroughfares in a city) gives the driver a +3 bonus.

A tertiary road (a dirt road, a narrow mountain road, a city road which is not a main road) gives the driver no bonus.

If the driving difficulty exceeds the vehicle total, the difference is read as result points on the general success chart. *Average* failure results in a +3 increase in difficulty next round and a fatigue result (+2 shock points) applied to the vehicle. A *good* level of failure results in a crash, doing damage equal to the speed value plus a bonus. A *superior* failure is a crash with a damage value equal to the speed value plus a bonus, with a +5 bonus modifier. A *spectacular* crash has a damage value equal to the speed value, with a bonus modifier of +5 and an automatic roll-again!

Rail

The rail system for the Cyberpapacy has improved on France's already impressive system. Commuters (trains which stop at every stop) can travel at speeds of over 150 miles per hour. The effective speed (including stops, accelerating and decelerating) is usually closer to 90 miles per hour during peak use, i.e. during rush hour it takes 30 minutes to travel 45 miles. During off hours the effective speed is close to 150 miles per hour. During rush hours commuters run every four minutes. During non-rush the commuters run every 12 minutes, and during night-owl service they run every 20 minutes.

Express trains only run between major cities. They can travel at speeds approaching 400 miles per hour. An express leaves to a city along the line once an hour (the exact minute of departure varies depending on the destination city). All the train tracks are triple tracks for the magnetic levitation trains. The center tracks are for express, the outside tracks are for commuters, and temporary switching track for express trains which would otherwise collide on the center track.

Most commuters are run entirely by computers located on-board, and in communication with the traffic-routing computer at the next station. Express trains have the same set-up, but they also have two human engineers as backups. One of the engineers is jacked into the on-board computers at all times.

Sea

There is no scheduled sea service to France. However, the coast of France is still used as a drop-zone for personnel and supplies in support of the Resistance.

The City of Avignon

Avignon, in Provence/Côte d'Azur, is fast expanding as new cyberware factories are built on its outskirts. The pilgrim trade is booming with new hotels and restaurants springing into existence to meet the demands of those visiting the city.

Avignon contains over 25,000 Church Police, 1,200 Hospitallers, and over 50,000 clerical and support staff; the overall population has swollen to 300,000 from the 90,000 it was a year ago. Most Cardinals have residences in the city, as well as rooms within the Palace of the Popes.

The Papacy moved to Avignon in 1309 and commenced building the Palace of the Popes. With the ending of the Great Schism in 1415, Avignon began to decline. Its former splendors became only a memory.

After securing the Palace of the Popes in Avignon, Earth, the Cyberpope's followers began to restore it to its former glory. This task was made easier with the sudden technological transforma-

The Cyberpapacy: Map 4
Roads and Rail Lines

Richard Hawran
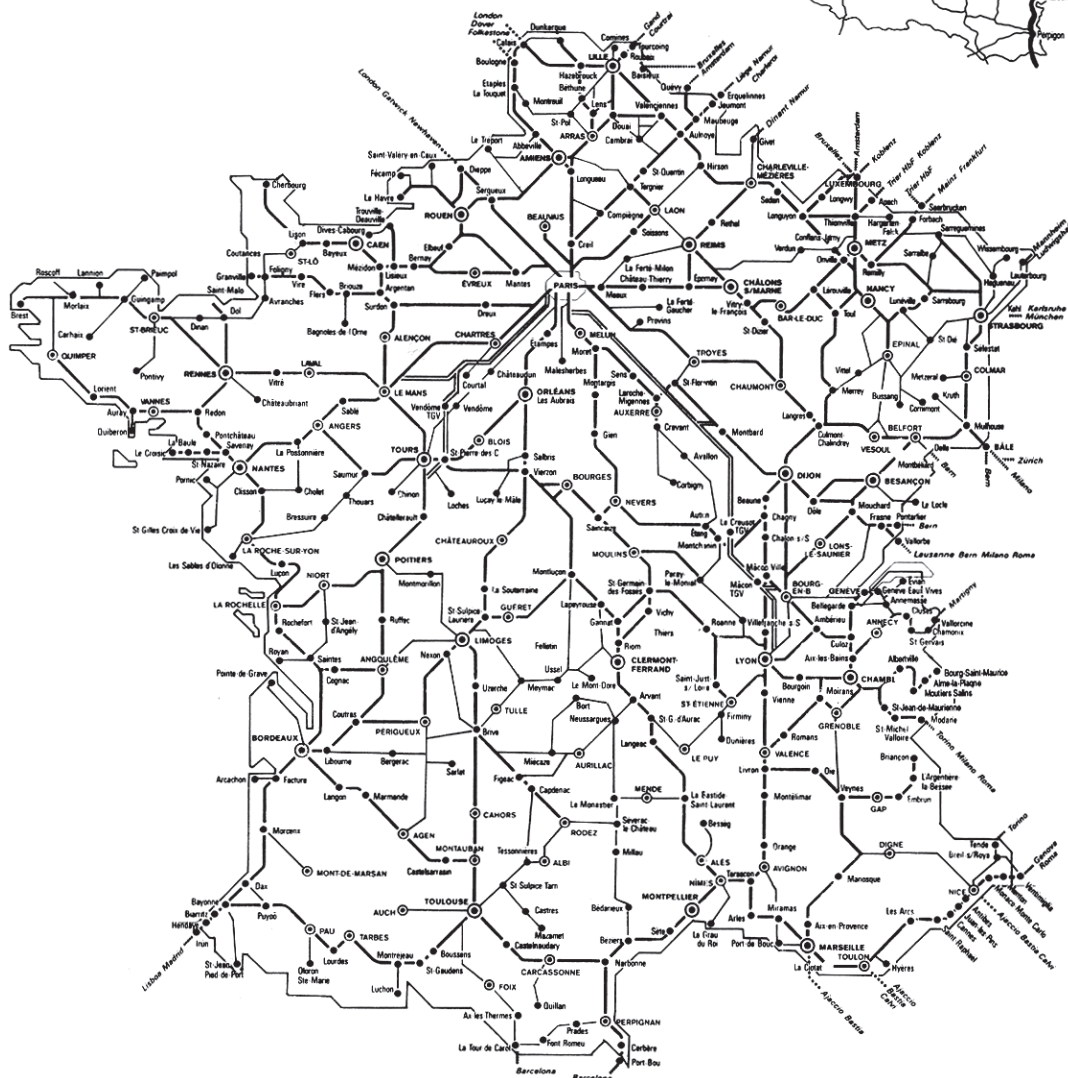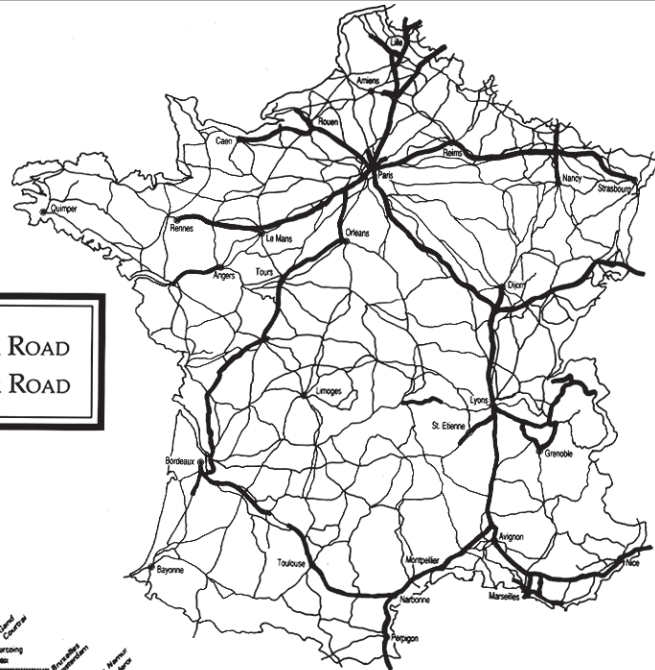
tion which accompanied Pope Jean Malraux's arrival. A complete overhaul of the palace began.

What were faded frescoes suddenly became holographic projections with an almost life-like intensity. This was especially true in the case of the Inquisitors' quarters where their taste in lurid representations of hellfire, extended to scenes vividly portraying the sufferings of souls condemned to eternal damnation.

The Palace of the Popes rises impressively above the city. The highest structure in the Palace is the Monitor Tower which looms above its walls. These outer walls are thirty meters high and four meters thick in places.

In previous times, the bell tower of the cathedral dominated the skyline of Avignon by virtue of the bronze statue of the Virgin which surmounted it. However, these days a laser holographic projection of Jacob's Ladder rising to Heaven lights up the sky from dusk to dawn, and the GWI's glowing cross is easily visible (see page 94). The cathedral now stands within the Palace walls having been dismantled brick by brick and moved from its previous location by cartagras.

Common Locations

The following locations can be found in most cities or in areas throughout CyberFrance.

Cyberlegger Hideout

By close study of its techniques, individuals outside of the Church have been able to duplicate and manufacture items of cyberware. Some people were actually transformed into cyberleggers during the Tech Surge. Callous cyberleggers resort to stripping cyberware systems from other characters, creating a lucrative black market for second-hand cyberware. Murder and other violent crimes are on the increase as punks and thugs scour the streets in search of suitable "donors."

Cyberware systems available from cyberleggers vary greatly. There are cyberleggers who specialize in cybernetic eyes, ears or limbs. They have access to limited supplies of components and generally know specialists in other areas. They provide a reputable, but illegal service. Given time they can procure reliable items of cyberware from secret cyberware factories.

Most cyberleggers, however, possess dubious morals and skills. They deal in second-hand items, asking no questions regarding their origins, and paying their suppliers well. Most items are available from these cyberleggers over time: it's just a matter of the right components coming onto the market. Use of these "reconditioned" cyberware systems can be risky as they are known to malfunction frequently.

The level of *medicine* and *cybertech* skills vary greatly amongst cyberleggers: some are highly trained specialists with skill values of 16 or more; most are enthusiastic amateurs with skill levels ranging from 9-15.

The cyberlegger's hideout can be used as a base for player characters, a place for characters to go to be fitted for cyberware, or as a target for a raid.

The hideout is a derelict gas station, or restaurant, small office building... almost any structure can be adapted by an ambitious cyberlegger. The one below assumes the cyberlegger chose a gas station.

From the outside, it looks as though it were about to collapse into a pile of rubble. But inside the walls have been reinforced. Sensors, disguised as broken car/machine parts and chimney stacks, are fitted around the building.

The main and rear gates are operated by electric motors and are scanned by cameras. These are monitored from the operations room (17). Lights flash in the rooms if danger threatens.

Internal doors are reinforced with steel and can be locked with electronic locks. Cameras scan each doorway.

1. Double Gates
These are heavily reinforced with steel bars on the inside (*Toughness* 30). They open inward.
2. Courtyard
There is an old gasoline pump and a hatchway connecting to the gas storage tank in the yard. The tank is full of acid and is used for the disposal of organic waste. A splash of acid has a damage value of 12; being immersed does a damage value of 18.

3. Surgery
The metal doors to this room slide on runners. There is one operating bench situated under a powerful light rig in the center of the room. Next to it is another frame from which hang various gadgets used for fitting and removing cyberware.
4. Kitchen
Cyberleggers have to keep up their strength between operations, you know. Sometimes even during operations.
5. Back Yard
The gate to the alley is packed with explosives. When detonated they blow the door out into the street allowing for a quick getaway and injuring anyone within 10 meters of the blast (damage value 22).
6. Recovery Room
7. Store Rooms
The north room holds surgical implements and cyberware. The south room is piled high with junk from the days when the building was a gas station.
8. Living Area
9. W/C
10. Washroom and Shower
11. Landing and Stairwell
12. Lounge
A HolyVid unit sits in the corner, its screen being used as a dart board.
13. Study
Three laser-disc readers, and several racks of technical disks boosted from Cyberpapal labs or downloaded from data vaults. A lot of it hasn't even been scanned yet… a busy cyberlegger often does not have time to keep up with the finer points of the technology he is installing in a patient.
14. Bedroom
15. Patients' Bedrooms
Each room usually contains only a bed and a bottle of painkillers. Expensive cyberleggers give you a vid unit and clean sheets.
16. Nurse's Room
17. Communications and Cyberdeck Room
There is an impressive array of electronic equipment in the center of this room. Power cables disappear through the floor in thick bound clusters. The cyberlegger's assistant sleeps in here and controls the cameras and door locks.
18. Weapons Locker

The Cyberpapacy: Diagram 1
A Typical Cyberlegger Hideout

GROUND FLOOR

UPPER FLOOR

ALLEYS

Hatch to
Main Petrol Tank
& Defunct Pump

RUINS
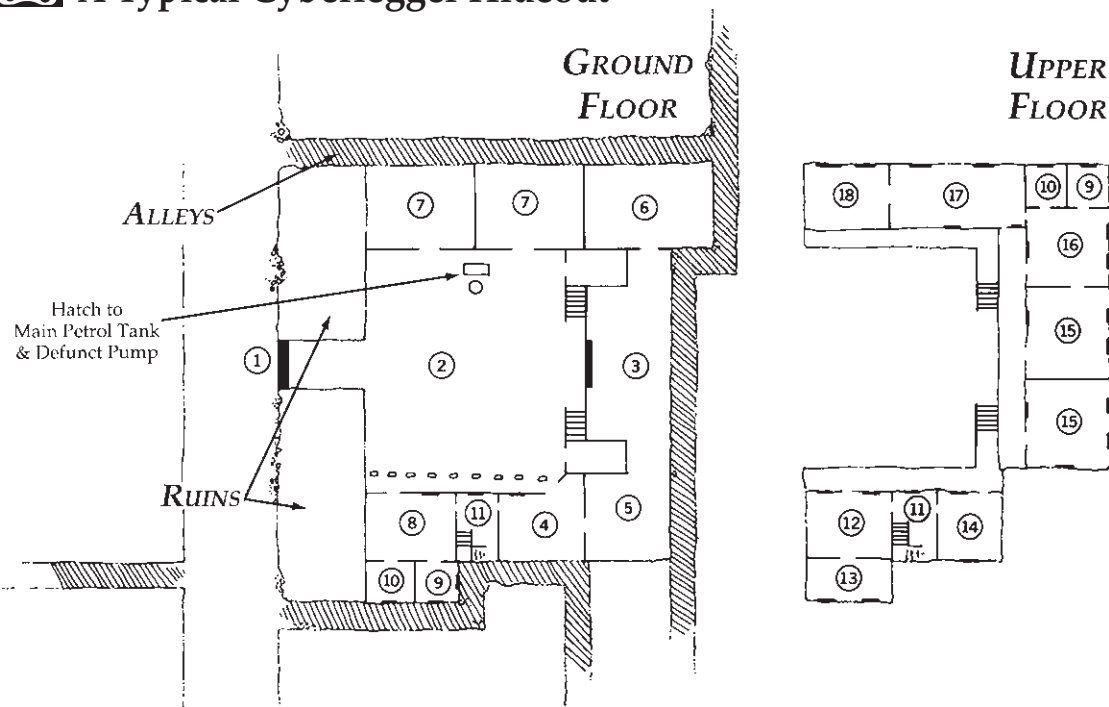
Cathleen Hunter

Godware Hospital

Godware Hospitals have been established throughout the Cyberpapacy. They have two main functions: to implant cyberware and allow cyberpriests to enter the GodNet to reduce their cyber values. In times of need they double as field hospitals for wounded troops.

Garrisons of Church Police are stationed at Godware Hospitals to protect them from attack and to patrol the area around the hospital.

The Godware Hospital described below was formerly a monastery. The monks have gone; replaced by techpriests and cyberpriests. Hi-tech surveillance equipment and cygoyles monitor approaches to the hospital.

The monastery is built on top of a 100-meter high cliff face. The road leading to it zigzags back and forth across the cliff. The only other ways to reach the monastery are by air, or by scaling the cliff.

Personnel

A team of 18 techpriests conduct surgical operations and maintain the hospital's equipment. Twelve cyberpriests monitor GodNet communications and the sensors around the hospital. The cyberpriests and techpriests are under the control of the Abbot.

Twelve Hospitallers and 40 Church Police form the permanent garrison. They are lead by a Hospitaller captain who answers to the Abbot. Six booster dogs (two of each type) and four cygoyles are on hand to patrol the grounds. Twenty cartagras perform menial tasks such as caring for the garden and, unfortunately for all concerned, the food preparation. In the event of an attack on the monastery, weapons are issued to the cartagras who are controlled by a cyberpriest in building 10.

The hospital can accommodate 30 patients comfortably, and another 20 if necessary. These patients are at various stages of recovery. Some may be plugged into the GodNet, while others exercise their new abilities in the gardens and courtyards.

Layout of the Hospital

The hospital is built into and on top of the cliff. The gate level rises up above the cliff, while the lower level is built into the south side of the cliff. Access to the lower level is gained by descending the staircases from the gate level. The gray shaded areas on the gate level map overlook open areas on the lower level.

1. Gate House

This reinforced walled entrance (*Toughness* 32) is guarded by two cygoyles and two Church Police sentries.

2. Booster Dog Kennel

3. Garage

The Church Police's GWI Aaron APC and two GWI David hover cars are kept here.

4. Maintenance Equipment and Storerooms

5. Guard Post

Two Church Police with booster dogs are stationed here.

6. **Hospitaller Barracks**
7. **Church Police Barracks**
8. **Church**

The tower of the church has a parapeted flat roof above the belfry. Two cygoyles sit on the edge of the tower observing movements below.

The main power cell for the complex is located beneath the Church.

9. **Stables and Workshop for Charger Horses**

The Hospitallers' twelve charger horses are stabled and maintained here. Usually one or two of them require maintenance and are not available for duty.

10. **Priests' Quarters and GodNet Monitors**

The gate level houses the Priests and Abbot. The lower level contains cyber workstations, and communications and surveillance equipment for the hospital.

11. **Watch Tower**

Two Church Police observe the road leading to the monastery from here.

12. **Lower Level Courtyard**

This area is surrounded by shaded cloisters.

13. **Wards**

The wards are spartan and functional. They each contain five beds for patients, washing facilities, and a computer vidscreen.

14. **Flower Garden**

Cartagras prune and trim the bushes and plants in this flower garden.

15. **Convalescent Training and Modification Center**

The two north rooms are gymnasiums. A kitchen and dining room occupy the southern rooms. These areas and their personnel deal with the aftercare of cyber fitting.

16. **GodNet Therapy Room**

Consoles line the center of this room where patient's jack into the GodNet to reduce their cyber values.

17. **Operating Theaters**

These three rooms are equipped with the latest in cyberware implant equipment. Most of the instruments are "smart" meaning they have skill chips within them and can be connected to a surgeon via jack. Others are hooked up to diagnostic databases which can relay pertinent information via jack or LED.

18. **Herb Garden**
19. **Visitors' Quarters and Prison**

The Chop Shop

"Hey, man. This dude's still wriggling," Slash Louis leapt back as the cyberpriest's arm lashed out from the table.

Janette grabbed a wrench and swung at the cyberpriest.

"No! Stop." Louis grabbed her arm. "What do you think you're doing?"

"Stopping that holy roller from getting up," she snapped at him. "What the hell did you think I'm doing?" She pulled her arm free.

"You could have damaged the hardware. This dude's all done up nice and flash. He's worth a packet." Louis glanced avariciously towards the cyberpriest. "Damn, where'd he go?"

They glanced anxiously at each other. "You should have let me hit him."

"Never mind about that," Louis scanned the room, red LEDs flickered across his right eye. "There," he pointed, "he's under that table."

"Let's get him," Janette hefted the wrench. Louis winced at the thought of it damaging his new stock.

The cyberpriest rolled over. The stub of a gun barrel projected from his wrist. It spat fire. Louis felt the bullet hit. It lifted him up and back.

Louis heard another shot go off, followed by a dull thud. He looked up at Janette; then across at the cyberpriest. "Aw! His head. What have you done to his head?"

Louis dragged himself to his feet. He shot Janette a venomous look. "You could have hit him in guts."

"Shut up, Louis." She waved the wrench at him. "If you'd checked him for a gun, we wouldn't have been dodging slugs." She looked at the hole in Louis's shirt. "At least you wouldn't have been catching them."

"Hey, don't get on me." he prodded at the hole in his chest. "Guy told me he was dead when he dragged him in." Louis pushed his finger into the hole. A bullet dropped onto the floor. "Interdermal plate," he grinned, "You can't beat it."

"Give me a hand getting this roller back onto the table," Janette pulled at the cyberpriest's arms.

They lifted him onto the table. "Look at that 20-20 vis unit," Louis pointed accusingly at the cyberpriest's face. "Cracked all to hell, 'cause you're too smash happy."

"Just shut up, Louis." Janette picked up a laser scalpel. "Let's get the parts out and cleaned. We got a customer due soon. 'N' she's gonna want that gun."

The Cyberpapacy: Diagram 2
Godware Hospital

GATE LEVEL

10 meters

LOWER LEVEL

Cathleen Hunter
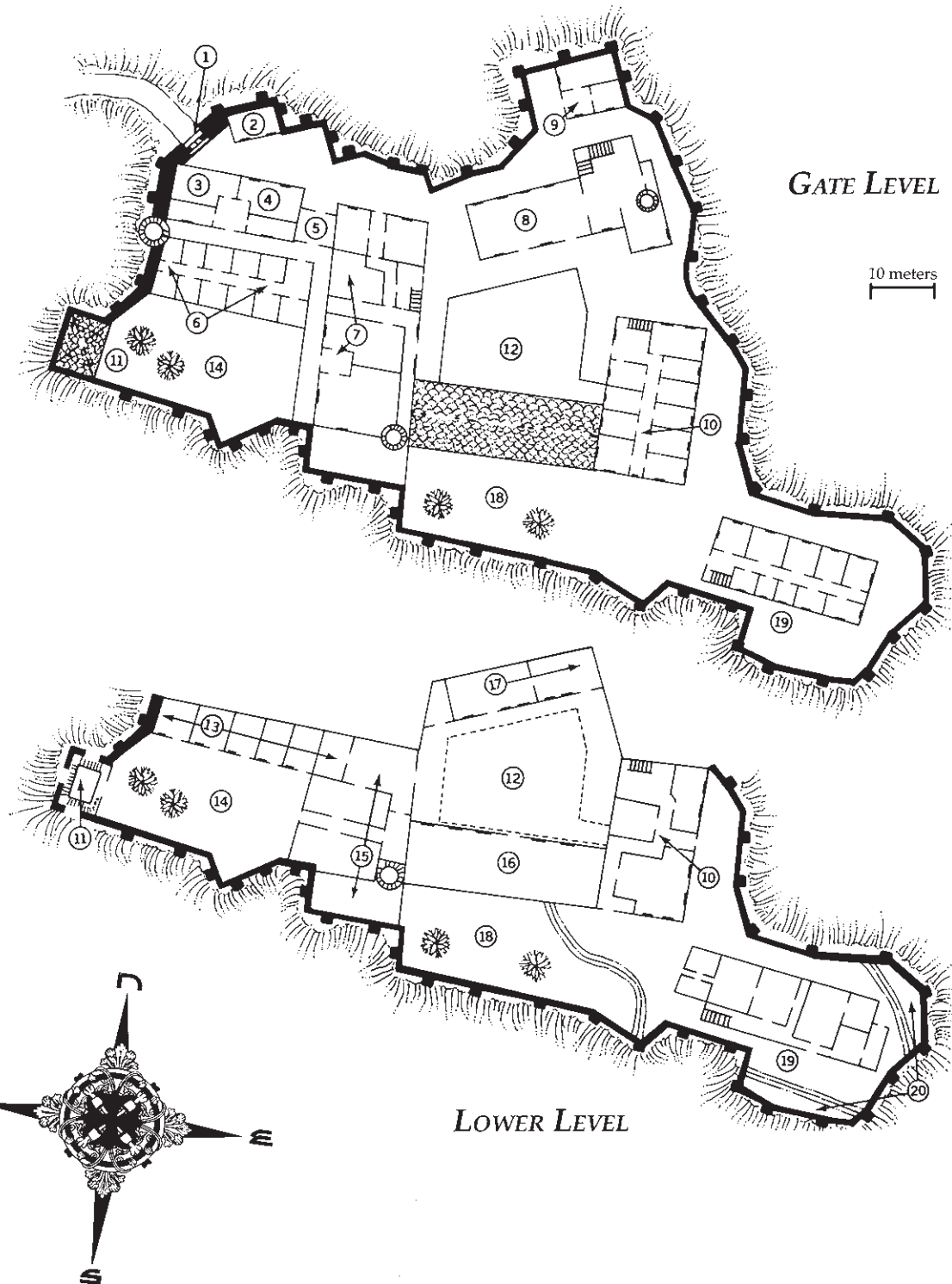
The lower level contains rooms for the use of visitors. Inquisitors often stay here to practice their craft on any prisoners. Six Church Police are stationed here permanently.

The prison is on the gate level but is only accessible via the visitors' quarters below.

20. Courtyards

Steps lead down to these two courtyards. They are watched over by cameras monitored by a cyberpriest in building 10.

Church Police Checkpoints

The Church Police maintain checkpoints along all major roads leading to and from Paris, Marseille, and surrounding other trouble spots. Checkpoints are also found on most highways throughout the Cyberpapacy at intervals of 100-200 kilometers, and at the entrances of major train stations.

Major Checkpoint

Major checkpoints act as garrisons holding a force of 20 Church Police led by a captain and two lieutenants. Each detachment of Church Police has two to four booster dogs attached to it.

1. Bunkers

The bunkers are made from concrete and reinforced with HardPlas. Two Church Police man each bunker. Surveillance equipment scans approaching vehicles and pedestrians for Homers.

2. Officers' Quarters

3.Headquarters

A terminal links the headquarters into the GodNet.

4. Vehicle Garage

One to three GWI Aaron personnel carriers are stored here for patrols of the surrounding area and for pursuit of vehicles.

5. Barracks

6. Vehicle Park

7. Electric Chain-link Fence

The fence is 3 meters high and delivers an electrical discharge (damage value 20). The road is blocked by a barrier which can be raised to allow in vehicles.

8. Microwave Relay Tower

GodNet and other communications are relayed across the Cyberpapacy from this 5 meter high tower, extendable to 20 meters.

Minor Checkpoint

Minor checkpoints are either permanent establishments or are placed on a temporary basis as needed to cordon off an area.

1. Bunkers and Barrier

The bunkers are made from HardPlas and hold four Church Police. They are dropped from the back of trucks or lowered into position by helicopter. The bunkers have walls with a *Toughness* of 25.

Church Police Strongpoint

The Church Police use old manor houses and monasteries as garrisons throughout the Cyberpapacy. Garrisons hold 40-100 Church Police, and 10-20 booster dogs. The walls of the strongpoint are eight meters high.

1. Barrier and Bunker

This checkpoint covers the approach to the stronghold. It is identical to a minor road checkpoint.

2. Gates

Gates are crash-proof with a *Toughness* of 33.

3. Gate House and Barracks

4. Vehicles

Two to six GWI Aaron personnel carriers are garaged and maintained here.

5. Kitchens

6. Dining Room and Recreation Area

HolyVids predominate, but there are also a ping-pong table and a holographic GWI Tactical Wargames table.

7. Barracks

8. Security Station

Four Church Police with two booster dogs guard this area, ready to reinforce attacks on the main gates and walls.

9. Administration

10 & 11. Barracks

12. Officers' Mess

13. Officers' Quarters

The officers' quarters includes the chaplain's room (a cyberpriest) and spare room for any visiting Inquisitors.

14. Chapel

15. Hallway

16. Communications Center

GodNet communications equipment and terminals. A microwave relay tower is on the roof above.

17. Heliport

CyberFrance and Core Earth Europe

The advent of the Cyberpapacy in France caused great panic in Core Earth Europe. The United Kingdom, Norway, Sweden, Finland and over half of Denmark, had already been transformed into the dark fantasy realm of Aysle. At a stroke, the Cyberpapacy isolated France behind fierce reality storms. Half of Switzerland, and part of western Belgium disappeared into the Cyberpapacy. Agents who attempted to cross the storms either failed to return, or were instantly transformed. A new power had entered the equation, and it hid behind raging storms.

As the reality storms began to die in intensity, it was discovered that they occasionally parted, allowing agents from Germany, Belgium, Italy and Spain to enter the realm of the Cyberpapacy. At first, the agents reported on a realm that was very similar to that of Aysle. A widespread technological collapse had returned France to the Middle Ages, complete with a resurgence of Avignon as the spiritual center of French Catholicism. Convinced that what they faced was another expansion of Aysle, the European states were caught completely by surprise when the Tech Surge ripped through the Cyberpapacy.

Agents came stumbling through the reality storms gibbering about witch hunts, Inquisitors, and unprecedented advances in technology. The miraculous appearance of cyberware on many of the agents, convinced the governments of Europe that they faced a threat more dangerous than that posed by Aysle. The Cyberpapacy's combination of spiritual power and hi-tech equipment, brought a whole new element into play. Nervously, they waited for Aysle to undergo its own Tech Surge. It is only now becoming apparent that the realms of Aysle and the Cyberpapacy are not connected.

The Cyberpapacy: Diagram 3
Checkpoints and Strongpoints

MINOR CHECKPOINT

BARRIERS

TRAFFIC FLOW

□ GUNPORTS

REINFORCED DOOR

MAJOR CHECKPOINT

ROAD

CHURCH POLICE STRONGPOINT

ROAD

○ PILLAR

REINFORCED DOOR

Cathleen Hunter
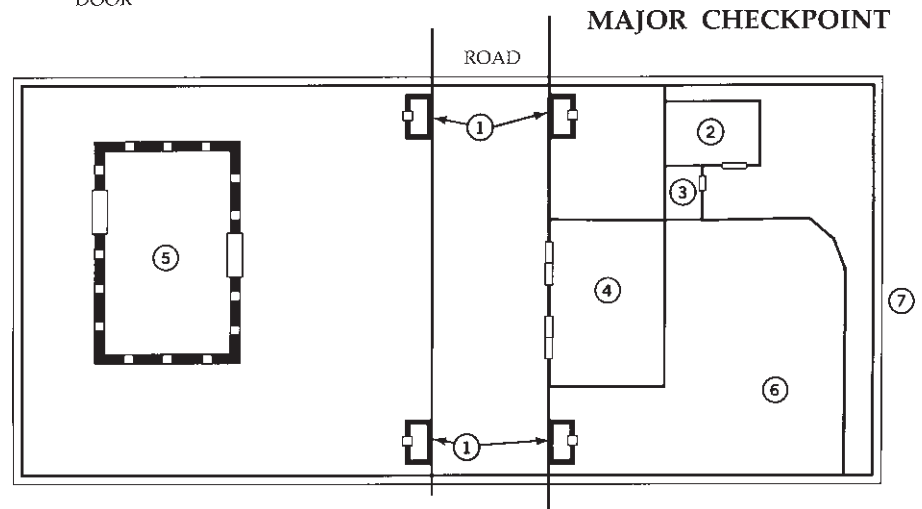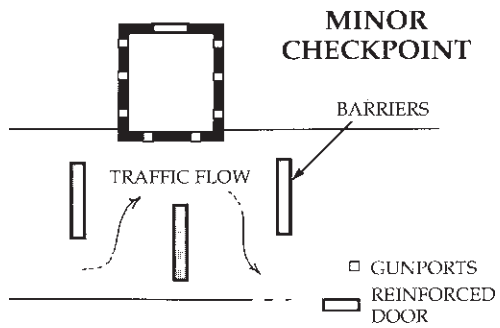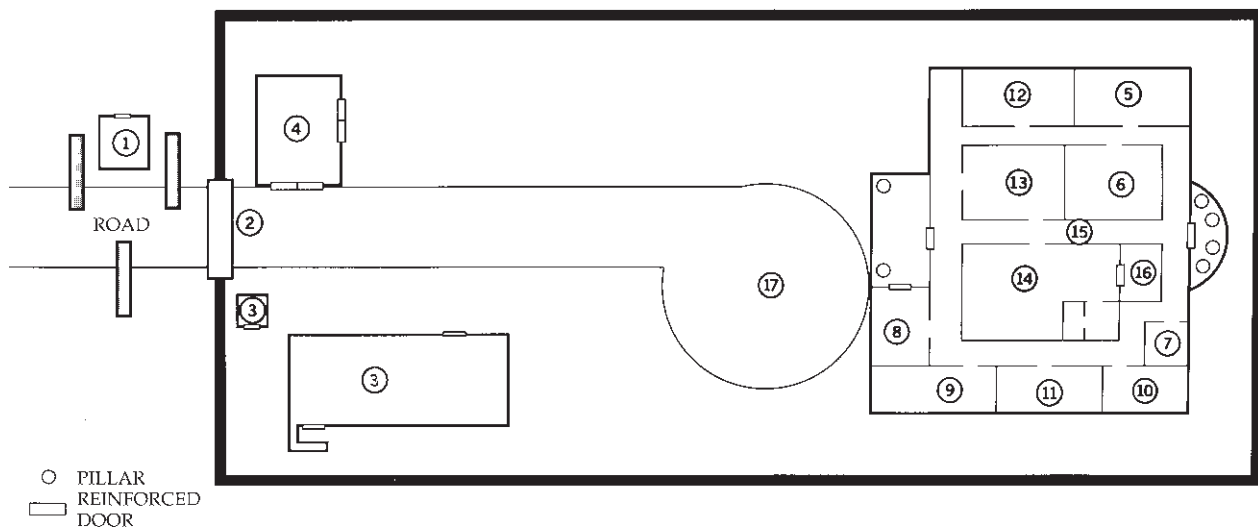
Germany

Unified Germany was looking forward to period of prosperity within Europe. Their hopes were dashed when the Cyberpapacy opened. Germany dispatched a few companies of German and NATO troops, stationed in Europe, to perform a reconnaissance in force on France. Most were destroyed in the reality storms, others were transformed into medieval mercenaries. Of those that crossed the storms, many were caught and burnt as heretics. As a full scale invasion looked untenable, the German government withdrew its forces 20 kilometers from the reality storms, began constructing a fortified line, and switched NATO's defense in depth tactics to face west rather than east. Germany prepared for the worst.

They did not have to wait long. The reality storms flared. Fire and brimstone erupted into the sky. The sun was obscured by ash. It was a week before it finally settled like gray snow over western Germany. Demons appeared at the edges of the storm to mock the already nervous soldiers. The demons then attacked. The soldiers took heavy casualties, and grudgingly gave up ground. German command and control held against the threat, and tactics were proven or discarded in battle. Defensive tactics involved giving ground to the attacker but harrassing him from ambush at every step of the way. Eventually enough attackers would disconnect from the cyber reality to blunt the attack; a counterstrike on the attackers then proved effective.

Now able to defend, but unable to effectively attack the threat, the German government waits, and maintains armed patrols along its borders. Within Germany, calls for militarism are increasing. Many German protestants fear for their lives, and dread that the Inquisition will enter their country. The west of Germany is rapidly being changed into a vast defensive line of missile silos and underground bunkers.

Industrial production has been stepped up. Most of it is geared to armaments, and research into new weapons systems is receiving large amounts of government money. Japan has provided much needed technology to Germany. None suspect that Germany is dealing with Kanawa, another High Lord. The Kanawa Corporation is doing its utmost to maintain this secret. With the aid of Japan, German weapon technology is at the edge of Tech 23, beginning to reach Tech 24.

German arms are exported throughout Core Earth Europe and to the free nations of Africa struggling against the forces of Dr. Mobius.

Luxembourg

Widespread panic erupted in Luxembourg as reality storms flared across its western border with France. Fire and brimstone rained down on its town and cities and destroyed large tracts of populated land. Refugees flooded over the German border in an effort to escape the holocaust. The Luxembourg government has collapsed, and anarchy now rules the countryside. Luxembourg has become a wasteland of feuding armed bands and frightened citizens. NATO forces at first attempted to restore order, but they have now been withdrawn to guard Germany's borders. Luxembourg is now nothing more than a buffer state lying between Germany and the reality storms surrounding the Cyberpapacy.

Italy

The Roman Catholic Church is locked in a death struggle with the Cyberpapacy. Agents from the College of the Way have crossed the Alps into northern Italy. Here they preach the doctrine of the Cyberpope, and claim that the current crisis facing Core Earth is caused by a decline in faith. The Roman Pope is portrayed as the Antichrist, and is personally blamed for not overseeing the spiritual decline that caused the predicament. Rome has countered by claiming that the Cyberpope is an abomination under God. Rome draws on its long heritage as the spiritual center of the Roman Catholic church.

The battle for Italy is one of propaganda and counter-propaganda, and lethal terrorism against the Roman Church. Frightened citizens near the reality storms are torn in their beliefs. A few look towards Avignon for salvation. Most, with a historical distrust of French influence, fervently put their trust in Rome. In some towns and villages, Roman Catholic priests have been assassinated, and their places taken by disguised Cyberpapal agents. In many of these cases they have been exposed by Italian citizens alert for differences in doctrine, not to mention the odd bit of cyberware. The Avignon Pope is beginning to have doubts about the costs and benefits of the current terrorism campaign.

Roman Catholic emissaries have been dispatched throughout the Catholic world to counter the claims of the College of the Way. The emissaries are being systematically hunted down and killed by Cyberpapal agents; these murdered emissaries have become martyrs for the Roman Catholic cause.

Miracle at Saint Peter's Square

At the Vatican, the Pope holds masses more frequently, and miracles are commonly reported. His public appearances and speeches have helped greatly to bolster the hopes of the faithful. Since the Possibility Wars began, the Roman Pope's verve and charisma seemed to have increased dramatically. During one mass, the Pope was attacked by four hospitallers masquerading as pilgrims. The assailants made quick work of the Swiss Guards who tried to intervene, but as each hospitaller attacked the Pope, his cyberware failed. Fatally. Roman Catholics everywhere have taken this incident as the surest sign that God is on their side.

Belgium

Western Belgium has been turned into a raging inferno by underground fires that consume its coal seams. Belgium government's resources are taken up with providing relief to refugees from western Belgium and from the Netherlands. It maintains military forces in the west and along the Luxembourg border. In the east, military checkpoints channel refugees fleeing from the devastation in the Netherlands. Patrols watch the coastline, fearful for a seaborne invasion. With the exception of its German border, Belgium is entering a state of siege.

Belgium looks to Germany for leadership, and for much needed aid in the form of medical supplies and food. In the event of a full-scale breakout by the Cyberpapacy, Germany has agreed to come to Belgium's aid.

As in other European nations, Cyberpapal agents preach that the current calamities are due to a decline in faith and spiritual principles. Amongst the Catholic population, they are gaining many converts. As the crisis deepens and the Belgian economy begins to collapse under the weight of vast numbers of refugees, the Cyberpapacy will gain the converts needed to expand its realm across Belgium to the Netherlands.

The Netherlands

The Netherlands, like Switzerland, has experienced widespread devastation in the wake of the arrival of the reality storms. Titanic waves roared down the English Channel as the maelstrom bridge entered Earth from Magna Verita. Prevented from washing over England by the reality storms there, it swept past Belgium to smash away the dikes surrounding the Netherlands. The water roared onwards, to blast its way into Amsterdam. The canals of the city were unable to contain the vast forces and much of Amsterdam was destroyed. Huge areas of farm land were also swept away with severe losses in livestock.

By the time the water had run its course, the Netherlands had been devastated. The whole of the western seaboard now lies under water. Food and medical supplies are long gone. The Netherlands is only a geographical area. The government is ineffectual, and anarchy rules in the towns and countryside. Thousands of refugees flee the country to seek shelter in Germany, Belgium and CyberFrance.

Switzerland

Switzerland has suffered tremendous damage from the reality storms. Half of the country has been destroyed by the storms which burnt away large tracts of trees and vegetation, and blasted the tops from mountains. A constant black smoke hangs over the country as forest and towns are consumed by the storms. The tremendous heat generated in these infernos has caused glaciers and high-lying snow to melt into raging torrents that have swept into low-lying areas. Thousands of Swiss have lost their lives in the resulting floods.

In the east of the country, the Swiss government administers what little relief it has been able to provide, and seeks to maintain order in a fear racked country. Rumors abound of Swiss protestants being lynched and burnt by their fellow countrymen. Cyberpapal agents and Inquisitors, masquerading as envoys of the Roman Church, have fermented more unrest. It is only a matter of time before Switzerland collapses.

Spain

Spain looks towards Rome for spiritual guidance in these troubled times. Roman emissaries have travelled to Madrid to give assurance to the Spanish government and church, and to denounce the Cyberpope as a false pope. The expansion of the Cyberpapacy into Spanish territory has not diminished their resistance. Rather it has convinced the majority who somehow hoped to avoid confrontation between the two Catholicisms that Spain must win this struggle if it is to survive.

Hundreds of rain-soaked patrols dutifully watch at the storm's edge. Anyone found crossing the boundary from the Cyberpapacy is interred in prison camps until their identities can be confirmed.

However, many members of the College of the Way had already entered the country before the border was sealed. They spread their insidious message and faith in remote villages and small towns, gaining many converts in the process. As in France, prior to the advent of the Cyberpapacy, there are many people who find comfort and hope in the Cyberpope's claims that the Apocalypse as arrived.

The Cyberpope's agents have avoided the larger industrial towns and cities. They seek to build their support in the less sophisticated areas of Spain. They hop to harness the frightened folk to their cause, and prepare them for the time more stelae are placed in the Iberian Peninsula.

The Rest of Core Earth and the Cyberpapacy

CyberFrance's agents are actively searching Core Earth for religious relics believed to be imbued with Possibilities. As well as their interest in the True Cross, cyberpriests are seeking to locate such items as the Holy Grail in England, the Spear that punctured Christ's side and nails from the True Cross in Europe and the Holy Land, the Ark of the Covenant in Egypt (or possibly the United States), and the relics of saints and other holy men throughout the world. Agents in Rome aspire to steal religious artifacts from the Vatican and other sites in the Holy City. The Cyberpapacy also seeks to expand its realm into Israel and other Biblical lands, once the threat of Dr. Mobius' Nile Empire has been dealt with.

Agents from the Cyberpapacy are engaged in winning the hearts and minds of Catholics across the world. They intend do this by putting on displays of their miraculous powers in which they heal the sick and crippled, as well as by spreading propaganda aimed at undermining the Roman Church's authority.

The Cyberpope is actively seeking to gain the support of Council of Delphi in the United States and by frustrating any overtures made by Dr. Mobius.

Chapter Five

Paris

Paris alone remained unaffected by the Collapse. The Eiffel Tower resisted the expansion of Magna Verita's axioms. It maintained the axioms of Core Earth over most of the Paris area. There, modern transport and power supplies remained intact. Those who attempted to leave Paris, to discover what had happened to relatives and friends in the countryside and other cities, entered a changed landscape. Many civic buildings and large houses were changed into castles and manor houses. People looked and dressed differently. The further they got from Paris, the worse it got. Their vehicles began to break down; some even began to transform into horse-drawn carts.

News spread throughout the countryside surrounding Paris that it was a place untouched by the horrors elsewhere. Thousands of people headed for the capital, straining its already diminishing resources. Papal agents also took the opportunity to enter the city in large numbers.

The government, helpless in the face of the collapse, did its best to maintain vital services. But it was a useless task. Reality storms flared up around the areas bounded by the stelae. France was cut off from its European Economic Community partners. Vital supplies of petroleum, essential to a non-oil producing country, ended. As a desperate measure, rationing was introduced in Paris. But to no avail. Armed gangs seized the gas stations and drove off all comers. Over the next two weeks, while supplies lasted, fierce gun battles took place all over the capital. With the ending of the oil supplies, vital services collapsed.

Food supplies dwindled. The millions of refugees and the activities of the extreme right wing Hands of God hit hard at already meager supplies. Fights over cans of dog food became common occurrences. Pets became much sought-after sources of food. Animals were mercilessly hunted until there were hardly any dogs, cats or birds left in the capital.

The Apocalypse had arrived.

The Paris Commune

The fall of the French government left a power vacuum in Paris. The right wing hit squads responsible for its overthrow soon fell to squabbling amongst themselves. The changes wrought by the cyber axiom gave the citizens of Paris the opportunity they had been waiting for. A provisional government was elected comprised of liberals, socialists, communists and minority groups whose very existence depended on remaining free from the Cyberpope's tyranny.

The government is known as the Commune: a loose collection of heretical and dissident bodies. The commune sparked and organized action against the HOGs and allied right-wingers. Severe fighting broke out in the streets and suburbs of Paris as the right-wing hit squads and the Church Police were slowly driven out. Now Paris remains as beacon of Free France. Faced with the growing influx of refugees, food and medical shortages, and constant harassment, the continued existence of Paris Liberté is shaky in the extreme.

The Paris Commune has responsibility for the defense of Paris and maintenance of vital services. As Paris becomes increasingly more isolated, this task becomes more difficult as supplies of food, medicinal drugs and gasoline dry up. Repeated attacks by the Church Police on the outskirts of Paris and the continued activities of the Hands of God within, further jeopardize the Commune's already precarious position.

Paris Liberté Militia (PLM)

Founded by the Paris Commune, the PLM consists of the armed citizens of Paris reinforced by elements of the French army and Parisian police force. It protects vital strongpoints and guards the many barricades erected in Paris. Groups of 2-4 militia members patrol the streets of Paris Liberté regularly searching for infiltrators, street gangs and criminal activity. They stay well clear of areas outside of the jurisdiction of the Commune.

The PLM have no standard dress or equipment. They are identified by red armbands worn on the left arm. Their headquarters is the Ecole Militaire, at the other end of the Champ de Mars (now a shanty town) across from the Eiffel Tower.

The PLM has twelve tanks in Paris, of these only two are still mobile. The other ten are stationed along major boulevards leading to the center.

Four AH-64 Apache helicopters are still operational. Sixteen missile sites with an assortment of Stingers, Hellfires, TOWs and LAWs have so far protected Paris from air and ground attacks. While the reality storms which surround Paris still provide the major defense for Paris, the firepower to the PLM has proven useful in handling the small groups which have managed to get through.

Paris Today

Paris and its environs housed a population of 10,500,000 people prior to the beginning of the Possibility Wars. This number has now been swollen, by refugees flocking into the capital, to over 13,000,000. The City of Paris is badly overcrowded and the suburban area of Greater Paris under the control of the Paris Commune is filled with make shift refugee camps.

Paris remains free. But for how long, is anybody's guess. The Paris Commune struggles to maintain vital services and the Paris Liberté Militia patrol the streets attempting to protect its citizens. The Hands Of God and street gangs control areas of the city and raid into Commune held areas.

Paris's extensive sewers and Metro system have been taken over by crazies and punks. Thousands of refugees are crammed into the Louvre, the Sorbonne, Le Panthéon and almost every other large building in Paris. Outside, Church Police forces maintain a cordon to prevent people from leaving. They herd hordes of refugees into the city, taxing its already diminished supplies.

Street fighting occurs on daily, and Papal agents have infiltrated the city. The Paris Liberté Militia faces severe problems in maintaining control and protecting citizens. They have attempted to turn back the flow of refugees, but reluctant to use their guns on their fellow countryman, they have herded the latest refugees into the sprawling suburbs.

Food shortages are widespread. The Resistance still manages to capture food and bring it into the city, but as the numbers of refugees increase, its efforts will do little to prevent widespread starvation. Cholera and typhoid are beginning to spread. Medical supplies are scarce. Paris may face widespread epidemics unless large quantities of medical supplies can be obtained.

For all its hardships and dangers, Paris remains a beacon of Free France. The Tricolor flies proudly from the Eiffel Tower and from public and private buildings. The Marseille blasts out from public address systems across the city. The citizens of Paris may be on the brink of starvation and epidemic, but their spirits remain high. They are prepared to fight and die, if necessary, to protect Paris from the Cyberpope. Paris may no longer be a beautiful city, but it is a determined one. Vive Liberté, Viva France.

The Eiffel Tower

The Eiffel Tower hardpoint maintains Core Earth axioms in a pure zone with a radius of 100 meters, and maintaining a dominant reality out to a radius of four kilometers. The ebb and flow of the conflicting realities sometimes expands the boundary out to six kilometers. Electrical storms occasionally crackle over Paris as the realities of Core Earth and the Cyberpapacy battle one another. During these storms rain falls unceasingly and lightning blasts down to strike tall buildings. Usually the interaction is a dazzling display of electromagnetic forces, akin to the aurora borealis but more than 25 times as bright.

Cyber Reality in Paris

Cyberleggers and back street laboratories hug the edges of the dominant zone, where they create and implant cyberware free of the effects of the Eiffel Tower.

Despite the dominance of Core Earth reality within Paris, cyberware is an evidence within the zone surrounding the Eiffel Tower. While less common than in CyberFrance proper, Paris has a special interest in the more lethal forms of cyberware; subdermal weaponry in virtually a given with any resident who bothers to use cyberware. Deckers do connect into the GodNet from garrets in Paris. The risk of disconnection is seen as an acceptable price to pay for some protection from the agents of the Cyberpope.

The Reality Storms

Reality storms constantly rage outside the dominant zone, occasionally washing over the city. The average storm front extends 10 kilometers from the dominant zone. Much as the reality storms around the Cyberpapacy form a boundary between Core Earth and the Cyberpapacy, these storms isolate Paris from the rest of CyberFrance. See page 70 for more information on the effect of reality storms on play. However, unlike the other storms, these have **a strong affinity for defending the reality of Core Earth from that of the Cyberpapacy**. Perhaps this is a result of the will of the people in Paris, perhaps it is a sign from God, or perhaps it is a backlash from the Darkness Device's intervention in the reality storms at the edge of France. Core Earth characters receive a +3 bonus to their *reality* totals when confronting a storm (+3 to *Toughness* if the character is an Ord). Cyberpapacy characters do not receive any bonus, and the storm's damage value is increased by three against them.

The City of Paris

The City of Paris is bounded by the boulevard peripherique (the outer ring road). Through its center flows the River Seine. The Commune keeps a tenuous hold over the City, but areas of the city are under the control of street gangs.

The City is divided into twenty areas known as arrondissements. They spiral clockwise from the center of Paris. They are:

City of Paris Arrondissements
1. Louvre
2. Bourse
3. Temple
4. Hôtel-de-Ville
5. Le Panthéon
6. Luxembourg
7. Palais-Bourbon
8. Elysée
9. Opera
10. Entrepot
11. Popincourt
12. Reuilly
13. Gobelins
14. Observatoire
15. Grenelle & Vaugirard
16. Passy
17. Batignolles-Monceau
18. Butte-Montmartre
19. Butte Chaumont
20. Ménilmontant

In the center of the River Seine are the Ile de la Cite and the Ile Saint-Louis. Notre Dame cathedral rises above the Ile de la Cite. Roman Catholic masses are still held here in defiance of the Cyberpope. It has become a symbol of free Catholicism in Paris. On a more disturbing note, the stone gargoyles that perched on its walls were transformed during the tech surge and now prey on the citizens of the city.

The Left Bank

The Left Bank of the Seine is known as the Quartier Latin and is centered on the University of Paris. Its narrow, medieval streets are crowded with students and refugees. Its once colorful cafes and restaurants are now mostly closed down, and their dining areas, along with many of the university's lecture halls, are crammed full of refugees. Le Panthéon, where many of France's famous dead are buried, is now home to hundreds of refugees.

The Cyberpapacy: Map 5
Paris

Richard Hawran

The Right Bank

Les Tuileries, the seat of the Paris Commune, is situated on the Right Bank. Security is high here with PLM patrols checking everyone who approaches the Les Tuileries.

The area of Montmartre is crammed to overflowing. People sleep on the streets and violent crime has reached epic proportions. Faced with the overwhelming number of refugees the PLM have been unable to effectively police this area.

Eastern Paris

Eastern Paris has long been the poorest area of Paris. The houses are old and crumbling and people live in grossly overcrowded conditions. The streets are filled with people living in derelict vehicles and cardboard boxes.

Crazies and Carrion Dogs roam the streets making it a very dangerous place to venture out at night. The Gare du Nord railway station has been turned into a bustling center of Parisian nightlife with drugs and drink freely on sale. Many Paris posers come here to listen to loud music and to hustle.

The arrondissements of Butte Chaumont and Menilmontant houses many of Paris's Jews, Arabs and Algerians. The area is patrolled by Jewish, Arabic and Algerian members of the PLM, and has seen heavy street fighting between HOG groups and the PLM. Consequently, Europeans are not welcome in this area unless they can prove conclusively that they are members of the PLM.

Western Paris

Western Paris was noticeably wealthier than the east with middle class residences abounding. But the current crisis has led the apartment buildings to become grossly overcrowded. Hundreds of gasoline-powered cars and buses, tanks empty, line its streets and act as homes for refugees. Many buildings in this area are heavily fortified with visible sensors scanning their approaches.

Shanty Towns

The overcrowding has led to shanty towns, towns where thousands live in "houses" made cardboard boxes and flattened tin cans cobbled together. Comparatively open areas of Paris,

The Cyberpapacy: Map 6
The Metro System

St Denis-Basilique

Saint Denis
Porte de Paris

Carrefour Pleyel

Mairie de St Ouen

La Plaine - Voyageurs

La Courneuve-8 Mai 1945

Gabriel Peri

St Ouen

Garibaldi

Fort d'Aubervilliers

Porte de St Ouen

Aubervilliers-Pantin
4 Chemins

Mairie de Clichy

Simplon

Porte de la Villette

Bobigny-Pablo Picasso

Porte de Clichy

Guy Môquet

Lamarck
Caulaincourt

Jules
Joffrin

Corentin Cariou

Marx
Dormoy

Crimée

Bobigny-Pantin
R. Queneau

Eglise de Pantin

Pont de Levallois-Becon

Brochant

Abbesses

Marcadet
Poissonniers

Château Rouge

Riquet

Hoche

Porte de Pantin

Anatole France

La Fourche

Pigalle

Anvers

La Chapelle

Stalingrad

Ourcq

Pre-St Gervais

Louise Michel

Blanche

Barbès
Rochechouart

Gare
du Nord

Jaurès

Laumière

Porte de Champerret

Place de Clichy

Saint Georges

Bolivar

Danube

Mairie des Lilas

Péreire

Wagram
Malesherbes

Rome

Liège

Notre-Dame
de Lorette

Le Peletier

Poissonnière

Château
Landon

Louis Blanc

Buttes
Chaumont

Télégraphe

La Défense

Villiers

Europe

Trinité

Cadet

Gare
de l'Est

Colonel
Fabien

Jourdain

Place
des Fêtes

Porte des Lilas

Pont de Neuilly

Monceau

Saint Lazare

Chaussée
d'Antin

Rue
Montmartre

Château
d'Eau

Jacques
Bonsergent

Pyrénées

Saint Fargeau

Courcelles

Havre-Caumartin

Richelieu
Drouot

Belleville

Pelleport

Les Sablons

Ternes

Saint Augustin

Auber

Bonne
Nouvelle

Goncourt

Couronnes

Porte Maillot

Argentine

Opéra

Strasbourg
St Denis

Gallieni

Porte Dauphine

Ch. de Gaulle-Etoile

Miromesnil

4 Septembre

Temple

République

Parmentier

Ménilmontant

Gambetta

Porte
de Bagnolet

Avenue Foch

St Philippe
du Roule

Madeleine

Bourse

Sentier

Arts et
Métiers

Saint Maur

Père Lachaise

Mairie de Montreuil

George V

Franklin-D.
Roosevelt

Champs
Elysées
Clémenceau

Concorde

Réaumur-Sébastopol

Filles du
Calvaire

Oberkampf

Avenue Henri Martin

Victor
Hugo

Kléber

Boissière

Iéna

Alma
Marceau

Pyramides

Etienne
Marcel

Rambuteau

St Sébastien
Froissart

Saint Ambroise

Philippe
Auguste

Croix de
Chavaux

Rue de
la Pompe

Tuileries

Les
Halles

Richard
Lenoir

Voltaire

Alexandre
Dumas

Robespierre

Trocadéro

Invalides

Palais Royal
Musée du Louvre

Louvre
Rivoli

Chatelet
Les Halles

Chemin Vert

Charonne

Pte de Montreuil

La Muette

Passy

Pont
de l'Alma

Assemblée
Nationale

Musée
d'Orsay

Concorde

Pont Neuf

Cité

Chatelet

Hôtel de Ville

St Paul

Bréguet
Sabin

Boulets
Montreuil

Avron

Maraîchers

Boulainvilliers

Latour
Maubourg

Solférino

Pont Marie

Sully
Morland

Bastille

Ledru-Rollin

Buzenval

Ranelagh

Kennedy
Radio France

Champ de Mars
Tour Eiffel

Varenne

Rue du
Bac

St Germain
des Prés

St Michel
Notre-Dame

Pont Marie

Maubert
Mutualité

Faidherbe
Chaligny

Nation

Porte de
Vincennes

Vincennes

Jasmin

Bir Hakeim

St François
Xavier

Vaneau

St Michel

Quai de la Rapée

Sully
Morland

Reuilly
Diderot

Picpus

Bel Air

St Mandé
Tourelle

Bérault

Porte
d'Auteuil

Michel-Ange
Auteuil

Eglise
d'Auteuil

Duplex

La Motte
Picquet

Ségur

Duroc

Rennes

Odéon

Cluny
La Sorbonne

Cardinal
Lemoine

Jussieu

Gare
de Lyon

Montgallet

Daumesnil

Château de
Vincennes

Boulogne
JJaurès

Michel-Ange
Molitor

Chardon
Lagache

Mirabeau

Javel

Avenue
Emile Zola

Cambronne

Sèvres
Lecourbe

Commerce

Sèvres
Babylone

Saint
Sulpice

Saint
Placide

Notre-Dame
des Champs

Luxembourg

Place Monge

Bercy

Michel Bizot

Exelmans

Félix Faure

Pasteur

Falguière

Montparnasse
Bienvenüe

Vavin

Port Royal

Saint
Marcel

Dugommier

Porte Dorée

Porte de
St Cloud

Boucicaut

Volontaires

Edgar
Quinet

Gaîté

Censier
Daubenton

Campo
Formio

Quai de la Gare

Porte de Charenton

Vaugirard

Raspail

Denfert
Rochereau

Port Royal

Les Gobelins

Liberté

Marcel
Sembat

Bd Victor

Lourmel

Convention

Pernéty

St Jacques

Glacière

Chevaleret

Bd Messena

Charenton-Ecoles

Billancourt

Porte de
Versailles

Plaisance

Mouton-Duvernet

Corvisart

Nationale

Pont de Sèvres

Balard

Porte de Vanves

Alésia

Place d'Italie

Pte d'Ivry

Alfort-Ecole Vétérinaire

Issy-Plaine

Corentin
Celton

Tolbiac

Pierre
Curie

Ivry sur Seine

Maisons - Alfort
Stade

Mairie d'Issy

Malakoff
Plateau de Vanves

Cité Universitaire

Maison Blanche

Pte de
Choisy

Maisons - Alfort
Les Juilliottes

Issy

Malakoff
Rue Etienne Dolet

Porte d'Orleans

Gentilly

Porte d'Italie

Mairie d'Ivry

Créteil-l'Echat

Chatillon-Montrouge

Laplace

Le Kremlin-Bicêtre

Vitry sur Seine

Créteil Université

Villejuif-Léo Lagrange

Villejuif-
Paul Vaillant - Couturier

Creteil-Prefect

Villejuif-Louis Aragon

such as the heliport, parks and race-track, were the first to become shanty towns. These areas are often called Les Bocage; from a safe, antiseptic distance these jumbles of buildings vaguely resemble the dense hedgerows of the same name. Lack of adequate clean water has led to the spread of disease, and malnutrition is particularly hard on the elderly and the children. The situation would be completely hopeless if not for the Core Earth clergy who have managed to provide just enough faith and miracles to keep most people alive.

The Metro

The Paris Metro no longer runs. Its tunnels have been taken over by street punks, demons and gargoyles. The central stations have all been turned into refugee camps and barricades, and in some cases brick walls block off the tunnels. Tension and fear run high here, with a high number of spacers and crazies making up the refugee population. Knife fights and shootings are common, with gang warfare erupting frequently. Outsiders visiting the Metro stations need to be able to look after themselves.

Greater Paris

Greater Paris surrounds the City of Paris. It includes the suburbs of the city and the airports…although the airports rarely have any flights due to the constant reality storms. The Commune maintains patrols in a narrow central stretch that runs from the northern outer suburbs to those in the south. The Church Police cordon encompasses the entire Paris conurbation. Members of the various organizations making up the Hands of God (HOGs) control most of the outlying areas. The Church Police have recently moved into the Versailles area, driving the refugees, who had been living in the Versailles Palace, further into the city.

There are many areas which no organization currently controls. There street punks and refugees eke out a meager existence in the shattered landscape. The Commune has insufficient resources to police this area, and it's

only a matter of time before one of the HOG groups or other Cyberpapal allies take over this area.

The industrial areas of St Denis and Argenteuil lie just to the north of the City of Paris and remain under the control of the commune. Pressure from the Mouvement National to the north and west has led to these areas becoming heavily fortified. Of most concern to the Commune is the vulnerability to attack of the armaments and cyberware factories located there.

Street Gangs

The cyber tech axiom has created its own peculiar brand of cyberpunks. Many of these were existing street gang members who were transformed during the Tech Surge. The following gangs all operate within Paris, but similar gangs can be found in other urban areas.

Most Paris street gangs have a margin of survival just slightly greater than the desperate in the shanty towns. While not much better, better is better, and the shanty towns are prime recruiting areas for the more organized gangs.

Crime keeps the gangs alive, and decreases the odds of Paris's survival. For this reason, Cyberpapal agents will occasionally supply arms and drugs to street gangs, although they do so very, very discretely as the Inquisition takes a firm stand on the arming of heretics.

Crimes against the citizens of Paris began with the normal theft and muggings. Then came drugs. Then came zipyanks, murders in which the victim's organs or cyberware were removed for sale; fry-bys, where punks drive by citizens and attack them with energy weapons modified so as to ignite the victim; grabaways, where the victims, usually entire families, are kidnapped and assaulted.

The PLM cannot stop the gangs, and so prioritizes its response. Muggings and thefts are ignored, and zipyanks are tolerated as long as an unofficial "quota" is not exceeded. However they, and Paris at large, draw the line at grabaways and fry-bys. These crimes provoke a considerable response. Most PLM members con-

sider such crimes reprehensible enough to dispose of any legal niceties they are supposed to observe as law enforcement officers. Mob justice has been invoked, and at least one gang, the NazBoys, was hunted to extinction after a rash of grabaways.

The Sun Kings and Queens

The Sun Kings and Queens are streetwise posers who dress in the style of Ancièn France with pomaded wigs, chalked faces (complete with beauty spots) and elegant clothing. While they may look effete, the average Sun King is a mean fighter who never goes unarmed. They use cyberware extensively and have a large number of connections with the cyberleggers who operate in Paris.

The Sun Kings and Queens control the dockland area of Paris. Any who enter their territory without their permission risk being shot and chopped for any cyberware they possess. The Sun Kings run various rackets, from protection to sin-palaces, which provide them with a lucrative income, as is evident in the large amounts of high-tech equipment they have at their disposal. Their highly protected data base in the GodNet appears as the Palace of Versailles.

The Sun Kings and Queens are led by Louis XIV, who rules from his Sun Palace. They are arranged in a strict hierarchy and are always called Louis or Marie. Their current position in the hierarchy is obvious from the suffix to their name. Louis XIV is in command and no Louis ever has a lower number than XIV. As they rise in the hierarchy, the Sun King's number decreases.

Although not in the pay of the Cyberpope, the Sun Kings are antagonistic to all other groups. They will, however, conduct "business" with others if it appears to be in their interest.

The Sun Kings' Headquarters

The Sun Kings are based in a run-down area of the Paris docklands. From the outside all of the warehouse buildings appear to be derelict. Closer inspection reveals a high proportion

The Cyberpapacy: Diagram 4
The Sun Kings' Headquarters

MENS' SHOWERS, LOCKERS & TOILETS

WOMENS' SHOWERS, LOCKERS & TOILETS

RIVER
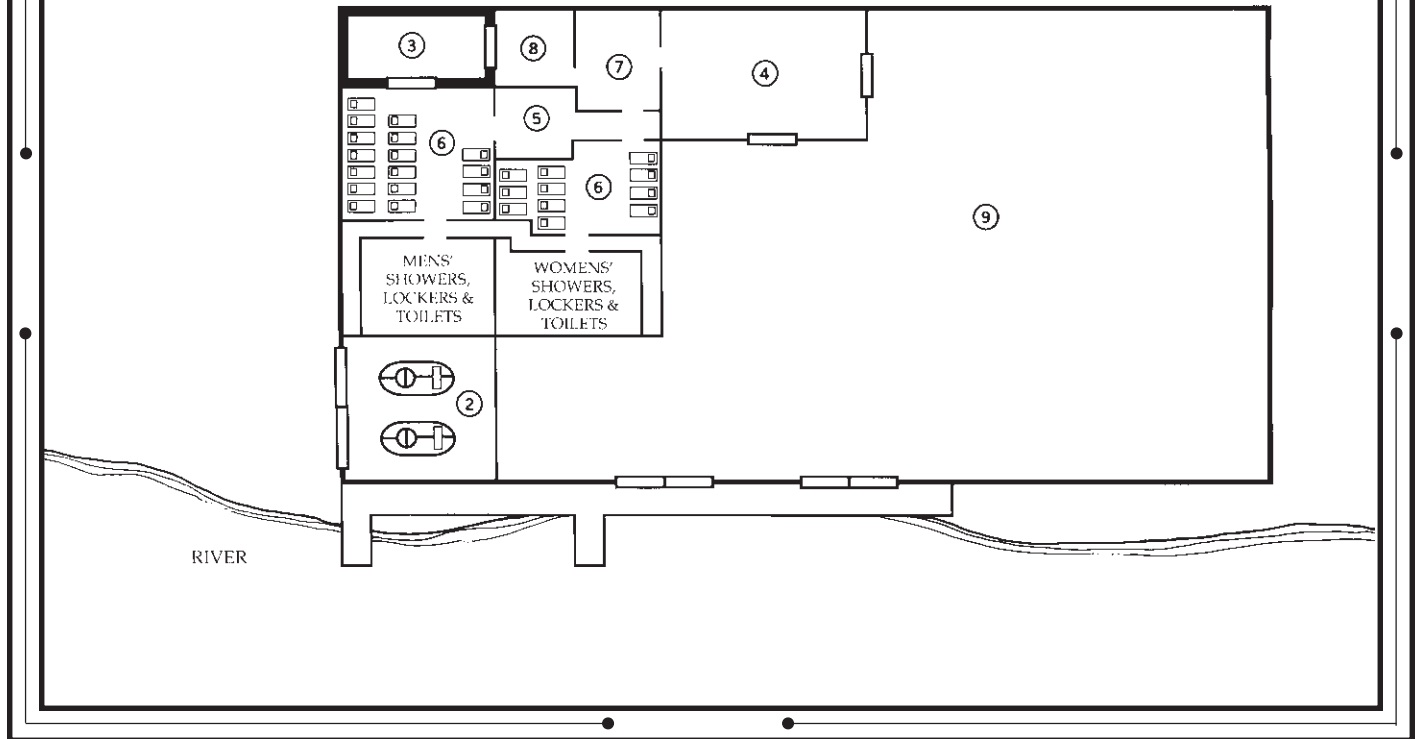
Cathleen Hunter

of Sun Kings and Queens in the area. Any one who does not have connections with the Sun Kings is stopped and searched by patrols of two to four Sun Kings. Most people are told to leave; but suspicious-looking characters are taken for questioning, and if they fail to convince the Sun Kings of their good intent, they are dumped into the River Seine.

The headquarters consists of five warehouses each scanned by sensors and secured by electronic locks. It holds a total of 200 Sun Kings. Other Sun Kings live in other buildings surrounding the area. In the event of an attack, the Sun Kings can quickly mobilize a cordon of the area as outlying Sun Kings converge on their HQ.

1. Wharf Side

Old shipping containers and crates line the wharf. Many of them contain sensors and cameras which are monitored from location eight.

2. Vehicle Bay

The Sun Kings keep two stolen GWI Aaron personnel carriers here.

3. Armory

4. Meeting Area

Important Sun King announcements and meetings are held in this section of the warehouse. It is decorated with tapestries and paintings stolen from the palace of Versailles.

5. Recreation Area

Drugs are available for purchase in this area, although the favorite form of recreation currently is CyDie, a linked multi-player video game in which cyberpriests and Church Police icons are disposed of in particularly graphic ways. The game often crashes on a player, as the chips which run it are from CyberFrance. Eager players are bound to disconnect after a few sessions.

6. Bedrooms

7. Reception

Visitors to the Sun Kings are first brought here to be scanned for im-

plants and searched for weapons. The room can be sealed and poison gas pumped in if deemed necessary.

8. Security

The cameras and scanners are operated from here. Each security station also has computers linked into the GodNet.

9. Warehousing

Supplies of cyberware, drugs and weapons are stored here for dissemination throughout Paris.

The Carrion Dogs

Whereas the Sun Kings put on pretentious airs and graces, the Carrion Dogs delight in the life of the streets. They all possess fangs and many have slicers or slashers. Adrenal boosters and painblockers are also popular. Carrion Dogs wear filthy rags and are frequently covered in dirt and sores.

The bite of a Carrion Dog is greatly feared as they carry the rabies virus

within their fangs. Many of their own members suffer from this disease, which makes them very dangerous and highly unpredictable.

The Carrion Dogs are not adverse to eating human flesh. In fact, they hunt the streets in packs, driving victims into blind alleys or chasing them until they drop. Most people are understandably nervous in their presence.

Carrion dogs have access to cyberware through cyberleggers working for the Cyberpapacy. They guard their sources very carefully.

The Crucifaces

The Crucifaces sport high, brightly-colored cockatoo hairstyles and dress in tattered leathers. Their most notable feature is the cross painted or tattooed into their face, the crosspiece covering their eyes. Slashers and slicers, or knives, are the tools of their trade. They are not as aggressive as the Carrion Dogs, but they are dangerous enough. The Crucifaces operate protection rackets throughout the city. These vary from premeditated "leaning" on shopkeepers or tenants, to simple muggings of passers-by.

The Crucifaces are a very loosely knit group. They have been known to fight among themselves for no apparent reason. Drug abuse is rife amongst their members, who tend to be permanently hyped on drugs.

The Warewolves

The Warewolves are a gang which is devoted to cyberware. They steal, 5buy, and zipyank all they can. They rarely sell any of the cyberware, instead installing as much of it into themselves as their *Spirits* can stand, and usually a few pieces more. Their emblem is a stitched baying wolf's head profile, made from multi-colored metallic thread. The Warewolves roam the edges of the dominant zone, as they are aware that disconnection could be fatal for them.

The Tri's

The Tri's wear the French tricolor on their jacket, or as a patch on their pants, or have TriEyes as a symbol of their defiance of the Cyberpope. Not that their rebellion against Jean Malraux I means they are dedicated members of the Resistance. *Au contraire*, over 95 percent of their crimes are committed against the citizens of Paris. However their leader, Anne Druillard, is smarter than she is tough, and she is tough enough to have single-handedly killed six Sun Kings in a fair fight.

Ms. Druillard has carefully cultivated the Tri's image. Paris doesn't really want any street gangs, but if they had to have one, it would be the Tri's. She has planned and executed some highly publicized raids into CyberFrance, raids which did a great deal to boost the morale of the average Parisian. She has also been more than willing to cooperate with the PLM when another street gang has stepped out of line against the poorer, more helpless citizens of Paris. This Robin Hood image has helped her build the Tri's into the most profitable, if not yet the largest, gang in Paris.

Raids against the Cyberpapacy, while glorious, tend to get many of her gang members killed. To avoid this, Anne Druillard has hired Storm Knights to execute particularly daring raids. They are made temporary members of the Tri's, and she will lavish equipment and support on such an expedition. If the raid is successful, you can bet that the Tri's will get the credit.

Spacers and Crazies

Spacers can be found all over Paris. They are not a gang as such. Merely the burnt-out wrecks of drug abuse. Many spacers have turned to drugs to ease the pain of living in a world gone mad. Others are sufferers from cyberpsychosis who hoped to kill their violent urges by drowning them in pleasurable experiences.

Spacers appear to exist on a diet of drugs. This makes them liable to violent outbursts, followed by periods of withdrawal. Cyberpsychosis sufferers are doubly dangerous. As hardened addicts, Spacers will do anything for money.

To some the traumas of the Collapse and the Tech Surge have proved far too much. They have become deranged and completely unstable. Some crazies are extremely dangerous as they possess large amounts of lethal cyberware. Most are just content to babble and search through trash for food. Crazies pose yet another menace to those walking the streets of Paris.

The problem of the crazies is growing daily as more citizens snap under the pressure of living in Paris. The constant stream of refugees into the city adds further to the problem, as does the Cyberpope's policy of herding crazies into Paris.

World Laws and Reality Storms

The axioms of the Cyberpapacy define the levels of its magic, social structures, spiritual beliefs, and technical achievements. These natural laws set the limits of what is possible within the Cyberpapacy and the accompanying cosm of Magna Verita.

When the Possibility Raiders invaded Earth, they brought about dramatic changes. From the city of Avignon in southern France, the axioms of a medieval world swept across France, into southern Spain and western Belgium. Then upon reaching the limits of the stelae, planted by the Possibility Raiders, they swept back over France.

In the process, France suffered a technological collapse of huge proportions. The Collapse, as it was called, was followed a month later by an equally dramatic technological surge. After the Surge settled down, France had changed dramatically. It had been transformed into a bizarre mix of medieval beliefs and high-tech. The Cyberpapacy had arrived.

Axioms of the Cyberpapacy

People in the Cyberpapacy live under a strange mix of axioms. Magic has increased allowing highly magical entities to exist side by side with technology. Social systems have collapsed; democracy has been almost entirely eradicated to be replaced with the theocratic technocracy unlike any the world has ever known. Spiritual faith has risen to an extent to where miracles are common events. But it is technology which has had the most dramatic impact. The tech axiom had been suppressed and then boosted decades into the future. Cyberware and the direct neural interfacing of humans to machines are not only possible, but part of everyday reality.

The Magic Axiom

Magic has increased by three points form Core Earth's making the alteration of living beings possible, and minor conjurations feasible. Sustained by the magical energy that imbues the realm, entities in the forms of demons and gargoyles now exist freely. The GodNet, a matrix of telecommunications and commuters, is more than just a collection of circuitry and wires; it is also affected by magic. Demons exist within it, as do angels, self-aware beings who were once human, but who now serve the Cyberpope inside the GodNet.

But magic in the Cyberpapacy is considered to be the work of the Devil. Any one suspected of practicing any form of magic is branded as a witch or sorcerer. They are ruthlessly hunted down by the Inquisition and burnt. Only spiritual power is considered to be holy and good.

Developments in magic have not kept pace with the tech surge, while spiritual powers, such as miracles, have adapted somewhat. This is doubtlessly due to the Cyber Church's suppression of magic. Given Aysle's proximity to the Cyberpapacy, it is probably just a matter of time before tech specific spells appear.

The Social Axiom

This axiom has been permanently decreased by the advent of the Cyberpapacy. The democracy of France has been swept away by a bureaucratic government that views all life as subservient to the needs of the Papacy. Freedom of thought and expression are in the process of being eradicated. The Social axiom allows the state to dominate all walks of life. The reach of the Church is long, and unforgiving of those who seek to weaken its power. If the doctrine of the church were ever to catch up to the technology, the Cyberpapacy would become a totalitarian state so complete, so intrusive and pervasive that individual freedom would be extinct and the capacity for individual thought threatened.

But the doctrine has remained the same for years, and is ill-suited to adapting to their new circumstances. The bureaucrats and bishop appointed sinecures see society as completely static. On Magna Verita this view was largely correct. In CyberFrance this view is ludicrous given the huge spiritual, technical and magical upheavals the nation has experienced. But the bureaucrats fervently believe that all France needs is time to settle down, to prove that the Church's methods for running a medieval empire are perfectly adequate for running the most technologically sophisticated society on Earth. This attitude is perhaps the Cyberpapacy's most glaring weakness; they have held Magna Verita at the equivalent of a Social axiom 13. The concepts of personal liberty, equality and brotherhood, constitutional government, capitalism and communism are all possible in the cosm; Malraux's church has effectively frozen the development of society. But France already understands these concepts, and citizens accept them as part of political reality. Now rather than suppress developments, the church must attempt to reverse the flow of progress to a point beneath the natural level of the cosm, a task of considerable difficulty. Efforts to restrain society are bound to create further resistance.

Within the bureaucracy administering Magna Verita, a breed of cynical and often corrupt official has evolved. The power of the church is abused for private gain; Malraux has usually overlooked (and occasionally encouraged) these transgressions. These officials are used to thinking of themselves as above the teachings of the Church, which they view as means to keep the peasant and laborer working faithfully and fearfully for the ser-

vants of God, who are, of course, themselves. These officials believe in God, but as firmly believe that Jean Malraux is the Vicar of Christ; whatever Pope Malraux condones must be right with God as well. Any sins they are committing must be permissible because they are permitted.

Fortunately for France and the rest of Core Earth, a corrupt bureaucrat with a medieval mind set is not the most efficient overseer for a technocracy such as the Cyberpapacy. There are myriad cracks in the system which can be exploited by the brave, the clever, and one willing to match the fervent beliefs of the Cyberpapacy with a faith of her own.

Attitudes in the Cyberpapacy

The change in the Social axiom has made the rigid theocracy acceptable to most of the transformed population. They look to the Cyberpope as their saviour. The apocalyptical events which heralded his coming have been accepted totally. The transformed Ords fear the power of the Antichrist, witches and sorcerers. The reality which has invaded western Europe has shocked many people into accepting that the Cyberpope is their protector and only hope against the forces of darkness.

Viewed from an outside perspective, the Cyberpope and his followers are evil. But from their own medieval viewpoint, they are merely upholding the values of their society. If anyone opposes the Church, they threaten the well-being of society. Eradicating heretics and others who threaten to destroy the Church are therefore justifiable acts. As most of the population sees things this way, life in the Cyberpapacy is hard for those who don't conform. But the reality of the Cyberpapacy has been distorted.

The cyber reality, that formed the basis of the Tech Surge, was home to some very tough-minded and callous individuals. Cyberpunks who would cheerfully slice and dice any who got in their way. Cyberleggers who made their living from selling and fitting cyberware ripped out of unsuspecting donors. Fixers who could lay their hands on anything your required, pro-

viding you asked no questions and had the readies to pay for it. And console cowboys who ran the data matrix looking for a score. These characters all exist, and most of their morales are very suspect. They live in the cracks of the Cyberpapacy, coming out at night to ply their trade. Most live in urban areas, in cities such as Paris, Marseille, Lyon, or Bordeaux. They live in fear of the Inquisition, but they are also skilled at avoiding it.

The people who have suffered the most are those Ords who were not transformed. They have watched in shock as apocalyptical events rocked first the world and then France. They have experienced the hardship of the Collapse, and watched in stunned amazement the effects of the Tech Surge. Fearing for their lives many have turned to the Cyberpope, but there are those who refuse to accept the fate that lies in store for them. They have begun to resist. The flag of Free France flies above Paris, Marseille, the Massif Central and the Les Vosges mountains. The Resistance has risen again.

The Spiritual Axiom

France is experiencing an increase in spiritual beliefs and powers. The Cyberpapacy is founded upon its power to perform miracles. Its religious items are filled with spiritual power that allow the clergy to work miracles more easily.

Across the nation, people have witnessed the techpriests' and the Cyberpope's spiritual power. They can feel the increased Spiritual axiom in the air. With so much widespread evidence that the powers of the Cyberpapacy are real, many have totally accepted its teachings. They conform to the new reality around them and look to the Church to save them from the powers of darkness.

The Cyberpope and his followers are also affected by the Spiritual axiom. They believe that God is actually guiding their work and they see His hand in everything. According to the Papacy's beliefs, the Tech Surge was not an accident, but proof of the will of God.

The Tech Axiom

First came the Collapse, followed by the Surge. Possibility energy seared through the area bounded by the stelae, transforming people at an unprecedented rate. Even Possibility rated characters did not escape entirely; they too were dragged into the future world of the Cyberpope. The Tech Surge transformed a large number of them into characters from a Cyber Tech reality. This freak occurrence drained them of Possibilities, but not for long. The changes in realities was too fast. The Darkness Device, already pulsating with the energy it had gathered during the Collapse, could not absorb all the Possibilities released when the Tech Surge transformed so many people at once. Instead, the stelae literally radiated possibility energy; some of it transformed the land, some of it poured into empty reality-rated characters, refilling the Storm Knights.

The ordinary people of France were not so lucky. Thousands died as the Surge ripped across the land, transforming them a second time. Millions of others have been transformed into loyal subjects of the Cyberpapacy.

The Tech Surge was not a premeditated move by Pope Jean Malraux. When Jean Malraux made his crossing into Earth, the cyber reality he had drawn into his Darkness Device was released. Using on the Cyber Axiom contained within it, the Darkness Device created a perverted reality where medieval dogma coexists with futuristic technology. It molded people to its will, expending large amounts of Possibilities in the progress. Deckers, cyberleggers, hardware punks and others were created from people who had previously led comparable lifestyles. Cyberpriests came into existence as France was transformed a second time.

The Tech axiom is not uniform. Teleportation is still a dream, although it may now be possible. Mind boosting had not yet allowed psi powers which mimic magic; it is possible the anti-magic bent of the cosm will never allow psi powers to become effective. Robotics is confined to controlling peripheral devices rather than the creation of self-

aware robots. Cyberware and weapons production lag behind the the stunning tech achievement of the GodNet, although the gap is narrowing. The Cyberpope's newly transformed Techpriests work to develop more powerful programs, while expanding the reach and power of the GodNet.

In back street workshops and laboratories, people experiment with the new technology. Cyberware and designer drugs are produced in hidden factories and sold on the streets to those looking for thrills, or a way to fight back at the Cyberpapacy. Developments are uneven, and not always safe. But anyone with the money can find a cyberlegger who'll do them a quick chop and fit.

After first ignoring weapons in favor of expanding the GodNet and developing cyberware, events have forced the Cyberpope to take a keen interest in weapons production. The new technology has made weaponry available that the Cyberpope thought only belonged to God. The names of the new weapons strongly reflect this belief: GodMeeter, GodLight and GodsFire, are just some of them.

While the mammoth God's Word Industries produces Cyberpapal armaments 24 hours a day, the demand is too large for even that megacorporation. Bishops award contracts to gunsmiths working from small workshops, and they have been turning out these weapons using computer controlled lathes. Corrupt officials fatten bank account by letting plans and prototypes slip from the these small factories. Equipment is often available for sale on the streets a few weeks after it has been issued to the false Pope's own forces.

In the Cosm of Magna Verita, the Tech axiom did not cause a TechSurge. The increase in the Tech axiom made the existence of tech level 26 items possible. People in Magna Verita continue to live as they have always done. Oppressed peasants labor for their rich masters in the Church using tools that have remained unchanged since the Sixteenth Century.

The Cyberpope is not one to turn his nose up at what he believes are the gifts of God. He has begun to transfer cyberware into Magna Verita, and con-struction of a cyberware factory has already begun near that cosm's Avignon. The Cyberpope sees cyberware as a means of control; its benefits are (officially at least) restricted to the Church.

World Laws

The Cyberpapacy is subject to four lesser laws that define reality within the boundaries of the stelae. These laws are in addition to the axioms of the Cyberpapacy.

The Law of the One True God

Cyberpapal doctrine states there is but one true god, and that only those who worship him can have spiritual power. Of course for the Cyberpapacy, the one true god is the one who chose Jean Malraux I as the Vicar of Christ. As a result only members of the Cyberpapacy are able to perform miracles normally. Members of other religions have their difficulty levels increased when attempting to perform miracles. The following table shows the amount that the difficulty number is increased by.

Character's Faith	Modifier
Catholic or Greek Orthodox	+1
Protestant / The Secullam(Orrorsh)	+2
Muslim or Jew	+3
Hindu/Aysle religion/Egyptian Religion (Nile Empire)	+5
Shintoist/Buddhist/Taoist/ Palanic (Nippon Tech)	+6
Haitian/Shaman/Animist/ Keta Kalles (Living Land)	+7

Example: a Catholic priest attempting to perform a *bless* has his difficulty number increased from 10 to 11.

The Law of Heretical Magic

The study or practice of magic is condemned by the Cyberpapacy. This makes magic more difficult to cast, but also increases its power when used successfully. The underpinning assumption is that magic is the tool of the Devil, and that the Devil aids his disciples, but in time he extracts his due.

Specific game effects include:

1. Any character attempting to perform magic suffers a +3 increase in the spell's difficulty number, and a +3 increase in the backlash number.

2. Any character who suffers any backlash other than just shock points (a K, knockdown or any wound), may have a demon appear and attempt to possess him. To determine whether a demon appears, the mage uses his *Spirit* to beat a difficulty number of 3. The difficulty number is increased by the result points of backlash. Therefore a mage who suffers a backlash of 10 result points, must overcome a difficulty number of 13 (3+10) with his *Spirit*.

The appearance of a demon does not affect the success or failure of the spell, although the mage may feel otherwise.

3. Any spell which is cast successfully has a bonus modifier of +5 when determining effect. It's harder to cast spells within the Cyberpapacy, but they are more powerful than normal once cast.

The Law of Ordeal

The "judgment of God" in the form of trial by ordeal is open to all members of the Cyberpapacy accused of performing criminal acts, with the exception of heresy. Trial by ordeal is a common way of determining guilt in the Cyberpapacy for all crimes except heresy, which is judged by Inquisitors using whatever methods they deem appropriate. The citizens of Cyber-France have come to expect these public trials, and the church finds them a fine way to reinforce their teachings while pandering to the blood lust of a mob.

The important social assumption of the Law of Ordeal is that such trials actually determine guilt or innocence, and that eye-witness accounts, circumstantial or material evidence is of only

the slightest importance. The Law of Ordeal expressed another fundamental underpinning of the church, which is all of the faithful are capable of sin, and must stand ready for judgement at any time. The faithful must prove their innocence, and the heretic or heathen, as well as the guilty shall be found through these trials. The clergy of Malraux's church, as representatives of the Vicar of Christ, are entitled and obligated to accuse the faithful of crimes. They may bring to trial anyone, at any time, for any reason; the victim may have been accused by a member of her community, or she may actually be implicated by the evidence of a crime; the priest may have simply had a bad lunch; the reason is irrelevant. **In the Cyberpapal view of the world, the choice of a priest to accuse a character morally obligates the character to prove her innocence through a trial by ordeal.** Failure to take the trial is an admission of guilt, and not incidentally, heresy.

There are four types of trial by ordeal practiced in the Cyberpapacy. Prior to the actual ordeal, the accused is ordered to spend three days fasting and in prayer. The ordeal is then carried out under the watchful eyes of the cyberpriests.

Ordeal by Boiling Water: This ordeal is sanctified by the belief that water is representative of the Old Testament flood in which only the virtuous few escaped destruction. Exorcised water is brought to the boil in a blessed cauldron. For minor crimes, the accused plunges his hand into boiling water (damage value 13, but a minimum of one wound) and then withdraws it, or is ordered to retrieve a ring or a stone from an appropriately measured depth. For more serious crimes, the arm is plunged in up to elbow (damage value 16, with a minimum of one wound). After immersion, the hand or arm is bound up in cloth, and sealed with the signet of a cyberpriest, to prevent tampering with the wound. If the character spends a Possibility to reduce the damage rather than take it, the priests see this as obvious collusion with Satan. The accused must then stand trial for heresy.

After three days the accused's guilt is determined by whether or not he still shows visible signs of burning . If he does, he is considered guilty. If no burns remain, he is pronounced innocent.

Game effects are described below:

1. To heal from the ordeal by boiling water, the accused must beat a difficulty number of 13 with his *Spirit*, or *faith* if the character has *faith* in the Malraux religion. No healing by physical or magical means is possible (although the K results and shock damage will go away.) The character may spend a Possibility to increase the total. If he succeeds, then no burns remain on his hand after three days.

2. The accused receives a bonus modifier of +5 to his *Spirit* if he his innocent of the crime; and a -5 penalty, if he is guilty.

3. The accused remains wounded (all wound levels) if the ordeal finds him guilty; only a miracle of healing can now help him. If he is found innocent, he suffers no damage from the ordeal.

Ordeal by Cold Water: The pure element of water, being divinely influenced, must necessarily reject the body of anyone guilty of a crime or a sin. This ordeal is used primarily for those accused of witchcraft. The accused is bound hand and foot and lowered into the water on the end of a rope, in which a knot has been made at a distance of a long hair's breath to half a yard long. If the accused sinks, and pulls the knot down with him so that it breaks the surface of the water, he is cleared; but if the accused and the knot float, he is found guilty. Game rules are described below:

1. A practicer of magic, defined as a character who has magic or occult skills, must generate a *Spirit* or *faith* total of 40. This total must be generated to pass the ordeal; there is no way to "fake" or surreptitiously pass this test.

2. Other characters float only if they generate a *Spirit* or *faith* total of less than 8. This total is modified by -5 if the character is actually guilty, and +5 if innocent.

Ordeal By Fire: Fire points to the general conflagration of the Last Judgement which will consume the earth. In this ordeal the accused carries a sanctified lump of red-hot iron for nine feet. The priests instruct the accused of when to take a step, and while they usually allow the accused to complete the distance in one round, they occasionally take longer, sometimes up to three rounds. The damage value is 15, and the accused will end the ordeal with a minimum of a wound. The victim's *Toughness* is increased by any faith adds he possesses, although he always takes at least one wound.

If the victim passes out when performing the ordeal, he is considered to be an obvious heathen, and therefore guilty. If he succeeds in staying conscious, the hand is then bound and sealed by a cyberpriest. At the end of three days, the bandages are removed; the accused is found guilty if burns still remain on his hand. Ordeal by fire uses the same game rules for recovery as ordeal by boiling water.

Trial by Combat: This form of ordeal involves single combat between the accused and a champion of justice chosen by the Cyberpapacy. It is to the death. Non-powered melee weapons are always used. During the trial by combat, the following rules apply:

1. Guilty characters suffer a -5 penalty to *dodge* and all weapons skills. If a character is unskilled, she is still unskilled.

2. Innocent characters gain a +5 bonus to *dodge* and all weapons skills. If a character is unskilled, she is considered to be skilled (gaining the roll again on a 10 or 20) for the duration of the trial.

3. The skills of the church's champion are unaltered.

The Law of Suspicion

This law states that individuals within the Cyberpapacy are suspicious of anyone they do not know. In game terms this includes:

1. A character's *willpower* or *Mind* is increased by three when resisting a *charm* or *persuasion* attempt.

2. Proof of identity (real or otherwise) of the character attempting the *charm* or the *persuasion* reduces the above increase to +1.

3. Attempts to *taunt* or *intimidate* have their bonus increased by +3. Characters may be suspicious, but they have a healthy fear for anyone who stands up to them.

Entering and Leaving the Cyberpapacy

Crossing the Maelstrom Bridge from Magna Verita or passing through the Reality Storms are currently the only ways to enter or leave the Cyberpapacy.

The Maelstrom Bridge links Core Earth Avignon with Avignon in Magna Verita. Any beings who cross the Bridge to Core Earth for the first time are prepared for the realm that awaits them. Unless the Darkness Device is otherwise engaged, it invokes a reality storm against a Storm Knight or stormer when she crosses the bridge. When it wins, the stormers are physically transformed to the reality of the Cyberpapacy. They all receive a neural jack in their necks or temples, and another one to three items of cyberware (roll the action die: 1-12 = 1 item; 13-19 = 2 items; 20+ = 3 items). The gamemaster chooses the items of cyberware as he deems appropriate.

The Reality Storms

The Cyberpapacy is surrounded by howling winds that rush at over a two hundred miles per hour. Great bolts and flashes of lightning rage through the storms, blasting the tops from mountains and setting fire to large tracts of forest. According to the Cyberpope, the storms are the work of the Antichrist who is punishing the Earth for falling from the path of righteousness. Fed by Possibilities from the Cyberpope's Darkness Device, the Reality Storms show no signs of dying down.

The Reality Storms effectively isolate the Cyberpapacy from the rest of Earth. The storm has a value of which ranges from 10 (at the mildest) to 25 (at its most extreme). The average strength of the Storm is 20 against individual characters; Ords are attacked with a damage value of 20, while stormers and Storm Knights must use their *reality* skill (see below). The most fierce storms are over the English Channel. There the realities of Core Earth, Aysle and the Cyberpapacy clash together. Bolts of lightning sear the cloud filled skies as plumes of water soar up from the boiling waters of the Channel. Over the English Channel the reality storm has an average value of 23.

Other than the English Channel the reality storms occasionally blow away, leaving clear blue skies behind. It is during these times that a safe entry into the Cyberpapacy is possible. But people making the crossing run the risk of being caught in a storm as it rolls back in. Depending on the game master's wishes and sense of drama, the gap in storm can last long enough for characters to get though or merely be a brief lull.

Passing through the storms is taxing, but not impossible. The character attempts to beat the storm's value with her *reality* skill. The player may use cards and Possibilities. If the character is successful, she passes through the storm with no ill effects. In the more likely event that she fails, the amount she failed by is read from the Storm Results table. Storm multipliers and maelstrom results are ignored, only the loss of Possibilities and transform results are important. A character who is transformed loses all her Possibilities, but gains a neural jack and cyberware on a roll of the die as mentioned above: 1-12 = 1 item; 13-19 = 2 items; 20+ = 3 items

Example: Marie Clare enters the reality storm on the German border. She pits her *reality* against the storm's value of 20, and fails by 5 points. Checking the table, "-3 Storm X2" is the result; Marie loses 3 Possibilities. When passing back through the storm to Core Earth, a similar procedure is followed.

Cyberpapacy Characters In a Storm

The reality storms at the border are in a large part filled with the Cyberpapacy reality. Cyberpapacy characters gain a +3 bonus to *reality* total when passing through a storm (or +3 to *Toughness* if an ord). If a Cyberpapacy character is transformed, he **loses** cyberware on the action die roll: 1-12 = 1 item; 13-19 = 2 items; 20+ = 3 items. The character is transformed to the Core Earth reality, unless he is in the English Channel storm, in which case he is transformed to either Core Earth or Aysle at the game master's discretion.

Chapter Seven Skills

In the realm of the Cyberpope new skills are available to characters. Some of these, such as *cyberdeck operation* and *cybertech* are a direct result of the changes brought about by the Tech Surge. Others, like Forgery and streetwise, are skills brought to the forefront by characters' struggle to survive the advent of the Cyberpapacy.

Perception Skills

Cyberdeck Operation

This skill is used for operating cyberdecks. It allows a character with a cyberdeck to travel through the GodNet, enter data constructs, extract data from them, and engage in GodNet combat.

The *cyberdeck operation* skill is essential to decker's if they are to survive the GodNet. A highly skilled decker can even run the GodNet without resource to cyberdeck programs, although most deckers prefer to use the extra edge that programs give them (see *The GodNet Sourcebook* for more information).

In combat, a decker uses her attack skill value, plus *cyberdeck operation* adds plus cyberdeck response adds to generate an attack total which is used to overcome an opponent's defense. When defending, a character's net skill value is equal to her defensive skill value plus *cyberdeck operation* adds plus cyberdeck response adds. *Cyberdeck operation* is also used when accessing data or manipulating constructs.

A decker's stealth value is used whenever a decker wishes to stay hidden within the GodNet. It is equal to the deck's *stealth* plus *cyberdeck operation value*.

The *cyberdeck operation* skill cannot be used unskilled.

Disguise

The disguise skill listed on page 54 or the World Book is also native to the Cyberpapacy. Disguise is now defined as native to all realms (including Core Earth) except the Living Land. It may be used unskilled.

Forgery

A character with the forgery skill can create false documents, banknotes, etc. The forger generates a total to determine how successful a forgery is: this is the difficulty number for other characters to spot it the forgery for what it is. They attempt to overcome the forgery's difficulty number with their *Perception* or *evidence analysis*.

Characters with the *artist* skill (in an appropriate art form) can use it to help forgers in their work by providing convincing copies of artwork and logos. The artist first generates an artist total against a difficulty number of 12. Each success levels adds one point to the *forgery* total, so that a *good* level of success is worth +3.

Situation	Modifier
Cursory glance	-3
Casual inspection	0
Careful inspection	+3
Guards or bank tellers alerted to possible forgeries	+5

Forgery is a new skill which is native to all realms (including Core Earth) except for the Living Land.

Forgery cannot be used unskilled.

Scholar (Computer Science)

A scholar with *computer science* can operate a cyberdeck, but he is treated as unskilled when doing so.

Mind Skills

Cybertech

This skill is used to build and repair cyberdecks and cyberware. It also provides knowledge of their component parts and the principles governing their operation.

To build or improve upon an item of cyberware a character needs access to cybernetic parts. The character then spends three days assembling the parts or tinkering with an existing item of cyberware. At the end of that time a cybertech skill check is made; the difficulty number for success is based on the item's cyber rating (listed in Chapter Ten).

Cyber Rating	Difficulty Number
1	8
2	10
3	12
4	13
5	15
6	18

Building and Improving Cyberware: On a *minimal* success, cyberware malfunctions on a roll of 1 or 2 one the action die (see Systems Failure, page 90). With an *average* or *good* success the cyberware functions as described in the Chapter Ten. On an *average* or *good* success, cyberware only malfunctions on a roll of 1 on the action die.

With a *superior* success, the cyberware's performance is increased by one point, at no extra increase in cyber rating. With a *spectacular* success there is no chance of a systems failure, and the cyberware's performance is increased by one point with no increase in cyber rating.

Example: Slash Louis starts work on a cyber leg with a strength of +3 and

cyber value of +3. He spends three days assembling them, and then makes his *cybertech* check. Louis's luck is in and he gets a *spectacular* success. He improves the strength of the cyber leg to +4, but its cyber rating remains at 3. Also the cyber legs are so well made that they will not suffer from systems failure.

Repairing Faulty Cyberware: To repair faulty cyberware the character needs to spend one day and beat a difficulty number of 8; repairs can be made in one hour on a *cybertech* total of 15. There are no special results from better than minimal results.

Cybertech cannot be used unskilled.

Psychology

The *psychology* skill helps a character to recover from mental wounds and can be used to offset the effects of cyberpsychosis. Using *psychology* to aid sufferers from mental wounds requires a successful skill check. The difficulty number of the skill check depends on how badly the character is wounded.

Victim's Mental Wound Level	Difficulty Number
Wound	8
Heavy Wound	12
Mortal Wound	15

If the *psychology* check succeeds, the patient adds the result points to the bonus rolled during his recovery check. Only one *psychology* roll may be made per day on a character.

Overcoming Cyberpsychosis: Helping a character overcome cyberpsychosis requires one week. The difficulty number is equal to the character's cyber value. The patient selects one item of cyberware that he wants psychological help with. If the psychologist successfully beats the difficulty number, the character can reduce the cyber rating of that item of cyberware by one. However, cyber ratings cannot be reduced to less than one. Even the most well-adjusted cyborg can never have a cyber value which is less than his number of cyberware parts. *Psychology* cannot be used as self-treatment.

Example: Hans Strucker undergoes psychology for a week. He currently has a cyber value of 15. Doctor Frung has a *psychology* skill of 14. Doctor Frung succeeds in beating Hans' cyber value and reduces the cyber rating of Hans' cyber legs from 5 to 4.

Therapy can also have an adverse affect on a character. Any time the *psychology* roll is missed by 5 or more points, the cyber rating of the item is immediately increased by 2.

Psychology cannot be used unskilled.

Science (Computers)

Science (Computers) or *computer science* can be used to write, protect and remove protection from programs. (See *The GodNet* sourcebook, page 59.)

Computer science cannot be used unskilled.

Streetwise

This skill is useful when it comes to living on the streets. A successful *streetwise* check lets a character know how potentially dangerous an area is, the best places to go to contact shadow marketeers, the best ways of dealing with street gangs, etc. It is useful for recognizing the local street gangs, and knowing something about them.

Streetwise is also the ability to survive in an urban environment. It includes finding shelter, procuring food and water, and avoiding disease and pacifying local streetpunks.

Situation	Difficulty Number
Assessing an area	8
Contact shadow marketeers, recognizing street gangs, finding shelter, procuring food and water	10
Pacifying streetpunks, others who live on the streets	13

When procuring food and water, the number of result points generated equals the number of meal's worth of food and water found.

When pacifying street punks and gang members, the result points generated can be used as a bonus to increase *charm* and *persuasion* skill checks.

Streetwise may also be used instead of the *taunt* skill when used against street punks.

Streetwise is a new skill which is native to any cosm which has cities.

For procuring food and water *Streetwise* may be used unskilled. The other aspects of the skill may not be used unskilled.

Miracles of Faith

T he Cyberpapacy is more than just a collection of religious fanatics wielding the latest in cyberware, it is also a potent spiritual force. Miracles have long been accepted and performed in Magna Verita, and are now available on Earth.

The clerics of Magna Verita have always worked adverse miracles on heretics and heathens. They use their own *focus* and *faith* to power these miracles.

Modifiers to Miracles

The modifiers on page 126 of the game master's section of the Torg Rulebook are amended for members of the Avignon Papacy. The doctrine of the Avignon Papacy is deeply entrenched in the belief that heresy and heathenism pose a mortal threat to the souls of all god fearing people. Miracles which cause harm to others are defined as adverse miracles and receive the blessing of the Church. In effect, this means that adverse miracles used against heretics and other enemies of the faith are in accordance with the values of the Avignon Papacy. They do not suffer from the +15 modifier for violating or stretching belief.

Similarly, adverse miracles defend the faithful against another faith by striving to destroy that faith, so the -5 modifier is gained. But the need for adverse miracles is often not immediate, so they suffer from the +5 modifier. In most circumstances these modifiers cancel each other out. So members of the Cyberpapacy when using adverse miracles ignore modifiers for circumstances. They **never** gain the -3 modifier for being needed urgently, or in a life threatening situation.

Beneficial miracles are treated in a similar manner. A bless defends the faithful, but is often not needed immediately, so it receives no modifiers. Beneficial miracles, however, may gain the -3 modifier when their need is urgent.

Characters of other faiths are in a similar position. They are in a life and death struggle with the Avignon Papacy and so may use adverse miracles freely, but only against the Papacy. When using a curse against a street punk, a character is subject to the modifiers listed in the *Torg Rulebook*.

Crucifixes

Crucifixes are worn by all members of the Cyberpapacy. These items are imbued with spiritual power. Those of the clergy have a *focus* bonus, most of these having a *focus* bonus of +1 which is added to a character's own *focus* skill. Higher level clergy possess crucifixes with bonuses of 3 or 4. The Cyberpope's crucifix contains a *focus* bonus of five; he has another with a bonus of five which is currently being used by the Inquisition.

Blessing Vow

Many members of the Church have taken a blessing vow which increases one of their attributes by 1-4 points. The level of the blessing vow varies according to who has invoked the power. The following are general guidelines only.

Cyberpriests, Inquisitors and Hospitallers have an average increase of 2 on their *Spirit* attribute.

Bishops and Archbishops have a 3 point increase to *Spirit*.

Cardinals have a 4 point increase on their *Spirit*.

Most members of the Church Police have a blessing vow of 1 on their *Toughness* or *Dexterity*.

The characters in Chapter Nine have this vow built into their statistics; the parenthetical values are the values if the blessing vow were removed.

Miracles of the Cyberpapacy

The Cyberpapacy has access to miracles brought from Magna Verita.

In addition to the miracles listed below, the Cyberpapacy has miracles nearly identical to the following Core Earth miracles: bless, blessing vow, cure disease, healing, multiply food, ritual of hope, ritual of purification, ward danger, ward enemy; for completeness they are given below.

Where the miracle descriptions differ from those previously published (in the *World Book* or *The Forever City*) the rules in this book take precedence.

In the descriptions below the difficulty is often expressed as "*faith* or *Spirit* of target." This means use the faith value if the character has *faith*, the character's *Spirit* if she does not have *faith*.

Alter Disease

Spiritual Rating: 14
Community Rating: 9
Difficulty: see below
Range: touch
Duration: na
Effect: changes attributes of disease

Alter disease can have many effects; the miracle worker may only choose one of these per miracle. *Minimal* or better success can make the disease incommunicable, so that no one else need catch the disease. *Alter disease* can slow the effects of a disease (on an *average* or better result), causing the disease to take twice as long to run its course as normal. It can be used to speed the effects of the disease (an on *average* or better result), making the disease works its way through twice as quickly. On a *superior* or better success, the target character may be given a +3 bonus to fight off the disease.

On a *spectacular* success, the way in which the disease is transmitted may be altered in any way the *focus* character sees fit, as long as the method conforms to one in which a disease can spread.

The difficulty of *alter disease* depends on the disease.

Disease	Difficulty
24-hour bug	8
Influenza	10
Pneumonia	12
Cancer	18
AIDS	22
Alzheimer's Disease	25

Bless

Spiritual Rating: 9
Community Rating: 10
Difficulty: 10
Range: touch
Duration: one hour
Effect: adds success levels to all bonuses of one attribute of one character.

Like the Core Earth *bless*, this miracle infuses the target character with spiritual energy. For all actions which the target character takes with the blessed attributes (or a related skill), the character receives a bonus modifier equal to the success level of the miracle.

Blessing Vow

Spiritual Rating: 9
Community Rating: 6
Difficulty: 8
Range: voice
Duration: until vow is broken
Effect: adds success levels to one attribute for one character.

A *blessing vow* may only be performed as a ritual. The blessed affirms that the Cyberpope is the Vicar of Christ, and swears to uphold and protect the ideals of the Avignon Papacy, as expressed by the Cyberpope, for as long as he shall live. In exchange, the blessed has **one attribute chosen by the *focus* character** increased by the success level of the miracle. A character may only have one *blessing vow* on him at one time.

Crisis of Faith

Spiritual Rating: 12
Community Rating: 13
Difficulty: target's *faith*
Range: voice
Duration: number of rounds equal to result points
Effect: causes target to doubt his gods.

L earning Miracles from Other Cosms

It is possible for characters with the *focus* skill to acquire miracles from other cosms. Three conditions must be met before it is even possible to acquire a miracle.

1. The religious beliefs of the faith from which the miracle originates must be compatible with the beliefs of the religion of the character acquiring the miracle.

Example: The faith of the Cyberpope explicitly denies the validity of other religions. A character with Cyberpapist *faith* and *focus* could not learn the miracles from any other cosm. However other faiths might be able to learn Cyberpapal miracles.

2. The character acquiring the miracle must be able to explain the miracle as a function of his own religion. If the player cannot explain to the gamemaster how the miracle could be a manifestation of his character's faith, the character cannot acquire the miracle.

3. The character must have witnessed the miracle.

To acquire the miracle, the character must invoke his deity (page 127 of the *Torg Rulebook*) using the spiritual axiom of the cosm to which the miracle belongs, i.e. gaining Living Land miracles is done using the spiritual axiom of the Living Land. When making the invocation the Condition Modifier chart on page 127 of the *Torg Rulebook* is in effect. Also, when attempting to gain miracles from the Cyberpapacy, the difficulty of the invocation is increased by the faith modifiers on page 67.

If this invocation is successful, the miracle is granted. The character may now pray for this miracle as he would any other miracle with which he is familiar. If the invocation is unsuccessful, the character is denied that miracle, now and forever. When attempting to acquire a miracle, a player may play cards for his character, but may not trade or receive cards from any other player. Acquiring a miracle is a private affair between a character of faith and his deity.

The particulars of the miracle remain the same, except for its spiritual rating, which is raised to the spiritual axiom level of its cosm if it is lower than the level of the cosm. The axiom level of the cosm was integral in acquiring the miracle, and the invocation makes that axiom level the minimum for the miracle. If the spiritual rating is already higher than the cosm level, it remains unchanged.

Miracles from the Living Land are easier to acquire than those from Core Earth, but are likely to cause four-case contradictions anywhere but the Living Land. Core Earth miracles are more difficult to obtain, but cause fewer contradictions.

If successful, the target character(s) loses the use of his *faith* skill for the duration of the miracle's effect. If used against more than one character, use the One-on-Many table. If used against a person with *faith* in the Cyberpapacy, the invoker must achieve a s*uperior* success.

Cure Disease

Spiritual Rating: 10
Community Rating: 8
Difficulty: see below
Range: touch
Duration: na
Effect: cures the disease

Cure disease destroys the disease that is ravaging the target character. The character is cured, but must regain her strength over time or through additional means. An **important difference** between this miracle and the Core Earth equivalent is that this miracle absolutely will not work on characters possessing any magic skill.

Disease	Difficulty
24-hour bug	8
Influenza	10
Pneumonia	12
Cancer	18
AIDS	22
Alzheimer's Disease	25

Curse

Spiritual Rating: 14
Community Rating: 9
Difficulty: *faith* or *Spirit* of target
Range: faith total
Duration: one hour
Effect: subtracts success levels from all bonuses of one attribute of one character

A *curse* is directed against any character within range. The cursed character receives a negative bonus modifier of one point for each level of success attained by the miracle.

For example, an *average* success attained by a cyberpriest against a Resistance member's *Dexterity* results in bonus modifier of -2 whenever the character uses *Dexterity* or a related skill.

The attribute to be affected is chosen by the bestower of the *curse*. A character can be affected by only one *curse* at a time. It can be countered by a *bless* with an equal of higher level of

success. When used in this way a *bless* confers no other advantage; the *bless* and the *curse* cancel out.

Damn

Spiritual Rating: 14
Community Rating: 8
Difficulty: 8
Range: Voice
Duration: Until removed
Effect: reduces bonus of recipient by level of success

A *damn* miracle is used on heretics, ones the Inquisition has tried and found guilty, but not punished by death. It causes an upside down cross to appear on the recipient's forehead which brands the person as a damned heretic. *Damn* can only be performed as a ritual. It reduces any one of the recipient's attributes, selected by the bestower, by an amount equal to the success level of the *damn*. A minimal success level reduces an attribute by one point.

A character can only have one damn laid upon her at one time. It can only be removed by a blessing vow with a success level equal to or greater than the damn. When used in this way, the *blessing vow* confers no other advantages, as the *blessing vow* and *damn* cancel each other.

Eradicate Radiation

Spiritual Rating: 14
Community Rating: 13
Difficulty: 20
Range: faith
Duration: na
Effect: eradicates radiation

Eradicate radiation is a ritual which reduces harmful radiation within range to tolerable levels in the area. It does not remove the harmful effects of radiation sickness from sufferers, a *cure disease* (difficulty 22) is required for that.

Excommunicate

Spiritual Rating: 14
Community Rating: 9
Difficulty: 22
Range: Voice
Duration: until excommunication is lifted
Effect: reduces recipient's *Faith* and *Focus* adds by level of success

An *excommunication* can only be performed as a ritual. The character who is the target of the *excommunication* must be or must have been a member of the Cyberpapist, Catholic or Greek Orthodox Churches. It will not work on other characters. During the ritual the character is branded as an enemy of the Church. If the ritual is successful the recipient's *faith* and *focus* adds are reduced by the success level of the miracle. The adds are never reduced below zero. For example, an *average* success reduces an excommunicated character's *faith* and *focus* skills by two points.

An *excommunication* lasts until it is removed by a blessing vow with a success level equal to or greater than the *excommunication*. When used in such a way, the *blessing vow* only ends the *excommunication*, it does not confer any other advantages; the *blessing vow* and *excommunication* cancel each other. A character can only have one excommunication at any on time.

Excommunication may be performed by all members of the Avignon clergy, but one's rank within the hierarchy affects one's chances of excommunicating someone.

Highest Title Held	Bonus Modifier
Deacon	0
Priest	+1
Abbot	+3
Bishop	+3
Archbishop	+5
Cardinal	+7
Cyberpope	+10

Exorcism

Spiritual Rating: 14
Community Rating: 9
Difficulty: 10
Range: voice
Duration: na
Effect: drives out creatures in possession of another's body

An *exorcism* is a ritual which, if successful, pits the *faith* of the character performing the exorcism against the *faith* or *Spirit* of the creature possessing the body. The miracle triggers a dramatic skill use, requiring the use of the Drama Deck. The check requires A, B, and C to be completed, but only particularly tough entities require D.

Each round, the community may support the *focus* character in his efforts to remove the entity. Each time an appropriate letter comes up, the focus character generates a faith total against the entity to succeed at that skill step. Each round the entity may make a spiritual attack, using it's *Spirit* or *faith* against the *faith* of the focus character. If the *focus* character suffers a heavy wound or worse, she loses her faith and focus skills (page 125 of the *Torg Rulebook*) and loses the exorcism. If the exorcist reaches the appropriate skill step, she drives the entity out of the host's body.

Fanaticism

Spiritual Rating: 14
Community Rating: 8
Difficulty: 10
Range: voice
Duration: level of success (rounds)
Effect: causes a flurry for as many rounds as the level of success

A fanaticism imbues the recipient with a zealous belief that God will watch over him. The fanatic receives a round of flurry for each level of success. For example, a *good* success gives a flurry for three rounds.

Healing

Spiritual Rating: 10
Community Rating: 11
Difficulty: 15
Range: touch
Duration: na
Effect: reduces wound damage by number of success levels

If the miracle succeeds at all, the target removes all KO-conditions and shock. In addition, each success level of the miracle reduces the target's wound level by one. An *average* success would remove two wound levels. If the character is not of the Cyberpapacy faith, the miracle modifiers on page 67 must be applied to the healing attempt.

Interface

Spiritual Rating: 14
Community Rating: n/a
Difficulty: 16

Range: touch
Duration: result points in rounds
Effect: allows interface with computer which is not part of the GodNet.

This miracle allows the character to jack into a heathen or heretic computer, and use it as if it were a part of the GodNet. If the system is less than tech 26, the decker gains a +3 bonus to his *cyberdeck operations* totals, due to the fact that the system is less sophisticated than the GodNet. The computer constructs appear bleak and drab, all colors are muted. Otherwise the character can perform all of the actions he could in the GodNet.

Machine Empathy

Spiritual Rating: 14
Community Rating: 10
Difficulty: 14
Range: touch
Duration: result points in rounds
Effect: gives understanding of machine

The miracle grants the focus character a deeper understanding to the machine examined, or even the GodNet. The *focus* character gains one point of bonus modifier for each level of success, i.e. a *good* level of success grants a +3 bonus modifier. This bonus modifier may be applied to operating or fixing the machine.

This miracle is currently quite rare, as it appeared to only a total of six priests and nuns. As others pray for the miracle, it is spreading slowly. The few clergy who can perform this miracle most often use it in an attempt to sense and eliminated decker within the GodNet.

Mage Net

Spiritual Rating: 12
Community Rating: 13
Difficulty: 12
Range: voice
Duration: result points in rounds
Effect: constrains magic users

This miracle can only be used against characters who have at least one magic skill. If successful the mage is held fast until she can generate a *faith* or *Spirit* total equal to the faith total of the *mage net*.

Mana

Spiritual Rating: 14
Community Rating: 13
Difficulty: 16
Range: touch
Duration: until removed
Effect: sustains character while in GodNet

A character who jacks in to the GodNet leaves his body behind while his mind and spirit roam the net. This miracle sustains the body so a character can stay in the net for day, weeks, even years at a time. The body does not need sleep, eat or drink while being sustained by *mana*. Its as if the GodNet gives them nourishment and refreshes them. However the body does age while under this miracle.

The miracle may be removed by the *focus* character, or by the character when he exits the GodNet. If the character wishes to use his body in any way, he must remove the miracle.

Multiply Food

Spiritual Rating: 7
Community Rating: 3
Difficulty: 13
Range: 10 meters
Duration: permanent
Effect: multiplies existing food

This miracle is performed on an amount of existing food equal to a good-sized meal for one normal person. It must be performed as a ritual, during which time members of the faithful bring food to the *focus* character. A successful miracle produced is equal to the measure of the result points. For example, five result points is a value of five, which has a measure of 10. Ten meals worth of food have been created.

Net Damnation

Spiritual Rating: 11
Community Rating: 13
Difficulty: faith or Spirit of target
Range: touch
Duration: until removed
Effect: sends GodNet user to Purgatory in the GodNet

If the miracle is successful, the next time the target enters the GodNet she

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finds himself attacked by a number of demons equal to the success level of the miracle. This occurs each time the user enters the GodNet, until eventually the user is overpowered and transported to Purgatory.

Ritual of Hope

Spiritual Rating: 5
Community Rating: 5
Difficulty: 12
Range: voice
Duration: na
Effect: restores lost faith

The *ritual of hope* must be performed as a ritual; it restores a character's lost *faith*, whether it was lost due to a failed miracle or spiritual damage. Once the character has undergone the ritual, she may use her *faith* and may be fully healed, if before spiritual damage had prevented her from being healed.

Ritual of Purification

Spiritual Rating: 3
Community Rating: 15
Difficulty: 10
Range: voice
Duration: na
Effect: restores lost focus

This miracle may only be cast as a ritual. The ceremony heightens awareness of one's religion and removes impurities of the mundane and the material from the spirit. The target regains the use of his *focus* skill, whether lost to spiritual damage or a failed miracle.

Rood Awakening

Spiritual Rating: 12
Community Rating: 14
Difficulty: *Spirit* or *faith* of target
Range: touch

Duration: rounds equal to the miracles result points
Effect: Causes target to experience the agony of crucifixion.

This miracles causes the target's body to become rigid in a cruciform position, suffering all the agonies of crucifixion. The victim suffers two shock points per round and can perform no other actions than attempting to break free. Breaking free requires a *faith* total of 22, or the *focus* character to release his victim.

Stay Disease

Spiritual Rating: 14
Community Rating: 10
Difficulty: 11
Range: touch
Duration: result points in months
Effect: stops symptoms of disease
Stay disease stops the symptoms of

a diease, and prevents the disease from ravaging a character. If the target can rid himself of the disease before the miracle expires, she has spared herself all the agony of the disease.

This miracle saw frequent use on Magna Verita, where relatively minor priests could halt the effects of a horrible disease, and claim credit for a cure. The same tricks were used on Earth, but stay disease saw an even more insidious use on this campaign. Cardinals used *alter disease* to change the way AIDs was transmitted, to allow the disease to spread through casual contact. Another *alter disease* caused this mutated version of the virus to affect people more quickly. Then agents were given the disease, and *stay disease* was cast upon them. Like Typhoid Mary, these walking plagues struck many who were considered dangerous to the cause of the Cyberpapacy.

Unbeliever's Doom

Spiritual Rating: 14
Community Rating: 10
Difficulty: 15
Range: voice
Duration: na
Effect: attacks unbelievers

This miracle causes damage to an unbeliever (a character who does not have *faith* in the Cyberpapacy). The faith total of the miracle is compared the *faith* or *Spirit* of the target, and the result points are read as **physical** damage. The miracle manifests itself as a hot blue, bubbling energy about the skin of the target.

The more of an unbeliever the target, the greater the damage done to him. The table below, derived from the Law of the One True God, summarizes the damage bonuses.

Character's Faith	Modifier
Catholic or Greek Orthodox	+1
Protestant / The Secullam (Orrorsh)	+2
Muslim or Jew	+3
Hindu / Aysle religion / Egyptian Religion (Nile Empire)	+5
Shintoist / Buddhist / Taoist / Palanic (Nippon Tech)	+6
Haitian / Shaman / Animist / Keta Kalles (Living Land)	+7
Atheist	+8
Character has magic skill(s)	+3

Example: a Hindu magician character is targeted by an *unbeliever's doom*. If successful, the *faith* total of the miracle is increased by eight.

Vex

Spiritual Rating: 14
Community Rating: 8
Difficulty: *faith* or *Spirit* of target
Range: Voice
Duration: level of success
Effect: recipient is stymied

A vex works just like a stymie: the recipient loses his first roll again, including an *up* on the conflict line or a spent Possibility. It lasts for one round per level of success. For example, a *superior* success would last for three rounds.

Ward Danger

Spiritual Rating: 9
Community Rating: 6
Difficulty: 13
Range: Voice
Duration: performance
Effect: increases difficulty of harming character

Ward danger gathers the spiritual energy of the faithful and attempts to decrease the chance of the community coming to harm. The faithful must be praying for protection from one source of danger, and it must be a source of danger of which they are aware. If worshippers are praying for protection from a tornado, the miracle would have no effect against a terrorist who launched a missile at the worshippers.

For each level of success of the miracle, the difficulty number to harm a character protected by ward danger is increased by three. Note that this does not increase a character's *Toughness* (or other resistant attribute) should harm fall. **This clarification holds for the Core Earth miracle as well.**

Ward Enemy

Spiritual Rating: 9
Community Rating: 6
Difficulty: 0
Range: self
Duration: performance
Effect: protects from attacks of evil creatures

The Cyberpapal ward enemy works against all entities, such as ghosts and demons, and against all magic using characters. While heretics are enemies, they are not defined as such by the mythos. This miracle does not require a focus total. If the character does not have focus, she must have a crucifix.

Note: the changes below apply to all versions of *ward enemy*, including that listed on page 131 of the *Torg Rulebook*.

A warded character may not be attacked by physical, magical, or spiritual means. *Test of will*, *trick*, *taunt*, and *intimidate* may be used; on a player's call the warded character has succeeded in getting the warding character to lower his *ward danger*. Other effects apply if the warding character must perform an action, including generating another *ward danger*. The only possible enemy attack is a faith attack; the attacker generates a *faith* total against the *faith* total of the miracle. This counts as the enemy's action that round. If the enemy's total is higher, the ward is breached, and the character suffers the result points in spiritual damage. The warding character must enact the ward again at his next opportunity if he wishes to be protected.

If the miracle's total is higher, the enemy fails to breach the ward. The enemy takes spiritual damage equal to the result points. However, the enemy's attack does cause the ward to waiver. The warding character must expend his next action to generate a ward enemy total, or the ward collapses at the end of his action round.

Characters and Creatures

Creatures found in the Cyberpapacy include Ravagons and Gospogs serving Jean Malraux I. The cyberpriests have created cartagras, cybernetically controlled automatons, and carried out cybernetic enhancements on animals. Gargoyles from Magna Verita have also been employed by the Cyberpope to act as guards for Church establishments. Demons have entered the Cyberpapacy and now lurk in the mountains and sewers of many towns and cities.

Entities

Entities, demons, hellhounds, incubi and succubi, come from Magna Verita. When the Tech Surge hit France, the entities saw their chance and rode the released Possibility energy into and across the nascent Cyberpapacy. Some were sucked into the GodNet. The others have taken up residence in out of the way places from which they sneak out to feed on humans and animals.

Entities exist within the GodNet. These entities are able to leave the GodNet by possessing deckers and cyberpriests or materializing out of a line. They use spiritual combat as described on page 68 of *The GodNet* sourcebook.

Materialization

Most demons, and other entities, have the ability to materialize from the GodNet. This materialization power is a form of apportation magic, and allows them to exit the GodNet at a jack or other interface. To materialize unopposed requires a *materialization* total of eight. When materializing through a jacked-in character, that character's *cyberdeck operation* value (*Perception* if unskilled) is the difficulty number. If a character has defenses against magic, specifically apportation/entity, these may be used instead of the *cyberdeck operation* value, if the decker so chooses.

The entity can return to the GodNet by touching a jack or other interface and generating a *materialization* total of eight.

Booster Dogs

Booster dogs are used to guard installations, to attack enemies, and as trackers by the Cyberpapacy. They are fitted with cyber enhancements according to their intended function.

Booster Dog
DEXTERITY 12
Dodge 13, maneuver 13, running 14, swimming 13, unarmed combat 14
STRENGTH 8
TOUGHNESS 9 (14)
PERCEPTION 7
Find 10, track 13,

MIND 3
Test of will (8), willpower 8
CHARISMA 3
Taunt (6)
SPIRIT 4
Intimidation 8
Possibility Potential: some (80)
Natural tools: Bite damage value 12
Equipment: HallowMesh (+5/ armor value 14), Cyberware: Cyberware varies according to the dog's function. Generally each dog has a cyber value of 12 or less, if more cyberware is required, the dog is turned into a cartagra under the control of a handler or ActChip. All booster dogs have apotheducts and Jaz packs.

Guard Dog: BelleScan, CSI HotShot, BelleSee TeleSight, Fangs (damage value 14); cyber value 10

Attack Dog: CSI LtFilta, MB Adrenal Booster (+3 DEX, STR, for 3 min-

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utes), MB Charger 1 (+1 DEX, Fangs (damage value 14/ 17 with adrenal boosters), The Clamp; cyber value 11

Tracking Dog: BelleView 20-20, TSE Sniffer II, TSE Bloodhound, TSE Tasty Scent; cyber value 11

Bright Bones

Bright Bones are a creature of the GodNet which have only recently been discovered. Their appearance is probably a consequence of the neoCathari heresy in Albi. Bright Bones seek out any jackpriests or other deckers not aligned with the neoCathari. They block entry to data vaults, and small groups have even been known to temporarily blocade an exchange. The neoCathari faithful reputedly have a miracle which will get them by a Bright Bones, but if so, the Cyberpapacy does not have access to this miracle.

Bright Bones communicate through loud noises accompanied by jumbled messages flashing along their bones. If a decker makes a successful *charm* action a Bright Bones will communicate with her. However, Bright Bones are hostile to all they meet, except for agents of the Cyberpapacy, who are are treated as enemies. It is possible for a decker to persuade a Bright Bones to allow her to pass, but not very likely given its *Mind* and disposition.

The Bright Bones were a hot topic in the open vaults and data huts which dot the GodNet. Soon it became apparent that Cyberpapal agents were not welcome in the net in the region of Albi. Albi became a magnet for cyberleggers, freelance technicians and deckers; quite a few were destroyed by the Bright Bones when they tried to enter the net. This slowed the immigration and the enthusiasm.

Bright Bones
DEXTERITY 15
Stealth 20 (appear as background noise until discovered), unarmed combat 19
STRENGTH 19
TOUGHNESS 20
PERCEPTION 16
find 28, trick 18
MIND 24
Test of will 25
CHARISMA 15

Taunt 18 (20)
SPIRIT 20
Intimidation 22
Possibility Potential: Some (12)
Natural Tools: Scramble touch 26 (MIN+2); causes mental damage by jumbling signals sent through cyber interface while boosting them a thousand-fold. Armor +4 (armor value 24; added to *Mind* in the GodNet; should a creature ever leave the GodNet the armor is added to its *Toughness*).

Cardinals

As members of the College of the Way, Cardinals have the ear of Jean Malraux I. This gives them access to the best of the Church Police, cyberpriests, and jazuits as part of their retinue. Cardinals are Malraux's first choice for missions of urgent importance. They may may travel far, but they never travel alone; a cardinal's retinue is rarely fewer than 12, and usually is 40 or more.

Cardinals dress in the red robes of office, and any cyberlimbs are usually hidden when traveling to other realms.

Typical Cardinal
DEXTERITY 9
Dodge 10, fire combat 11, stealth 10
STRENGTH 9
TOUGHNESS 9 (16 with armor)
PERCEPTION 11
cyberdeck operation 17, evidence analysis 15, find 13, language 13, scholar (religion) 15, trick 14
MIND 12
Test 14, willpower 14
CHARISMA 13
Charm 15, persuasion 16,
SPIRIT 18 (14 without blessing vow)
Faith 22, focus 21, intimidation 20, reality 21
Three other skills at +1 add at gamemaster's discretion.
Possibilities: 10 to 35
Equipment: IRCOM Custom Vee Cyberdeck (response +2, stealth +3, processor power 4, storage 5), Cyberware: NeuraCal, EpiphaNeur , interdermal plate (head and body; +7/ armor value 16), FFO CamEye, CSI LEDs, FFO NightView, Avro PR II.V (damage value 19), slicers (STR+2/ damage value 11); cyber value 17

Cartagras

Cartagras are the cybernetically controlled husks of people who have had their personalities chipped into the GodNet. These automatons are kept alive on life support machines until they are needed. They are fitted with control devices and ChipHolders designed to take ActChips and Spirit chips. Control devices and ChipHolders are usually attached to the side of the neck.

The majority of cartagras are automatons operated by ActChips programmed with certain preset tasks. They are used for a variety of functions: from gardeners to expendable troops. The level of ActChip sets a cartagra's skill value; otherwise, it has none. Skill values are usually set at 10 or 11. A cartagra may be controlled by up to three chips at once.

If a cartagra is not chipped for an activity, its *Perception, Mind, Charisma* and *Spirit* all have a value of 5. *Strength* and *Toughness* remain at the original value of the character; *Dexterity*, unless enhanced by a chip, is reduced by three.

Cartagras are unaffected by *test of will, taunt,* and *intimidation. Maneuver* and *trick* do affect them. Cartagras never perform any of these actions unaided.

Control of a cartagra can be switched from ActChip to the direct control of a cyberpriest who operates it from a GodNet terminal. The cyberpriest sees and hears as though he were actually in the body of the slave. He may use *test of will*, taunt, *intimidation*, and *trick* by using the cartagra as a channel for his own skills

Cartagras may be linked together in groups of up to 10 and controlled by one cyberpriest. The other nine cartagras conduct actions at a -3 bonus modifier; the one directly controlled by the cyberpriest suffers no penalty. The cyberpriest may switch which cartagra he controls each round. He may tie the others to it, or cause them to go dormant or perform according to their ActChips. Cartagras acting on the ActChips are essentially autonomous, and do not suffer the -3 bonus modifier.

Cartagras fitted with Spirit chips are controlled by the Spirit chip and use the cartagra's *Strength* and *Toughness*. The Spirit chip provides the cartagra with *Perception, Mind, Cha-*

risma and *Spirit*. It also restores the cartagra's *Dexterity* to its full level, as the Spirit chip controls hand to eye coordination. Cartagras controlled by Spirit chips are affected by *taunt*, *test of will*, and *intimidation*.

Cartagras are fitted with a variety of cybernetic devices. In certain circumstances some cartagras may be fitted with so much cyberware that they are virtually machines.

Cartagras
DEXTERITY 5
Three skills at values 10 or 11 from ActChip
STRENGTH 9
TOUGHNESS 9
PERCEPTION 5
MIND 5
CHARISMA 5
SPIRIT 5
Possibility Potential: none
Equipment: any; Cyberware: any

Charger Horses

Charger horses or chargers are cybernetically-enhanced horses that were created when the Hospitallers crossed the Maelstrom Bridge to Earth. They have since been developed to increase their performance and are now produced for Hospitaller units.

Charger Horse
DEXTERITY 10
Doge 10, running 11 (speed 11) , unarmed combat 12
STRENGTH 12
TOUGHNESS 12 (18)
PERCEPTION 5
MIND 3
Willpower 8
CHARISMA 3
Taunt (6)
SPIRIT 3
Intimidation 9
Possibility Potential: some (75)
Equipment: Cyberware: NeuraCal, CSI LtFilta, Interdermal plating +6 (armor value 18), Homer, MB Adrenal Booster, MB Blocker, The Clamp; cyber value 15.

Church Police

Church Police wear black Armor of God with black helmets and silvered,

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or black, visors. Their helmets contain communication gear which keeps them in touch with other Church Police within a one kilometer range.

There are many types of Church Police as they perform many different types of duties. The most common Church Policeman is the patrolman, known as a streetbeater. Other relatively common types are given below.

Church Police (Streetbeater)
DEXTERITY 10*
Dodge 12, energy weapons 13, fire combat 12, melee weapons 12, unarmed combat 12
STRENGTH 9
TOUGHNESS 9*(17)
PERCEPTION 9
Find 10, first aid 10, tracking 10
MIND 9
Test 10, willpower 10
CHARISMA 8
Persuasion 9, taunt 9
SPIRIT 9
Faith 10, focus 10 (12 with crucifix), intimidation 11
Three other skills at +1 add at gamemaster's discretion.
* +1 to either attribute from *blessing vow*
Possibility Potential: some (65)
Equipment: Armor of God (+8/armor value 17), God Meeter (damage value 20) or MAS Fury (damage value 21), MAS StormGun (damage value 25) or GWI GodLight (damage value 24). Smart gun attachments are common (+3 targeting bonus). Cyberware: EpiphaNeur, BelleSee TeleSight, CSI EyeKill Mk. IV, CyberHam Receiver, Homer, Throat Mike, MB Charger 1 (+1 DEX for three minutes), MB Blocker. If character has NeuraCal the cyber value is 18; if apotheducts and Jaz, the cyber value is 16.

low are based on the streetbeater, with the listed differences.

Tech Support: These Church Police have *cyberdeck operations* 12, *cybertech* 12, *science* 11. They do not have *unarmed combat* skills and have either *fire combat* or *energy weapons* at 10.

CAT Team: These are Church Police teams of from 10 to 15 characters who are trained in close assault, urban warfare and counter-terrorist tactics. They have *dodge* 14, *energy weapons* 18(15 without smart gun link) , *fire combat* 17 (14 without smart gun link), *heavy weapons* 14, *missile weapons* 14, *melee weapons* 14, and *unarmed combat* 14. They often wear GWI Destroyer armor (armor value 19), and each team has a mix of weapons: GWI Hellfire (damage value 22), MAS StormGun (damage value 25), MAS grenade launcher (damage value 21), and the GWI GodBeam (damage value 26). One team member is armed with the GWI GodsFire (damage value 30). All CAT team members start with smart gun accessories, but damaged units are not always promptly replaced.

Detective: When streetbeaters call in something unusual, detectives are often dispatched to investigate. They are more civil than your average streetbeater, being more willing to coax information out of witnesses. *Evidence analysis 11, find 12, charm 10, persuasion 12.*

Sergeant: A streetbeater who has been promoted, but is still working the streets. While not within regulations, sergeants will often have additional cyberware, or types of cyberware replaced with another kind. *Dodge 13, energy weapons 14, fire combat 14, trick 12, taunt 10.*

CyberKnight

"CyberKnights are street punks who sold out for a bed and a shiny suit. Me, I'll stay on the street. Forever."
—Peter DeVris

The Avignon Papacy has been recruiting street warriors by the dozen, now hundreds, and soon possibly the thousands, to become CyberKnights. After a few months on the streets, fighting with refugees, Church Police and each other, many are ready to join a church which promises glory, cyber-

ware, and heaven to valiant warriors who perish for the cause.

CyberKnights have appeared with increasing frequency, and the HOGs are often reinforced by these assembly-line products of GodWare Hospitals. Those who remain on the street are particularly disdainful of CyberKnights, who are seen as being unable to take what the street dishes out. There is also fearful curiosity among the more discerning street warriors about what happens to all the punks who are offered the graces of the Church. While there are certainly more CyberKnights now than ever before, there are not nearly as many as have been recruited. This discrepancy has become the source for many wild, often gruesome, rumors.

CyberKnight
DEXTERITY 11
Dodge 12, energy weapons 12, fire combat 12, long jumping 13, melee weapons 12, running 12, stealth 12, unarmed combat 12
STRENGTH 9
TOUGHNESS 9 (14)
PERCEPTION 10
Cyberdeck operations 11, find 12, land vehicles 11, trick 11
MIND 8
Survival 10, test 11, willpower 11
CHARISMA 8
Taunt 9
SPIRIT 8
Faith 10, intimidation 10
Three other skills at +1 add at gamemaster's discretion.
Possibility Potential: some (45)
Equipment: Plexiflex (+4/ armor value 13), Herod IV (damage value 19) with CSI SmartGun, power dagger (STR +5, damage value 13) Cyberware: variable, but the most common configuration is NeuraCal, EpiphaNeur, CSI EyeKill MK IV, Homer, Kreelar tendons, PlazHops legs (STR +3/ running limit value 13, , jumping limit value 6, +1 armor add; kicking damage value 12); cyber value 16

Cyberpriest or Nun

Cyberpriests wear black robes over their armor, with silver, circuit-covered skullcaps. Cybernuns have peaked white wimples instead of a skullcap.

Cybernuns rarely travel alone, usually traveling in groups of three or more. Cyberpriests are more often solitary, and they are more likely to be part of a mixed group, meaning they are more likely to accompany Church Police on business than are cybernuns.

Cyberpriest or Nun
DEXTERITY 8
Dodge 10, fire combat 10, melee weapons 10
STRENGTH 8
TOUGHNESS 9 (14)
PERCEPTION 11
Cyberdeck operations 14, find 12, scholar (Avignon Doctrine) 11, trick 12
MIND 10
Science (computers) 12, test 11, willpower 13
CHARISMA 8
Charm 11, persuasion 11, taunt 11
SPIRIT 12 (10 without blessing vow)
Faith 15, focus 14 (16 with crucifix), intimidation 14
Three other skills at +1 add at gamemaster's discretion.
Possibility Potential: some (40)
Equipment: HallowMesh (+5/ armor value 14), God Meeter (damage value 20), power dagger (STR +5, damage value 13) Cyberware: NeuraCal, EpiphaNeur , BelleView 20-20, CSI LEDs, CyberHam Receiver, TSE LeMotion, Throat Mike, Homer, DATAS Boomer, MB Charger, ChipHolder 3; cyber value 21
Techpriest: *Cybertech* 12, *science* 12, in addition to the above skills.

Cygoyles

When the Tech Surge swept across France gargoyles entered Core Earth from Magna Verita. Many came to serve the Cyberpope, but others came to explore the new realm. The Tech Surge transformed the hundreds of gargoyles, and reality storms even gave life to and then transformed the gargoyles clinging to France's Gothic cathedrals.

The transformation was not restricted to stone gargoyles. In the Pyrénées Mountains, hundreds of people were changed into cygoyles. These unfortunates now exist as monsters with very little knowledge of their

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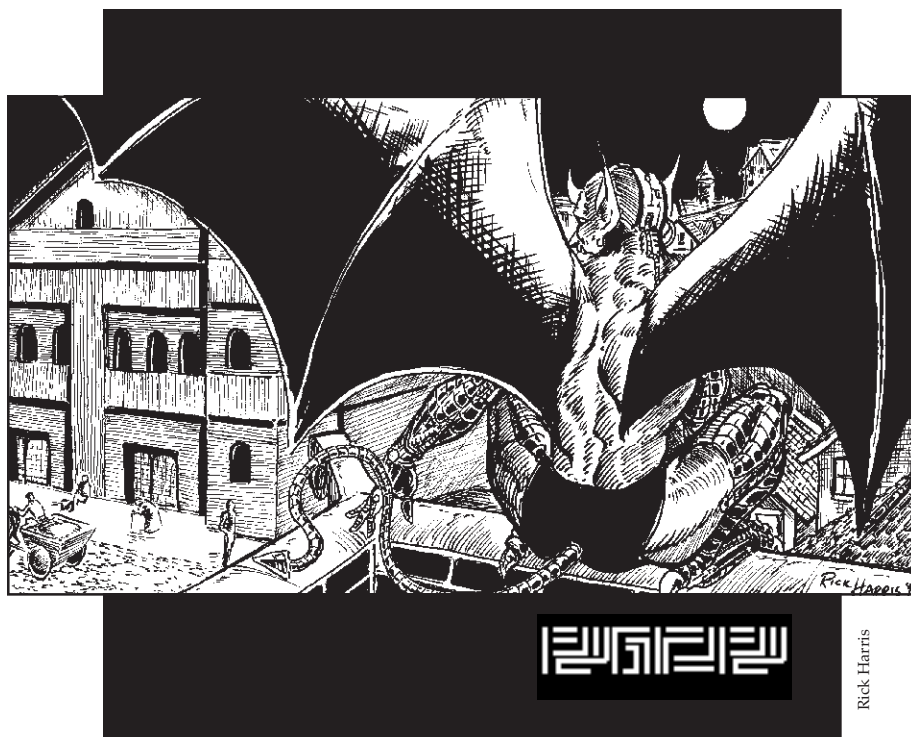
former lives.

Cygoyles have either a gray, stone-like skin, or else they are shiny black with chrome trims to their wings, claws and teeth. They all have wings and their faces resemble snarling waterspouts. Cygoyles can speak, and delight in tormenting their victims. Those in the service of the Cyberpope have large amounts of cyberware as listed below; others have little or no cyberware.

Cygoyles are used as guards at many Cyberpapacy installations. They are also employed as aerial units supporting Church Police ground units. Some cygoyles have adapted to the street culture of the Cyberpapacy and are adding more cyberware to their bodies and trying to take over as leaders of street gangs.

Cygoyle
DEXTERITY 13
Dodge 15, fire combat 14, flight 14, stealth 15, unarmed combat 14,
STRENGTH 15
TOUGHNESS 15 (23)
PERCEPTION 11
Find 12, trick 13
MIND 12
Test 14, willpower 14
CHARISMA 9
Taunt 12
SPIRIT 13
Faith 14, intimidation 15
Three other skills at +1 add at gamemaster's discretion.
Skill Notes: Some (14) cygoyles have *materialization* 15.
Possibility Potential: some (30)
Natural Tools: claws (damage 17); teeth (damage value 15) razor-tipped wings (damage value 17), speed value 13.
Equipment: GWI GodLight (damage value 24) plus smart-gun attachment Cyberware: NeuraCal, Epipha-Neur , BelleScan, CSI EyeKill Mk. IV (if SmartGun carried), DATAS Snooper, Fangs (increases bite value to 17), Slashers (enhances claw value to 19), interdermal plate (+6) and Trigon body plating (+2) for a total armor add of +8 (armor value 23); cyber value 19.

Demon

Demons come in many shapes and forms, from small looking gremlins to large dog-headed monsters. The majority have large amounts of cyberware implants.

Demons are considered enemies by most faiths, and they make frequent use of the adverse miracles of the Cyberpapacy.

Demon
DEXTERITY 13
Dodge 16, fire combat or energy weapons (not both) 15, flight 15, unarmed combat 16
STRENGTH 15
TOUGHNESS 16 (20)
PERCEPTION 12
Alteration magic 14, divination magic 16, Find 14, trick 14
MIND 13
Apportation magic 16, conjuration magic 15, *materialization* 20, survival 15, test 15, willpower 16.
CHARISMA 11
Charm 16, persuasion 12, taunt 12
SPIRIT 13
Faith 14, focus 14, intimidation 16
Three other skills at +1 add at gamemaster's discretion.
Skill Notes: Demons have at least +3 adds in the following arcane knowledges: darkness, death, fire, earth, metal, folk, earthly, avian, enchanted, entity, living forces, inanimate forces.
Possibility Potential: some (18)
Natural Tools: Bite (damage value 18) claws (damage value 19), wings (speed value 12)
Equipment: Cyberware: NeuraCal, DATAS Boomer, MB Adrenal Booster, MB Blocker, Slashers (enhances claws to damage value 21), fangs (enhances bite to damage value 20), monofilament whip (damage value 23), interdermal plate (+4/ armor value 20), chipholder 3; cyber value 18.

Gospog

Gospog are used differently in the Cyberpapacy then they are in the Living Land or Aysle. Jean Malraux I does not use gospog directly as an addition to his armed forces. Instead his gospog are a scourge, one of the dangers against which the Avignon Church offers protection. As the gospog fields are overseen by demon or cygoyle planters who do not report directly to any church authority, the gospog do not always attack the targets Malraux wishes them to. Cathedrals have occasionally come under assault, and cyberpriests have met with ugly deaths. These deaths add to Avignon's credibility as defender against gospog, and the large major-

Timothy Bradstreet

ity of attacks occur against places or characters the Cyberpapacy are most pleased to see destroyed.

Second Planting

These gospog stand about eight feet tall, with overlong arms and legs. Their skin is grey or mottled green, with plant growth still visible in places. The heads are triangular wedge-shaped, and their protruding jaws are filled with three rows of razor-sharp, diamond-hard teeth. Their claws are nearly as impressive. While dimwitted, they are cunning and not easily deceived. Second planting gospog are cruel, and enjoy stalking and badgering their quarry before finally killing and eating him.

Second planting gospog are immune to K-results, making them quite difficult to bring down, even with advanced weapons.

Second planting gospogs are encountered in groups of two to 10, sometimes accompanied by cygoyles or first planting gospog.

Second Planting Gospog
DEXTERITY 8
Dodge 15, running 12, unarmed combat 16
STRENGTH 19
TOUGHNESS 18 (23)
PERCEPTION 6
Find 10, tracking 13, trick (12)
MIND 6
Survival 12, test (12), willpower 13
CHARISMA 5
Taunt (8)
SPIRIT 5
Intimidation 14
Possibility Potential: none
Natural Tools: Bite (damage value 23), claws (damage value 22), rock-tough hide (+5/ armor value 23). Their long legs carry them at great speed (12) over long distances.
Equipment: None

Third Planting

These gospog take the form of small, stooped witches. They usually appear to be female. While their features are warty and distorted like the classic witches, they show no evidence of their plant-like origin. They are quite agile despite their appearance, although they rarely engage in combat other than through magic or miracles.

Third planting gospog can be found alone, or in covens with a demon or fourth planting gospog.

There are unconfirmed rumors that a few crops of third planting gospog have experienced "flaws" which have yielded independent-minded creatures. While still hostile to Storm Knights, they are enemies to their brethren. They live solitary existences, and one is reputed to be living in Paris.

Third Planting Gospog
DEXTERITY 9
Dodge 11, maneuver 12, prestidigitation 13, stealth 13
STRENGTH 8
TOUGHNESS 11
PERCEPTION 17
Alteration magic 20, divination magic 20, find 18, first aid 18, language 18, scholar (magic) 18, trick 18
MIND 17
Apportation magic 20, conjuration magic 19, survival 18, test 19, willpower 20.
CHARISMA 9
Taunt 11
SPIRIT 11
Faith 13, focus 12, intimidation 14
Possibility Potential: None
Skill Notes: Third planting gospog know living forces, inanimate forces, folk, entity, earthly, enchanted, avian, air, earth, and fire arcane knowledges at +4 adds. They always have the spells altered fireball, bullet, detect magic, disguise self, earth shield, fly, haste, jump, lightning, pathfinder, stealth walk, and weakness. They may have learned others at the gamemaster's discretion.

They may use the following miracles: alter disease, bless, crisis of faith, curse, vex, ward danger and ward enemy.

Equipment: enchanted staff (STR+3/ damage value 12; in the staff is focused a spell which allows the gospog to use its apportation magic as the attack value, and which has a damage value of 18)

Fourth Planting

The fourth planting gospog appears as the goat-footed, horned devil seen in medieval manuscripts. They have all the sly trickery, lecherous manner and evil intentions associated with the legends.

The skin is smooth and shiny, but the enchantments upon it occasionally causes light to "run"; to blur, move, and then be absorbed. When not directly observed the effect is unsettling, the "something is wrong, but you do not quite know what it is." Their horns are burnished black, and red numerals and icons of data from the GodNet flash upon them at random intervals. At the base of the left horn is an epiphaneur, although a horned devil would disavow any knowledge of the GodNet.

While they can outright destroy a victim, they would rather seduce a victim to join them in their evil ways. They are foul tempered, and easily angered. Horned-devil gospog are considered enemies of any faith.

Fourth plantings sometimes rule covens of third planting gospog, and occasionally consort with demons or succubi. They never work with other fourth planting gospog.

Fourth Planting Gospog
DEXTERITY 13
Acrobatics 15, dodge 15, melee weapons 15, running 15, stealth 15 unarmed combat 18
STRENGTH 12
Lifting 15
TOUGHNESS 18 (24)
PERCEPTION 11
Alteration magic 15, divination magic 15, find 16, language 16, tracking 16, trick 16.
MIND 11
Apportation magic 15, test 15, willpower 20.
CHARISMA 15
Charm 20, persuasion 19, taunt 18
SPIRIT 15
Faith 20, focus 18, intimidation 18
Possibility Potential: none
Skill Notes: They have the following spells: detect magic, disguise self, earth shield, fly, haste, jump, lightning, mage dark and mage light, pathfinder, stealth walk, slow, strength, and weakness. The mage dark and light spell cause a 1-4 case contradiction as they are above the gospog and the realms axioms. The gospog can reconnect when within six kilometers of a stelae.

They may use all cyberpapacy miracles except excommunication.
Natural Tools: horns (damage value 16), hooves (damage value 15)
Equipment: Cyberware: NeuraCal, epiphaneur, cyber value 7

Fifth Planting

The gospog have largely remained the same from Magna Verita to the Cyberpapacy. The cyber axiom had a small effect on the fourth planting; it struck with a vengeance on the fifth.

The fifth planting gospog is an angel of death, complete with the ragged wings, tattered black robe, and grinning skull. But blackened bones are twined with NeuraCal, and CSI LED's and other cybereyes are rooted in dry sockets. A chipholder is attached directly to its vertebrae. Slashers do impossible amounts of damage, and a crystalline mass projects holographic images into and in front of the angel. The images are drawn from LifeChips, DatChips of unknown origin. The angel plugs a chip in, and scenes are projected from the crystal. Most often these are scenes of a character's life, images which the angel could not have possibly seen, including images from childhood or adolescence which are important to the character.

While perfectly capable of hearing and understanding speech, an angel of death seems to communicate only through unearthly howls and shrieks. There is only one known exception to this; when the angel of death first meets its intended victim, it quietly pronounces the name of that victim so the victim can know for whom the angel of death has come.

An angel of death takes a character to judgment and the afterlife. It does so by placing the neon-blue TempTrodes on the victim (who must be restrained, just killed, or unconscious), and using *materialization* makes a One on Many attempt against two characters, itself and the victim. If only one character is taken, it is the angel who disappears. If the materialization succeeds against two characters, the angel leaves the lifeless husk of the victim, having taken the mind and spirit of the victim into the GodNet.

Angel of Death (Fifth Planting Gospog)
DEXTERITY 13
Dodge 15, flight 18, melee weapons 20, unarmed combat 20
STRENGTH 14
TOUGHNESS 30
PERCEPTION 14
Find 19, *materialization* 20, tracking 25, trick 16
MIND 13
Test 16
CHARISMA 12
Persuasion 16
SPIRIT 20
Faith 25, focus 21, intimidation 25
Possibility Potential: none
Skill Notes: May use all miracles of the Cyberpapacy except excommunication.
Natural Tools: wings (speed value 15)
Equipment: Death scythe, a two handed weapon which has a damage value equal to the *faith* of the user; usable only by those of Christian, Judaic, or Islamic faith, neon-blue TempTrodes, known as DeathTrodes Cyberware: NeuraCal, BellSee Tele-sight, CSI LEDs, FFO NightView, True Spirit Toner, TSE Sifter, slashers (STR+8/ damage value 22); cyber value 15

Hellhound

Hellhounds are large black dogs with glowing red eyes. They are intelligent. They hunt in packs of three to 12 dogs. They chase their prey, dragging it down and then tearing it apart between them.

Hellhound
DEXTERITY 13
Dodge 15, running 18, unarmed combat 16
STRENGTH 14
TOUGHNESS 15
PERCEPTION 10
Find 12, trick 12
MIND 8
Survival 13, test 11
CHARISMA 8
Charm 11, persuasion 11, taunt 11
SPIRIT 8

Faith 9, focus 9, intimidation 14
Possibility Potential: some (24)
Skill Notes: some hellhounds have *materialize* 15.
Natural Tools: Bite (damage value 16)
Equipment: Cyberware: Apotheduct, Jaz, MB Adrenal Booster, Fangs(enhances bite damage to 18); cyber value 6

The HOGs

The HOGs generally dress in black with silver crosses embroidered on shoulder patches. They come from a variety of organizations such as the Mouvement National, the League For a Pure France, the Empire Loyalists, the French Movement, and the resurgent NAZI party.

Typical HOG member
DEXTERITY 9
Dodge 10, energy weapons 10, fire combat 10, melee weapons 10, unarmed combat 11
STRENGTH 9
TOUGHNESS 9 (14)
PERCEPTION 9
Find 11
MIND 9
Test 12, willpower 10
CHARISMA 8
Persuasion 9, taunt 10
SPIRIT 9
Faith 10, intimidation 12
Possibility Potential: some (65)
Equipment: HallowMesh (+5/ armor value 14), God Meeter (damage value 20) most common, but the HOGs have all but the most advanced military weapons. Cyberware: Any, but the most common is apotheduct and Jaz, EpiphaNeur, CyberHam Receiver, Throat Mike, Homer, ShocKnucks (+3 shock damage); cyber value 10

Hospitaller

Hospitallers wear white surcoats with a red cross over the top of their black armor. They ride Charger Horses. They are fiercely loyal to the Cyberpapacy, and they interpret cyberpsychosis as a sign from God. They treat those who succumb to cyberpsychosis as visionaries temporarily overwhelmed by their visions.

Hospitallers are usually given NeuraCal, an EpiphaNeur, and one or two items of cyberware. They then spend several weeks over the next few months in the GodNet having their cyber values reduced. This period is called the "vigil of grace" by the Hospitallers. After completing their vigil, Hospitallers go back under the laser for additional cyberware.

Hospitaller
DEXTERITY 10
Beast Riding 12, dodge 11, fire combat 13, energy weapons 13, maneuver 12, melee weapons 13, unarmed combat 12
STRENGTH 9
TOUGHNESS 9 (17 with armor)
PERCEPTION 9
Find 10, first aid 11, tracking 10
MIND 9
Test 10, willpower 10
CHARISMA 9
Persuasion 10, taunt 11
SPIRIT 12 (9 without blessing vow)
Faith 17, focus 12 (14 due to crucifix), intimidation 10
Possibility Potential: Some (18)
Equipment: GWI Armor of God (+8/ armor value 17), GodMeeter (damage value 20), MAS StormGun with CSI SmartGun (damage value 22, +6 to hit including SmartGun bonus), power broadsword (STR+8/ damage value 17) Cyberware: NeuraCal, EpiphaNeur, CSI EyeKill Mk. IV, CSI HotShot, CyberHam Receiver, TSE LeMotion, Throat Mike, Homer, MB Charger 2 (+2 DEX, 3 minutes), MB Blocker, Compte's Stabiliza (+2 defensive skills) ; cyber value 19 (reduced from 25)

Incubus

Incubi appear as darkly glowing male demons with sharp pointed teeth. They prefer to prey on females. They may shapechange at will into a handsome human male. A character must suspect the incubus of being something other than human, and generate a *Mind* total of 20 to see the incubus for what he is.

Incubus
DEXTERITY 13
Acrobatics 15, dodge 16, fire combat or energy weapons 16, flight 15,

melee combat 15, stealth 14, unarmed combat 16
STRENGTH 16
TOUGHNESS 16
PERCEPTION 13
Find 15, trick 15
MIND 14
Materialization 17, survival 15, test of will 15, willpower 20
CHARISMA 18
Charm 23, persuasion 20, taunt 19
SPIRIT 12
Faith 15, focus 14, intimidation 14
Three other skills at +1 add at gamemaster's discretion.
Possibility Potential: some (20)
Natural Tools: Bite (damage value 18), Claws (damage value 19), wings (speed value 12)
Equipment: Cyberware: Apotheduct, Jaz, TSE sniffer II, DATAS Synthivoice, DATAS Vocoder, ShocKnucks (+3 shock damage); cyber value 11

Inquisitor

Inquisitors dress in white robes edged in micro-circuitry. They wear white skullcaps and have silver crucifixes round their necks. Once imbued with cyberware an Inquisitor goes on a "retreat of light" into the GodNet in order to reduce his cyber value.

Inquisitor
DEXTERITY 8
Dodge 10, energy weapons 10, melee 10, stealth 12, unarmed combat 10
STRENGTH 8
TOUGHNESS 9 (14 with armor)
PERCEPTION 11
Cyberdeck Operation 12, evidence analysis 15, find 12 , scholar (Avignon Doctrine) 14, trick 12
MIND 10
Test of will 12, willpower 14
CHARISMA 8
Charm 11, persuasion 11, taunt 11
SPIRIT 12 (10 without blessing vow)
Faith 15, focus 14 (16 with crucifix), intimidation 14
Three other skills at +1 add at gamemaster's discretion.
Possibility Potential: some (21)
Equipment: GWI HallowMesh (+5/ armor value 14), GWI GodLight

housed in staff (damage value 24), ElectroProd in staff (damage value 16) Cyberware: NeuraCal, EpiphaNeur , BelleView 20-20, CSI LEDs, CSI LtFilta, FFO ColEnhanz, DATAS Snooper, CyberHam Receiver, TSE LeMotion, Throat Mike, Homer; cyber value 15 (reduced from 21)

Jazuits

Jazuits are trained in the art of debate. They are missionaries for the Cyberpapacy; they are also Soldiers for the Vicar of Christ, and do not hesitate to shed the blood of a heretic. A heathen will often be given the chance to convert to the Cyberpapal church rather than killed. If the victim refuses, he is obviously a heretic.

Jazuits wear long black cassocks that reach to the floor and button up the front. This outfit easily passes for those worn by priests of any number of Core Earth Christian religions.

Jazuits are equipped with Slik-slashers, prototype slashers manufactured by GWI. While thinner than ordinary slashers, a mysterious spiritual process makes the blades extremely sharp, with a damage bonus of +6. Slikslashers work only characters who have faith values (in the Cyberpapacy, of course) of 15 or more. Slikslashers have a cyber rating of +2.

Jazuits
  DEXTERITY 10
  Dodge 12, fire combat or energy weapons 12, unarmed combat 13.
  STRENGTH 9
  TOUGHNESS 8 (13 with armor)
  PERCEPTION 10
  Evidence analysis, find 12, language 12, scholar (religion) 12, trick 12
  MIND 10
  Test 12, willpower 13
  CHARISMA 9
  Charm 10, persuasion 15, taunt 11

SPIRIT 13 (11 without blessing vow)
Faith 15, focus 12, reality 12
Three other skills at +1 add at gamemaster's discretion.
Possibilities: one to five
Equipment: HallowMesh (+5/ armor value 13), Marseilles Hermes Cyberdeck (response +3, stealth +1, processor power 4, storage 3) Cyberware: Apotheduct, Jaz, Epipha-Neur , Slikslashers (STR+6 / damage value 15), Kreelar tendons; cyber value 9

Slinkers

Cyberware has been added to cats in Paris by cyberleggers who want to maintain surveillance of the approaches to their hideouts. Known on the street as slinkers, these cats augment fixed camera positions and are wired with radio transmitters and receivers, which the cyberlegger uses to send pleasure/pain impulses to direct the cat's actions.

Slinker
  DEXTERITY 9
  Acrobatics 14, dodge 16, long jumping 12, maneuver 14, stealth 16, unarmed combat 11
  STRENGTH 5
  Climbing 11
  TOUGHNESS 7
  PERCEPTION 6
  Find 11, trick (8)
  MIND 3
  test (8), willpower 8
  CHARISMA 3
  Taunt (8)
  SPIRIT 5
  Possibility Potential: some (75)
  Natural Tools: Teeth (damage value 7), claws (damage value 8)
  Equipment: Cyberware: Apotheduct, Jaz, BelleView 20-20, BelleSee TeleSight, FFO CamEye, DATAS Snooper, Slashers (enhances claw damage to 10); cyber value 13

Succubus

Succubi prefer to feed off male characters. They appear as beautiful women crafted from the dreams of men. Their coloration passes through red to yellow. They have small wings sprouting from their backs. They may shapechange at will into a handsome human female. A character who has reason to believe the succubus in not human may see her true form by generating a *Mind* total of 20.

Succubus
  DEXTERITY 14
  Dodge 17, fire combat or energy weapons 17, flight 16, melee combat 16, unarmed combat 16
  STRENGTH 15
  TOUGHNESS 17
  PERCEPTION 14
  Find 16, trick 16,
  MIND 14
  Materialization 15, test of will 16, willpower 20
  CHARISMA 15
  Charm 19, persuasion 20, taunt 20
  SPIRIT 14
  Faith 16, focus 15, intimidation 16
  Three other skills at +1 add at gamemaster's discretion.
  Possibility Potential: some (20)
  Natural Tools: bite (damage value 17), claws (damage value 18)
  Equipment: Cyberware: Apotheduct, Jaz, EpihaNeur, FFO ColEnhanz, FFO NightView, PLP Electratouch; cyber value 11

Chapter Ten

Cyberware and Equipment

T he Tech Surge created cyberware, and cyberware became critical to even the theology of Jean Malraux I. This chapter provides rules covering cyberware, its installation, its use, and what can go wrong.

The Advent of Cyberware

"The GodNet brings the benefits of cybernetics to all loyal Catholics. Imbued with the Holy Spirit and the blessing of the Church, cyberware fortifies weak and yielding flesh with the power of God. Blessed are the faithful, for they shall share in the bounty of the Lord."
—Extract from the Cyberpope's Inauguration Speech

The Tech Surge transformed medical science and made cybernetics possible. Advances in nanotechnology made the creation of synthetic nerve fibers and the installation of mechanical systems within living organisms a reality. Cyberware is the embodiment of these advances: it is the cutting edge of the Cyberpope's realm.

Availability

Cyberware systems are available from the Cyberpapacy, independent companies, and back street cyberleggers. While the Cyberpapacy strives to control all access to cyberware it has failed to prevent it from falling into outside hands. Cyber-leggers make a living from selling and installing illegal cyberware in anyone prepared to pay their price.

Cyberware is fitted to members of the Church who are considered worthy. The installation is carried out under the supervision of the techpriests in Church hospitals. The Cyberpapacy also makes cyberware available to members of right-wing hit squads and selected street punks.

All of the cyberware systems described here are available at no cost from the Cyberpapacy, but there is a price to be paid: to ensure orthodoxy, or to prevent the use of these systems against the Cyberpapacy, the systems are frequently fitted with homing bugs (homers), and self-destruct devices which can be activated by Malraux's agents. These devices are activated by radio, and either burn out a cyberware system making it inoperative, or else cause severe damage to the user's Central Nervous System. In the case of life-supporting cyberware, death follows quickly as cybernetic hearts and lungs cease their vital functions. Other systems simply burn out and fuse together. At the same time, energy stored in their powercells is blasted through the user's body causing an attack with a damage value of 18.

Cyberpapacy devices can be removed by skilled medics; the operation has a difficulty number of 12, and results in the same kind of wound as when the system was installed (see Surgery and Recovery, below).

Surgery and Recovery

Installation of cyberware involves some degree of surgery, followed by a period of recovery. Details of these times can be found in the descriptions below.

The *medicine* skill is used to install cyberware. The difficulty of the task varies according to the system being installed. For example, fitting a cybernetic hand has a difficulty of eight ; but fitting an artificial heart has a difficulty of 12.

Success indicates that the cyber system has been installed. Characters are always unconscious for 30 minutes after undergoing surgery, and are likely to be wounded. This damage is healed at the same rate as normal wounds.

Each cyber system is rated according to the level of surgery required and the anticipated level of wounding caused during the operation. For example, the fitting of a cybernetic hand merely inflicts a wound, but the fitting of cybernetic lungs or a heart results in a mortal wound. A character cannot spend Possibilities to reduce damage suffered during surgery.

Level of Success

Abysmal Failure (difficulty at least 10 greater than the *medicine* total): The character suffers from internal bleeding and a one level increase in wounds; for example, a wound becomes a heavy wound. A successful first aid or medicine check at Difficulty 12 is required to prevent death. All recovery checks to recuperate from surgical damage are made with a -5 bonus.

Failure: The operation is unsuccessful. Character takes normal wound damage and the cyber system is removed. Alternatively, a failure indicates that the system is fitted but fails to function correctly. Another operation is required to fix it. All recovery checks to recuperate from surgical damage are made with a -5 bonus.

Minimal success: The system is only barely installed; malfunctions occur on a roll of 1 or 2 (see Systems Failures below). Recovery checks against surgical damage are made with a -5 bonus.

Average success: The cyber system is fitted. Characters take anticipated wound damage. Recovery checks against surgical damage are made with a - 3 bonus.

Good success: The system is fitted and the character takes the anticipated wound damage. However, there is no penalty to the recovery checks.

Superior success: As above, but the character receives a +3 bonus to recovery checks made against surgical damage.

Spectacular success: As above. The system is fitted perfectly. It responds instantly to commands from the character's Central Nervous System; the system does not experience system failure (see below) under normal circumstances. The character receives a +5 bonus to recovery checks made against surgical damage.

Upgrading Systems: When upgrading a system, the level of surgery required is usually less than when the original item was fitted. Whenever a system can be upgraded with ease, the surgery required has its difficulty level reduced by three.

For example, when replacing 20-20 Vision with a combined 20-20 and FFO ColEnhanz, the new system is placed in the already prepared eye socket. The difficulty is reduced form eight to five. However, upgrading an existing cybernetic heart with another one still involves the same level of surgery as before.

Systems Failures

Cyberware is an advanced science, but it is not a perfect one. Even the most carefully crafted products of the Cyberpope's factories have been known to malfunction or suffer stress through use. Any character who relies too much on technology could be in for a shock when that technology responds in an unpredictable way.

Whenever a character uses a skill or attribute enhanced by cyberware and rolls a 1 on the action die, there is the chance of a systems failure. Systems failures vary from minor annoyances to dangerous malfunctions which can injure the user. Whenever a 1 is rolled on the action die, the gamemaster generates a bonus and consults the Systems Failure Table. The game-master gets a roll again on a 10 and 20.

Faulty Systems: Some cyberware systems are poorly maintained or manufactured. Devices fitted by cyberleggers using secondhand parts are subject to system failure rolls on action die rolls of 1 or 2. If a possibility is spent, the system only malfunctions if the second die roll is also a 1.

Cyberpsychosis

Note: These rules are different from those on page 40 of the *World Book*, and take precedence.

Advances in medical science have made the installation of cyberware possible, but they have been unable to effectively counter the effects on the human psyche. As more items of cyberware are added and bodily functions are performed by machinery, a character becomes progressively dehumanized.

Every item of cyberware is rated according to its dehumanizing effects. Each time a character has a new system implanted, the cyber rating of the system is noted on the character sheet in the cyberware box. The sum of a character's cyber ratings are added together to determine his cyber value; this is noted in the cyber value box on the character sheet.

Occurrence: Cyberpsychosis occurs whenever a character suffers a setback result. This setback could come as the result of *maneuver*, *intimidate* or other interaction, or appear on the conflict line. Any setback result can trigger cyberpsychosis.

The gamemaster generates a cyber total (the afflicted character's cyber value plus a bonus) against the target's *Spirit*. The result points are read on the Cyberpsychosis table; note that the cyberpsychosis has negative result points.

Resisting Cyberpsychosis

A player may declare his character is resisting cyberpsychosis. He must declare this before the gamemaster rolls the die for the cyberpsychosis check. The character then generates a Spirit total, with a minimum bonus of +1. Resisting cyberpsychosis is therefore a form of active defense, like an active *dodge*.

Reducing Cyber values

A character may reduce his cyber values by having cyberware removed from his body. This is done on a one-to-one basis, so the removal of a CSI

LtFilta (cyber rating +2) reduces the character's cyber value by 2.

The psychology skill can be used to reduce a character's cyber value (see Skills, page 73). There are ways of reducing character's cyber values within the GodNet (see "Heaven" page 63 of *The GodNet* sourcebook.)

Maximum Cyberware

No character can continue to add on cyberware without totally losing her humanity. If a character has a cyber value which is at least 10 higher than her *Spirit*, cyberpsychosis will doom the character within the span of a few adventures. **The gamemaster is strongly urged not to let any player Storm Knights layer on cyberware past this 10-point limit.** Storm Knights with that much cyberware pose a grave hazard to themselves, and the rest of their group, and could prove disruptive to the flow of the adventure. Gamemaster character's are, of course, a different story.

The Technology of the Cyberpapacy

The Cyberpapacy has brought tremendous advances in nanotechnology, computer science, organ cloning, holographic communications, laser technology, and in everyday appliances. But the technological base of the Cyberpapacy has not entirely replaced or transformed existing technology. Just as items from earlier ages are still used on 20th century Earth, Tech level 23 items exist side by side with the wonders of future society. Steel knives, AK-47 rifles and ball-point pens are frequently found in the possession of even the most ardent devotees of cybertech. The Tech axiom has changed but many obsolete items are still in use. But as the Cyberpope extends his hold over France, the spread of the new technology continues at a breakneck pace.

Most items of equipment of Tech 22 or higher described in the *Torg Rule-book* are available to characters

SYSTEMS FAILURE TABLE

Bonus Generated	Effect
less than 0	Cyberware functions normally.
0	Cyberware functions sluggishly. It does not impart any powers or skill increases to the character for that round.
1-2	Cyberware surges imparting none of its powers to the character for one round. In addition the character suffers a -1 bonus modifier for one action only.
3-4	Cyberware fails to operate and momentarily locks. If the character's intended action depends entirely on the function of the cyberware, the action fails. Otherwise, the cyberware provides no skill bonus to the attempted action. Until repaired, the cyberware is subject to systems failure on rolls of 1 or 2 on the action die.
5-6	Cyberware shuts down requiring the cybertech skill to repair.
7-11	Cyberware goes erratic: Limbs start to convulse; sensory apparatus boost signals to uncomfortable levels; or blank out entirely; ChipWare scrambles giving no benefits; chargers and boosters release potentially lethal doses into the bloodstream, etc. Requires cybertech to repair.
12+	Cyberware malfunctions. It goes erratic as above. In addition the character is affected by an electrical surge with a damage value equal to the bonus; armor provides no protection from this surge. The system then shuts down requiring the use of *cybertech* to repair.

CYBERPSYCHOSIS TABLE

Result Points	Effect
-10 or less	**Gain inner strength from resisting your psychosis:** reduce cyber value by 2. Do nothing else this round
-9 to -7	**Gain inner strength from resisting your psychosis:** reduce cyber value by 1. Do nothing else this round.
-6 to -2	**Minor Mental Block:** -1 on mental skills and attribute checks for this round.
-1	**Minor Physical Revulsion:** -1 on all physical and mental skills for this round.
0	**Freeze:** do nothing for 1 round.
1	**Minor Systems Scramble:** roll for one system on the System's Failure Table.
2	**Mental Block:** -2 on mental skills and attribute checks for next 2 rounds.
3	**Physical Revulsion:** -2 on all physical and mental skills for next 2 rounds.
4	**Confused:** do nothing for 2 rounds.
5	**Major Mental Block:** -3 on mental skills and attribute checks for next three rounds.
6	**Major Physical Revulsion:** -3 on all physical skills for next three rounds.
7	**Cyberfear:** Increase cyber value by 1.
8-9	**Paralysed:** do nothing for 3 rounds.
10-11	**Despair:** do nothing for 5 rounds.
12-13	**Major System Scramble:** roll for three systems on the System's Failure Table.
14-15	**Enraged:** Character attacks nearest characters for 3 rounds. Increase cyber value by 1.
16-17	**Catatonic:** Character curls up in a ball for 1-20 rounds and increase cyber value by 2.
18-20	**Psychopathic:** Character turns into a psychopathic killer. Attacks all characters for 10-30 rounds. Increase cyber value by 3.
21-25	**Hysterical Rage:** Character goes berserk and attacks nearby characters and objects for 1-20 hours. Increase cyber value by 4.
26+	**Suffer from Hysterical Rage:** permanently. Character becomes a psychopathic gamemaster character under the control of the Gamesmaster

within the Cyberpapacy, along with the technological breakthroughs described below.

Brand Names and Independents

There are a number of large manufacturers who lead their various fields in research and development, and whose brand names are widely known. But in countless back rooms, techs produce imitations of the major brands. Some of these are almost identical to the real thing, others are shoddy copies which either do not match up to specifications or, in the case of cyberware, are subject to systems failure on a 1 or 2, or include both faults. Gamemasters can assign whatever drawbacks or enhancements they wish to any item of equipment purchased from a small manufacturer; be careful not to design a device which is far superior to any other on the market. At the same time, one which performs atrociously would quickly acquire a bad name in a realm where everyone can be connected to the GodNet, which in addition to being a VX environment is the world's fastest and largest electronic network.

Major Suppliers

BelleVision

BelleVision of Aix is the foremost producer of cyber eyes. Originally a producer of cosmetic eyes, BelleVision has branched out and now manufactures the BelleView 20-20 vision unit, the BelleSee TeleSight, the BelleMicro-View, and the BelleScan. The Belle-View Low-light is not actually manufactured by BelleVision, although it appearance and performance specs are nearly identical to the other eyes in their line. This counterfeit eye has BelleVision executives justifiably worried; perhaps there is a clandestine group within BelleVision who is building the ersatz eyes, or perhaps someone is stealing components and assembling the eyes elsewhere.

BelleVision receives most of its orders from the Cyberpapacy at Avignon, but recently members of its research and development team have defected and fled to Paris Liberté, where they formed FreeFrance Optics (FFO).

Clear Sight Industries

Clear Sight Industries (CSI) are located on the outskirts of Avignon and cater exclusively to the Church Police and cyberpriests. The company is run by cyberpriest technicians and leads the field in weapon enhancement systems.

CSI produces HotShot II thermal sights, LtFilta flash protectors, EM eyes, EyeKill Mk. VI targeters, and LEDs.

CSI visual units are available in Paris. A cyber train, carrying a large consignment of CSI products to members of the HOGs was derailed and its contents captured by the Resistance. The Resistance began to disseminate the parts, but the Sun Kings seized the warehouse where they were stored. Quick to off-load their catch, the Sun Kings pedalled CSI systems to countless numbers of cyberleggers in Paris. The Paris Liberte Militia and the Resistance have been unable to recover more than a fraction of the stolen units.

Compte Industries

Compte Industries of Toulouse specialize in physical enhancement systems. Most of their output is carried by cyber train to Avignon for fitment to Church Police and Hospitaller units.

Compte Industries is a small company, particularly considering the large quantities of products they manufacture. Some German diplomats have privately voiced the opinion that Compte Industries is a front for a Japanese, or possibly Nile Empire, operation.

CyberHam Manufacture

CyberHam Manufacture is a collective of radio hams who quickly saw the potential of using their knowledge to create cyberware systems that could be used against the Cyberpapacy. They work out of back rooms in Lyon, Marseille and Toulouse. They supply the Resistance whenever possible. A secretive organization, CyberHam Manufacture is in constant danger of discovery by the Inquisition. As a result their equipment is built with an eye to reliability and is extensively tested by CyberHam's own members, often under combat conditions.

Data Audio Systems

Prior to the Tech Surge, Data Audio Systems (DATAS) produced high cost, low unit, sound and entertainment systems. Quick to see the advantages in employing the new techniques of cybernetics, the company closed it

BelleView Low-Light Eye with BelleSee TeleSight Addition

200M

Rob Caswell
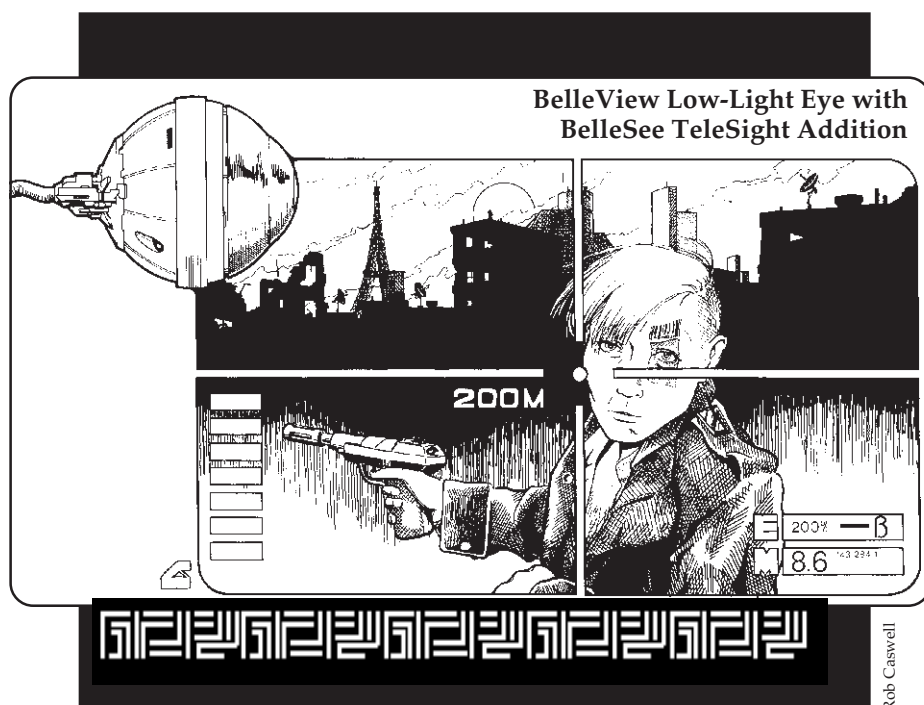
Lyon operation, relocated to Paris, and began to manufacture auditory and sensory cyberware systems. DATAS systems are widely sought after outside of Paris. The Cyberpapacy controlled company, True Spirit has copied many of DATAS's designs in its factories in Avignon.

Rumor has it that the Lyon facility is still in operation in a makeshift factory concealed in the rugged countryside, but DATAS officials of course deny the rumor.

FreeFrance Optics

A breakaway group of BelleVision employees, FreeFrance Optics operates out of Paris where it manufactures BelleVision derived systems, as well as its own TriEyes visual units (see *Torg World Book*, page 41), FFO ColEnhanz, FFO NightViews, and its latest promotion, the FFO CamEye.

The FFO laboratory was recently hit by members of the Mouvement National. Severe damage to its manufacturing plant resulted in FFO closing down its operations while its members moved undamaged machinery to a new location. Production is expected to recommence in a few weeks.

God's Word Industries

GWI produce armor, weapons and vehicles for the Church Police, Hospitallers and Inquisition. GWI is tightly controlled by the Cyberpapacy. Security at its manufacturing plants at Avignon and Saint-Etienne is high, being second only to that surrounding the Palace of the Popes.

The GWI manufacturing complex outside of Avignon is a monstrous amalgam of buildings clustered around the giant construct known as EM2. EM2 has over 23,500,000 square meters of manufacturing space spread out over six levels. The Administrative Tower sits at the northern end of EM2 and rises to a height 955 meters, over twice the height of the Empire State building. Holotransmitters at the top, base and hover platforms on either side of the tower are activated each night to produce a gleaming white cross visible for better than 100 kilometers.

Back street armorers produce passable copies of GWI armor, but as materials are often in short supply, armor from other sources frequently does not measure up to GWI standards.

Any of the armor types listed below may be available on the streets, but the Armor Add is nearly always reduced by 1 or 2 points if it is not genuine GWI armor.

Manufacture de Machines du Haut-Rhin (Manurhin)

Manurhin produce GWI products under license with the full approval of the Cyberpapacy. Manurhin also develop more experimental weapons which are issued to certain Inquisitors and to Church Police Officers.

Manufacture d'Armes de Saint-Etienne (MAS)

MAS is based in Saint-Etienne where it produces arms for the Cyberpapacy. Its weapon systems are of high quality, and renowned for their reliability. As MAS weapons set the standard its designs are widely copied by back street weaponsmiths and found in the hands of opposition groups and street punks. MAS has little sympathy for the Resistance, but remains cool towards the policies of the Cyberpapacy. They manufacture arms; their executives believe that what happens after the weapons are sold is really none of the company's business.

Marlenes

Marlenes produce a wide variety of drug-based cyberware systems as well as the drugs to go with them. They are based in Paris with a subsidiary in Nantes. Although never satisfactorily proved, it is widely believed that Marlenes is a front for the Sun Kings. The company's practice of dealing in medical and addictive street drugs further adds to this belief.

MediCo

MediCo produce branded medicinal drugs for the Cyberpapacy. Based in Toulon, their products are widely available in drug stores throughout the Cyberpapacy. They produce everyday drugs such as aspirin and paracetamol, as well as more powerful pain killers.

MediCo strives for "favorable public relations conditions," and supports any charity which offers a significant chance at publicity. This policy has unintentionally wedded MediCo to elements of the Cyberpapacy; Jean Malraux's church has many charities, some of which are beneficial, and the Cyberpapacy can guarantee media coverage.

MindBody Technologies

MindBody Technologies (MB) are the foremost producers of boosters and chargers. Relocated from Nice to Avignon they have developed a wide range of drug based enhancement systems. Their early prototypes were enthusiastically taken up by the Cyberpapacy, but because of flaws in their designs many of their original users ended up with either severe physical disabilities or with brain damage. Recent refinements in the fitting of boosters and chargers, coupled with the integration of nanotech sensors have ironed out most of the initial problems.

NeuroInc

Neurological Industries Incorporated of Toulon is the foremost producer of synthetic nerve and skin tissue. Its products are often copied but never matched. Its own NeuraSkin is so finely made that it is impossible to tell from the real thing. Similarly, NeuraCal has been used successfully to replace existing nerves and has proven to be self-replicating and self-maintaining. Its surgeons are second to none; the surgery success level of any operation performed by a NeuraInc surgeon is increased by one level, i.e an *average* result becomes a *good* result.

Pleasure Products Ltd

Pleasure Products Ltd (also known as PLP) has grown from a small producer of massage machines to a large manufacturer and distributor of sensory systems. Their wares have found great favor with members of the Avignon Curia, including the Cyberpope himself.

Trigon Products

Trigon is one of the major producers of cyber limbs. Their products are reliable and highly sought after. Trigon Products have small mobile manufacturing plants throughout the Cyberpapacy. The plants are carried on the back of large trucks and move constantly from location to location to avoid the attention of the Inquisition. The largest and most secure of their plants is based permanently in Paris Liberte where they supply the Resistance and street gangs alike.

True Spirit Enterprises

True Spirit Enterprises is the Cyberpapacy's foremost producer of sensory cyberware. Its factories in Avignon manufacture large thousands of cyberware parts a day. It was TSE that led the way in the creation of Spirit chips and their use in Cartagras (soul-less human bodies). Their search for new system designs has led them to extensively copy the work of other cyberware houses. Consequently, most items of cyberware are produced by TSE, but are not widely available outside of the Church.

Cyberware Implants

Implants are cyberware systems which are implanted directly into the body. They perform many different functions; from enhancing senses and/or physical functions to providing sophisticated electronic systems and weapons.

Power Sources

Cyberware requires a source of energy to function. Usually a small powercell or integral battery is used. Light-weight systems (eyes, ears, etc) can run for up to two years on a single power cell. Heavier systems (such as limbs) last a month at most on a power cell, but they can be recharged by simply plugging them into the mains supply using a short length of cable. A power cell can be fully recharged in an hour from CyberFrench power supplies, which are being modified to handle the special needs of cyberware. In Nippon Tech of Core Earth, recharging takes from three to six hours, and requires a special adaptor which is available for 2,500 francs.

ChipHolders draw energy from the user's Central Nervous System (CNS) and require no additional power supply.

Costs of Cyberware

The costs listed for each item of cyberware represents the average base price charged by a cyberlegger. Depending on the gamemaster's wishes and the overall availability of an item within a campaign, the base price can be raised or lowered by as much as 50%. Characters may haggle (see Haggling on page 73 of the *Torg Rulebook*) to try and reduce the asking price.

Note: The Cyberpapacy does not charge for cyberware: it provides it free to selected followers.

Basics

Neural cable or **NeuraCal** is synthetic nerve fibre used to link cyberware devices together within the body. When installed, strands of NeuraCal are connected to the brain and are threaded through the spinal column to its base. To connect cyberware, threads of NeuraCal are teased out of the spinal column and run to the cyberware.

Note: NeuraCal has a cyber rating of five. This is a change from the rule given in the *World Book*. Authors and playtesters kept forgetting to add the NeuraCal cyber values under the old system. Charging a single price should help eliminate that.

NeuraSkin is artificial skin originally used for cosmetic purposes. It is now increasingly used to cover and conceal subdermal cyberware. NeuraSkin is rich in nerve fibers; it functions and reacts to stimuli just like real skin, with the added advantage that it can be desensitized and peeled back to allow access to the inner workings of imbedded cyberware.

A **neural jack** consists of a socket embedded into the temples, back of the neck or other body part. A neural jack in the neck or temples is wired directly into the brain at no extra cost in cyber rating; when fitted into another body part, NeuraCal or Jaz must be used to connect the neural jack to the CNS.

A neural jack accepts a standard input plug allowing it to be connected to an external piece of equipment. This lets a character access computers directly; allowing the user's consciousness to enter the GodNet; download information to internal chipware; or to output data to peripherals such as vidscreens, recorders, computers or vehicles with cybercontrol units. A char-acter running the GodNet with a neural jack uses his full *cyberdeck operation* or *scholar (computer science)* skill value.

When used in a vehicle to connect a character sensors which monitor the outside environment, a neural jack speeds the response time of a character making her instantly aware of changes in speed, air passage, road canter and surfacing. It grants the operator a +3 bonus when generating totals for that vehicle skill.

The **J-jack** is the standard neural jack put out by street labs. Most J-jacks suffer from systems failures on a roll of 1. More reliable J-jacks are becoming available, but they cost about twice as much as a standard J-jack.

The **EpiphaNeur** is the most reliable neural jack developed. Inexpensive, it is fitted by cyberpriest techs who take the opportunity to install homers and faith chips into the faithful. Tens of thousands of French citizens have had EpiphaNeurs fitted and have become wired into the beliefs of the Cyberpapacy.

Sensory Implants

Sensory implants boost the five senses and provide additional abili-

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The Cyber Catechism

† *What is cyberware?*

Cyberware is the body of our Lord incarnate. To possess cyberware is to share in the body of our Lord. Cyberware is the power our God.

† *Where does cyberware come from?*

Cyberware comes from our God and has been imparted to his servant upon Earth, Cyberpope Jean Malraux I.

† *Why do we use cyberware?*

So that we can overcome the power of the Antichrist and strengthen our wills.

† *What are the powers of cyberware?*

Cyberware is the power of our Lord: it knows no bounds.

ties. The same general systems may be combined together to further increase a character's vision, for example. **Each sensory location can house up to three different systems within its apparatus.** It is possible to fit a BelleVision 20-20 Vision, a BelleScan and a CSI LtFilta within the same eye socket. To benefit from other visual enhancements, the other eye would have to be used. Similarly, auditory, olfactory, taste and touch systems are restricted to three enhancements.

The skill increases and attribute bonuses conferred by sensory systems are cumulative, so a character with a FFO ColEnhanz and BelleView 20-20 gains a +4 bonus to his *find* skill (+2 for the BelleView 20-20, plus +2 for the ColEnhanz).

Visual Systems

Visual systems can be made to accurately resemble a real eye or appear as an obvious cybernetic implant. Eyes are available in a wide variety of colors, from natural to silvered or multicolored. Cat or lizard-like eyes are popular, as are eyes without irises or pupils.

Mirror-chromed or dark glasses are also favored. These systems are fitted directly into the face and are interfaced into the nerve endings of the eye sockets. They are a permanent attachment, although some cyberleggers produce glasses which can be removed. These glasses are plugged into a sensory socket within the eye cavity.

The **BelleView 20-20** visual unit is fitted into the eye socket. The 20-20 system increases Perception skills based in which noticing visual information is crucial (such as *evidence analysis, find, tracking*) by +2. Some street punks have basic visual units fitted into the backs of their skulls.

The **Belleview Low-light** automatically amplify available light from five to 100,000 times. The eyes choose a level of amplification which best approximates daylight. The eyes will not work in complete darkness.

BelleMicroView: Allows the user to magnify objects by x25 providing they are viewed from a close distance (5 cm at most). Grants a +3 bonus to *find* or *evidence analysis* when looking

objects which have detail visible only through magnification.

The lens of the **BelleScan** resembles a fly's eye. When combined with other systems, the compound lens can be retracted until needed. The BelleScan is very effective at registering movement and is popular with fighter pilots and other vehicle operators. The eye adds +1 to *air vehicle*, *land vehicle* and *water vehicle* skills, as well as firing weapons when moving on such vehicles, or at a moving target.

The **BelleSee TeleSight** grants telescopic vision to the user allowing distant objects to be viewed clearly. The eye provides a magnification of x50. Grants a +3 *find* bonus when examining objects which have important details which would be lost to the naked eye at this range.

CSI EM Eyes are built with extra photo-receptors for mid-frequency electrical impulses, the kind all but specially designed cyberware emits. The impulses appear as either blue or red sparks around the target's cyberware. The eyes have a *find* value of 20; unless the cyberware has ECM protections, it has a resistance value of 0, which makes detection automatic.

CSI EyeKill Mk. IV: The EyeKill projects a low intensity laser beam onto a target visible to the user. When linked via NeuraCal to a SmartGun or vehicle weapon system, an EyeKill registers deviation from and range to the target, greatly enhancing weapon skill. The EyeKill IV provides a +3 bonus to a character's weapon skill total. Earlier models of the EyeKill are installed in some Church Police units, but are being phased out in favor of the Mk. IV. The Mk. III has a +2 add. The Mk. I and II provide a +1 add, but the Mk. I is flawed as it caused tunnel vision which reduced visual *Perception* by 2 points.

CSI HotShot II: The CSI HotShot II is a thermal sight which detects the heat signatures of objects and creatures. The HotShot II adds +2 to the *find* skill in poorly lit or dark conditions. The earlier Mk. I system gave a +1 add to find.

The **CSI LEDs** provides visual readouts of computer data or messages across the character's field of vision. The readout can be discretely located in the corner of the field of vision,

overlaid upon it, or else replace it entirely. It is useful for visually identifying information and for monitoring bodily functions, if the character is fitted with a Mediserve or bioscan unit.

The **CSI LtFilta** detects surges in light and adjusts the cybernetic eye accordingly, protecting the wearer from the effects of sudden light flashes.

FFO CamEye: A character equipped with a CamEye can either take color photographs or video pictures. The photographs or video pictures are stored on a DatChip fitted into the basic unit. This takes up one of three spaces available in each eye socket. Two hundred extremely detailed photographs (containing details which could only be revealed upon magnification) or an hour of video may be stored in this way. The video images do not magnify well, and it is unlikely additional information can be gleaned from magnified video images. Additional photographs may be stored in DatChips elsewhere in the body (see chipware).

FFO ColEnhanz: This unit makes the spotting of camouflaged or hidden targets easier by boosting or reducing selected colors. It adds +2 to the *find* skill in well-lit conditions; infrared or thermal units are required for dark conditions or night-time use.

FFO NightView: When activated, the FFO NightView emits an infrared beam up to 50 meters. The range of the beam and its thickness are controlled by the user. The beam allows a character to see any object or creature within the beam. It adds +3 to *find* and *tracking* skills. Anyone using any kind of thermal equipment will automatically spot the beam and its source.

A FFO NightView is, for cyberware, bulky and takes up the same space as two visual systems.

FFO Rove-eye is eerie to see, for when turned on, it constantly moves in a pseudo-random path, covering a wide arc of vision. The rove-eye has chips which recognize hundreds of weapons and use patterns, programmed to alert the wearer and tag the suspicious images with a yellow overlay. Using a rove-eye gives a +3 *find* bonus when detecting ambushes, hidden weapons, or the like. Rove-eye software automatically screens the image from the user's mind, until locked on a target image (or images).

Even so, a rove-eye can be disorienting to new users.

Auditory Systems

These systems are fitted into a person's existing ear, or else replace it entirely. Systems placed within the ear are not obvious without close inspection. Ear replacements can be made from cloned tissue growths to resemble any type of ear style desired, or they may be obvious cybernetic attachments resembling metal ears or simply flat plates, or even small boxes attached to the sides of the head.

As auditory units are connected to the Central Nervous System, a character with multiple auditory systems may switch between them just by mentally selecting the required unit.

DATAS Snooper: The DATAS Snooper system makes it easier for a character to hear and identify sounds and noises. For the purposes of hearing sounds which are within the frequency range form normal hearing, it increases *Perception* by +2.

DATAS Lo-Freq: allows a character to hear low frequency sounds clearly and distinctly. It adds +2 to *Perception* when listening to low frequency sounds, from sounds made by bass instruments to sounds below the normal range of hearing.

DATAS Hi-Freq: This high frequency unit increases a character's hearing range. Sounds normally above the human hearing range can be heard clearly. It adds +2 to *Perception* for the purpose of hearing high frequency sounds.

True Spirit Toner: This unit dampens and boosts sounds allowing the user to selectively home in on specific sound ranges. The wearer can suppress background noises thereby isolating a conversation taking place in a noisy work area. The unit is not directional, so one conversation taking place a crowded room could not be heard; the character would still hear all conversations taking place, although other noises could be eliminated.

TSE Sifter: When use in conjunction with a Toner, the TSE Sifter allows the wearer to selectively home in on certain sounds and edit out extraneous noise. With this unit a character

True Spirit Toner
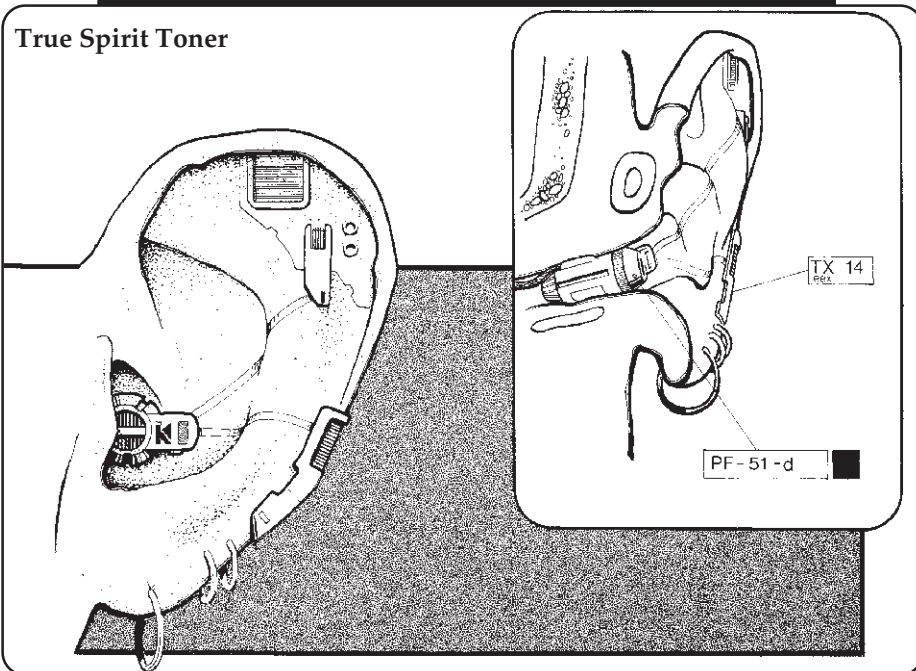
Rob Caswell

can attune her hearing to a the speech of a specific character or direct it so that only sounds from a certain direction are heard.

The **CyberHam Receiver** is a multiband radio tuner which allows the use to pick-up radio transmissions. It can be set to any wave band desired allowing reception of any specific radio transmissions: eavesdropping on restricted radio broadcasts, the reception of incoming signals directed at the wearer, or just to listen to the Cyberpapacy music network.

CyberHam Decoder: The decoder decodes radio messages which have been deliberately scrambled prior to transmission. To successfully decode a signal, the decoding character must generate a *Mind* total, receiving a +3 bonus due to the decoder. The difficulty of the check depends on the sophistication of the scrambler used to send the signal; simple codes have a difficulty of 8, while sophisticated military cyphers have a difficulty 20, and Nippon Tech agents use codes which have a difficulty of 22 or more.

DATAS X122 Recorder: The X122 is a device that records sounds and stores them on a DatChip. When used in conjunction with other auditory devices, the recorded sound can be set to record only certain frequencies or sounds. Otherwise, it records all sounds within range. The DatChip can store three hours of sounds and can be played by the character at any time. To allow other persons to hear the recordings they must be down-loaded to a recording device via a neural jack.

CyberHam DeBugger: This receiver picks up electronic transmissions from radio and recording "bugging" devices within a radius of 3 meters. It emits a beep which may be pinpointed via a sound selector; otherwise the beep becomes louder as the character approaches the bug. It adds +3 to *find* skills for the purpose of detecting bugs.

Taste Systems

Taste systems are usually implanted into the tongue and covered with a layer of NeuraSkin. Some systems are fitted without the layer of NeuraSkin leaving the taste sensors exposed. It is also possible to have taste sensors im-

planted in parts of the body other than the mouth requiring the items to be placed against the unit before they can be tasted.

The **TSE Taster** identifier aids in identifying tastes previously encountered by the character. It identifies tastes by their components and routes them to the brain. It provides a +1 bonus to *Perception* for tasting purposes only.

TSE Tasty Store: Utilizing a DatChip to store various digital breakdowns of tastes, this unit allows the user to identify previously unknown tastes. The DatChip can store 20 tastes, and the range of tastes can be expanded by the addition of other chips. It adds +3 to *Perception* when tasting substances.

Olfactory Systems

Olfactory devices can resemble normal human noses or be cybernetic in appearance.

The **TSE Sniffer II** identifies already known scents and helps identify them. It also boosts olfactory awareness giving a +1 to *Perception* for scent purposes only.

The **TSE Bloodhound** homes in on selected senses and suppresses background ones. It adds +3 to the *tracking* skill in any environment where tracking by scent is possible.

TSE Tasty Scent: The Tasty Scent stores digital breakdowns of scents or gases within a DatChip and compares them to incoming scents allowing exact identification. Each chip holds 20 scents and further chips may be added. It adds +3 to *Perception* when detecting scents.

The Clamp is produced by TSE. It literally clamps off the nasal passages and sinuses from any unwelcome scents or gases, preventing them from entering the body. It can be operated by thought once a scent or gas has been identified, or any olfactory unit may be set to activate it the instant an unwanted scent or gas is detected. The user can then activate filters placed in slits along the side of the nose, although it only has enough power to operate the filters for about three minutes before the tiny power cells need to be recharged.

Marlenes Cool Breeze: The Cool Breeze is an atomizer which stores drugs and converts them into a readily absorbable atomized mist. Usually located within one nostril, the dispenser can hold 6 doses of any drug, medicinal or otherwise.

Tactile Systems

Touch systems are normally fitted into the hands, occasionally in the feet, and concealed with NeuraSkin. The sensors may also be left uncovered revealing the arrays of circuitry.

The **PLP Hypertouch** increases tactile perception and enhances *Dexterity* by 2 points when manipulating small or delicate objects. It can also be used purely for enjoying pleasant sensations.

PLP Electratouch: This unit detects electrical currents within 10 cm when placed against a surface or object. The user is aware of the location of the current and its intensity.

Additional Sensory Systems

These cyberware systems add additional sensory perceptions to the user providing abilities beyond normal human capacity.

TSE LeDos is a skinscan, NeuraSkin which is embedded with an intricate array of sensors and signal analyzers, which detects motions anywhere to the rear of the user within a range of 100 meters. LeDos grants a +3 bonus to *find* totals generated to detect motion to the rear of the character. LeDos' sophisticated analyzers can tell whether a target is armed with cyberware or energy weapons, or when the target is going to initiate almost any kind of physical attack. Warning signals are the strong sensation of skin crawling. If the target has cyberware or energy weapons, the sensation of an itch is also produced. *LeDos sensors work automatically.* The gamemaster should record a characters LeDos find value and make a roll in an ambush situation, should the player fail to request one.

TSE LeMotion: LeMotion is a motion sensor which can be fitted within any area of the body. It detects movements around the user by transmitting radar signals and waiting for them to "bounce" off moving creatures or objects. Direction and distance are then

The Clamp

WN-4
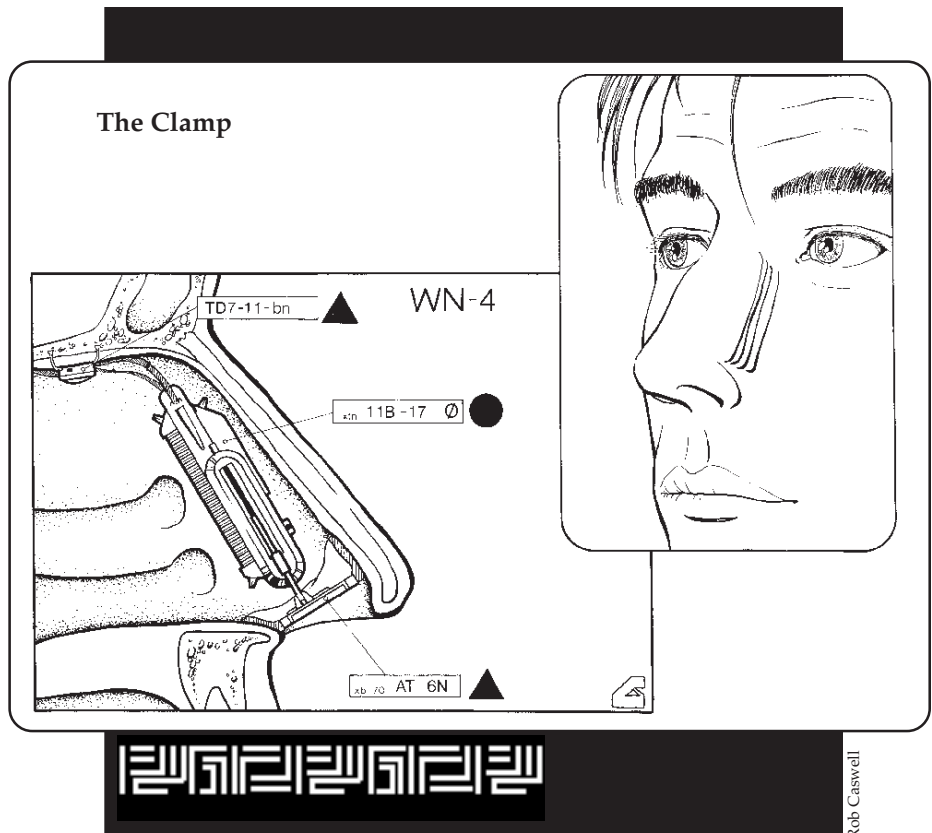
relayed to the user via NeuraCal, and are either overlaid onto a visual unit or else connected to an auditory unit. In the event of multiple movements, the closest and largest creatures or objects are highlighted or amplified. It adds +3 to *find* totals when detecting oncoming targets anywhere within 50 meters.

The **Mediserve** is a bioscan which monitors the user's physical activity providing readouts of blood pressure, heart rate, blood sugar levels, levels of adrenaline, respiration, levels of drugs and other foreign substances, etc. Readouts can appear as subdermal implants on the wrist, or be routed to visual or auditory systems via NeuraCal. *First aid* or *medicine* totals on a character equipped with a bioscan have gain a +3 bonus.

Throat Mike: Fitted at the back of the throat, this microphone picks up whispered or normal vocal sounds and transmits them via radio waves. Normally activated by touching the section of throat, it can also be mentally controlled by wiring it into the CNS via NeuraCal.

CyberHam Scramble Box: This device scrambles electronic signals helping to conceal the character from electronic detection. It adds +5 to the difficulty number of anyone trying to detect a character fitted with this unit by electronic means. A Smart's (a heat-seeking bullet) does not gain +2 to hit when fired against a character with a Scramble Box.

Homers: These bugs are built by True Spirit Enterprises and installed into the body. They broadcast homing signals up to 25 kilometers which can be picked up with a receiver tuned into their wave bands. The signals from the homers are fed directly into the GodNet where the movements and locations of the bugged characters are correlated and stored.

Physical Enhancement Systems

These systems enhance normal physical functions by either increasing the strength of muscle fibers, by releasing controlled amounts of hormones or drugs into the bloodstream, or by replacing tissues, bone structures or even limbs with artificial nanotech structures.

Vocalizers

Vocalizers are attached to the larynx or else replace it entirely.

The **DATAS Boomer** consists of an amplifier that boosts the sound of the voice making it clearly audible over the top of other noises and allowing it to be projected.

DATAS Synthivoice: This device alters the wearer's voice giving it a metallic or electronic sound. It can also be used to deepen its pitch or increase its range.

DATAS Vocoder: A vocoder analyzes and stores voice patterns within a DatChip. The voice patterns are then reproduced by a cybernetic larynx. The wearer can use the vocoder to accurately recreate any voice held in the chip. To place a voice accurately in a chip, the voice must first be stored on a recorder, either a cyberware or external recorder may be used. The vocoder then analyses the speech patterns and converts them into digital data. Additional DatChips may be fitted to the wearer.

Other Systems

Compte's Stabiliza: This device replaces the inner ear and greatly improves balance and spatial awareness. It increases *acrobatics*, *beast riding*, *dodge*, *maneuver*, melee skill (but for defensive purposes only), all by +2.

Compte's Trilon Tendons are misnamed. They are artificial muscle fiber mated to composite nanocable which are then attached to tendons or directly to the bone structure to increase *Strength*. Each 1 point increase in *Strength* has a cyber rating of +1; *Strength* may not be increased by more than 3 points.

Trilon Tendons at first cause an inverse decrease in *Dexterity*. For example, a character with *Strength* 2 muscular implants suffers a -2 penalty to *Dexterity*. This penalty is removed at the rate of 1 point per month. In the example above, the character's *Dexterity* would return to its normal level after two months. Trilon Tendons may not be combined with cyber limbs, but may be combined with Kreelar Tendons.

Kreelar Tendons can support cyberlimbs which increase *Strength* by three or more. The supplements absorb huge amounts of shock which would otherwise crack bone or rip the cyberlimb from its organic housing. Some street warriors have Kreelar installed even if they do not have cyberlimbs; Kreelar grants non-cyber users a +5 bonus when pushing speed or power, a potentially life saving edge; this bonus applies to users of Compte's Trilon Tendons as well. Kreelar tendons will absorb the stress for *Strength* bonuses up to +5.

An **apotheduct** is a surface patch onto which drugpacks may be hooked. A secondary capillary system fire the medicine or drug through the body in a matter of seconds, far faster than can usually be absorbed in the bloodstream. This is a definite advantage for anti-venins or coagulating agents designed to stop bleeding.

Jaz is a drug which modifies organic neural fiber to handle the signals used by cyberware, making NeuraCal unnecessary. Jaz is used by cyberfans who are afraid of cyberpsychosis. However, NeuraCal is forever; Jaz runs out. Jaz comes in packs of 20 doses, each does lasting half an hour. Any cyberpsychosis checks made while under Jaz have a -3 bonus modifier; Jaz makes a character less susceptible to cyberpsychosis than neuracal.

An **MB charger** is implanted at the base, or top, of the spinal cord. It speeds the response time of CNS signals, increasing *Dexterity* by up to three points. Each point of increase in *Dexterity* has a cyber rating of +2. The boost lasts for three minutes.

MB Adrenal Booster: An adrenal booster is attached to each adrenal gland. It releases adrenalin into the bloodstream, increasing *Strength* and *Dexterity* by three points for three minutes. At the end of this period the character suffers a three point penalty in these attributes for 15 minutes. Another dose of adrenalin may be released to temporarily offset this penalty, but when it wears off the character suffers a -4 penalty for 20 minutes.

The **MB EndoBoost** is fitted into the intestines and is activated either by NeuraCal or by pressing a subdermal

stud situated on the abdomen. It releases doses of Endorphin into the bloodstream which temporarily increase a character's *Toughness* attribute by three points for 15 minutes. Only one dose of may be in effect at one time.

A **MindBoost** is attached to the rear of the skull. It releases mild hallucinogens and stimulants into the left side of the brain which increases a character's *Mind* attribute by three points for 15 minutes. Releasing additional doses of MindBoost adversely affect a character's *Mind* attribute (the character becomes spaced out by the hallucinogens), reducing it by four points. Only one dose may be in effect at one time.

MB Blocker: Designed for the use of the Church Police, Painblockers (Blockers) have become popular with streetpunks. They release drugs which suppress pain, reducing the physical effects of wounds. A blocked character ignores any K results from wounds, and all shock damage is reduced by three (round down). In addition, a character who takes a heavy wound does not have to pass his next action, as the pain has been blocked. It does not, however, reduce the accumulation of shock points from a mortal wound, or let the character avoid death. Just because you can't feel it, doesn't mean that you're not bleeding to death.

Example: Slasher Pierre is shot during a fight with the Sun Kings. He takes a heavy wound, but because of his Blocker he can empty his God Meeter into the pompadoured sons of switches.

Marlenes Hot Wires are neural injectors which release dosages of selected drugs into the bloodstream. Hot Wires are usually fitted beneath the skin in a small easily accessible box covered with NeuraSkin. Each box can hold up to five doses of a drug.

Prosthetics and Armor

The Cyberpapacy relies little on prosthetics, preferring to develop boosters, chargers, artificial tendons and nerve implants. But the street labs have warmed greatly to their use. Prosthetics are not only fitted to those who have lost the use of their original limbs, but to those who willing to have their own functional limbs hacked off and discarded in favor of HardPlas replacements.

Cybernetic body parts are controlled by the neural commands which formerly operated the original limb. They respond as well as flesh and blood limbs; but cybernetic prosthetics are restricted to the functions of the original limbs: NeuraCal or Jaz must be attached to the limb before it can fire an integral weapon or use slashers on thought command. As a cheaper alternative, limbs can be fitted with pressure sensitive studs which when pressed fire weapons or operate other equipment.

Cybernetic limbs are made from HardPlas: a light, but tough plastic which is also pliable and resistant to damage. Artificial muscle tissues are used to manipulate the limbs, and the limb is covered in NeuraSkin. As with other items of cyberware, street fashions dictate that it is more cool to leave the limb uncovered, coated with chromium plate or painted in other bright colors.

Pain and touch sensors are built into all cyber limbs and, unless switched off, either manually or by a NeuraCal command, the user feels all sensations as he would from a real limb. Cybernetic limbs can have compartments built into them which can be used to hold tools and weapons.

Cybernetic limbs can be built far stronger than normal ones, but they cannot be made more than two points stronger than a character's *Strength* without damaging hips, shoulder joints or other stress-bearing body parts. A character fitted with a CyberSkel may support cyber limbs which are 10 points higher than his natural *Strength*; Kreelar tendons support *Strength* increases up to +5.

When a cybernetic limb increases a character's *Strength* this bonus applies only to the limb in question. For example, Hans Strucker's cyber legs increase the *Strength* of his legs from 10 to 14, but his arms and the rest of his body remain at *Strength* 10. Whenever Hans uses his legs for kicking in combat or for running or jumping, his *Strength* is 14. If he uses his hand to punch someone, his *Strength* is 10.

The cyber rating of cyber limbs is the same as the amount of strength added.

Armor Adds of Cyber Limbs: Cyber arms and legs act as armor. Each cyber limb has a +6 armor add for that limb only. However a character with two or more cyber limbs may add +1 to his overall armor value for any armor which has an armor value of +6 or less; his cyber limbs count as protection for his limbs as described on page 132 of the *Torg Rulebook*.

Example: A character with three cyber limbs who was also wearing Irimesh armor would have an armor value of four, three for the Irimesh plus one for the cyberlimbs.

Manofique CyberHands can be attached to either normal arms or to cyber arms. They are used to house integral weapons and devices, or to aid in manipulation of small or delicate objects. A character with a cyber hand gains a +1 bonus to *prestidigitation* and *lock picking* totals.

Manofique CyberHands do not add to a character's *Strength*.

Cyber Arm: The cost and cyber rating of a cyber arm includes that for a cyber hand; the arm also confers the same abilities as the hand, including a +1 to damage caused by a punch for each point of Strength possessed by the arm.

Cyber arms can be used to crush plastics, light metals, wood, etc. **Note:** If cyber arms are fitted they increase climbing limit values by the Power Push value of their combined *Strength* bonus. For example, a character with two cyber arms with a *Strength* of three each would have Strength total of +6, read on the Power Push table to yield a +3, for a climbing limit value of five instead of the normal two. This is a change from the rule given in the *World Book*.

The cyber rating listed if for a single arm. The rating listed in parentheses is the cyber rating for a **pair** of arms.

There are several kinds of cyber arms on the market.

Cyber Legs: A pair of cyber legs increases the *running* and *long jumping* limit values by the Power Push value of their combined *Strength* bonus. For example, a pair of legs with a *Strength* of four each (combined bonus of eight, for a Power Push value of +3) increases

the Running limit value from 10 to 13. Cyber legs also increase the damage value of a kick by their *Strength* bonus.

The cyber rating listed is for a single leg. The rating listed in parentheses is the cyber rating for a **pair** of legs.

Trigon CyberSkel: this is perhaps the most extensive change in a human body which can be produced by a cybernetic enhancement. HardPlas is used to replace or reinforce existing bone structures. Hips, shoulder joints, and the spinal cord are replaced entirely. The HardPlas replacements are fitted with small servo motors and flexible rods which strengthen the spinal column. Muscle fibers replace existing muscles, and NeuraCal is used to enhance the remaining nerve fibers. The loss of bone marrow is countered by the installation of cybernetic hemoglobin-producing tubes.

A CyberSkel does not increase a character's *Strength*. Cybernetic limbs are still needed, but it can support limbs which are 10 points higher than a character's natural *Strength.*

Interdermal Plating is armor constructed by surgically introducing hundreds of nanotech manufacturing complexes into the host body. These nanotech machines manufacture the armor from minerals naturally found (or supplemented) in the bloodstream. NeuraCal is customary for all characters with interdermal plating to coordinate the nano-enhanced muscle fiber woven through the armor. Recent advances have made available interdermal plate of variable effectiveness, with Armor Adds of +1 to +6. The armor is now also somewhat less dangerous to wear in the case of failure. Should the armor fail, the character suffers a negative bonus modifier to all *Dexterity* and *Strength* based actions equal to the armor add. In addition, any time the character takes a fatigue result (from cards, maneuver result, or other reason), the character takes result points of damage equal to a generated bonus plus the armor adds.

Example: A character with interdermal plate +4 has the armor fail. All *Dexterity* and *Strength* actions are now have a -4 bonus. A fatigue result is drawn during combat; the gamemaster rolls a 15 for a bonus of 2, +4 for the armor adds, for 6 result points of damage.

Limbs and head plating is available, each increasing the armor adds by +1. The limb adds are counted in the case of armor failure.

Interdermal plate has a **tech level of 25**, making it an exception to general rule for cyberware.

If interdermal plate fails, it still offers its armor protection as long as the axiom level of the region is sufficient to support plate mail (tech 13).

Trigon Body Plating is the ultimate in cybernetic protection. It has an armor add of +1 to +5; Maximum: 30, and may be combined with other armor types, including interdermal plating.

The thickness of Body Plating used determines its overall armor add. But there is a cost to having this armor fitted: each point of Armor reduces a character's *Dexterity* by 1 point. This may be overcome slightly if the character is fitted with cyber legs and arms: the *Dexterity* penalty is then the Power Push value for the armor adds. Having a CyberSkel and cyber arms fitted reduces the *Dexterity* penalty entirely, but makes the wearer into little more than a machine.

The operation to attach body plating is highly dangerous as it involves grafting HardPlas plates to the wearer's skin. To enable the skin to breathe, the HardPlas contains millions of micro-perforations and has its own cooling units to prevent the wearer from frying in his own heat. Body Plating can be made to appear as real skin if covered with NeuraSkin, or it can be chromed, or otherwise used decoratively. Some streetpunks' body plating resembles dragon and lizard scales, or is covered in a thin layer of fur for extra effect.

Cybernetic Organs

The installation of cybernetic organs, such as lungs, hearts or livers, is carried on amongst the members of the faithful who are considered worthy or by those rich enough to pay for it. As well as providing new life, cybernetic organs can also be fitted with up to three pieces of cyberware such as adrenal boosters, endorphin boosters, and neural chargers at no extra cost in cyber rating.

Trigon Body Plating
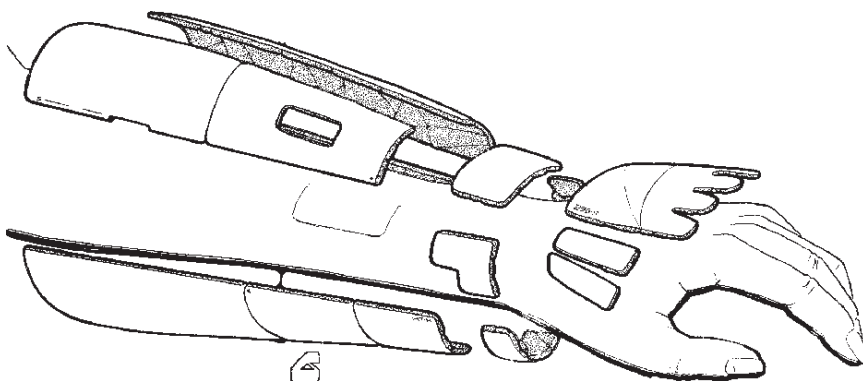
Rob Caswell

Subdermal Weapons

Subdermal weapons are concealed beneath the skin and covered with NeuraSkin; or are fitted as integral weapons into cyber hands or cyber legs.

The **Avro PR II.V** is manufactured by Avro Limited. It is a small caliber weapon which only fires three-round bursts. The high-velocity rounds carry a significant punch.

The **FN Jammer** is a fully automatic cluster gun, firing flechette clusters which explode into whirling clouds meters from the barrel. When firing the Jammer, the user receives the +3 bonus "to hit", but not to damage. This bonus is above the usual automatic weapons +3 bonus, which is also applied.

Slicers are finger or toe blades which extend from the points of the fingers or toes when the hand is grasped into a claw, the heels are clicked together, or via a command relayed by NeuraCal. The blades are retracted by relaxing the hand or foot or via NeuraCal command.

The blades are housed in the end of the finger or toe and extend for 2 cm. They have a damage value of *Strength* + 2 in unarmed or melee combat.

Monofilament tipped blades are available at an extra cost of 10,000; they have a damage value of *Strength* +3.

Slashers are long blades housed in the forearm which project from the top of the wrist when used. They are activated by clenching the fists while turning and pivoting the hand downwards.

Slashers inflict a damage value of *Strength* +4 in unarmed or melee combat. Mono filament tipped blades cost an additional 20,000 and cause *Strength* +5 damage.

Fangs: Popular amongst streetpunks, fangs are either extendable or fixed. They do *Strength* +2 in unarmed combat. Some fangs are hollow and contain poisons or drugs which are injected into the victim when bitten.

PlasKnucks: HardPlas is used to replace the knucklebones. PlasKnucks can be made undetectable to visual inspection or be very obvious, appearing as big lumps on the back of the hand. Undetectable PlasKnucks (cyber rating 1) do *Strength* +1 damage; large PlasKnucks (cyber rating 2) do *Strength* +3. They cannot be used in conjunction with cyber hands or arms.

ShocKnucks are quick-charge capacitors inset into a Polydeb matrix, charged with batteries located in and accessed through the user's forearm. ShocKnucks generate 25,000 volts, enough to increase any shock damage taken by three points. If the target would not normally take any damage, the ShocKnucks have no effect. ShocKnucks may be used along with cyber limbs.

Shocker: delivers a jolt of electrical energy (damage value 20) to anyone touched by it. They are usually installed in the hands and activated either by NeuraCal or via a switch fitted to the wrist. The power cell is good for 10 uses before needing recharging.

A **Monofilament whip** is concealed within a finger and uses the tip of the finger to give it weight and momentum. They are difficult to use, but very effective when they hit, being able to cut through plastics, thin metals and all organic materials. The whip user attacks at *melee weapons* skill -3 and suffers a self-inflicted injury if he misses the difficulty number by 10 or more points. The monofilament whip has a damage value of 23. It can also be used as a garotte at full melee skill, but only with damage value 18.

Trigon Integral Weapons Unit: This unit is fitted into a cybernetic limb and acts as the housing for an integral weapon. Lasers, pistols and gas projectors may be fitted into a cyber hand; shotguns, laser rifles, or rifles can be housed in an arm. Weapons in a hand may be fired normally; weapons fitted in an arm suffer a -3 penalty to skill unless equipped with a SmartGun and linked to a CSI EyeKill Mk. IV.

Subdermal weapons may also be fitted into cyber hands or cyber legs, in which case no surgery is required.

Instead of a weapon, a weapons unit can be used to hold tools such as lock pick sets, power drills and saws, etc.

MAS Gas Discharger: A gas discharger is small cylinder of compressed gas which may be installed into the finger of a cyber hand. A gas

Shocknucks

Rob Caswell

Chips and ChipHolders

Rob Caswell
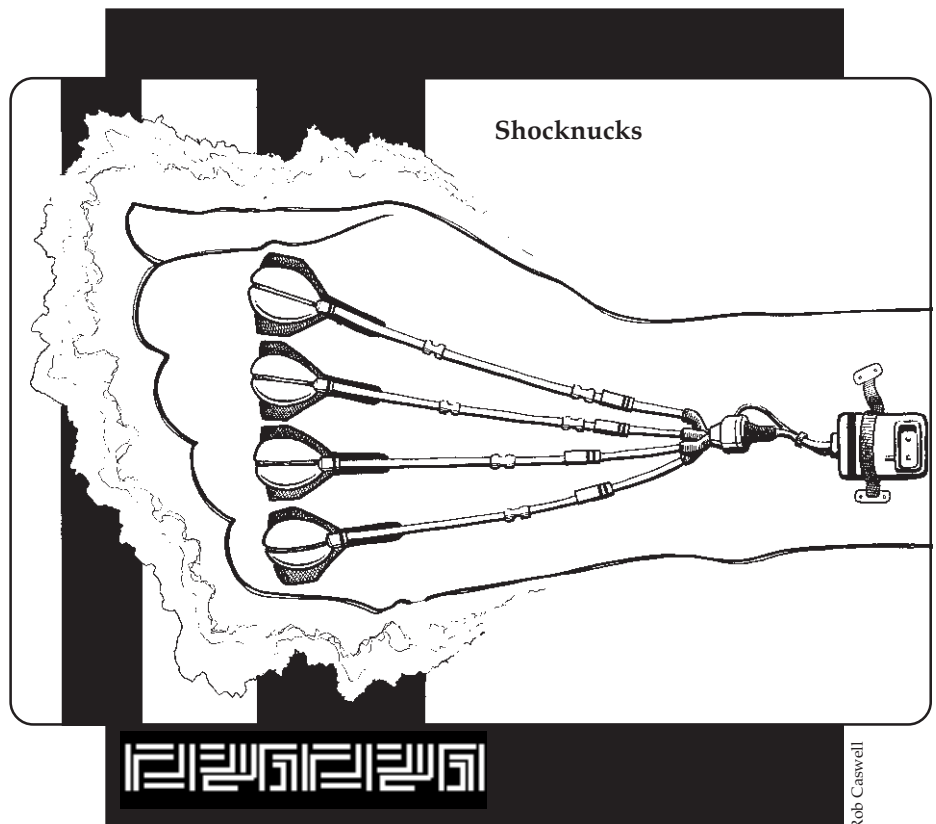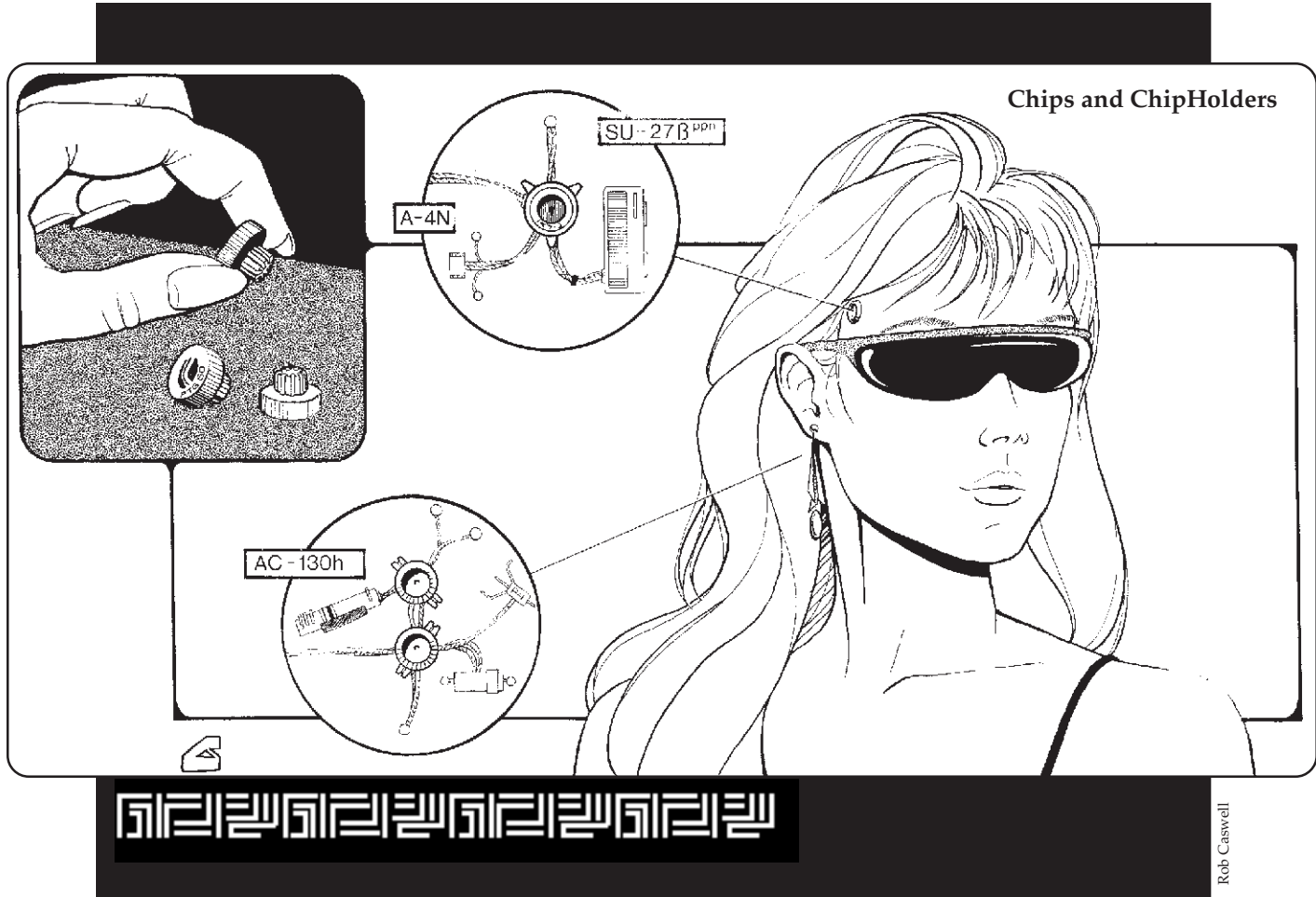
discharger has a range of four meters. It may be loaded with knockout or tear gas (see below). A gas canister costs 1,000 francs, and holds 10 charges of gas.

Chipware

Chipware consists of miniature micro-processors which are directly interfaced with a character's Central Nervous System. They increase a character's abilities by providing skill enhancements and internal data storage space. Chips come in three common types: MemChips, DatChips, and ActChips. The three types of chip resemble 1 cm metallic studs with a protruding prong at the bottom. The prong is plugged into a ChipHolder.

Chips store information and programmed responses which enhance a character's skills. Each chip is rated by the level of bonus it confers; usually +1 or +2. A character can run as many chips as her base *Mind* attribute (unadjusted by drugs or cyberware enhancements); each level of chip counts towards this total. For example, a character with *first aid* +2 chip, *land vehicles* +2, *streetwise* +2, and *fire combat* +1, has a total of 7 chip points. If the character's *Mind* attribute is 8 then she could run one more level+1 chip. To run a level+2 chip, she would have to first take a level+1 or a level+2 chip off-line.

Chipware which performs the same functions cannot be combined to increase a character's overall bonus: a character with a *fire combat* +2 chip on-line with a *fire combat* +1 chip, gains only the +2 bonus of the *fire combat* +2 chip; not the combined bonus of +3.

ChipHolder

A ChipHolder can be fitted to any part of the body desired. It consists of a small box of micro-circuitry systems which can hold one (cyber rating +1) or three (cyber rating +2) chipware chips. The ChipHolder is covered by NeuraSkin or can be left open. Some streetpunks have ChipHolders fitted into their foreheads.

A ChipHolder contains a small processor which selects which of the chips are currently on-line. Characters who require or desire a large number of chips, can fit extra ChipHolders and switch between them at will. Characters can easily remove one chip and insert another in one round. Removing and fitting a new chip is a simple action.

MemChips

MemChips supply skill bonuses of +1 or +2. If used to provide a character with access to a previously unknown skill, the user is still considered unskilled: the character could not roll again on a 20.

MemChips are limited in the knowledge that they impart to a character. A character with a skill level of +5 or more gains less benefit from a

Spirit Chip Record Block

Use the Spirit Chip Record Block to record the chip's skill levels and adds, as well as its *Perception*, *Mind*, *Charisma*, and *Spirit*.

Spirit Chip Record Block

Chip Name:_____
Sex:_____
Age:_____

Dexterity: Strength:
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

Perception: Mind:
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

Charisma: Spirit:
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

Perception Advantage:

Possibilities:

level+2 chip; it is treated as a level+1 chip; +1 chips would have no effect. For characters who have 10 or more adds in a skill, MemChips have no value.

The following MemChips are available:

Perception: air vehicles, evidence analysis, first aid, land vehicles, language, scholar (by type), water vehicles.

Mind: artist, cybertech, medicine, psychology, survival (by terrain type), science (by type), streetwise.

ActChips

ActChips enhance a character's physical skills, and are limited to the same restrictions as MemChips. They are available as +1 or +2 enhancements. Unlike MemChips, ActChips have to broken in by the user: for each level of a chip, a character must spend one week learning how to mesh the data sent by the chip to her own physical responses. For example, Marie Clare fits a *fire combat* +2 chip; until she spends a week practicing with it, she gains no benefits from it; after a week of practicing, the chip provides her with a +1 bonus to her *fire combat* skill; another week of practice is still required before she gains the +2 bonus.

The following ActChips are available:

Dexterity: acrobatics, beast riding, dodge, energy weapons, fire combat, heavy weapons, lock picking, melee weapons, missile weapons, stealth, unarmed combat.

Strength: climbing, lifting.

DatChips

DatChips are used to store data that can later be downloaded to a computer, recorder or other peripheral device. DatChips can store up 18 data blocks, one hour of video recordings, or three hours of sound recordings.

Special Chips

These chips are produced by the Cyberpapacy to fulfill certain roles in their transformation of France. They are not generally for sale on the streets, but certain unscrupulous cyberleggers deal in them.

Faith Chips

Faith chips are produced by the Cyberpapacy, and fitted to the faithful at Avignon. Unlike other chipware, Faith chips are attached to the user's CNS and cannot be removed without surgery of a difficulty number 15 (a Mortal Wound). Faith chips are always on-line. They contain the character's security identification which is logged into the GodNet.

Faith chips contain a summation of the Cyberpapacy's doctrinal beliefs on salvation through cybernetics and the power of the GodNet. A person fitted with a Faith chip believes completely in the threat posed by the Antichrist, and in the infallibility of the Cyberpope. Each time the wearer wishes to break any of the rules of the CyberChurch, she must generate a *Spirit* total of at least 20. If she fails or does not make the attempt, she will be totally committed to aims and methods of the Cyberpapacy. In short, Faith chips turn people into religious fanatics who willingly die or kill for Père Jean.

Spirit Chips

Spirit chips are created from characters recovered from Purgatory. Spirit chips can be accessed like any other chip, giving the user access to the chipped personalities' skills and knowledge.

The Spirit in the Chip: Spirit chips have similar attributes to normal characters except that they do not possess *Dexterity* or *Strength*. They do have the *Perception*, *Charisma*, *Mind* and *Spirit* attributes, and they retain use of their previous skill levels. They can be possibility-rated; if so they would certainly spend Possibilities to obtain what they want.

Spirit chips are full-fledged characters with their own likes and dislikes. They are capable of carrying on conversations with their users, and may even clash with their user's personality.

When designing Spirit chips, ensure that the chips have likes and dislikes, and a general temperament. Having the Spirit chip of a trained mercenary may do wonders for a character's Fire Combat accuracy, but the mercenary's attitudes may very well grate on the character's nerves.

Using Spirit Chips

Spirit chips are fitted into ChipHolders like any other chip, but they are automatically on-line. The only way to take them off-line is to remove the chip from the holder.

Off-line Spirit chips are dormant: frozen in a state of electronic stasis. Between going off-line and coming on-line no time passes for a Spirit chip. Each Spirit chip has its own integral clock; once placed on-line they will know how much time has passed since they were last activated. This means that you cannot plug in a Spirit chip and expect it to work for you immediately. A Spirit chip needs briefing on the current situation and to be told what you want it to do. It may also want updating on events since it was last activated.

As Spirit chips contain the personality and knowledge of a character, the user of a Spirit chip can draw on that knowledge to expand his or her own abilities. Spirit chips do not automatically provide skill bonuses to the user; they only do so if the chip's skills are higher than the user's. Spirit chips cannot be used to add to a character's skill. For example, a character fitted with a Spirit chip with a *medicine* skill +3 could use the chip if the character's skill was less than three adds in *medicine*, but he would gain no benefit if he had three or more adds.

When using *Dexterity* or *Strength* skills, the wearer's attributes are used to determine the attribute base, but the chip's skill adds may be used to determine final skill value.

When using skills which the wearer does not have, the Spirit chip's values are used, even if its' attributes are lower than the user's own.

For example, the Kid plugs X-2234 into his ChipHolder. X-2234 contains the personality of George Martell who has a *language* skill add of 4 and a *Perception* of 9. The Kid has no *language* skill and a *Perception* of 11. Even though the Kid's *Perception* is higher than that of X-2234, the Kid cannot use his own *Perception*, he must use X-2234's.

Dangers of Spirit Chips

Sharing your body with another personality has its drawbacks. A strong personality could easily dominate you. Spirit chips will generally attempt to

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Chip X-2234

The Kid flipped back the NeuraSkin, pulled out the dodge chip and inserted the new chip into the ChipHolder. He felt a surge go through him, heading for his brain. It struck home. His eyes watered and a surprised look crossed his face.

"What's going on?" The voice was inside his head. The Kid spun round, but he was alone in the room.

"I said what's going on, jumble brain?" the voice again. "Jesus, what a mess. You call this a brain? You're in real trouble if you ever try to use it for thinking."

The Kid checked the scanners. Nobody in the building. "Who are you? And where'd you come from?"

"Jesus, I got a right one here," the voice replied. "Listen up, dung brain. You in the habit of plugging random chips in? Aw, never mind.

"I'm X-2234, but you can call me George, George Martell. I'm the chip you plugged into that greasebox you call a ChipHolder. I'm what's known as a Spirit chip.

I was once human. That was until the chrome domes got their hands on me. Tried for heresy, they chipped me into the GodNet. I spent what felt like centuries in the endless plain of Purgatory, until they decided I was ready to come out. Stuck me into this chip and gave me into this pious shmuck to act as his adviser. Coming to think of it I ain't been on-line for 3 days. What's being going on, dung brain?"

"Er, don't know," the Kid replied. "I thought you were a language chip. I got you from a guy in a bar."

"Well you're not a chrome dome, so I guess you'll do. Look, what I'm after is one of them cartagras, those cyberslave bods. If you promise to get me one, I'll help you out. Mind you, I want a decent one, not one that's been abused. You get me one, and plug me in. Do we have a deal?"

"Er, I need to think about it."

"Okay, but don't take too long, dung brain."

---

dominate their wearers in order to carry out their own desires, or if they feel that they are being abused or misused. For example, a Spirit chip containing a cyberpriest will attempt to dominate its wearer if it is used in any way against the Cyberpapacy. But a chip which hates the Cyberpapacy (most chipped personalities do) would happily aid the wearer against it.

Dominating a Character

To dominate a character, a Spirit chip pits its *Spirit*, plus its Perception Advantage (see below), against the user's *Mind*, *willpower*, or *Spirit* values, whichever is highest. The results are read on the Intimidate/Test column of the Interaction Results Table.

If *unskilled* or *stymied* results, the wearer suffers that effect for the rest of the scene, or until he can somehow placate the chip. If the wearer is *setback* (or worse) by the chip, the chip gains control, forcing the character to the back of his own mind, where he may observe events, but cannot exercise any control over his body.

As a Spirit chip is used and has time to observe its wearer, it begins to see character weaknesses and flaws that it can exploit. This allows it to use its accumulated observations of the character against him or her.

A chip's Perception Advantage starts at 0, but it increases by 1 each *setback* the chip gets on the character. It

also gets a one-time increase of +3 if it is ever on-line for 12 or more hours, during which time it can explore the wearer's mind. The chip can only accumulate as many Perception Advantage points as its *Perception*.

Regaining Control

Domination by a chip is not permanent. A character can attempt to regain control when any of following occur:

• a chip does something contrary to the character's beliefs (gamemaster's decision).

• if the chip needs to ask the character for information or advice. Unless on-line, chips are unaware of their surroundings; this tends to make them ignorant of recent events.

• if the character's body takes damage, thereby triggering the character's self-preservation instincts.

To regain control a character uses the highest value of his *Mind*, *willpower*, or *Spirit* to generate a total against the chip's *Spirit* plus Perception Advantage. If successful, the character is again in full possession of his body. The chip will not again attempt to dominate until another scene has begun.

Chips may voluntarily relinquish control after they have made a point, or after they have performed a task that the character previously prevented them from completing. Chips may also be taken off-line by other characters: just pull the chip out of the ChipHolder.

Availability of Spirit Chips

Spirit chips are hard to come by; they are rarely for sale and those that are have been stripped from their previous owners.

Standard Equipment

Standard equipment are tools, sensors, weapons, etc, that are worn or carried instead of being implanted into the body. They are available from a large number of companies and back street factories.

TempTrodes

TempTrodes are an alternative to neural jacks. They are fixed to the temples where they monitor brain wave patterns and feed these into a cyberdeck or directly into the GodNet. TempTrodes severely limit a character's actions within the net; enhanced TempTrodes have been developed which remove most of the restrictions. See *The GodNet* sourcebook, page 47.

Eavesdroppers, Tasters and Sniffers

These are small, hand held boxes which perform identically to cyberware. Various functions may be combined into a single unit at an additional cost of 1,000 francs.

Vision Enhancers

Vision enhancers come either as goggles or as helmet visors. Apart from not being fitted into the body, they work the same way as cyberware. Any number of vision enhancers may be combined at an additional cost of 500 francs per enhancer.

The CSI HUD is a Heads Up Display which is projected onto the inside of a visor. It shows the range and speed of movement of any target within the user's field of vision. It performs in a similar manner to the CSI EyeKill IV when attached to a SmartGun, except that its provides only +2 to weapon skills. It cannot be combined with a CSI EyeKill IV, but it may be used with a CSI LasTag.

Security Equipment

Security equipment is used to protect important installations.

Electronic Locks: These are rated according to difficulty (normally 10-22). They may be opened with a successful *lock picking* check. Their cost in francs is equal to measure of the difficulty. For example a lock with a difficulty 18 would cost 4,000 francs.

Voice Identifier: This unit analyzes voice inputs and matches them to data held within a computer. It may be fooled with a a good impression (difficulty 22) or a synthivoice (difficulty 18), or negated if one of the voices it has been programmed for is held in a Vocoder.

Retinae Scan: This device scans the user's retinae and compares it with those in held in a computer. It can be negated by cyber eyes which match anticipated retinae patterns.

Medical Supplies

Medical supplies are readily available. Some of the drugs available are addictive, see the sidebar for ways of dealing with drug addiction. Drugs may only be taken three times per day without an overdose occurring. If a fourth dose is taken see the sidebar on page 101. Drugs come either as pills or in small plastic vials suitable for use in a Neural-Injector. Pills take one minute to take effect. Injected drugs take effect on the following round.

Medico SlapPatch: A SlapPatch is a small pad of self-adhesive NeuraSkin which contains blood coagulants. It can be administered by anyone and instantly removes half of a character's shock damage. If applied to a mortally wounded character it prevents the accumulation of one shock point of damage per round, keeping him alive until he can receive medical attention. Applying a slap patch is a simple action.

NeuraInc Bioscanner: A bioscanner is placed against the patient's skin and gives readouts of bodily functions and drug levels. It adds +2 to *first aid* skill. If a character is fitted with a Mediserve, the bioscanner has no effect.

Medico Laser Scalpel: A laser scalpel focuses a laser beam to a fine cutting point which is extendable 2 cm from the end of the scalpel. If used as a weapon it has a damage value of 13.

Street Drugs

A wide variety of street drugs are available. These drugs are illegal, but widely accepted as part of life on the streets. The drugs come from a variety of sources, large quantities come from back room laboratories, but Marlenes' drug factories have cornered the market in many areas. Marlenes have a reputation for the consistent strength of their drugs and their purity.

Totalamine is a stimulant which speeds up reactions. A character un-

der Totalamine receives one extra action per round. If a character receives a flurry from the Drama Deck, she gains three actions that round. Totalamine lasts for 15 minutes. When it wears off the character takes 3 shock points, and suffers a -2 reduction in *Mind* and *Spirit* for the next hour.

Additional doses of Totalamine are not cumulative, except for the after effects. But it can be taken in succession in order to counter the come down. When all doses of Totalamine wear off, the user suffers the full, cumulative effects of coming down. For example, a character who takes three successive doses continues to benefit from the effects for 45 minutes. At the end of this period, he takes 9 shock points, and suffers a -6 reduction in *Mind* and *Spirit* for a full three hours.

If a character's shock points due to the effects of Totalamine are more than his *Toughness*, the character enters a coma and will die in 10 minutes unless he succeeds in making a *Toughness* roll of 13, +3 for every dose of Totalamine taken that day. *Medicine* may be used to help the character.

Totalamine is addictive. the difficulty of for avoiding addiction is three, +1 for every come down the character **ever** experiences (so the first time the drug has a difficult of four). If a character becomes addicted he must take

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D rug Addiction

Street drugs are addictive. To see whether a character becomes addicted, the character generates a *Spirit* total each time he comes down; if he fails he is addicted. To overcome addiction, he must attempt to again beat the difficulty number. A character is allowed one roll per day; if he succeeds he shakes off the addiction and suffers the withdrawal penalties as described for the drug.

If he ever takes the drug again, he must attempt to beat its difficulty number or become addicted again.

Totalamine at least once every day or suffer from withdrawal. Withdrawal reduces *Mind*, *Spirit* and *Dexterity* by 3. A character who shakes his Totalamine addiction is affected by withdrawal for one month.

The duration of Totalamine's effects are reduced by one minute each time any addicted character takes it. Eventually Totalamine addicts gain no benefits from the drug, but still suffer from the come down.

Stardust boosts *Perception* by 2 points for 30 minutes, and reduces *Dexterity* by 1 point. Only one dose of Stardust can be taken at any one time. If a character takes more than one, he overdoses and dies within 30 minutes unless he succeeds in beating a difficulty number of 13 with his *Toughness*, +3 for each dose taken that day. *Medicine* may be used to help the character.

There are no come down effects from Stardust, but it is addictive. The difficulty number equals 3, +1 for every every time the character comes down. An addicted character must take Stardust at least once every day. Unlike, Totalamine, there is no reduction in the effects of Stardust for addicts. Instead, Stardust addicts suffer a -3 penalty to *Perception* whenever they are not taking the drug. They also lose 1 point **permanently** from their *Mind* attribute for each week that they remain addicted, until their Mind reaches three; it can be reduced no further.

An addict who shakes his addiction reduces the *Perception* penalty by one point per week. The lost *Mind* points can never be restored. If he ever takes the drug again, the difficulty number is reset to three.

Dazzleomine: Dazzle increases a character's *Charisma*. The user feels in control of the situation and able to command others with his presence. Dazzle lasts for one hour. It increases *Charisma* by five points, and reduces *Spirit* by two points; this reduction is in force when the character rolls for addiction. At the end of its effect, the character takes a mental wound.

Dazzleomine is addictive with a difficulty number of 13. Addicts suffer from a -1 reduction in *Spirit* and *Perception* for each full week of addiction, down to a minimum of three in each attribute. Withdrawal from Dazzle causes a loss of 3 points from the *Mind*

attribute. After beating the addiction, one point is restored to each attribute for each week that a character abstains from taking Dazzle.

HeadBanger is a drug much loved by street punks and crazies. It hypes the character up, making him violent and impervious to pain. HeadBanger increases *Strength* and *Toughness* by three points for two hours. Unlike a Blocker or Endorphin Booster, HeadBanger causes severe losses, -3 points in *Perception*, *Mind*, *Charisma* and *Spirit* for the duration of the drug. HeadBanger is cumulative in its effects. A character may take up to two doses at once, having his *Strength* and *Toughness* increased by six points, and his mental and spiritual attributes would be reduced by six points.

After the effects of the drug ends, a character takes one wound, and four shock points per dose. The wounds are cumulative with other physical wounds and can kill.

HeadBanger is addictive. The difficulty is 13 regardless of the number of doses taken. HeadBanger addicts suffer permanently from a -3 reduction to *Perception*, *Mind*, *Charisma* and *Spirit*. Withdrawal from HeadBanger causes listlessness unless the character is able to generate a *Spirit* total of 13. This check is made every day for a month. If the character fails the check, he is unable to do anything other than sit around morosely. At the end of a month, the character will be free of HeadBanger addiction.

Armor

Plexiflex was GWI's first attempt at a kinetic fiber armor. It was discarded as unstable, but street labs quickly fixed the problem. Cheap for the protection it gives, GWI has now stolen back samples of the street-armor and are manufacturing it themselves.

GWI HalloMesh is a stronger form of IriMesh produced by GWI. It's woven from kinetic fibers which spread the impact of attacks over a larger area. It weighs the same as IriMesh.

GWI Armor of God: The armor worn by the Church Police is known as the Armor of God. It consists of lightweight kinetic fibers, reinforced by HardPlas plates. Heat build-up within the armor

GWI Armor of God

Rob Caswell

is converted by cybernetic arrays into storable energy used to overcome the fatigue penalty the suit would otherwise have. Armor of God allows free movement to its wearer as well as providing substantial protection. It is produced by the Cyberpapacy at Avignon; only small quantities of it are available for sale on the streets.

GWI Destroyer Armor: Destroyer armor is made from reinforced HardPlas plates. It resembles black plate armor with squarer, more angular surfaces. Destroyer armor is bulky and large, causing the wearer to suffer the fatigue penalty (see page 132 of the *Torg Rulebook)*.

Quantities of Destroyer armor are limited, but production is now being increased to make it more widely available. Currently it is issued only to selected members of Hospitallers and Church Police.

Reflec armor is made from reflective cloth woven with a plexiflex derivative. It is readily available, being produced in back street workshops in most urban areas.

Weaponry

The advent of cybernetics and nanotechnology have allowed a high degree of weapons miniaturization. Lasers and their accompanying powercells can be small enough to fit into the weapons unit of a cyber hand, while pistols and rifles are capable of packing more stopping power for their size than ever before.

Unless noted otherwise the following weapons may be fitted into a cyber hand or cyber arm.

Firearms

The Herod IV is a heavy, bulky automatic pistol. It was the first weapon designed for use with smart gun attachments, and performs well enough with them. Without them, its is unwieldy, with a -2 bonus modifier to hit. There are two reasons the Herod IV is in use; tens of thousands have been produced, and the pistol can take a great deal of abuse and still function:

"The Herod IV is strictly no-chip, no-shoot, but it's tougher than Trigon Plating. You can't afford soft-touch equipment if you jam and Jaz on the streets."
—Jaz Cool

The **GWI GodMeeter** is a pistol which fires hollow point ammunition fitted with a high explosive charge. These guns are issued to all members of the Church Police. They gain their name from their ability to send targets to meet their maker.

The **MAS Fury** is an assault rifle similar in construction to the God-Meeter. It is capable of single shot, burst or automatic fire. Ammo listed on the equipment table assumes burst fire.

The **GWI Hellfire** rifle may be fired either as a single shot weapon, burst, or full automatic. It fires high explosive bullets. Ammo listed on the equipment table assumes burst fire.

MAS Storm Gun: The storm gun is a fully automatic shotgun which fires shot at great velocities. It is carried by Church Police patrols. The damage value already has the +3 bonus for full auto fire calculated in; however the firer still gets the +3 bonus to hit.

The **MAS Grenade Launcher** fires grenades more than 10 times the range a strong man can throw one. It holds six grenades which are fired onto the target by large charges of smokeless low-powered explosives. The charges continue to burn for two seconds after firing, giving the grenade additional boost for longer range, but leaving a thermal trail which is easily seen by anyone with infrared vision.

Fragmentation Grenades: Tech level 24 grenades have a damage value of 21. The burst radius is unchanged.

Flash Grenades: Flash grenades cause 5 meter radius flashes of blinding light with a value of 20. The damage total of the grenade is added to the value and this is compared to a character's *Perception*. The character suffers a penalty to any action that requires him to see clearly, equal to the result points. The effects last for six rounds.

Example: Hans Strucker has a *Perception* of 10. He is affected by a flash grenade with a damage total of 20. Hans now suffers a -10 penalty to any skill requiring him to see clearly; the penalty lasts six rounds.

GWI GodMeeter

MM2 Taser

Rob Caswell

Energy Weapons

The **GWI GodLight** is a light laser weapon. The laser emerges as a bright yellow beam. It is often fitted as a wrist gun or as an integral weapon.

The **GWI GodBeam** is a heavier version of the GodLight, this energy weapon cannot be used as an integral weapon as its barrel has a length of 1 meter. The GodBeam fires a bolt of blue laser energy at its target.

The **GWI GodsFire** is a plasma gun which fires a bolt of superheated plasma along a corridor of air heated by the weapon's integral laser beam. The plasma appears as a fiery red ball which explodes when it hits, doing full damage to every character within four meters. The GodsFire cannot be fitted into cyber limbs as it is bulky and requires a backpack to carry its power pack.

The **GWI Devastator** is a larger version of the GodsFire, with the same explosive radius. It is tripod mounted and requires a crew of two to transport.

The **MAS Gas Gun** fires grenades of compressed gas which releases gas in a four meter cloud. Anyone breathing the gas is attacked by its effects.

Tear Gas: Has a damage value of 15. If the gas overcomes the target's *Toughness*, then the Target suffers a penalty to *Dexterity* and *Perception* skills for 30 minutes; this penalty is equal to the result points read on the Power Push table. Even on a successful check, the target's *Dexterity* and *Perception* are reduced by -1 until he or she leaves the area of effect.

Knockout Gas: Has a damage value of 18. If the gas overcomes the target's *Toughness*, the target becomes unconscious for a number of minutes equal to the result points.

The **MM2 Taser** is a pistol which fires a small barbed dart which imbeds itself in the target's clothing or skin. The taser dart causes no damage itself, but is treated as having a damage value of 13 for purposes of penetrating armor. If the dart penetrates armor protection it lodges against or slightly imbeds itself in the skin. A thin wire trails from the dart to the gun and carries an electrical impulse (damage value 20) which causes stun damage. The taser does not have a long range.

The **MM4 Stun Gun** emits a high frequency sound which causes stun damage to the target. It resembles a ray-gun much beloved of the old sci-fi serials and the Nile Empire. The stun gun has a damage value of 24. The stun gun has no long range.

Power Weapons

The arrival of the Cyberpapacy also brought a return to more traditional weapons, but with one big difference; they are all powered. These weapons deliver a more powerful blow than unaided *Strength* alone. In appearance they look very similar to their less technological counterparts, except that each one, when activated, flickers with the laser or plasma-field energy running along its blade or head.

An **electroprod** resembles a cattle prod. It a powerful electromagnetic pulse (damage value 16) to anyone hit by it. If the target has no cyberware, the damage is stun damage. If the target has cyberware, the damage is regular damage; the electropod is designed to be an effective weapon against cyberfans. In addition, interdermal plating, body plating, or any metal armor offers no protection against an electroprod.

Weapon Accessories

The **CSI SmartGun** is not a weapon in itself, it is a laser attachment which may be fitted to any weapon. It emits a low intensity laser beam which sweeps across the target. This SmartGun measures the range to the target and the current deviation of the weapon from the target. This information when relayed to a CSI EyeKill Mk. IV, gives the user the benefits of the targeter bonus (+3). They may be linked via NeuraCal or plugged into a neural jack.

CSI LasTag: A LasTag is a laser targeting scope which projects a small laser beam onto the target. The beam marks the target with a red light 1 cm in diameter which can be seen through the scope. A LasTag adds +1 to weapons skill. It cannot be used with a Targeter.

CSI Smarts are guided ammunition which track onto heat signatures in their area. They are propelled by a small rocket and can change their trajectory to track onto a target. They cannot be fired around corners. Smarts add +2 to the firer's skill. ECM systems negate the +2 add.

Wrist Holster: A wrist holster is strapped to the user's wrist and arm and is activated via a NeuraCal command. The holster holds any type of pistol. The pistol is flipped into the user's hand when required. The action is smooth and precise, allowing the user to aim and fire the gun instantly.

ECM System: An ECM system functions the same as the CyberHam Scramble Box. It is usually fitted into a suit of armor to negate Smarts.

Power Grapple: A power grapple

GWI Aaron Hover APC

Rob Caswell

severe flaws that made it very vulnerable to small-arms fire: hits on the cushion caused it to lurch out of control to the left. The Mk. II design has rectified this problem.

GWI Aaron Hover APC: The Aaron is used to transport troops and equipment. Its armor is effective against most small-arms fire. Viewing ports set along the sides and back of the vehicle allow personnel to fire out at a -2 reduction to hit. The Aaron is armed with a GodsFire or Devastator plasma weapon.

GWI Samson Hover Main Battle Tank: The Samson is the latest product of the Gods Word Industries' weapons factories. It mounts a 125mm gun, and carries four tech level 22 Hellfire missiles in racks along the side. A GWI Devastator plasma gun is operated by the commander from the turret.

Cybercontrol: These small computers are fitted to vehicles and allow anyone with a J-jack to directly control the operations of the vehicle. The operator must still use the appropriate vehicle skill, but gains a +3 bonus when using the skill. Price: 10,000 (16).

The CyberTrain is a huge train that runs on a magnetic rail. It is capable of high speeds and is armored and armed with plasma cannons and Hellfire missiles.

fires a grappling hook up to 50 meters. One hundred meters of Ceramfiber cables (strength of 20) is attached to an electric winch which reels in the cable at the rate of 50 meters per round. The grapple can be fitted with a one-shot explosive charge at an additional cost of 1,000 francs. The *missile weapons* skill is used to fire the grapple.

If used as a weapon, the grapple has a damage value of 15 (20 for the explosive grapple).

Vehicles

Advances in vehicle design have made fast and effective hover transport widely available. Because of the uneven nature of the Tech axiom, design still lags behind true tech level 26 performance, and is tech level 24 or 25. Powerful electric engines with batteries good for one week provide the motive power. Civilian vehicles are, however, rare as the Cyberpapacy has concentrated on constructing military transports and assault tanks.

Peugeot 105 Hover Car: This hover car is a four- or six-seater vehicle which is available from dealers in Paris.

GWI David Mk. II Hover Car: The David Mk. II is a lightly armored car used for reconnaissance and pacification purposes. The original Mk. I design of the David was hampered by

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GWI Samson Hover Tank
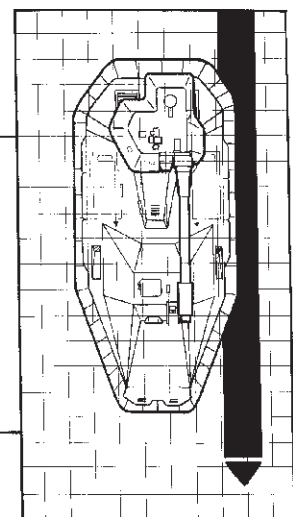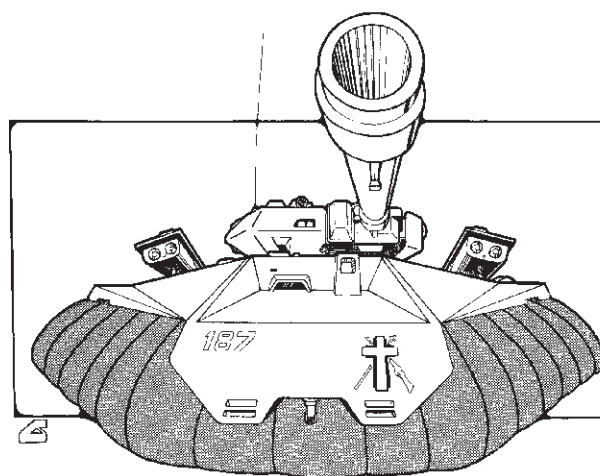
EQUIPMENT

CYBERWARE: All cyberware has a tech level of 26, except interdermal plate (25).

	SURGERY DIFFICULTY	EFFECT	CYBER RATING	COST (VALUE)	EFFECT
NeuraCal	13	Mortal	+5	12,000 (17)	cyberware may be activated by thought
NeuraSkin	13	KO	0	5,000 (15)	artificial skin
J-jack	13	Mortal	+2	9,000 (16)	interface for cyberdecks and the GodNet
EpiphaNeur	13	Mortal	+2	1,000 (11)	interface for cyberdecks and the GodNet

VISUAL SYSTEMS

BelleView 20-20	8	Wound	+2	10,000(16)	+2 to *Perception* skills based on sight
BelleView Low-light	8	Wound	+2	5,000(15)	amplifies light
BelleMicroView	8	Wound	+2	5,000(15)	+3 *find* when magnification is needed
BelleScan	8	Wound	+2	5,000 (15)	+1 *air, water vehicles*, firing at moving target
BelleSee TeleSight	8	Wound	+2	5,000 (15)	+3 *find* at range
CSI EM Eye	8	Wound	+2	8,000 (16)	*find* 20 against eletrical impulses
CSI EyeKill Mk. IV	8	Wound	+2	8,000 (16)	+3 bonus to hit, must link with SmartGun
CSI HotShot II	8	Wound	+2	5,000 (15)	+2 *find* in poorly lit conditons
CSI LEDs	8	Wound	+1	5,000 (15)	data readouts
CSI LtFilta	8	Wound	+2	5,000 (15)	light adjustment, flash protection
FFO CamEye	8	Wound	+2	10,000 (16)	video, photography
FFO ColEnhanz	8	Wound	+2	5,000 (15)	+2 *find* in well lit conditions, selects colors
FFO NightView	8	Wound	+2	8,000 (16)	+3 *find, tracking* up to 50 meters
FFO Rove Eye	8	Wound	+2	10,000 (16)	+3 *find* bonus for ambushes, hidden weapons

AUDITORY SYSTEMS

DATAS Snooper	8	Wound	+2	5,000 (15)	+2 bonus for hearing , normal frequency
DATAS Lo-Freq	8	Wound	+2	8,000 (16)	+2 bonus for hearing, low frequency
DATAS Hi-Freq	8	Wound	+2	8,000 (16)	+2 bonus for hearing, high frequency
True Spirit Toner	8	Wound	+2	5,000 (15)	dampens and boosts sounds in specific ranges
TSE Sifter	8	Wound	+2	5,000 (15)	selectively homes in on area of sound
CyberHam Receiver	8	Wound	+2	5,000 (15)	multi-band radio reciever
CyberHam Decoder	8	Wound	+2	5,000 (15)	+3 bonus to *Mind* for decoding.
DATAS X122 Recorder	8	Wound	+2	5,000 (15)	records sound/combined with other 'ware
CyberHam DeBugger	8	Wound	+2	8,000 (16)	+3 *find* for detecting electronic bugs

TASTE SYSTEMS

TSE Taster	8	Wound	+2	5,000 (15)	+1 *Perception* for taste identification
TSE Tasty Store	8	Wound	+2	8,000 (16)	+3 taste *Perception*, 20 tastes

OLFACTORY SYSTEMS

TSE Sniffer II	8	Wound	+2	5,000 (15)	+1 *Perception* to identify scents
TSE Bloodhound	8	Wound	+2	8,000 (16)	+3 *tracking* through scent
TSE Tasty Scent	8	Wound	+2	10,000 (16)	+3 *Perception* of scents
The Clamp	8	KO	+1	3,000 (14)	seals off, filters gases for three minutes
Marlenes' Cool Breeze	8	KO	+1	3,000 (14)	6-dose auto-atomizer for drugs

TACTILE SYSTEMS

PLP Hypertouch	8	Wound	+2	5,000 (15)	+2 *Dexterity* for manipulating fine objects
PLP Electratouch	8	Wound	+2	8,000 (16)	detects electrical currents

ADDITIONAL SENSORY SYSTEMS

TSE LeDos	13	Heavy	+2	15,000(17)	+3 *find* vs. motion, weapon atrear;automatic
TSE LeMotion	10	Wound	+2	10,000 (16)	+3 *find* detecting movement
Mediserve	10	Heavy	+1	5,000 (15)	+3 *medicine, first aid*

	SURGERY DIFFICULTY	CYBER EFFECT	COST RATING	(VALUE)	EFFECT
Throat Mike CyberHam	8	Wound	+1	5,000 (15)	microphone/transmitter
Scramble Box	10	Wound	+2	10,000 (16)	+5 to detection difficulty; defeat's smarts.
Homers	10	Wound	0	3,000 (14)	transmits homing signals 25 km

PHYSICAL ENHANCEMENT SYSTEMS

	SURGERY DIFFICULTY	CYBER EFFECT	COST RATING	(VALUE)	EFFECT
DATAS Boomer	8	Wound	+2	5,000 (15)	voice amplifier
DATAS Synthivoice	8	Wound	+2	5,000 (15)	electronically alters voice
DATAS Vocoder	10	Heavy	+2	10,000 (16)	analyzes and stores voice patterns
Compte's Stabiliza	12	Heavy	+3	10,000 (16)	improves balance, +2 defensive skills
Compte's Trilon Tendons	12	Mortal	+1/+2/+3	15,000 (15)	+1 *Strength* per point per point
Kreelar Tendons	12	Heavy	+2	30,000 (19)	supports *Strength* gains, +5 push bonus
Apotheduct	8	Wound	+2	4,000 (14)	surface drug patch
Jaz	—	—	+1	3,000 (14)	drug to handle cyberware signals
MB Charger	12	Mortal	+2/+4/+6	20,000 (18)	+1 *Dexterity* per two points cyber rating (3 mins) per charger
MB Adrenal Booster	10	Mortal	+2	10,000 (16)	+3 *Dexterity*, *Strength* (3 mins), -4 bonus (20 mins)
MB EndoBoost	10	Heavy	+2	10,000 (16)	*Toughness* +3 (15 mins)
MB MindBoost	13	Heavy	+2	10,000 (16)	*Mind* +3 (15 mins)
MB Blocker	10	Heavy	+2	10,000 (16)	ignore K results, three less shock, kills pain
Marlenes Hot Wires	8	KO	+1	2,500 (13)	neural injectors releases drugs into system

PROSTHETICS

Cyber Hands

	SURGERY DIFFICULTY	CYBER EFFECT	COST RATING	(VALUE)	EFFECT
Manofique CyberHand	8	Wound	+1(2)	15,000 (17)	+1 *prestidigitation, lock picking*

Cyber Arms

	SURGERY DIFFICULTY	CYBER EFFECT	COST RATING	(VALUE)	EFFECT
Trigon LeGentle	8	Wound	+1(2)	10,000 (16)	cyber arms grant a *Strength* increase equal
Limb Livre	8	Wound	+2(4)	20,000 (18)	to their cyber rating. Power push *Strength*
Trigon Hercule	8	Wound	+4(6)	30,000 (19)	total for *climbing* limit increase.
BiV	8	Wound	+5(7)	60,000 (20)	
Trigon Magnafique	8	Wound	+6 to +10	12,000 (17) per pt (+2 for two)	

Cyber Legs

	SURGERY DIFFICULTY	CYBER EFFECT	COST RATING	(VALUE)	EFFECT
Trigon Springer	10	Heavy	+2(4)	20,000 (18)	cyber legs grant a *Strength* increase equal
PlazHop	10	Heavy	+3(5)	40,000 (19)	to their cyber rating. Power push *Strength*
Trigon Leaper Mk. II	10	Heavy	+4(6)	70,000 (20)	total for *climbing* limit increase.
Adidas Master	10	Heavy	+5(7)	100,000 (21)	
Trigon Steve Austin	10	Heavy	+6 to +10(+2)	20,000 (18) per pt	
Trigon CyberSkel	12	Mortal	+4	50,000 (20)	supports up to +10 *Strength*
Interdermal Plating	12	Mortal	+2	15,000 (17) per pt	+1 to +6 armor adds
Trigon Body Plating	12	Mortal	+1 per pt	10,000 (16) per 2 pts of armor	+1 to +5 armor add; may add to interdermal plate
Cybernetic Organs	12	Mortal	+1	25,000 (18)	replace natural organs; can contain cyberware

SUBDERMAL WEAPONS

	SURGERY DIFFICULTY	CYBER EFFECT	COST RATING	(VALUE)	EFFECT
Avro PR II.V	10	Wound	+2	8,000 (16)	listed under weapons below
FN Jammer	10	Wound	+2	10,000 (16)	listed under weapons below

	SURGERY DIFFICULTY	EFFECT	CYBER RATING	COST (VALUE)	EFFECT
Slicers	8	Wound	+1	2,000 (13)	*Strength* +2 damage value
Slashers	10	Wound	+1	10,000 (16)	*Strength* +4 damage value
Fangs	8	Wound	+1	5,000 (15)	*Strength*+2 damage value
PlasKnucks	8	Wound	+1/+2	3,000 (14)	*Strength* +1 (+3 for rating +2)
ShocKnucks	8	Wound	+2	6,000 (15)	+3 points shock damage
Shocker	10	Wound	+2	10,000 (16)	damage value 20
Monofilament Whip	8	Wound	+1	20,000 (18)	damage value 23 (garotte 18)
Trigon Integral Weapons Unit	—	na	0	3,000 (14)	houses weapon
MAS Gas Discharger	—	na	+1	10,000 (16)	holds 10 charges of knockout, tear gas (4m)

CHIPWARE

	SURGERY DIFFICULTY	EFFECT	CYBER RATING	COST (VALUE)	EFFECT
ChipHolder 1	8	Wound	+1	10,000 (16)	holds 1 chip
ChipHolder 3	8	Wound	+2	20,000 (18)	holds 3 chips
Chip +1	—	na	0	5,000 (15)	+1 skill bonus
Chip +2	—	na	0	15,000 (17)	+2 skill bonus
DatChip	—	na	0	5,000 (15)	18 data blocks, one hour video/three hours sound
Faith Chip	12	Mortal	0	10,000 (16)	*Spirit* total 20 vs. Cyberpapal instructions
Spirit Chip	—	na	+2	40,000 (19)	contains spirit of character

STANDARD EQUIPMENT

	TECH	PRICE	EFFECT
TempTrodes	26	500 (10)	
Enhanced TempTrodes	26	1,500 (12)	

TYPE	CYBERWARE EQUIVALENT			
Eavesdropper	DATAS Snooper	23	1,500 (12)	+2 bonus for hearing, normal frequency
Lo-Frequency Spy	DATAS Lo-Freq	24	2,500 (13)	+2 bonus for hearing, low frequency
High Frequency Spy	DATAS Hi-Freq	24	2,500 (13)	+2 bonus for hearing, high frequency
Damper	True Spirit Toner	24	1,500 (12)	dampens and boosts sounds in specific ranges
Sound Selector	TSE Sifter	24	1,500 (12)	selectively homes in on area of sound
Decoder	CyberHam Decoder	24	1,500 (12)	+3 bonus to *Mind* for decoding.
Bug Hunter	CyberHam Debugger	24	2,500 (13)	+3 *find* for detecting electronic bugs
Taster	TSE Taster	25	1,500 (12)	records sound/ combined with other 'ware
Thermal Image	CSI HotShot II	23	1,500 (12)	+2 *find* in poorly lit conditons
Color Clarifer	FFO ColEnhanz	24	1,500 (12)	+2 *find* in well lit conditions, selects colors
Flash Protectors	CSI LtFilta	23	1,500 (12)	light adjustment, flash protection
Infravision	FFO NightView	23	2,500 (13)	+3 *find*, *tracking* up to 50 meters
CSI HUD	CSI EyeKill	23	2,500 (13)	+3 bonus to hit, must link with SmartGun

SECURITY EQUIPMENT

	TECH	PRICE	
Electronic Locks	23	100 (6) per pt	
Voice Identifier	24	3,000 (14)	
Retinae Scan	25	5,000 (15)	

MEDICAL SUPPLIES

	TECH	PRICE	
MediCo Slap Patch	26	100 (6)	removes shock , prevents mortal bleeding
NeuraInc Bioscanner	24	1,500(12)	+2 *first aid*
Medico Laser Scalpel	24	1,500 (12)	surgery, damage value 13

STREET DRUGS

	TECH	PRICE	
Totalamine	24	500 (10)	+1 action (15 mins); 3 shock, -2 *Mind, Spirit*
Stardust	24	500 (10)	+2 Perception (30 minutes)
Dazzleomine	24	500 (10)	+5 *Charisma*, -2 *Spirit* (one hour); one wound
HeadBanger	24	200 (8)	+3 STR. TOU (2 hours); -3 PER, MIN, CHA, SPI

ARMOR

	TECH	VALUE/MAX.	FATIGUE?	PRICE
Plexiflex	24	+4/25	no	1,000 (11)
GWI HalloMesh	25	+5/25	no	10,000 (16)
GWI Armor of God	26	+8/30	no	900,000 (26)
GWI Destroyer Armor	26	+10/30	yes	1m (26)
Reflec	26	+6*/25	no	7,500 (16)

* energy weapons only, +4 against other attacks

WEAPONS

		DAMAGE			RANGE (METERS)		
	TECH	VALUE	AMMO	SHORT	MEDIUM	LONG	PRICE
Avro PR II.V*	26	19	20	3-10	11-60	—	8,000 (16)
FN Jammer*	26	23	7	3-40	41-100	101-150	10,000 (16)
Herod IV	25	19	50	3-25	26-100	101-150	3,000 (15)
GWI God Meeter	24	20	30	3-12	30	50	5,000 (15)
MAS Fury	24	21	20	3-20	150	300	8,000 (16)
GWI HellFire	24	22	25	3-50	150	400	10,000 (16)
MAS StormGun	25	22	12	3-16	50	70	6,000 (15)
MAS Grenade Lnchr	24	21 (20)	6	3-25	26-150	151-600	10,000 (16)
Frag Grenade	24	21	1	1-6	15	40	60 (5)
Flash Grenade	24	20	1	1-6	15	40	50 (5)
GWI GodLight	26	24	50	3-10	25	40	12,000 (17)
GWI GodBeam	26	26	50	3-150	500	1500	20,000 (18)
GWI GodsFire	26	30	25	3-100	300	500	30,000 (19)
GWI Devastator	26	35	25	3-200	500	1000	50,000 (20)
MAS Gas Gun	25	**	12	3-12	30	50	10,000 (16)
MM4 Stun Gun	25	24**	25	3-10	25	—	10,000 (16)
MM2 Taser	24	10/20**	20	3-10	20	—	15,000 (17)

* cyberware only; ** stun damage only

POWER WEAPONS

	PLUS TO TECH	DAMAGE VALUE	MAXIMUM DAMAGE VALUE	PRICE
Dagger	24	+5	19	1,000 (11)
Short Sword	24	+6	20	2,000 (13)
Broadsword	24	+8	22	6,000 (15)
Two-handed sword	25	+9	23	12,000 (17)
Mace	25	+6	21	1,500 (12)
Flail	25	+8	23	6,000 (15)
ElectroProd	25	Damage 16		5,000 (15)

WEAPON ACCESSORIES

	TECH	PRICE
CSI SmartGun	24	5,000 (15)
CSI LasTag	23	3,000 (14)
CSI Smarts	25	500 (10) per clip
Wrist Holster	23	3,000 (14)
ECM System	24	5,000 (15)
Power Grapple	23	3,000 (14)

CRAFT

	TECH	KMH/MPH	VALUE	PASS	TOUGH	PRICE
Peugeot 105	24	160/100	11	4/6	18	100k (21)
David Mk. II	24	160/100	11	4	25	150k (22)
Aaron	24	110/68	10	14	35	1.5m (27)
Samson	25	110/68	10	4	42	15m (32)
CyberTrain	25	320/200	12	300	44	50m (35)
Airbus 800	24	900/550	17	180	23	50m (35)

TORG™

Amateur Occultist

Cosm: Cyberpapacy

Background: As a child, you were drawn to the divinatory powers of the Tarot. As you grew older, you discovered the I Ching and the Viking Runes, and use them frequently in your daily life. You draw strength from the guidance they offer you, and the way they let you make informed choices about your future actions.

Recently, your powers have increased. Your dabblings in alteration magic have now born fruit beyond your wildest dreams. The arrival of the Cyberpope has made all this possible, but you know that it is a mixed blessing. All who dabble in magic and the occult are branded heretics. You know the fate that lies in store for you if the Inquisition catch you, but you refused to give up your studies. You were lucky enough to overhear one of your neighbors talking to a member of the Church Police about your occult researches. Wasting no time, you packed a bag and fled your home. Now a fugitive from the Inquisition, you have found others who seek to restore freedom of belief and expression to France.

Personality: Strong willed and serious, you always make the right choice guided by your divinatory powers. Others rush into things without considering the possible outcomes, but you always advise caution.
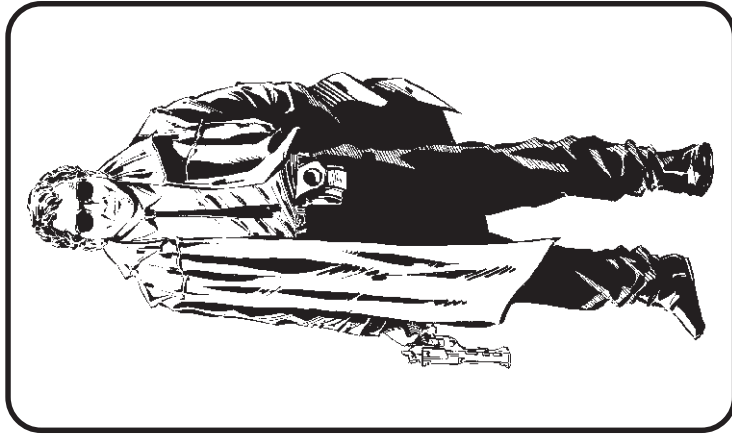
Equipment: Tarot Cards, I Ching book, Viking Runes, pack of incense, GWI God Meeter pistol, ammunition, dark glasses, overcoat, Paris Liberte Pass, 10,000 francs, Cyberware: DATAS Snooper; cyber value 2.

Quote: "There are more powers under heaven and earth, than God and the Devil."

TORG™

Amateur Occultist

Character Name			

		Home Cosm	Cyberpapacy	**Possibilities**
Age	**Wound Level**			10
Height	Wound	**Shock Damage**	**Magic** 10	**Social** 18
	Hvy Wound		**Spiritual** 14	**Tech** 26
Weight	Mortal	**K**	**O**	
	Dead			

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Running		DEX	
Stealth		DEX	
Swimming		DEX	
Alteration Magic		PER	
Disguise		PER	
Divination Magic	3	PER	14
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Language		PER	
Scholar		PER	
Trick		PER	
Artist		MIN	
Streetwise		MIN	
Test of Will		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Faith		SPI	
Focus		SPI	

	Axiom		Range		
Equipment	Value Level	S	M	L	
Armor					
Weapons					
GWI God Meeter	20	24	3-12	30	50

Attributes		Approved Actions	
Dexterity	8	Maneuver	
Strength	9		
Toughness	8		
Perception	11	Trick	
Mind	11	Test	
Charisma	9	Taunt	
Spirit	10	Intimidate	
Movement Rates		**Limit Values**	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	25	26	30	31	35	36	40	41	45	46	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

TORG™ — Consulting Detective

Player Name: _____

Cosm: Cyberpapacy

Background: You'd always made a comfortable living offering your services to the bourgeoisie. Whether it was a matter of a stolen necklace, a blackmail threat, an adulterous affair, or even a murder case, your valued discretion and clear analytical mind ensured you plenty of work. A master of deductive reasoning, you deal with each situation logically and with the utmost tact. The clumsy and over-bearing ways of American private eyes are not for you. You clients value tact and results, and you provided both in more than agreeable quantities.

Then the Antichrist reared his ugly head and society began to crumble. But clever as he was, Pope Jean Malraux I could not pull the wool over your eyes. You knew something was very wrong. The disasters fitted together too neatly. They came too close on each other. It was far too convenient for the Cyberpope to arrive when he did. It had all been planned. Problem was nobody believed you. You suspected that they feared the truth far more than current events. Their savior had arrived. What more could they ask for? Fortunately, not all were taken in. You discovered that there were others opposed to the Cyberpope. Immediately, you made your formidable mental powers available to them.

Personality: Careful and exacting, you appear pompous at times and smug at others. Your powers of reasoning are second to none.

Equipment: Notebook, pencil, GWI God Meeter pistol, ammunition, monocle, magnifying glass, first aid kit, Paris Liberte Pass, 50,000 francs, Cyberware: MB MindBoost (2); cyber value 2.

Quote: "Having the information is not as important as considering it carefully so as to ferret out its true meaning."

Consulting Detective — Character Sheet

Player Name: _____

Character Name: _____

Home Cosm: Cyberpapacy

Possibilities: 10

Age		Wound Level		Shock Damage		Magic	Social
Height		Wound				10	18
		Hvy Wound				Spiritual	Tech
Weight		Mortal		K	O	14	26
		Dead					

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Lockpicking		DEX	
Maneuver		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Swimming		DEX	
Disguise		PER	
Evidence Analysis	3	PER	15
Forgery		PER	
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Language		PER	
Scholar		PER	
Tracking		PER	
Trick		PER	
Artist (Actor)		MIN	
Psychology		MIN	
Test of Will		MIN	
Willpower		MIN	
Charm		CHA	

Equipment	Value	Axiom Level	S	Range M	L
Armor					
			24		
Weapons					
GWI God Meeter	20		3-12	30	50

	Attributes		Approved Actions
	Dexterity	8	Maneuver
	Strength	9	
	Toughness	8	
	Perception	12	Trick
	Mind	11	Test
	Charisma	9	Taunt
	Spirit	9	Intimidate
	Movement Rates		**Limit Values**
	Running		
	Swimming		
	Jumping		
	Climbing		
	Lifting		

Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Bonus #	-12	-10	-8	-5	-2	-1	0	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13						

Note: Bonus Chart rows read — Die Roll: 1 2 3 5 7 9 11 13 15 16 17 18 19 20 25 30 35 40 45 50 +5; then continuing 21 26 31 36 41 46 / 10 11 12 13 +1.

TORG™ Cyberdecker

Player Name: _____

Cosm: Cyberpapacy

Background: Hacking was always in your blood. Even in the old days, you'd spend hours with the modem plugged into the telephone exchange. Now things are a lot more fun. You've got a wire in your head and progs you'd only dreamed about before.

But you know that the changes have come at a price. You were one of the first to enter the GodNet. That was before the cyber dudes got wise to people like you and tightened up their security, fast. You saw what they were up to, except no one would listen. Since then you've lost lots of friends. It was dumb luck that saved you when the cyber dudes rounded up your fellow hackers. You told Pierre that the hacker's bulletin board was too risky to keep up, but he didn't listen. Now he and the others have gone. Wiped off the lines by the cybers.

Maybe you should cut and run. But you know that your skills are needed by the Resistance. That's why you joined them. You've got nothing against religion, but you've got plenty against oppression. That's why you got good with a gun; the church ain't gonna burn you, in or out of the GodNet.

Personality: Confident of your abilities, you still take no chances. Things change too fast for you to be complacent. You'll run the lines of the GodNet until you're caught, or until the Resistance wins.
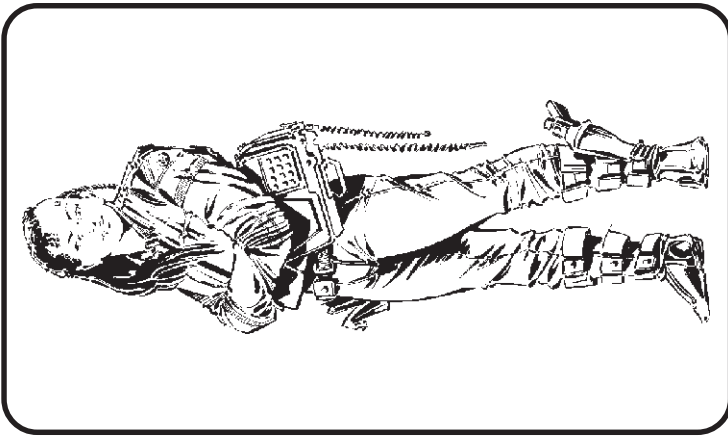
Equipment: AngelBait cyberdeck and programs (Attack-1, Defense-1, Defense-2, Shroud-1, Scan-1, Manipulate-1, Search-1) see *The GodNet Sourcebook* for details, GWI GodLight laser pistol and power pack, IriMesh armor, Paris Liberte Pass, 2,000 francs, Cyberware: J-jack (2); cyber value 2.

Quote: "No sweat, we'll breeze into the Net and out again. Trust me, if it gets tough, I can handle it."

TORG™ Cyberdecker

Player Name: _____

Character Name _____

		Home Cosm	Cyberpapacy

Age		**Wound Level**	Wound	**Shock Damage**	**Magic** 10	**Social** 18
Height			Hvy Wound			
Weight			Mortal	**K**	**Spiritual** 14	**Tech** 26
			Dead	**O**		

Possibilities 10

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Prestidigitation		DEX	
Stealth		DEX	
Cyberdeck Operations	3	PER	15
Disguise		PER	
Find		PER	
First Aid		PER	
Forgery		PER	
Land Vehicles		PER	
Scholar (Computers)		PER	
Trick		PER	
Science (Computers)		MIN	
Streetwise		MIN	
Test of Will		MIN	
Taunt		CHA	

	Axiom		Range			
Equipment	**Value**	**Level**	**S**	**M**	**L**	
Armor						
IriMesh	+3/11	24				
Weapons						
GWI GodLight	24	26	3-10	25	40	

Attributes		**Approved Actions**	
Dexterity	9	Maneuver	
Strength	9		
Toughness	8		
Perception	12	Trick	
Mind	13	Test	
Charisma	8	Taunt	
Spirit	8	Intimidate	
Movement Rates		**Limit Values**	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	25	26	30	31	35	36	40	41	45	46	50	+5	+1
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13														

TORG™ Cyberlegger

Cosm: Cyberpapacy

Background: Caught for selling pharmaceuticals while studying at Medical School, you were disgraced and expelled. You travelled for a few years, then decided to settle down. An old street contact of yours offered you a good price on some surgical appliances. You knew they were hot, but so what? You had to eat. Setting up a shop to sell trusses and artificial limbs wasn't very glamorous, but who cared about the glamour? But business wasn't exactly bustling in the prosthetic line, so you expanded into the car market. Nothing serious. Just a quick strip and chop. Cheap car stereos were always in demand. You made a steady living until the God squad arrived. Then things went wild.

You woke up one morning to find hi-tech goodies littering your workroom. Stuff you'd only previously read about in cyberpunk novels was piled up high. Passing a mirror you noticed that your glasses had changed. Boy, did you look cool in those flush-fitted mirrorshades. Fitted real well, too. A seamless mesh of flesh and tech.

Yeah, this was it. You were born to strip and fit. You welcomed the cybernetic miracle with open arms. Even the holy rollers with their CyberEyes seemed cool to you, until they came to shut you down. First thing you knew, they'd torched your place. Burned your spouse, fried your kids and incinerated your stock. You only just got out with your life.

by two things only: a desire for vengeance on Jean Malraux, and an interest in people's wire jobs.

Equipment: Laser scalpel, spool of NeuraCal, roll of NeuraSkin, MAS Fury assault rifle, ammunition, IriMesh armor, Paris Liberte Pass, 20,000 francs. Cyberware: NeuraCal (5), Mirror shades with BelleView 20-20 (2), CSI LEDs (1), CSI HOtShot II (2); cyber value 10.

Quote: "You want a wire job, you came to the right place."

Personality: Cool, almost to the point of being frozen, you're driven

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TORG™ Cyberlegger

Character Name			
		Home Cosm	Cyberpapacy

Possibilities 10

Age		**Wound Level**		**Shock Damage**	**Magic** 10	**Social** 18
Height		Wound			**Spiritual** 14	**Tech** 26
Weight		Hvy Wound Mortal Dead		**K**	**O**	

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Energy Weapons		DEX	
Lockpicking		DEX	
Melee Weapons		DEX	
Stealth		DEX	
Cyberdeck Operations		PER	
Disguise		PER	
First Aid		PER	
Forgery		PER	
Land Vehicles		PER	
Scholar (Electronics)		PER	
Trick		PER	
Cybertech		MIN	
Medecine	3	MIN	14
Science (Computer)		MIN	
Streetwise		MIN	
Test of Will		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	

Equipment	Value	Axiom Level	S	Range M	L
Armor					
IriMesh	+3/12	24			
Weapons					
MAS Fury Rifle	21	24	3-20	150	300

	Attributes	**Approved Actions**
		Maneuver
Dexterity	9	
Strength	8	
Toughness	9	
Perception	10	Trick
Mind	11	Test
Charisma	9	Taunt
Spirit	10	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

Die Roll																									
Die	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41	46
Roll																						25	30	35	40	45	50
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1	+5

Illustration by Allen Nunis

TORG™ — Dissenting Priest

Player Name: _____

Cosm: Cyberpapacy

Background: Your faith has always been strong. It has supported you through difficult times, and continues to do so now. To you religion has been a moral code, not an inflexible dogma to be rammed down the throats of the masses. You have always strived for religious toleration, believing that heresy is only a word used to brand those who prefer to think for themselves and follow their own conscience.

Your extensive knowledge of religious history has provided you with many answers to the current situation. The so-called Cyberpope is an abomination to the will of God, a throwback to the dark days of the power hungry medieval papacy. The establishment of the Cyberpapacy at Avignon, the seat of the disgraceful French popes in the high middle ages, further adds to your fears. You know that the Cyberpope is as debauched and cruel as any of his historical predecessors. Avignon represents the worst in Catholicism. It is an ailment which must be wiped out, if God is not to be discredited on earth. The world must advance, not return to a time of ignorance and fear. If that means you must take to the streets, so be it.

Personality: Confident that God will watch over you, you know that your actions are right. The current troubles have been sent to test you, and you'll pass the test with flying colors.
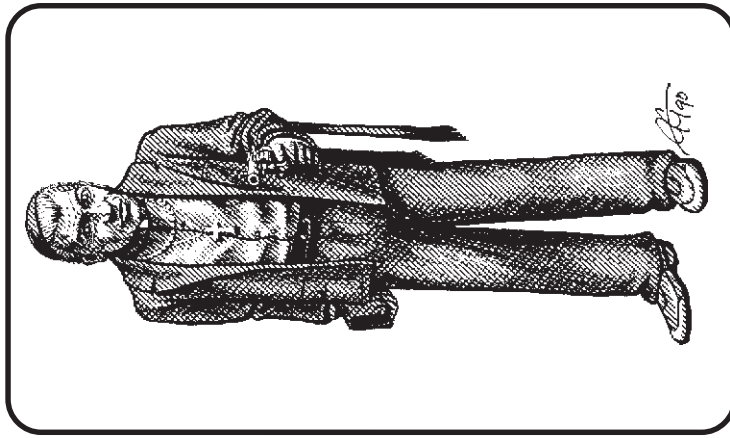
Equipment: Holy book, holy symbol, first aid kit, .44 S&W Magnum, ammunition, IriMesh armor, Paris Liberte Pass, 5,000 francs, Cyberware: DATAS Boomer (2); cyber value 2

Quote: "God moves in mysterious ways. If he has given us cybernetics then we must use them."

TORG™ — Dissenting Priest

Player Name: _____

Character Name				
Age		Home Cosm	Cyberpapacy	**Possibilities** 10

	Wound Level	Shock Damage	Magic 10	Social 18
Height	Wound			
	Hvy Wound		Spiritual 14	Tech 26
Weight	Mortal	K	O	
	Dead			

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Maneuver		DEX	
Swimming		DEX	
Unarmed Combat		DEX	
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Language		PER	
Scholar (Religion)		PER	
Artist		MIN	
Psychology		MIN	
Test of Will		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Faith (Roman Catholic)	3	SPI	16
Focus		SPI	
Intimidation		SPI	

Equipment	Axiom Value	Level	Range S	M	L
Armor					
IriMesh	+3/12	24			
Weapons					
.44 S & W Magnum	17	22	3-10	15	40

Attributes		Approved Actions	
Dexterity	10	Maneuver	
Strength	7		
Toughness	9		
Perception	9	Trick	
Mind	9	Test	
Charisma	9	Taunt	
Spirit	13	Intimidate	
Movement Rates		**Limit Values**	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	25	26	30	31	35	36	40	41	45	46	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1												

TORG™

Disillusioned Hero

Cosm: Cyberpapacy

Background: People call you a hero, but you know that you're just one of those lucky enough to survive. You joined the Foreign Legion to forget, not to become a hero. Now with your buddies lying dead in southern Provence, you have no choice except to go on fighting.

You still can't figure out why you were sent in the first place. Makes sense to you that infantry wouldn't be much use against armor without the right support. But that support never arrived. You were overrun and only just made it out in one piece. Still, you managed to dispatch a few of the cyber goons and take their gear. Disguised as one of them you made it back to Paris. But you know that it's only a matter of time before the Church Police reach the outskirts of Paris. Until Paris falls, you've got work to do. People look to you for help and advice, helping them survive is the least you can do.

Personality: Cynical and bitter. You continue to fight because you know you have no alternative.

Equipment: GWI Armor of God, GWI Hellfire Rifle, ammunition, six grenades, thermal image goggles, Paris Liberte Pass, 10,000 francs.

Quote: "If the people at the top didn't screw up, then us survivors wouldn't be called heroes."

TORG™

Disillusioned Hero

Character Name			
Age	**Wound Level**	**Home Cosm** Cyberpapacy	**Possibilities** 10

Height	Wound			
	Hvy Wound	**Shock Damage**	**Magic** 10	**Social** 18
Weight	Mortal		**Spiritual** 14	**Tech** 26
	Dead	**K** **O**		

Skill	**Add**	**Attribute**	**Value**
Reality		SPI	
Acrobatics		DEX	
Dodge		DEX	
Fire Combat	3	DEX	15
Heavy Weapons		DEX	
Long Jumping		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Missile Weapons		DEX	
Running		DEX	
Stealth		DEX	
Swimming		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Lifting		STR	
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Tracking		PER	
Trick		PER	
Water Vehicles		PER	
Survival		MIN	
Faith		SPI	

Equipment	**Value**	**Axiom Level**			**Range**		
			S	**M**	**L**		
Armor							
Armor of God	+8/18	26					
Weapons							
Hellfire Rifle	22	24	3-50	150	400		
Grenades	21	24	1-6	15	40		

Attributes		**Approved Actions**	
Dexterity	12	Maneuver	
Strength	9		
Toughness	10	Trick	
Perception	9	Test	
Mind	8	Taunt	
Charisma	8	Intimidate	
Spirit	9	**Limit Values**	
Movement Rates			
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Bonus Chart

Die Roll																										
Roll	1	2	3	4	5	6	7	9	10	11	12	13	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Player Name: _____

TORG™ Hunted Witch

Cosm: Cyberpapacy

Background: For years you've practiced magic while constantly hiding from the dreaded Inquisition. At one time you were a member of a coven, but your fellow witches have all been broken on the wheel or burnt. You watched the Church Hospitallers with interest as they prepared to embark on another Crusade. Knowing that it was only a matter of time before your hiding place was discovered, you disguised yourself and followed them across the Maelstrom Bridge to Earth.

What you found there shocked and intrigued you. Strange changes occurred as you entered Earth. Objects appeared in your body and imbued you with weird powers that you do not as yet fully understand.

You watched as the Inquisition set about rounding up heretics and destroying them. This world is strange to you, but it is a world which needs your help. You have decided to use your magical powers to help those battling against the tyranny of the Avignon Church.

Personality: Your are cautious and secretive. There is much about this land that scares you, but you're determined to use your powers to help its people fight the Church

Equipment: Robes, disguise kit, power dagger, spell components, pouches, equipment belt, herbs, Paris Liberte Pass, 100 francs, Cyberware: J-jack (2), TSE Tasty Store (2); cyber value 4

Quote: "The Church has always feared the power of magic. So lets hit them with a spell that'll really scare them!"

Player Name: _____

TORG™ Hunted Witch

Character Name				Possibilities
				10

Age		Wound Level	Home Cosm	Cyberpapacy		

		Wound Level	Shock Damage	Magic	Social
Age		Wound		10	18
Height		Hvy Wound		Spiritual	Tech
Weight		Mortal	K O	14	26
		Dead			

Skill	Add	Attribute	Value
Reality		SPI	
Beast Riding		DEX	
Dodge		DEX	
Melee Weapons		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Alteration Magic	3	PER	15
Disguise		STR	
Divination Magic		PER	
Find		PER	
First Ais		PER	
Scholar (Herbs)	3	PER	15
Trick		PER	
Apportation Magic		MIN	
Medecine		MIN	
Survival		MIN	
Test of Will		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Focus		SPI	

Equipment	Value	Axiom Level	S	Range M	L
Armor					
Weapons					
Power Dagger	17	22	3-10	15	40

Attributes		Approved Actions	
Dexterity	8	Maneuver	
Strength	7		
Toughness	9		
Perception	12	Trick	
Mind	12	Test	
Charisma	9	Taunt	
Spirit	9	Intimidate	

Movement Rates	Limit Values
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	25	26	30	31	35	36	40	41	45	46	50
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1										+5	

TORG™ Psychologist

Cosm: Cyberpapacy

Background: For years, you have helped people with their psychological problems. As the basis of reality changed with the arrival of the Cyberpope, your skills were needed more than ever to help people adjust to the changes around them. But the Cyberpapacy declared the practice of psychology to be heretical.

You know that religion and psychology are mutually compatible, but in this new dark age where superstition and fear rule, you fear for your life. Rather than fall into the hands of the Inquisition, you have gone into hiding. It was well that you did, for many of your colleagues have disappeared, a few have even been publicly burned as heretics.

Determined to help in any way you can, you have offered your services to the Resistance. While they have need of your impressive psychological skills, they are other ways you can help them.

Personality: Warm, and inspiring the trust of others, you work to hold your team together, easing tensions and conflicts within the group with carefully chosen words.

Equipment: First aid kit, AngelBait cyberdeck and programs (Attack-1, Defense-1, Shroud-1, Trace-1, Scan-1, Manipulate-1, Copy-1) see *The GodNet Sourcebook* for details, notebook, tape recorder, Uzi Submachine gun, ammunition, Paris Liberte Pass, 30,000 francs, Cyberware: J-jack (2), ChipHolder 1 (1), MemChip: First Aid+1; cyber value 3.
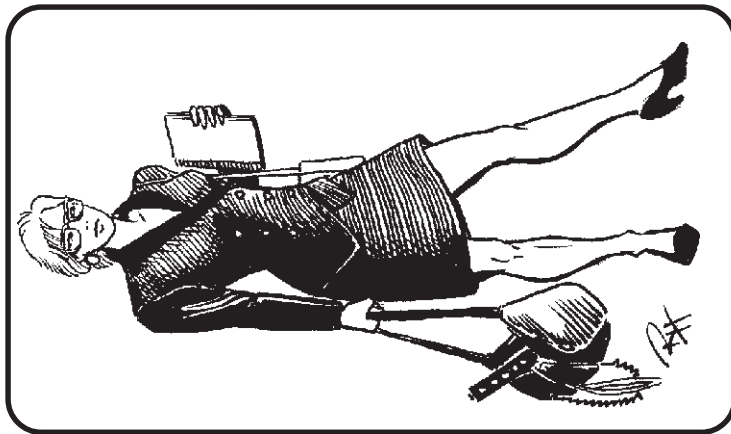
Quote: *"We are all under pressure, even so we must learn to relax and deal with the problem in a calm manner."*

TORG™ Psychologist

Character Name			
Age	Wound Level	Home Cosm	Cyberpapacy

	Wound Level	Shock Damage		Magic	Social
Height	Wound			10	18
	Hvy Wound			Spiritual	Tech
Weight	Mortal	K	O	14	26
	Dead				

Possibilities: 10

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Unarmed Combat		DEX	
Cyberdeck Operations		PER	
First Aid		PER	
Land Vehicles		PER	
Scholar (Computer)		PER	
Trick		PER	
Medecine		MIN	
Psychology	3	MIN	15
Science (Computers)		MIN	
Streetwise		MIN	
Test of Will		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Intimidation		SPI	

Attributes	
Dexterity	8
Strength	8
Toughness	8
Perception	12
Mind	12
Charisma	10
Spirit	8

Approved Actions	
Maneuver	
Trick	
Test	
Taunt	
Intimidate	

Movement Rates	Limit Values
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Axiom Value	Level	Range S	M	L
Armor					

Weapons	Value	Level	S	M	L
Uzi	17	22	3-15	40	100

Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	25	26	30	31	35	36	40	41	45	46	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Illustration by Rick Harris

TORG™ Renegade Hospitaller

Player Name: _____

Cosm: Cyberpapacy

Background: You have always accepted that heretics must be hunted down and destroyed. But when you entered this new land, you saw much that made you question your beliefs. Here were a people who lived free of the influence of the Church, and they did not lead lives of depravity. You felt betrayed by Pope Jean Malraux who now used forbidden technology for his own ends.

When ordered to destroy a village in the Massif Central, your heart went out to the frightened and confused villagers. You tried to persuade your brother Hospitallers that slaying innocent people was wrong. But the Inquisitor attached to your order accused you of being a heretic. You have always followed the teachings of the Church, but you know that those teachings have been perverted by the so-called Cyberpope. You refused to confess your heresy.

That night you knocked out Brother Gerard and escaped taking the children of the village with you. Avoiding patrols of Church Police, you finally led the children to Paris. At first the Parisians and Resistance were suspicious of you, but after willingly subjecting yourself to their strange ritual of purification, you were accepted by them.

Personality: Pious and believing in the power of the Lord, you have sworn to protect the innocent, even if that means fighting your former brothers. You distrust the power of cybernetics, but accept that you must use it in the fight against the Cyberpope.

Equipment: GWI Armor of God, GWI God Meeter pistol with GWI SmartGun attachment, ammunition, Power Sword, first aid kit, crucifix with +2 focus skill, Paris Liberté Pass, 300 francs; Cyberware: J-jack (2), NeuraCal (5) CSI EyeKill Mk. IV (2), CSI HotSHot II (2), Compte's Stabiliza (3); cyber value 14

Quote: "God is truly on our side."

TORG™ Renegade Hospitaller

Player Name: _____

Character Name					Possibilities
					10

	Wound Level		Home Cosm	Cyberpapacy		
Age		Wound			Magic	Social
Height		Hvy Wound			10	18
Weight		Mortal		Shock Damage	Spiritual	Tech
		Dead			14	26

| | | | K | O | |

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Missile Weapons		DEX	
Running		DEX	
Unarmed Combat		DEX	
Find		PER	
First Aid		PER	
Language		PER	
Tracking		PER	
Survival		MIN	
Test of Will		MIN	
Willpower		MIN	
Taunt		CHA	
Faith (Cyberpapist)	3	SPI	13
Focus		SPI	
Intimidation		SPI	

		Axiom		Range		
Equipment	Value	Level	S	S	M	L
Armor						
Armor of God	+8/18	26				
Weapons						
GWI God Meeter	20	24	3-12	30	50	
Power Sword	+8	18	24			

Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20 25	21 26	31	36	41	46	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Attributes		Approved Actions	
Dexterity	11	Maneuver	
Strength	10		
Toughness	10		
Perception	8	Trick	
Mind	9	Test	
Charisma	8	Taunt	
Spirit	10	Intimidate	
Movement Rates		**Limit Values**	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

TORG™ Secret Agent

Cosm: Cyberpapacy

Background: You were serving in Chad as a military adviser when the mortar round found you. Mortally wounded, you were lucky that the medics could patch you back together. But with an arm and an eye missing, your field service days were over. They gave you a desk job in Paris where you studied reports and compiled dossiers.

You know that the current mess was set up by the Cyberpope's agents. The evidence was right there in the reports, except that no one listened to you. Nuclear reactors could blow on their own accord, but how come two security guards were later fished out of the river with their throats cut? The AIDS epidemic was also covered up by someone in the government. Marseille hospital claimed that their blood supplies had been tampered with, but this report was sat on like the others.
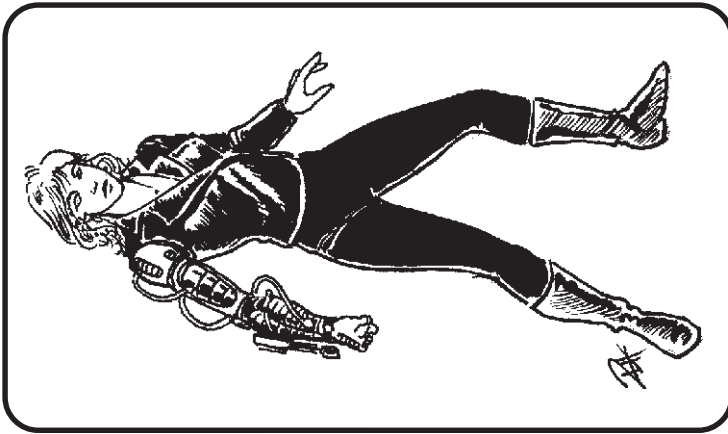
When the government was overthrown by the right-wing terror squads, you decided to make yourself scarce. Then the change occurred. Your missing body parts were replaced by cyberware as you became cybernetically enhanced overnight. The only problem is what to do now. You'd heard of resistance groups being set up, so you decided to offer your considerable talents to them.

Personality: Possessing a fine sense of humor, you never fail to see the funny side of any situation, no matter how bad. At the same time you are ruthless. You do whatever needs doing cleanly and efficiently.

Equipment: GWI HalloMesh, disguise kit, first aid kit, miniature recorder, Paris Liberte Pass, 30,000 francs; Cyberware: NeuraCal (5), Trigon Hercule cyber arm +4 (4) with Integral Weapons unit holding a GWI GodLight pistol and power pack (0), BelleScan (2); cyber value 11

Quote: "That'll teach them to mess with us."

TORG™ Secret Agent

Character Name					
Age	Wound Level	**Home Cosm** Cyberpapacy	Magic 10	Social 18	**Possibilities** 10
Height	Wound	**Shock Damage**			
	Hvy Wound		Spiritual 14	Tech 26	
Weight	Mortal				
	Dead	K O			

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Energy Weapons		DEX	
Lockpicking		DEX	
Stealth	3	DEX	14
Swimming		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Air Vehicles		PER	
Disguise		PER	
Evidence Analysis		PER	
Find		PER	
First Aid		PER	
Forgery		PER	
Land Vehicles		PER	
Language		PER	
Tracking		PER	
Trick		PER	
Psychology		MIN	
Survival		MIN	
Charm		CHA	
Taunt		CHA	

Equipment	Value	Axiom Level	S	Range M	L
Armor					
Hallomesh	+5/14	25			
Weapons					
GWI GodLight	24	26	3-10	25	40

	Attributes		Approved Actions
	Dexterity	11	Maneuver
	Strength	9	
	Toughness	9	
	Perception	9	Trick
	Mind	11	Test
	Charisma	9	Taunt
	Spirit	8	Intimidate
Movement Rates			**Limit Values**
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41	46	50
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1						

Illustration by Rick Harris
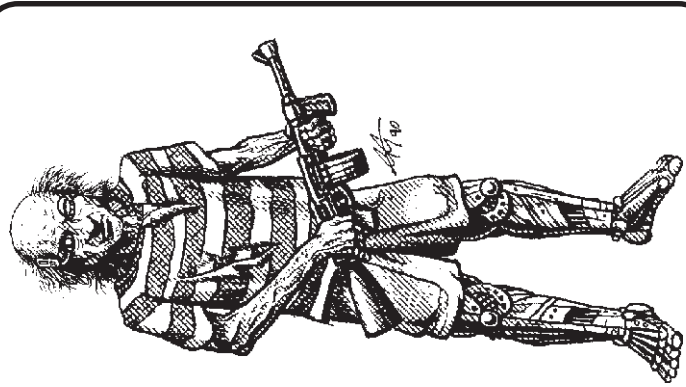
Player Name: _____

TORG™ Senior Citizen

Cosm: Cyberpapacy

Background: You thought you'd entered your twilight years. Your body had started to give out. First your hearing went, then your hip joint, followed by your legs. You'd always been myopic, so to came as no surprise when you started going blind. Your memory began to decline rapidly making it hard to remember when you had to take your long list of prescription drugs. To be honest, you were looking forward to a long deserved rest in the hereafter.

Then the new Pope arrived and brought a new lease of life for you. Your legs changed, the calipers were gone and they were far stronger than they had ever been. Your sight and hearing improved dramatically, and you could even see and hear things that were just impossible before. Your memory improved in leaps and bounds.

You gave praise to God and to Cyberpope Jean Malraux, his servant on Earth, for the miracles he had worked upon you. But you soon realized that it was not the dawn of a new golden age. The Cyberpapacy was as ruthless and as oppressive as the Nazis you'd fought during the war. You still remember rejoicing when France was liberated by the Allies in 1945, but this time you know there are no Allies to come to your aid.

Personality: You're not as young as you used to be, but your will to fight is strong. You get irritated very easily and tend to get angry particularly with those younger than your-self, but you would never intentionally hurt them, as you look upon them as your own children.

Equipment: Thompson submachine gun, ammunition, beret, striped jersey, Paris Liberte Pass, 20,000 francs; Cyberware: NeuraCal (5), Trigon CyberSkel (4), Trigon Steve Austin Cyber legs +6(8), BelleView 20-20 (2), BelleView TeleSight (2), DATAS Snooper (2), Body Plating +4 (2); cyber value 18

Quote: "In the old days we did things differently."

Player Name: _____

TORG™ Senior Citizen

				Possibilities
Character Name			Home Cosm Cyberpapacy	10

Age		Wound Level	Shock Damage	Magic 10	Social 18
Height		Wound		Spiritual 14	Tech 26
		Hvy Wound			
Weight		Mortal	K O		
		Dead			

Skill	Add	Axiom Level	Attribute	Value
Reality			SPI	
Beast Riding			DEX	
Dodge			DEX	
Fire Combat	3		DEX	12
Heavy Weapons			DEX	
Maneuver			DEX	
Melee Weapons			DEX	
Running			DEX	
Stealth			DEX	
Unarmed Combat			DEX	
Climbing			STR	
Air Vehicles			PER	
Disguise			PER	
Find			PER	
First Aid			PER	
Land Vehicles			PER	
Language			PER	
Tracking			PER	
Water Vehicles			PER	
Survival			MIN	
Test of Will			MIN	
Charm			CHA	
Persuasion			CHA	

Equipment	Value	Level	S	M	L
Armor					
Weapons					

Attributes		Approved Actions	
Dexterity	9	Maneuver	
Strength	8		
Toughness	8	Trick	
Perception	10	Test	
Mind	10	Taunt	
Charisma	9	Intimidate	
Spirit	12	Limit Values	

Movement Rates	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Bonus Chart

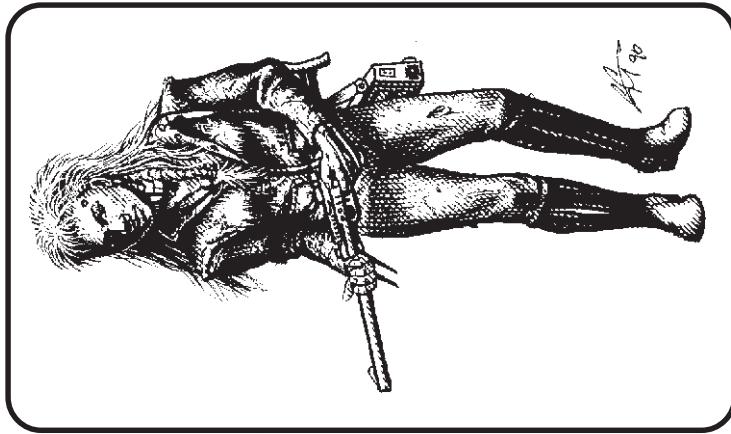| Die Roll																													
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	25	26	30	31	35	36	40	41	45	46	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

TORG™ Street Punk

Cosm: Cyberpapacy

Background: Yeah, growing up was tough. Stealing cars, breaking houses, mugging rich pigs. So what? Who gives a damn about an orphan, anyway? No one gave you any breaks, why should you dish 'em out?

You worked hard to build up your turf. Spent weeks in a Paris hospital, having your insides stuffed back in with staples and wire, to pay for it, too. But the mugs who ripped you won't be bothering any one ever again.

Things looked good until the chrome domes arrived with their bribes and techno ware. Your gang just melted at the sight of all that free Church hardware. They got religion, 'n' bad too. Now you're on your own, but at least you don't take no lip from the Papist pigs. You're your own boss, 'n' who cares if the size of your turf is no bigger than this slum you call home? You've still got those nice new shiny slashers the Church gave you, before you split.

Personality: Arrogant and independent, you resent being pushed around. Beneath your hard exterior is an even harder interior. Don't let anyone forget it.

Equipment: Safety pin through nose, bright orange mohican, tattered leather jacket, GWI GodBeam laser rifle, AngelBait cyberdeck (stolen - no programs), Paris Liberte Pass, 4,000 francs; Cyberware: NeuraCal (5), Intradermal Plate +6 (3), Slashers (2), MB Adrenal Booster (2);

A Quote: "If ya can't take the heat, stay off the street."

TORG™ Street Punk

Character Name:

Home Cosm: Cyberpapacy

Possibilities: 10

Age	
Height	
Weight	

Wound Level: Wound / Hvy Wound / Mortal / Dead

Shock Damage — K / O

Magic	10
Social	18
Spiritual	14
Tech	26

Skills

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Dodge		DEX	
Fire Combat		DEX	
Lockpicking		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Missile Weapons		DEX	
Prestidigitation		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Climbing		DEX	
Lifting		STR	
Find		PER	
First Aid		PER	
Trick		PER	
Streetwise		MIN	
Test of Will		MIN	
Taunt		CHA	
Intimidation	3	SPI	14

Equipment

Equipment	Axiom Value	Level	S	Range M	L

Armor

Weapons

Attributes

Attributes	
Dexterity	11
Strength	9
Toughness	9
Perception	11
Mind	8
Charisma	9
Spirit	11

Movement Rates

Running	
Swimming	
Jumping	
Climbing	
Lifting	

Limit Values

Approved Actions

Maneuver	
Trick	
Test	
Taunt	
Intimidate	

Bonus Chart

Die	1	3	5	7	9	11	13	15	17	19	21	26	31	36	41	46	
Roll	2	4	6	8	10	12	14	16	18	20	25	30	35	40	45	50	
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1	+5