

Tiger©1991,2000
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Cyberpunk 2020

The high tech corps were getting too rad these days. I read all about the thing that had been loose in Boston, and I hoped it wouldn't happen here. I knew it would, but I can hope can't I. Now there is a new threat in the city; a new tiger in the urban jungle. Unfortunately, I'm the hunter.

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Introduction

This adventure is intended for a group of experienced PCs. The adventure takes place in New York City. If you intend to play in this adventure, please do not read any further.

Referee's Introduction

This adventure centers on the attempts of the PCs to track down and deal with an escaped experimental bio-weapon. The experiment (which will be referred to as "tiger") escaped from a high tech Adrek lab and is currently hunting in New York City.

This is a fairly dangerous adventure as the tiger is a lethal opponent.

Getting the PCs Involved

How the PCs get involved depends on their profession and location. If they are media, then they can be sent to cover the story. If they are police, they can be sent to deal with the situation. Corporate characters may be sent to find out what is going on and perhaps to discredit Adrek, or to acquire the tiger for their own studies. Fixers, rockerboys, and netridders may be brought in by others or may blunder into the situation. Solos may be hired and sent on a variety of possible missions: to destroy the menace, to recapture it for Adrek, to capture it for another corporation and so forth. As there will be an increasing reward posted for the tiger, solos are likely to be drawn to the area.

The Area

The adventure takes place in New York City (which is far too big to detail here). New York City is far worse now in 2020 than it was in the 1990s. Some areas are corporate zones: crystal and steel buildings, domed parks, elite

corporate security. Other areas are war zones: worn down buildings, burned out cars, and roving gangs. As usual, be certain to stress the oppressive urban environment and the sharp contrast between the haves and the have nots.

Side Action:

New York City is an exciting place with plenty of interesting (and dangerous people). If you desire some side action in the adventure, the encounter tables for Night City in Cyberpunk can be used to generate the requisite action. Another option is to prepare several encounters prior to the adventure and use those.

Player Information

Police:

Police characters will have access to the following information:

Summary Cases 2789-2798 Homicide

Dates: x, y, z, ...(fill in dates)

Report:

Due to the marked similarities in cases #2789-2798 it is believed that they are the work of a single individual. the relevant similarities are as follows:

(1) The wound patterns are all similar and appear to have been inflicted by the same weapon. Forensics speculates that the weapon is an organic compound ripper.

(2) The victims were all mutilated in the same manner.

(3) None of the victim's possessions were taken.

Update #1

Speculation that the killings are assassinations has proved groundless. There are no evident connections between the victims.

Update #2

Testing of skin and hair samples found on the "scratchers" of one victim indicates that the material is bio-engineered. The lab report indicates the material does not match any known types and may be unique or at least very rare making identification considerably easier.

Media:

According to police sources, the bizarre killings on x, y, z... appear to be the work of a bio-engineered serial killer. Due to the nature of the mutilations, this killer has become known as the tiger. The fact that there has been no apparent motivation in the attacks (nothing was stolen and the victims seem to be unconnected) indicates that the killer is a psychopath or sociopath who kills solely for the sake of killing.

Others:

Other characters will have access to what the media decides to make available, which will most likely be what is printed in the above Media section.

The Actual Story:(referee)

Two days prior to the first murder the tiger escaped from an Adrek Research laboratory in New York. It laid low for a while, at least until it got hungry. It then began to hunt in the urban jungle in order to gain the sustenance it requires, namely human beings. The police and media are correct that it is not killing for an ulterior motive. It is killing to stay alive.

Adrek:

If any of the PCs are Adrek personnel, they will (if they are “in the know”) know that the tiger escaped from a NYC laboratory and that it is probably responsible for the killings.

The Participants

The PCs:

The PCs goals, motivation, and equipment are up to them, of course.

NYPD:

The police are naturally concerned with the killings. However, since the tiger has not killed anyone important, they have only assigned one cyberpsycho officer to the case.

Of course, the other police will be involved at times. The C-SWAT officer’s goal is to put an end to the murders. If the PCs are police, they can also be assigned to the case, perhaps after the tiger wastes someone important enough to increase the case’s budget.

Media:

The media are looking for a story. Unless the tiger wastes someone important, coverage of the killings will be limited to the rear pages and small news blurbs. If news gets out that the killer is an artificial life form, media coverage will increase. There are media teams aplenty in NYC and their equipment varies from AV’s and cybercams, to people on foot with notepads. The media’s motivation is, of course, to sell news.

Adrek:

Adrek has had a series of public relation nightmares over the past few years and they wish to avoid another one. They are sending a single agent to deal with the tiger, This agent is also an artificial life form, but more stable than the tiger and it does not need to eat humans. It is also aware it has been wired twelve ways from Tuesday with nasties to insure its good behavior. Its goal is to recapture or kill the tiger.

Other Corporations

Other corporations would love to Adrek go through another public relations purgatory. They would also love to get their hands on the tiger for study. If the news leaks that an Adrek product is on the loose again, several well equipped corporate teams will be on the location. They will be trying to (1) insure that Adrek gets dragged over the coals publicly, (2) acquire the artificial life form for themselves. The corporations that prefer raking Adrek over the coals will

cooperate with the police (hoping for some good PR press) and the ones that are after the tech will not be so cooperative. Corporate teams will consist of 3-5 “Corporate Muscle” solos (Special Ability Level 7) lead by a “Professional Operator” (Special Ability Level 8). They will be well equipped with weapons and will have transportation. They are likely to be cyber-enhanced.

Action

The action will begin when the PCs come to town or get involved.

Random Encounters:

If desired, random encounters may be introduced in order to add an element of chance to the adventure. The likelihood of the PCs running into the tiger by chance is extremely slight. However, a chance encounter can be useful. For example, the PCs may see a figure leaping from one balcony to another, or come across the tiger while it is feeding and frighten it away.

Tracking the Tiger:

The tiger can be tracked a variety of ways. If the PCs have access to infrared tracking equipment or pheromone trackers, they will be able to follow the tiger’s unique signature. Tried and true methods of police/PI investigation can also be used (questioning witnesses, looking for traces of the tigers lair that might be left at the scene of the crime, etc.). If the PCs just “go out and look for it”, they will probably not find it.

Scene of the Crime:

One way to find the tiger is to investigate the scene of one of the tiger’s killings. Another way is to access the police computer. The scene of the crime is accessible (legally) to police and to the media (to some extent). The police computer files are open to the police. The media may be allowed access to some of the information. Of course, the acquisition of a police report would be a good job for a netrunner. Adrek will also be making a run against the police computer. They certainly do not want the police comparing he codes in the tiger’s DNA with what might be found in an Adrek laboratory. Police computer security is fairly stiff, but will contain no black programs (After all, they are illegal).

If the PCs actually visit the scene of the crime and are able to get in, they will generally find a lot of blood, a broken lock, and a mutilated victim (if the body has not been removed). If the PCs decide to investigate a scene illegally, they will find police markers, lots of blood, and a broken lock. The police will generally leave a detection device of some kind at the scene. Typically an electric eye, motion sensor, or sound monitor is present at the scene. The exact nature of the device and the difficult in detecting and neutralizing it are left up to the referee.

The tiger will kill one person every 1-2 days, depending on how active it is. The details of its “meals” are left to the referee. As general guidelines, the tiger will general select victims that are alone, not obviously ill, accessible, and not obviously armed. It will tend to attack its victims in their homes, at night.

On the Trail

The first part of the adventure should involve the PCs in attempts to track the tiger and find out what it is. This will involve investigative work on the part of the PCs.

This work will range from police work to netrunning data forces. This part should be used to generate suspense. Do not let the PCs know what it is they are up against at this point. Random encounters may be used to supplement the investigation with a little more action (and violence).

First Encounter:

Once the investigation begins to get a bit dull, it will be time for the first encounter between the PCs and the tiger. This can be the result of a careful PC investigation (this is the recommended lead in) or a matter of chance (less recommended). The first encounter should be set up so the PCs have a chance to see what they are facing, without having a good opportunity to bag the tiger. The recommended first encounter is to have the PCs interrupt the tiger's meal. A brief melee would follow, and the tiger would escape. This will increase the players' interest in the situation and will allow the adventure to continue, so it is recommended that the tiger escape and not be blown up by a B-A Light 20mm.

The Other Hunters:

As noted earlier, there will be others after the tiger. These other hunters may be friendly, neutral, or hostile to the PCs, depending on who they are. There should be a couple encounters arranged between the PCs and other hunters. For example, police PCs may have a run in with the Adrek agent and with a team from one of Adrek's rivals. Since these other hunters are also after the tiger, it is likely that they will cross paths. You may wish to have NPC groups encounter each other and have the PCs find out about it (by the news, watching the action, etc.). For example, the tiger may wipe out a media team that surprises it. Naturally, the tiger shouldn't be bagged by a NPC.

The Final Encounter:

At some point, the tiger will leave a message written in the blood of its latest victim. The crudely written message is: "killing is wrong, I'll be at parkdome 4 ." The tiger will, in fact, go to the parkdome after this kill and wait in the trees.

Amazingly enough, a news team will arrive before the police and this message will be on the air. This will, of course, result in all the surviving hunters heading to the parkdome. The police will try to evacuate the place and restore order and will be trying to bag the tiger at the same time.

Utter chaos will prevail at the parkdome at the start as some people attempt to flee the coming of the tiger, other come to watch the action, and others come to be part of it. The tiger will calmly wait for someone to come and try to kill it.

Eventually, the police will get things back under control, but this will take about an hour. During this time, the final showdown between the tiger and his hunters will take place. This will stir things up a bit. The tiger will continue to attack armed people until it is brought down.

ParkDome Map

With the decay of the environment, outside parks have become increasingly vile and with the social decay they have also become very dangerous. In response to this trend, some major cities have constructed parkdomes (with corporate support). These are giant domes that contain a purified atmosphere and a carefully processed park (filtered and treated soil and water). The dome solves the environmental problem (well, at least in the dome). The social problem is solved by armed guards at each entrance. These guards collect a fee for the use of the park (\$20 an hour, generally) and keep order. Parkdomes contain a variety of genetically engineered trees (guaranteed immune to various new diseases) as well as a few artificial lakes. Some are even lucky enough to have a few birds, squirrels, or chipmunks.

Naturally, there are numerous rules (no littering, no pets, no walking off the trails) and they are strictly enforced.

Map:

Entrances: Each entrance consists of a security station which contains monitors that are linked to the ceiling cameras of the domes. Also present is the ticket counter. There are generally four armed guards at each entrance .

Lake: Each lake is artificial and some have fountains. There are actually fish in these lakes (they are stocked by a corporation).

Trees: Self explanatory.

1. maintenance building: This building contains the pumps, power plants, computers, and equipment required to keep the parkdome running. There are generally four or more workers and technicians here at any time.

2. Restaurant: An outdoor restaurant with exorbitant prices (at least double normal). Expensive, but where else can you eat outside and not have to brush industrial waste off your food?

3. Coffee Shop: An outdoor beverage shop. Expensive of course. This area is favored by up and coming corporate personnel.

4. Gift Shop: Contains a variety of liberal-ecological stuff ("earth day" shirts, sandals, jewelry, bottles of clean water, pictures of birds, etc.) Expensive, of course.

Finish

Eventually, the tiger will be brought down. What happens next depends on who gets it. If the police get it, they will analyse the body and eventually trace it to Adrek and an investigation of Adrek will follow. If a rival corporation gets the tiger, they will leave with it and try to build their own (which may escape, creating the situation all over again). The police will try to find out what happened and an investigation may follow. If the PCs bag the tiger, what they do is up to them. Keep in mind that Adrek, the police, and the rival corporations may be quite interested in the PCs. For example, if the PCs burn Adrek, they will be visited by a corporate retribution team at some point.

NPCS

Security Guard/Police Officer

Int : 5 Tech: 4

Ref: 6 CL: 6

Luck: 5 Att: 4

Emp: 4 Bod:6

MA: 5

Skills: Authority +5, Intimidate +3, Interrogate +2, Human Perception +2, Awareness/Notice +2, Shadow/Track +2, Athletics +3, Driving +3, Melee +2, Brawling +1, Handgun +4, Submachinegun +4.

Hardware: Biomonitor (linked to a central computer), Neural Processor and interface plugs.

Equipment: Smartchipped Federated Arms X-9mm and 2 clips, Smartchipped Militech Ronin Light Assault and 2 clips, nylon helmet, flack vest, tonfa, hand held taser, and headset radio.

Description: Security and police in NYC tend to be competent and well armed. Otherwise they would be dead. They do tend to shoot first and worry about the paper work later, however.

Corporate Team Members (Solos)

Int: 6 Tech: 4

Ref: 7/8 CL: 7

Luck: 6 ATT: 5

Emp: 4 Bod: 8

MA: 6

Skills: Combat Sense +7, Streetwise +3, Awareness/Notice +2, Shadow/Track +4, Athletics +4, Driving +3, Pilot Gyro +1, Karate +3, Handgun +6, Sub-machinegun +4.

Hardware: Biomonitor, Kerenzikov Boosterware +1, Neural Processor, interface plugs, subdermal armor, rippers, cyberscopic(right) with infrared and targeting scope.

Equipment: Smartchipped Colt AMT 2000 and two clips, Smartchipped H&K MPK-11 and two clips, Avante P-1135 Needlegun and two clips of sleep drugs, DataTel Mapmaker, Cybermatrix Speedholster(in the Chromebook, +1 on initiative when fast drawing).

Description: These are generic corporate muscle. They are competent and loyal to the corporation they serve.

Corporate Team Leader (Solo)

Int: 7 Tech: 4

Ref:7/9 CL: 8

Luck: 6 ATT: 5

Emp: 3 Bod: 7/9

MA: 6

Skills: Combat Sense+8, Interrogation +3, Intimidate +3, Streetwise +2, Leadership +3, Shadow/Track +3, Athletics +5, Driving +3, Pilot(Gyro) +2, Melee +2, Karate +4, Handgun +7, Submachinegun +7.

Hardware: As per Corporate team members, except boosterware is +2 and add Muscle and Bone Lace.

Equipment: As per corporate team.

Description: A smarter version of the generic corporate muscle.

Bio-oids

This section provides the necessary details for the two Adrek “bio-oids” in the adventure “Tiger.”

Science fiction has abounded with tales of artificial life created for specific purposes. The late twentieth century saw the development of tailored microbes and viruses. Much of this work was done in government labs and the products were often biological weapons. The twenty first century saw the continuation of the trend, both in the advancement and the use of that advancement to produce weapons.

In 2020 Adrek Corporate succeeded in producing a new type of bio-weapon. Like its predecessors, it was tailored and it was not human. However, unlike its predecessors it was the size of a man and more discriminating about what it would kill.

Constructed out of tailored organics and enhanced with cybernetics, the Adrek Bio-oid is a highly efficient weapon. It combines the innovative ability and adaptive capability of the organic life form with the strength and efficiency of the machine.

Bio-Oid Model One

The first successful bio-oid was constructed using a mixture of human, orca, and tiger genetic material. Advanced nano-technology and cybernetic technology were employed in its construction. It was designed as an assassin unit, designed to hunt down and kill individual humans. To provide it with a strong motivation, it was designed to require human organic material for its sustenance. It was well equipped for its job. Organic rippers and fangs were built into its structure and its reflexes and strength were enhanced. The finished product was man shaped, with extendable claws, and a striped hide. And an appetite for human flesh.

BM1 (Artificial Life Form)

Int: 4 Tech:1

Ref:11 CL:9

Luck:3 Att: 2

Emp: 2 Bod: 11

MA: 9

Skills: Combat Sense +8, Hide/Evade +6, Language(English)+2, Shadow/Track +7, Wilderness Survival +6, Athletics +7, Dodge & Escape +7, Melee +7, Karate +6 Hardware: Pain Editor, Neural Processor, Kerenzikov Boosterware(+2), Skin Weave, Muscle & Bone Lace, Enhanced Anti-bodies, Toxin Binders, Nano-surgeons, rippers, and implanted fangs.

Special: Eyes equivalent to Low-lite cyberoptics.

Description:

BM1 somehow developed a moral sense. The first development as when he realized it was wrong for Adrek to keep him prisoner, so it escaped. Latter, it began to feel remorse about its killings. Unfortunately, it could not survive without human flesh and he was programmed to kill, which he could not override. Eventually, it realized that the only way it could stop was to try to be

killed. This realization will drive BM1 to announce its intention to go to the Parkdome. BM1 will be unable to completely override its programming, so it will still fight when attacked. However, it will seek death with a vengeance.

Bio-oid Two

The second bio-oid Adrek produced combined tiger and human generic material with the cyber and nano-technology. It was designed to serve as a weapon bearing soldier. This model was given a greater intellect and did not draw its sustenance from human flesh. It is more human in some ways than BM1. Adrek learned a valuable lesson from BM1's escape and applied this lesson to BM2. BM2 had several "loyalty insurers" built into it and was informed of this fact. As such, BM2 is careful to obey his owners.

BM2(Artificial Being)

Int:6 Tech:2

Ref:10 CL:8

Luck:2Att:4

Emp:1Bod:9

MA:8

Skills: Combat Sense +8, Hide/Evade +4, Shadow/Track +4, Wilderness Survival +2, Athletics +6, Handgun +4, Submachinegun +4, Rifle +4, Melee +4, Karate +5. Hardware: Kerezikov Boosterware(+2), Neural Processor, Interface plugs, Muscle & Bone Lace, Skin Weave, Enhanced Antibodies, Toxin Binders, Nanosurgeons, Rippers.

Surprises (See Challenge #43) : Brain Bomb, four neuro-toxin sacks implanted in major organs, three viral bombs implanted in bones, and a heart bomb.

Description: BM2 looks almost human, and with today's body sculpting it can easily walk the streets. It is not particularly fond of Adrek and is not happy to be hunting down BM1. However, the surprises implanted in its body give Adrek a great deal of control over it.

Notes

Bio-oid Intelligence:

Bio-oid brain structure is nearly identical to human brain structure. They are capable of advanced thought and language use. The "instinctive" parts of their brains take up a higher percentage of their brain than in a human, which means they tend to follow automatic responses more often than a human would. In game terms, a bio-oid can be run like a human NPC, but will tend to fall into repetitive actions. Further, their self-control is fairly low. For example, in combat they will tend to continue to tear into an opponent who was killed five minutes ago.

Bio-oid Morality:

Being intelligent, bio-oids are capable of moral judgements. Oddly enough, they seem to have a well-developed set of moral beliefs, many of which contrast sharply with their creators and their creators plans for them. It is speculated that their moral structures are due to their extensive training and perhaps to their closer proximity to their emotions and instincts.

Moral and Philosophical Issues:

The creation of the bio-oids raises a series of moral and philosophic questions (for example, do they have rights, is it immoral to own them or even to build them). While this is not philosophy 101, the bio-oids can be used to raise some interesting issues during the course of the game. The bio-oid cause can provide excellent material for adventures: media and rockerboys on crusades for the rights of bio-oids, fanatics convinced that God wants all bio-oids dead attacking the production facilities and bio-oids, and so forth.

Handout #1

Summary Cases 2789-2798 Homicide	Dates
Report	
<p>Due to the marked similarities in cases #2789-2798 it is believed that they are the work of a single individual. the relevant similarities are as follows:</p> <ol style="list-style-type: none">(1) The wound patterns are all similar and appear to have been inflicted by the same weapon. Forensics speculates that the weapon is an organic compound ripper.(2) The victims were all mutilated in the same manner.(3) None of the victim's possessions were taken.	
Update #1 Speculation that the killings are assassinations has proved groundless. There are no evident connections between the victims.	
Update #2 Testing of skin and hair samples found on the "scratchers" of one victim indicates that the material is bio-engineered. The lab report indicates the material does not match any known types and may be unique or at least very rare making identification considerably easier.	

