ICP 101

Night's Edge

An Alternate Reality Sourcebook for

by Justin Schmid

Cyberpunk

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PLEASE NOTE:

This is a work of fiction. In no way do we condone or approve of any actions in real life which might reflect what is covered herein. It is the intent of both the publisher and the author of this manual that the content be used in a role-playing environment and nowhere else. We do not intend for people to really act this way, but rather imagine what it would be like to do so. This is only make-believe, not real life.

WHAT DO YOU MEAN, ALTERNATE REALITY?

Simply put, this is a un-official sourcebook for CyberPunk. None of the rules herein is official material, but it is still approved for use with CyberPunk. So if you thirst for something a little darker than usual, enjoy...

Stephane Brochu
Editor
Ianus Publications

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INTRODUCTION

The sky is a dull grey, the air is thick with pollution. Through it, you pick out the scent of blood. The sound of a beating heart approaches. Your hunger builds as you crouch in the shadows. The Edge of Night is yours; this mere mortal has no chance against you, a Vampire.

Good evening. I am Baron Von Konos, your guide through this text, the product of centuries of research and interviews with vampires. Through it, I hope to educate the new generation of vampires, the "Cyberpunk" generation.

Unlike most Dark Children, I have decided to share my wisdom with the inexperienced youth of this epoch. Over the span of nearly a dozen centuries I have witnessed many civilizations rise and fall and now we enter the "Cyberpunk" era. For decades I awaited such a time to release this text. The vibrant nature of your time has prompted me to wait no longer, and release this essay now. It is essential at this juncture that the Children of the Night know the truth behind their powers and state of being. Knowledge has always been the strength of the wise man.

This tome (I hope) has mustered all of the verifiable knowledge that I have been able to collect. It should put to rest some of the more prevalent superstitions of our people. Shockingly, even in this scientific time many vryolakas still believe in some of these out-dated superstitions. This is sadly unfortunate, but perhaps this book will illuminate their shadowy understanding of the vampiric essence.

Text in this font represents the Cyberpunk 2020 game rules. Following the rules, Von Konos (indicated by italics & shaded boxes) explains the practical applications of the rules. The rules presented in this sourcebook are designed to maintain play balance in a Cyberpunk campaign, but it must be noted that vampires are more powerful than any ordinary Cyberpunk character. Caution is advised when using vampires.

This sourcebook is intended to cover all aspects of vampires in R. Talsorian Games' Cyberpunk 2020. It is divided into seven major sections. The first section, HUNTING THE NIGHT, deals with vampire hunters. It covers what a vampire hunter knows about vampires and how they deal with them.

The second is entitled CHILDREN OF THE NIGHT, and explains all the necessary information for playing or GMing a vampire in Cyberpunk 2020. The next section is entitled WE WALK THE NIGHT. It deals with the more specific details of a vampire's life in Cyberpunk 2020, including a listing of vampires' situations around the world, some example vampire characters and descriptions of other supernatural creatures.

Then comes POWERS OF THE MIND. It covers all the rules required for the use of psychic powers. Following that is a section named GATEWAY TO THE NIGHT, which is simply a summary of all the major rules surrounding vampires and character creation of vampires. We then have a section called LUNACY dealing with the other inhabitants of the night, Were-wolves and Lycanthropes. The last section, JOURNEY INTO THE NIGHT, includes two short sample adventures and a full length adventure.

To help explain the rules, we will be following the exploits of both a human vampire hunter, Harris, and a young vampire, Mike. They will serve as examples.

HUNTING THE NIGHT

W alking down the street was a beast, a creature of immeasurable strength and power. I knew what I had to do. End the cycle of death and pain. This thing was the cause, and like a surgeon, I was to remove the tumor. Switching off the safety I took aim, BUT! He looked up at me, his eyes burning into my skull; I started shaking, and he smiled. I dropped my rifle, tremors shaking through my body; he disappeared into the night. Now, I was to be the hunted.

There exist in this world creatures that defy natural laws. Beings who go beyond what science can explain, into a realm better suited to religion. These creatures are termed "supernatural" by the occult society. Some are said to be good spirits, but the ones of concern to us are those of the Dark Side. The beasts who would cause humanity pain and anguish. Most notably the Nosferatu of the paranormal, vampires.

Because these things inhabit the Earth, and are found all around the world, we have arisen, all around the world. Wherever the Dark Ones feed, we can be found watching, and waiting. Waiting until the perfect time to strike, when we swoop down like eagles and kill our prey. It is a mercy killing, a killing that saves lives and releases the tormented spirit of the vampire. We are in fact warriors for Life! Hence our name, Pro Viva Predato.

The Hunters of the Night have been around since the earliest times, and though there are few records of them, a verbal history has been passed down since the early Middle Ages. Now, several centuries later, we have the knowledge to combat these monsters efficiently.

In North America, we have banded together under the name Sun Knights, with affiliates around the world. We are an efficient organization, as secretive as the CIA, and almost as deadly. We have our Trinities, groups of three Hunters, with complementing skills and powers.

TERMINOLOGY

Hunters tend to use their own vocabulary, so that they can speak in public without fear of anyone knowing what they are talking about. This coded language has developed into a whole slang which most vampire hunters use.

- **Bishop:** A psychic Hunter who is capable of combatting a vampire's psychic abilities and is able to detect vampires.

- **Box:** A vampire's home/coffin/etc.

- **Chapel:** Sun Knight home base.

- **Coven:** A vampire's group, usually under a Prince.

- **Dark Ones:** Vampires. Also known as beasts, monsters, etc.

- **Hunter:** The general term for a vampire hunter.

- **King/Queen:** Resident leaders of Sun Knights.

- **Kissed:** Infected with vampirism, bitten by a vampire, etc.

- **Knight:** A Hunter who is actually involved in the destruction of the vampires. They are often warriors.

- **Lone Wolf:** A solitary vampire hunter, not working with an organization.

- **Pawns:** General public who are unaware of vampire activities.

- **Prince:** The leader of a vampire's coven, or the vampire who creates other vampires.

- **RIP, RIPped, RIPping:** A term for putting a vampire to final rest.

- **Rook:** A Hunter who is involved with defending the Sanctum (q.v.). Very rarely involved in combat, the Rook must conceal the group from psychic detection, and provide assistance if required.

- **Sanctum:** Sun Knight five-person team, usually composed of two Knights, two Bishops and a Rook.

- **Wolf Pack:** A group of Hunters who work without a large organization.

Dr. Murray M. Winter

Taken from the Neo-Tokyo Medical Journal

Of all the misunderstood diseases to have plagued humanity, the most mysterious is probably the one known as Pathos Vampiri. Victims of this disease find themselves in need of blood in order to survive, thus linking them to the legendary blood-suckers, the vampires.

This disease attacks the bone marrow, preventing it from producing fresh blood. The victim is forced, in order to survive, to consume the blood of other humans. The stomach is the next organ attacked by the disease, making any intake of food, liquid or solid, other than blood, impossible to digest. Symptoms of the disease include a strong reaction to bright lights and sunlight (sometimes to the point of burns appearing on the exposed skin), paleness of the skin (mainly due to the lack of exposure to sunlight) and an increase in both strength and speed. While the exact cause of the last symptom is not currently known, the aversion to sunlight can be linked to the volatile nature of the diseased blood.

The exact origin of the disease is not known. In fact, very little is known of the disease, except that it has been around for a few centuries, cases being reported as far back as the mid 13th century. Many legends were born out of the disease combined with the high religious fervor of the times.

Many victims find themselves overwhelmed by their condition, not knowing what to believe or where to go. The fact that the person who passed on the virus often keeps them company and tells them the "lore of vampirism" doesn't help them in any way. Not many of them will come willingly to science in order to be examined and maybe helped, or even cured. They find themselves alone, misunderstood by the population at large with only the legends to give them some sort of support and understanding of what is happening to them.

To complicate matters even more, a small group has taken recently to hunting the victims of Pathos Vampiri. While this reaction is understandable (many who take to hunting have lost loved ones to the 'vampires'), it should in no way be condoned. After all, if we had taken to killing victims of AIDS in the early 80's, we would have never found the cure for the disease, but would have found ourselves in deeper and deeper paranoia, killing people we suspected of carrying the disease.

The last thing we must remember about this disease is that the people afflicted by it are just victims. They cannot be blamed for what the disease forces them to do. After all, the will to survive is a very human trait.

This essay is typical of the scientific attitude towards vampires. They would have us believe that they are but victims, when in fact it is the people at large that are the real victims. Vampires are a threat that must simply be eliminated.

THE LEGENDS: FACT AND FICTION

Vampires are elusive creatures. They surround themselves with myth and fantasy, allowing for much speculation about their actual nature. Since we began keeping records, we have noticed some frightening facts. The worst of all is that all vampires are different. There are very few things which are common to all vampires. This can be very disconcerting, especially since you never know what you're dealing with.

The basics are true. A vampire is a human who is not alive and yet not dead. They feed on human blood. Beyond that, it gets difficult to say. Holy items and water work sometimes, but not regularly. Garlic seems to repulse them all, but it only holds back a few. And only a select few do not have reflections.

Fire seems to do the trick on most of them, however there are reports of vampire who withstood flames for a full minute with barely a tan. Others burst into flames and are ashes within seconds. We have been trying to link this to sunlight, but unfortunately we have no way of investigating. Vampires are not willing test subjects.

Decapitation and tremendous bodily damage does slow them down, but again, some heal within seconds, while others take days to heal. Stevenson, a vampire researcher, put forward that their age might be related. As a vampire ages, their bodies get drier, and therefore burn better. But, as for the healing properties, who can say? Perhaps purity of the blood is important.

The physical appearance of vampires does have some relevance to their powers. The whiter the face, the slimmer the build, the more powerful the vampire. This is a good indication, but at the same time does make this a frustrating job. The easier it is to identify a vampire, the harder it will be to kill them. The easiest are the ones you cannot easily identify. A bitter irony.

As for the psychic abilities of vampires, those have been confirmed. The Dark Ones are incredibly powerful psychics, able to detect us within a hundred meters. This is why we employ Rooks, who conceal our presence. Still, vampires can perform incredible feats with their minds, confounding more than one Sanctum.

How vampirism is transmitted has been isolated to the transference of blood. But, how much is required is unknown. The blood apparently causes a change in the DNA of the victim. Now, whether only a drop or a liter is required is still questioned, and dangerous, for the mere bite of a vampire (or as we call it, kiss) could cause infection. We have had to RIP a few of our people because of this in the past.

As far as where can vampires be found, try anywhere! They are in our government, they are in our clubs, they are on the streets. Anywhere people are, they can be found. It seems to have gotten worse in the last decade or two as vampirism is on the rise. Some Hunters fear that vampires may be plotting to take over the world.

Their lairs, or Boxes, are equally varied. Some own mansions and sleep on plush beds, while others can be found in the crypts of the local cemetery, lying in their coffins. But none operate during the daylight hours, or at least very few. Sun light seems to be as dangerous as fire, but again, some can withstand daylight, and defiantly walk the streets during a clear day. Such displays cause more drop-outs among our people than anything else.

EXCERPTS FROM THE BETTER VAMPIRE HUNTING MANUAL

Following are the steps to successful vampire hunting. They have been compiled after research based on years of Sun Knight Hunting. Note the 30% Knight success rate as opposed to the average 2% success rate of Lone Wolves. We hope that this manual will help Hunters all over.

PRE-HUNT

1. **Safe House.** Always have a location that can be retreated to that will be unknown to any friends or relatives and is not listed under your or any friend's name. Vampires can often locate records very easily and locate residences. Loved ones should also be moved away until a week after the Hunt has ended for their safety (and so that vampires cannot use them as hostages).

2. **Codes.** If Hunting in a group, make sure that there are codes for all major procedures, such as retreat, attack, feign, etc. These codes will allow communication without allowing the vampire to know what is being communicated. Beware of telepathic vampires!

3. **Equipment.** A powerful weapon is recommended. High caliber guns. But, be sure you can hide it in some way, as you do not want to be obvious. Also, wear a Holy cross, carry garlic and holy water. They may not work, but they're worth having. A wooden stake and decapitation tool are also recommended. Fire-starting equipment is necessary. A medical and first aid kit are also good to have.

4. **Hiding.** Practice concentrating on trivial things. If you are thinking about vampires, the vampire will easily pick this up, and could read your thoughts of attack. If no psychic is available for masking your thoughts, you must learn to hide them.

> *"Also, take along a few dazzlers, vamps hate 'em"*
>
> *-Harris*

THE HUNT

1. **Detection.** Vampires have pale skin, are generally thin. Their canines are generally elongated, but not necessarily. Often very handsome or beautiful. Look normal after having fed. Psychic detection is much more effective, but careful surveillance can turn up vampires too.

   a. Records: Suspected vampire's birth records should be checked, as well as the location of the vampire's residence. Check for forgeries. Also, check for death certificates under the same name.

   b. Obituaries: Check the obituaries for deaths involving mysterious circumstances, such as massive blood loss. Checking city morgues may be more effective.

2. **Strategy:** Once the vampire has been located, a plan of strategy must be developed as to how the vampire will be eliminated. If the vampire is part of a coven, be sure to determine all the members, and only attack one at a time. An ambush strategy has been proven time and time again to be effective, though the particulars of the ambush must be determined.

3. **The Kill:** For the kill, do not waste time with holy water, crosses or anything such as that. Attack with full force using all ammunition (possibly silver, though this has not been confirmed to have the same effect in all cases). Move closer with all weapons fully loaded and ready. Many vampires play dead, only to spring up and kill their Hunters in hand-to-hand combat.

   Once the vampire is incapacitated, remove its head (if it has not yet been removed). Then burn the head and the corpse separately. And that is a successful RIP.

POST-HUNT

1. **Evidence Removal:** At the scene of the attack, remove all traces that might lead to your discovery. On occasion police discover the remnants of the ashes and seek out the "killers". While we know we have done a great deed, very few Pawns understand. Therefore, casings, tools and prints should all be removed. Also, sometimes vampires use this evidence to find Hunters.

2. **The Hiding Week:** A very successful post-Hunt activity is a week of hiding at your Safe House. This allows any vengeful Dark friends of the RIPped vampire to seek out the Hunter unsuccessfully. Waiting at the Hunter's home will do nothing, nor will waiting at the popular haunts of the Hunter. After a week, the vampire gets tired and goes back to his normal activities, allowing the Hunter to now seek them out. Besides, one vampire a week is more than enough.

3. **Records:** Keep a record of vampires slain and all particulars. This will aid in future Hunts. Also, if possible the age of the vampire should be found, as this will aid in research into the correlation between age and vampire's power.

THE MEDIA AND HUNTERS

This is one aspect that we share with vampires. We hate media attention. To be effective, we must remain a secret to the world. There have been some informal agreements with the FBI to allow the Sun Knights to operate, but beyond that, we would prefer that the public never know we are here.

First, we would be ridiculed. No one believes in vampires, so we would be seen as psychopaths and murderers. Not the sort of image that would be conducive to our operations.
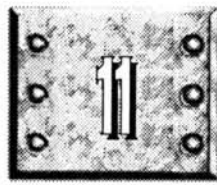
Second, vampires would know who we were. Many times, our main strength is that vampires are unaware of our existence. They seem to be a very isolated race, who rarely communicate, so we capitalize on their ignorance of our presence. Very often, the first time they see us is also the last time. We generally avoid those vampires who are aware of us, as we can seldom if ever get the drop on them.

Last, vampires would then be entirely credible to the masses, and as with so much else in the past, the evil race of vampires would be seen as good, yet tragic people. Poor things have to drink blood, and meanwhile these heartless Knights hunt them down. There would be comparisons to bigotry of the 20th century and it would be blown out of proportion.

No, it is much better to remain in the shadows, much like vampires. Under the cover of night, we carry out our dark deeds. But, unlike the Dark Ones, we do this for the better good of humanity, and with some 200 vampires gone, that translates into thousands of saved human lives. If anything, we would want the media to recognize the good that we are bringing to this world.

> *"Pushing through the crowd, Harris has spotted his prey. He has been following this cop, Mike, for a while, certain that something just wasn't right about him... and now he has his proof, he has seen the guy just leave an alley alone whereas he had gone in with a woman. But, no time to save her, probably dead anyway, he tries to keep up with this monster.*

> *Emerging from the crowd, Harris sees Mike crossing the street and makes a break for it, he draws his Armalite and raises it, someone cries out, "Holy shit! He's got a gun!", screams all around, Mike turns, smiles and a second later vanishes into thin air. Harris stands, awestruck, though it seems no one else noticed, all having their attention fixed on him, like he was some mad man. Then, the woman who announced his presence walks up to him, "Hi, Tanya O'Riley, NN54. Would explain why you drew your weapon in the middle of a busy street?". Damn medias.*

> -Harris

LONE WOLVES

Apart from the Sun Knights are the Lone Wolves, working alone, generally against one particular vampire who has wronged them. We sympathize with these people, but they are doomed to failure. If there is one thing that we have learned over time, it is that vampires are a menace best fought in groups. Only the weakest and youngest of vampires are a fair match for a lone Hunter.

A Lone Wolf will frequently seek out a vampire because of a loved one having been a victim, or infrequently, because the vampire is a relative. In these cases, it is an emotional motivation, for vengeance often. This overpowering passion will often cause the Hunter to make mistakes. Not to mention that they rarely have any education in the ways of the vampire. These two failings coupled together inevitably end in tragedy as the vampire easily brushes aside the Lone Hunter.

There have been a couple isolated cases of a particularly successful Lone Wolf, these are most often modern Hunters. Yvonne Tyme had a half dozen vampires under her belt by the time she retired in 2012. She would play innocent, able to hide her true thoughts, until the vampire approached and then she opened fire with a .357 magnum, blowing the vampire's head off. There was also Richard the Wolf Heart, a South American veteran who used his grenade launcher at close range to blow his vampire victims to pieces. But, he died in 2016 when, after over a dozen RIPs, a Dark One caused his ammunition to spontaneously detonate.

> *"Lone Wolves have a certain philosophy. Vampires work alone, so should their hunters. Only when you work alone can you really think like the loner vampires. I hear some belong to groups, but I avoid those. It's like we share something in our solitude.*

> -Harris

While there are many Lone Wolves in the world, there are only three major vampire hunter organizations. And, each has their own particular idea about vampires and how they approach vampires. They are listed according to size and power.

SUN KNIGHTS

The Sun Knights organization is a recent one. Around the turn of the century, a millionaire, Simon Richards, discovered that his daughter was a vampire. He, and a few close friends, went about the task of RIPping her, and then sought out her Prince. While they were unable to RIP him, they did succeed in eliminating four more Dark Ones.

As he sought out the Prince, he discovered whole nests of vampires, and decided that this was a menace that surrounded the globe. But, he also discovered many other Hunters. So, with his fortune, he founded the Sun Knights, and brought all the Hunters together under one banner in 2001.

Since then the Sun Knights have over 200 RIPs to their credit, and now have over 1500 active members across North America and in some other nations. Though the profits are lacking, freelance mercenary work supplements the group's money.

Simon is now in his late sixties, and has stepped down as an active member, instead acting as an advisor. The acting leader is Ronald Isgill, a highly successful Knight. The organization is flourishing, but its secrecy is getting harder and harder to maintain.

By far the most powerful of all vampire hunting organizations, they also are the most successful of all organizations. The sun with a sword through it is their symbol, and their Chapels can be found New York, Chicago, Night City, Washington, Montreal, Miami, Boston and even Mexico City.

"The Knights are pretty cool guys. They see this as a job, and do it damn professionally. When they RIP, it's a message to all the Dark One's, that they're coming to get 'em."

-Harris

HEART BURN

A more bizarre bunch of Hunters has never been seen. This is a haphazard collection of Hunter culties. Most were Lone Wolves, and much of their knowledge is based on vampire movies of the 20th century. They have one of the lowest success rates and are more into the style and "scene" of Hunting than anything. They are your classic Cyberpunk era Hunters.

Heart Burn is the unofficial name for the Transylvanian Correspondence School of Vampire Hunting, which offers the only degree in vampire hunting. The course involves answering a series of vampire movie trivia, and giving the most common legends surrounding vampires.

They also offer a phone service with advice on vampire hunting 24 hours a day. Only 5.99eb a minute. This "information" generally takes the form of citing scenes from relevant vampire movies, and how the "heroes" dealt with the menace. Therefore, if ever a Hollywood vampire should come along, the Heart Burn Hunter will be prepared.

Sun Knights look down at Burn Hunters. They have several covert operatives working the information lines, on the look out for real evidence of vampire activity (many of the callers and Burn Hunters are tracking normal humans with unusual habits, thinking them to be vampires). But, it is generally acknowledged in the Hunter community that Heart Burn is strictly amateur and for show. But, Heart Burn is also the most well known Hunter organization. Their hologram of a burning heart is seen in commercials and even holoposters.

"Heart Burn is one of those joke places. It's a real shame though, lotsa punks think they can take on vamps just by watching movies. Most die."

- Harris

CSI (CRYPTOZOOLOGICAL STUDIES INSTITUTE)

CSI is a legal organization, dedicated to the study of supernatural creatures. They are interested in Big Foot, the Loch Ness Monster and were-wolves as well as vampires. Their Hunters are generally given grants and the main purpose is to bring back live specimens. Their success rate has been minimal, and they have very few Hunters. Mainly information comes from observation of vampires, not actually finding one.

Their headquarters is found in New York, but they have offices in all major cities. There is a $1000 reward for a live vampire or were-wolf to be brought in for study. Dead specimens have a $500 finder's fee. Information on supernatural creatures has varying values, depending on the reliability and extent of the information.

INQUISITOR - PREDATO NOSFERATU SECT

The Inquisitors generally are not too concerned with spirituality, as they are too busy dealing with the problems of cybernetics in society. Therefore, the real demons of humanity to them are ignored, in favor of their own demons, the CyberVamps. CyberVamps are cybernetically enhanced humans who mimic vampires. They also generally are cyberpsycho.

HUNTING THE NIGHT

The left margin has vertical text "HUNTING THE NIGHT"

The Predato Nosferatu sect of the Inquisitors specialize in tracking CyberVamps. They are also a paramilitary group who also specialize in destroying CyberVamps. The sect is only found in Night City, and though it's members are unknown, there are an estimated two dozen Predators (as they call themselves).

Since they do not use cybernetics, nor high technology devices, they rely upon their martial arts and low tech traps. Usually with a tripwire that drops something very heavy on the Vamp, and then all moving in with weapons and attacking continuously until the Vamp is downed. Then, they tear it apart. Not a pretty sight. But, then, neither are the Predators.

The Predator's symbol is a cybernetic face with fangs with a red circle and bar across it. Not very original, but neither are the Predators. The Sun Knights work with them on occasion, generally if a Vamp is suspected of being a real vampire. Otherwise, they are virtually unknown to all except the highest ranking members of the Inquisitors.

"Hoo boy, the Predators, one mean bunch of psychos. Ain't much better than the cyberpsychos they chase. Cold and cruel. They'll just rip apart a CyberVamp. Heaven knows what they'd do with a real vamp."

-Harris

THE MAKING OF A HUNTER

A Vampire Hunter can be of any role, as all it takes is knowledge of vampire's existence and preferably one to hunt. Not even a real vampire is needed, CyberVamps can be hunted, as well as normal Vampire Posers. However, these are generally Lone Wolves or members of Heart Burn or some organization of the like. The real Hunters, such as those with the Sun Knights, are trained to do a particular job: RIP vampires.

Because of the different groups who hunt vampires, there are different skills that they have or are taught. Also, since very few vampire hunters are raised as Hunters, usually only coming into this line of work late in life, there are no Vampire Hunter careers, just extra skill packages.

SUN KNIGHTS

The Sun Knights offer three programs, the Knight, the Rook and the Bishop programs. They center on psychic development, as well as information on vampires. Enlistment requires 1000eb, a vow of secrecy and at least four years of service after education. However, the rewards are a job that pays 25000eb a year (very good for Cyberpunk), with bonuses for successes. Characters get a total of 10 points to divide up as they wish among the appropriate list of skills.

Depending on the character's abilities, they can enlist in one of the following roles for Sun Knights, but they must meet at least two requirements as listed below:

KNIGHT	BISHOP
Ex-Solo/Cop	Ex-Fixer/Media
Weapon skill at 6+	EMP skill 6+
REF 9+	INT 8+
COOL 8+	EMP 7+

ROOK
Ex-Techie
TECH skills at 6+
PSY 8+
COOL 8+

Once accepted, the player should read the description of the appropriate assignment as listed below. Characters get 8 skill points after the intensive two year training to divide up as they wish among the skills in Skill Package. The assigned equipment need not always be carried, but will be loaned to the character for the duration of service with the Sun Knights.

KNIGHT

Knights are the warriors of the Sun Knights. They employ heavy weaponry against vampires and are the ones who come face-to-face with vampires in combat. They hold the most dangerous job. On average they survive 4.21 missions. Knights typically have high REF, BOD and COOL.

- **Duties:** A Knight's first duty is to destroy vampires by whatever means are necessary. The second duty is to protect their fellow team-mates. Their third duty is to preserve the secrecy of the Sun Knights.

- **Skill Package:** Vampire Lore*, Meditation*, Rifle, Stealth, Melee and Demolitions.

- **Equipment:** Cinder Flamer** w/2 clips, Staker** w/2 clips, Blast Satch**, 2 Burners**, Machete**, Wooden Stake**, Kevlar vest, Nylon Helmet with Smart Goggles and Leather Pants and Jacket.

BISHOP

A Bishop has the pre-Hunt role of locating vampires. They typically pose as Fixers or Cops, and investigate any mysterious deaths or people. Once a vampire has been observed, they must keep up basic surveillance to know the vampire's activities, and then they allow the Knights to arrange the attack. Bishops typically have high INT, COOL and EMP.

- **Duties:** A Bishop's first duty is to locate vampires by whatever means are necessary. The second duty is to aid the Knights in attacks. Their third duty is to preserve the secrecy of the Sun Knights.

- **Skill Package:** Vampire Lore*, Meditation*, Human Perception, Shadow/Track, Streetwise and Psychic*.

- **Equipment:** Staker**, w/1 clip, 1 Burner**, Garlic Spray**, Vidcam, Nylon Helmet, Kevlar Vest, Lapcomp.

ROOK

While it might seem a boring part of Hunting, the Rook actually has the most exciting job. Keeping in the shadows, the Rook must provide a psychic cloak for the Knights and Bishops. Plus, the Rook is the support of the team, having a vehicle, communication and medical equipment. Without a Rook a team is lost. Also, Rooks can slip away into the shadows if anything goes wrong. They live the longest, as few vampires even know they exist. High stats are typically COOL, PSY and INT.

- **Duties:** A Rook's first duty is to conceal the activities of the Hunters. The second duty is to protect Knights and Bishops in attacks. Their third duty is to preserve the secrecy of the Sun Knights.

- **Skill Package:** Vampire Lore*, Meditation*, Disguise, Hide/Evade, Endurance, Psychic*.

- **Equipment:** Sternmeyer 35 w/ 2 clips, Kevlar Jacket & Pants, CityCar, Cellular Phone, Disguise Kit, 6 Movement Sensors, Medkit.

*Skills that are described under New Skill.
**See New Equipment.

HEART BURN

Heart Burn offers only their correspondence training. This will give effectively Vampire Lore +1, and costs $500. As far as equipment is concerned, they will send a diploma, a sprig of rotted garlic, and a wooden stake (made of balsa wood, and will splinter under the lightest pressure). This is the extent of their provisions. Burn hunters must supply themselves with equipment, and are given no helpful guidelines on what to buy, nor what to do with what they do have.

CSI (CRYPTOZOOLOGICAL STUDIES INSTITUTE)

Signing up as an active member of CSI has a yearly 100eb membership fee, which covers a bimonthly magazine, wherein new information is published. They offer no training, only their magazines, and if characters spend a year studying the magazines they will gain Vampire Lore +1. Note that characters with levels above 1 will gain nothing.

Since CSI wants live specimens, they suggest using tranquilizer darts and drugs for capture of a vampire. They do not believe in the myths of garlic and crosses, nor that vampires are immortal. "Just shoot 'em with tranq rounds and bring 'em to your local office", they say.

INQUISITOR - PREDATO NOSFERATU SECT

Before entering the Predato Sect, characters must become Inquisitors. This means that they must never have had ANY cybernetics (or be damn good at hiding them). Also, an incredible amount of trust must be had in the character, therefore the vast majority of Predators have this as their career since an early age, indoctrinated with the Inquisitor ideology since birth, presumably. They, unlike the other Hunters, actually have a career package of being a Predator. They get the full 40 points, plus INT+REF to buy skills. The 40 points must be invested in the Predator career package.

PREDATOR

A Predator seeks out CyberVamps, or other humans who use cybernetics to mimic animals or supernatural creatures. Since these people tend to be quite insane, and believe the myths surrounding their beast of choice to be true, the Predators use this. They avoid high tech weaponry, even guns. They move in with garlic, crosses and mirrors all over. High stats are typically REF, BOD and COOL.

- **Duties:** Predators must eliminate all CyberVamps and other cyborgs who mimic beasts.

- **Skill Package:** Ranking, Awareness/Notice, Martial Arts (Tae Kwon Do), Athletics, Dodge/Escape, Melee, Stealth, Vampire Lore* (max 2), Strength Feat, Endurance.

- **Equipment:** Nunchaku/Naginta/Staff, Knife, Heavy Leather Jacket and Pants, Smoke Grenades, Garlic, Cross, Wooden Stake**.

NEW SKILLS

Here are some new skill for Vampire Hunters:

- **Meditation (COOL):** The skill of relaxation and clearing the mind. This skill is essential is keeping one's mind free of distractions, and successful use gives its level as a bonus to defending against Telepathic powers and half it's level as a bonus to any Psychic power use.

- **Psychic (PSY):** The skill of psychic power use. Applies toward learning of any psychic power available to the character. See Powers of the Mind for more on this.

- **Vampire Lore (INT):** The knowledge of vampires. At +1, the character knows the basics, such as vampires drink blood. At +3, the character knows the major repellants of vampires (garlic, holy items, etc). At +5, the character knows the best ways to kill a vampire. At +7, the character can spot a vampire in a crowd, and know the best way to approach them. At +9 or better, the character knows how vampires think and can accurately track a vampire's activities.

NEW EQUIPMENT

Here is some new equipment for Hunters.

- **Blast Satch:** This is a 1kg package of C-6 in the form of a satchel. It also comes with a radio detonator. The satchel can be thrown 7 x BOD in meters. It does 8d10 damage to all within 10m.

- **Burner:** A home-made incendiary grenade for Sun Knights. They are improved, designed for maximum effect. They do 5d6 damage for 4 turns. It is limited to Sun Knight members.

- **Cinder Flamer:** This hand-held napalm sprayer only has enough ammunition for two shots, but they do a great deal of damage. Note that it is not available on the market, only to Sun Knights.

RIF	-1	N	R	3d10/2turns	2	1	ST	25m

- **Garlic Spray:** This is a spray can with ten doses, which can fill the air with garlic smell. It is supposedly repugnant to vampires.

- **Machete:** This is a sword that is essentially designed for swinging, not stabbing. It does more damage when swung, and is typically used by Hunters for decapitation of the vampires.

MEL	0	L	C	3d6	NA	NA	NA	1m	30eb

- **Silver Bullets:** Characters who want silver bullets can order them at most weapons shops for five times the listed cost of the ammunition. Silver arrows and crossbow bolts are only triple the listed price.

- **Staker:** This weapon is more of a carbine, and fires 2 inch long shards. It has poor range and speed for a rifle, but the trauma of the damage is incredible. The ammunition can be high wood content, silver or steel. This weapon is only available to Sun Knights, though a few have reached the underground, costing on average 1000eb.

RIF	0	N	R	4d10	10	1	VR	50m

> *"If every Hunter had a Staker, vampires would become myth again"*
>
> - Harris

- **Wooden Stake:** A simple wooden stake. Costs about 5eb because of the rarity of wood. They are available to all who seek them.

When generating a Hunter, unless the motivation for becoming one has already been played out or determined in the character's past, the motivation must be generated. This can either be rolled or chosen from the Hunter Motivation table.

HUNTER MOTIVATION TABLE

1. **Family member killed by a vampire.** One of the character's family died recently, and the character discovered that the death was a murder, and the murderer was inhuman. Vengeance.

2. **Friend killed by a vampire.** One of the character's close friends died recently, and the character found that the death was not a normal one. Vengeance.

3. **Lover killed by a vampire.** The character's most recent lover died mysteriously, and it seems this was no ordinary death. Vengeance.

4. **Attacked by a vampire.** The character was attacked by a vampire, possibly even fed upon. Now, the character wants to get back at the beast. Vengeance.

5. **Family member is a vampire.** The character discovered somehow that a member of the family is a vampire. Seeing the horror of it, a quest has now begun to rid the world of these beasts. Humanitarian.

6. **Friend is a vampire.** As above, except that it's a friend who is the vampire. Humanitarian.

7. **Lover is a vampire.** As above, except that it is a lover who is the vampire. Humanitarian.

8. **Observed a vampire.** The character saw a vampire go about its dirty deed and is now convinced that they exist and must be exterminated. Humanitarian.

9. **Curiosity.** The character has always thought vampires to be interesting, and now wants to know more about them. They may or not be real, but it is a fascinating topic to the character. Curiosity.

10. **Obsession.** The character somehow KNOWS that vampires exist, and that they are preying upon humanity. They MUST be stopped. Fanatic.

This gives a basic motivation for each of the backgrounds, and can help in role-playing the Hunter more effectively. For example, a Humanitarian Hunter will avoid hurting civilians, whereas a Vengeance Hunter will do anything to get back at the vampire who injured his loved ones. A Fanatical Hunter will most likely kill anyone to get at vampires.

While Predators will not touch cybernetics, any other Hunters are well advised to consider cybernetics to put them on near-equal footing with the vampires. Anything to boost the character's abilities, such as reflex boosters, strength enhancements, sensory enhancements and armoring are basic cybernetics that will help.

Specifically, a biomonitor is useful so that other Hunters will be able to know whether you have become a vampire or not (if someone is still moving yet their biomonitor says they're dead, then worry). Also, motion detectors are useful. Implanted Fangs and the like are not useful, and may confuse some other Hunter, so should be avoided.

Cyberoptics, especially with thermographs, are useful for spotting people with low body temperatures (usually vampires). Also, low light to match their natural night vision. And, a microvideo is useful for information gathering, especially in combat.

A Cyberaudio radio splice is useful, however it has been noted that vampires can hear even subvocalization, so be careful! Radio Scanners are useful for watching for cops. Linear frames and obvious cybernetics are advised against, as vampires see them as an automatic threat, and the noise created, though to humans is minimal, vampires can hear a mile away. Cyberweapons on the other hand might keep you alive, so stock up on them if you're a Knight.

Body plating can be a good idea, but vampires don't tend to fight back physically, usually using psychic powers, so don't rely upon your steel as much as you might against humans. But, on the other hand, many vampires these days are well armed, so don't let down your guards either.

WOLF HUNTING

While this text deals mainly with vampire hunting, werewolves have been detected from time to time, and appear to be becoming a new threat. The Sun Knights have set up a small Silverado detachment (8-man), who are mobile (modified AV-4) and specialize in dealing with were-wolves.

CSI does also have interest in were-wolves, though their interest seems to be dying down, as their agents who investigate were-wolves tend to turn up dead. The Predators also investigate CyberWolves. And, Heart Burn Hunters have on occasion taken on a were-wolf (with fatal results).

As far as were-wolves go, there appears to be two types: the first are huge wolves and incredibly powerful, and the other type are humans who believe themselves to be wolves.
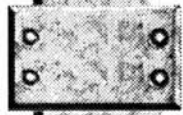
We term the former actual were-wolves, the latter as lycanthropes. The former are deadly and should not be approached. Call in the Silverados. The latter can be dealt with however. Silver has some effect it seems, but were-wolves are extremely strong, so missile combat is recommended. Do Not Engage Hand-To-Hand Combat!

CYBERVAMPS

Not true vampires, these are humans who use cybernetics to make themselves seem to be vampires. The best example is the Dracula's Children posergang. While they are generally not cyberpsychos and have a good reputation, though a macabre one, they do use cybernetics to replicate vampires.

Typically the first step is biosculpting to get a pale complexion, drawn back skin and beautified (vampires are typically very beautiful). Then, speedware is often added to give the speed of the vampire, and muscle grafts to get the strength of the vampire. Lowlight cyberoptics and enhanced hearing cyberaudio create the heightened vampiric senses. And, of course, what good CyberVamp would be complete without Implanted Fangs and sometimes Scratchers?

All of these cybernetics are usually enough to drive people who are already insane over the edge. Therefore, many are cyberpsycho, and truly believe themselves to be vampires. True vampires do not appear to associate with them though, rather avoiding them. The only organization who recognizes the difference between CyberVamps and real vampires is the Sun Knights, and CSI if they get to dissect the corpse.

DRACULA'S CHILDREN

This is a posergang found in Night City who all mimic vampires. They dress in Slavic dress of the 19th century, and have Slavic accents. They are also biosculpted and few have an ATT below 9. They all have Implanted Fangs, though beyond that, it varies from individual to individual. They apparently do drink human blood, but how is unknown. There are no reports of them ever forcibly drinking a person's blood, nor of any murders linked to them.

This is probably due to their militant leader, Vlad, who makes sure that all keep within the boundaries of the law and do not injure anyone. They are probably the most civilized gang in Night City, but also a quiet one, and so are ignored by other gangs. Their gang home is a castle in South City, very beautiful and elegant. They are also a very rich gang.

THE HUNT

When Hunters seek out a vampire, or have found one, either choose from or roll on the Random Prey table to determine just what they are hunting. Note that real vampires are actually quite rare. Most investigations will discover this at some point, however in the mean time, it can be quite exciting.

RANDOM PREY TABLE

01-20 **Normal Person:** This is a normal person who is not even pretending to be a vampire. The person might simply be a night person, have a naturally pale complexion and mysterious. But, under all circumstances is a normal human without ANY powers.

21-40 **Vampire Actor:** This is a normal person who is pretending to be a vampire. The person will look pale, only go out at night and probably have some sort of fake fangs. Again, this is a normal person, though they are actively acting the part of a vampire.

41-70 **Vampire Poser:** This is like the Vampire Actor, except that even cybernetics make the person seem like a vampire, therefore might be more difficult to identify as not a vampire.

71-75 **Haematomaniac:** A human who is addicted to the taste of blood and thinks that he needs it. Very insane and dangerous.

76-80 **Genetic Disorder:** A human who is afflicted by a genetic disorder that causes them to require blood or injections. Also they get bad sunburns when exposed to sunlight. Seem like vampires, but are just afflicted with an ailment.

81-95 **CyberVamp:** This is a cybernetically enhanced human that resembles a vampire, except has gone cyberpsycho and thinks they are a vampire. Things such as crosses and garlic will repel the CyberVamp for purely psychological reasons. These Vamps are very dangerous.

96-99 **Vampire:** A real vampire has been discovered! Hunt as you wish, and good luck!

00 **Were-wolf:** A real were-wolf has been found. Be careful!
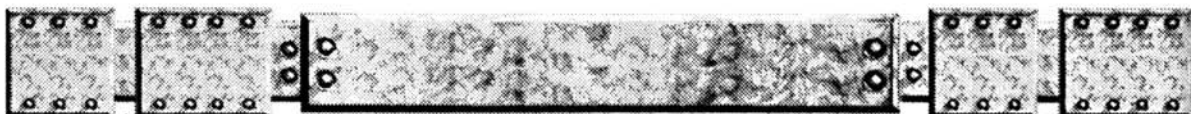
CHILDREN OF THE NIGHT
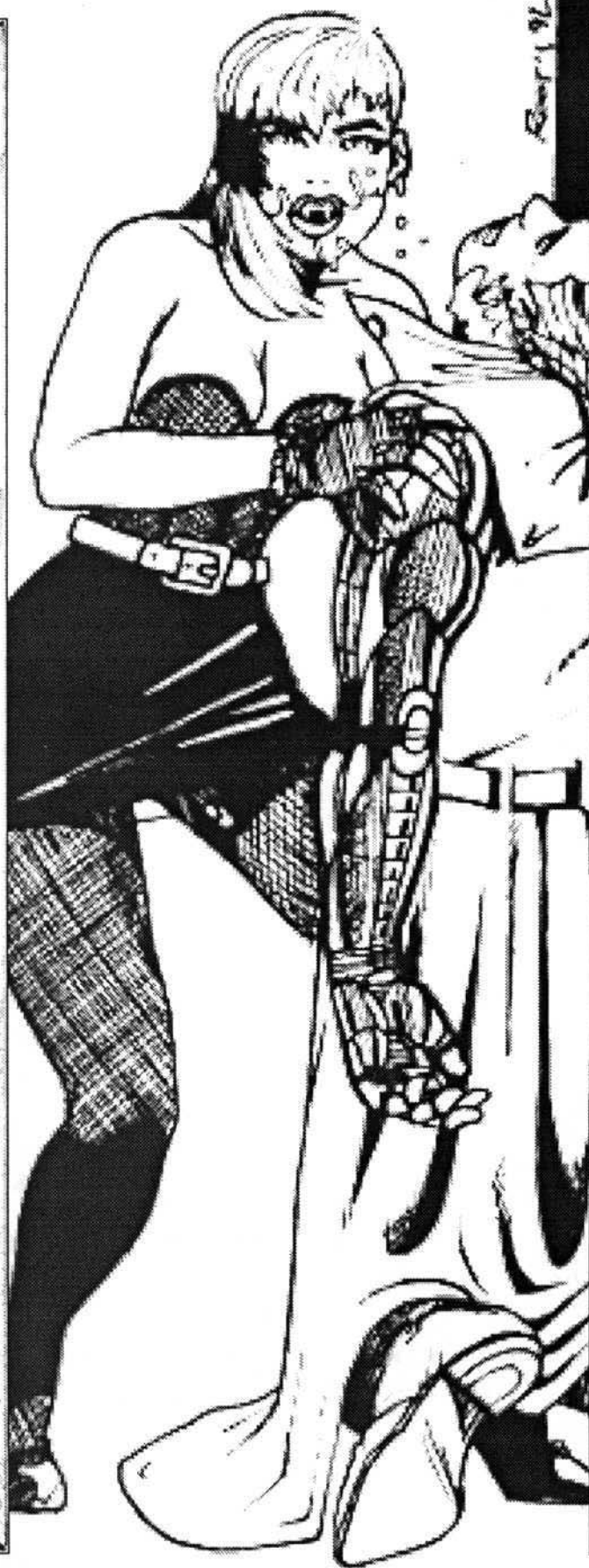
Stepping through the door, he realized he was no longer in the company of humans. Looking about the dark room, he noticed three or four shapes, but the familiar human breaths were not there. "Hello?", he gulped trying to penetrate the darkness. Startled by a tap on the back, he turned, to see a thing, a woman warped by time and devoid of any humanity. And that was his last sight.

Vampires have always been clouded in legend and mystery. This text is not intended to destroy that mystic ambiance, but ignorance of our own true natures is extremely dangerous to any Child of Night. This is intended to enlighten, while maintaining the air of supernatural.

GLOSSARY

Here are a few terms that you may find confusing or that may have meanings other than you might be familiar with.

- **Age Level (A.L.):** A game term to describe at what stage of development the vampire is at.

- **Creator:** The creator of the specified vampire.

- **Master:** This refers to the leader of a vampire coven.

- **Psyche(PSY):** A new stat introduced, dealing with the character's spiritual self. It is fully introduced in the POWERS OF THE MIND section.

- **Quirk:** Various aspects of a vampire's physical and mental being that are distinct.

- **Vampire:** A being that is infected with vampiric blood. There are several variations, depending on the culture. A few examples: Vampir in Hungary, Vlkaslak in Serbia, Vryolakas in Macedonia, Brukulaco in Greece and Deargdul in Ireland.

VRYOLAKAS CAMPAIGN

A CyberPunk 2020 campaign using this sourcebook could follow many paths. The most obvious would be to make new player characters as vampires. But, for the GMs who do not wish their players to have that much power, the players could simply encounter vampires or hunt them as a mission. The possibilities are endless. Vampires could be a part of the main plot-line, or simply a sub-plot to confuse and distract players.

An ideal situation for introducing vampires into a current campaign would be to transform player characters into vampires during the course of the campaign. That way, the character could discover vampirism along with the player, thus creating a more realistic play of the vampire-characters.

Be wary of large groups of players in a vampire campaign though. Vampires tend to work alone, therefore large groups of vampire-characters will make play nearly impos-

sible. One way to counter this would be to have all the vampire-characters fledglings. This will limit their power, thus enforcing the team-work ideals. In this fashion, the Game Master can place the coven master as an NPC and be able to guide the campaign slightly without seeming too controlling as the GM.

Also, what you may have to deal with are power-hungry players that will try to milk vampires for all they can. To avoid this, use their quirks to the fullest against them, and perhaps increase the number of vampire hunters after them. After all, vampires who abuse their powers would tend to make easier targets.

In short, enjoy this aspect of CyberPunk's darker side, but make sure that it does not over-shadow the true CyberPunk codes. Living on the edge, style over substance and attitude is everything. After all, this is not intended to allow the players to have super-characters, just to push their role-playing experiences to the edge.

Vampirism is a disease transmitted through Vampiric Blood. At least 25% of the human's blood must be replaced with vampiric blood for the disease to take hold. The vampiric blood transforms the remaining normal blood into vampiric blood by approximately 1% per 10 years thereafter.

The disease changes the body physically, and the side effects affect the mind, emotions and psyche of the individual. These effects and side effects are gradual, occurring at a rate consistent with the change in blood. Vampiric blood is extremely volatile.

A character who receives less than 25% but more than 10% of vampiric blood must make a BOD check every hour after being injected. Every check that fails raises the percentage of vampiric blood by 1%, and every check that succeeds, reduces the percentage by 1%. If the percentage goes below 10%, the character is normal once again, and the rest is flushed out at a rate of 1% an hour. The character contracts vampirism if the percentage goes over 25%. Medical assistance gives +1 to the BOD check for each successful Difficult MEDTECH check.

Draining a vampire's body of blood and then refilling it with human blood is extremely risky. It requires 5 impossible MEDTECH checks and 5 difficult BOD checks of the vampire to succeed. If there are one or two failures, the character stays a vampire. Three or more failures results in permanent death for the vampire. If all checks succeed, the vampire reverts to human form and starts life back at the age he became a vampire, however loses all but psychic powers.

EXAMPLE: When Mike was made, the process was rushed, and only 20% of his body was vampiric blood. In the first 12 hours, 8 checks failed and 4 succeeded, meaning the percentage went up to 24%. In the next two hours, the checks failed so now Mike is a vampire.

The legendary vampirism has always been regarded as a disease, be it medical or social. The method by which one acquired vampirism ranged from having been a criminal in life to being bitten by a vampire. Our own scientific research has shown that vampirism is indeed a disease of sorts, but a biological one transmitted through the vampiric blood.

This blood, after entering a person's bloodstream, will gradually mutate the "normal" blood into vampiric blood, until the whole body is filled with vampiric blood (taking approximately 800 years). The exact method of transmitting the disease is examined more in-depth in the section VAMPIRE CREATION. Once a mortal contracts this "disease", he undergoes physical, emotional, mental and spiritual changes.

The physical changes are definitely caused by the vampiric blood and include an acuteness of the senses, increased physical strength, improved reflexes and transfiguration of appearance.

The emotional, mental and spiritual metamorphosis cannot be directly attributed to the vampiric blood and, I would speculate, are side effects of the disease. A loss of mental stability due to the incredible physical changes can be expected, which can be countered through therapy (finding a therapist for a vampire however, is the difficulty). Be wary of your mental health, as suicide is one of the principle causes of death among vampires.

A heightened spirituality comes with vampirism. The cause of this is difficult to isolate, but is definitely present. It has been speculated that it is due to the close link vampires have with the spiritual world, being the "undead". Personally, I would credit these changes to an acceptance and awareness of the spiritual realm.

The intellectual changes have little to do with vampirism, as their existence is due more to our longevity, which enables dark children to gather vast amounts of knowledge and wisdom.

Whether vampirism is a disease or not has long been disputed, but it is indisputable that there is no known cure. A method once proposed to rid oneself of vampirism was to drain the vampire's body of blood, and then refill it with mortal blood. While the technology of 2020 might allow such a medical miracle, all past attempts ended either with the patient remaining a weakened vampire or simply dying.

While there is no precise way to ever know the exact number of vampires in the world, recently an informal count totalled approx. 800,000. This would seem to say that vampires make up approximately 0.01% of the world's population. A sizeable number, though in the past I recall years when it must have dropped below 50,000, maybe into the 10,000 range. But we are now facing the full-scale bloom of the vampirism disease, as the world is ripe for our kind.

THE LEGENDS

Mortals have always both feared and been fascinated by the unknown. To calm their fears, they have created their own explanations for the unknown, and their fascination has enhanced these explanations to the point of becoming part of their culture. Vampirism has always been a great unknown to mortals, and the legends reflect this. The plenitude and variation indicate a great deal of thought on the existence of vampires.

The core legend surrounding vampires is of creatures who stalk humans at night to drink their blood. While the questions of how they came to be, why they came to be and how they feed vary from culture to culture, every culture has some inkling of vampirism in their folklore.

Legends are an important aspect of society that we should not neglect, even if most of these myths are unfounded. They are important because many mortals believe them to be true, and even some vampires believe them. They can also serve vampires, for without legends, we might have been regarded as a serious threat ages ago and been wiped out. As long as the masses believe us to be mere folklore, we are safe. Only a small percentage of mortals actually consider us as being possibly real, and even fewer realize that we actually do exist. Thus, the legends are indeed quite useful.

The most familiar legends of this era are from films, such as "Dracula", "Nosferatu", "The Hunger", "My Best Friend Is a Vampire" and "Blood, Blood, Everywhere Blood" (this last one was made in 1998 and I was amazed at the level Hollywood had sunk to). While these films may not be precise in their portrayal of vampires, they make good entertainment (something that is very important in this time) and provide this generation with a folklore of their own.

Some of the more specific myths, are that of the lack of a vampire's reflection, and a vampire's innate ability to climb like a spider. These are both utterly false, but have interesting concepts behind them. Other ones do have something to them, such as a dislike of garlic and holy items, but I refer to those as quirks in a later section.

But, getting back to the idea that vampires lack reflections brings up an interesting aspect of the vampire myth. In days past, man believed the mirror to show the person's soul. Therefore, since vampires are soulless creatures (or so they believed, I have disputed this point on many occasions), they would not reflect. The other possible reason would be that many vampires hate themselves for what they are, therefore avoiding mirrors so that they do not see what horrible things they have become.

The idea that vampires can climb as spiders is an odd one, to which I have no answer. Perhaps it is because vampires need not worry too much about falling because of their great healing abilities. But, perhaps it is just some tall tale that got out of hand.
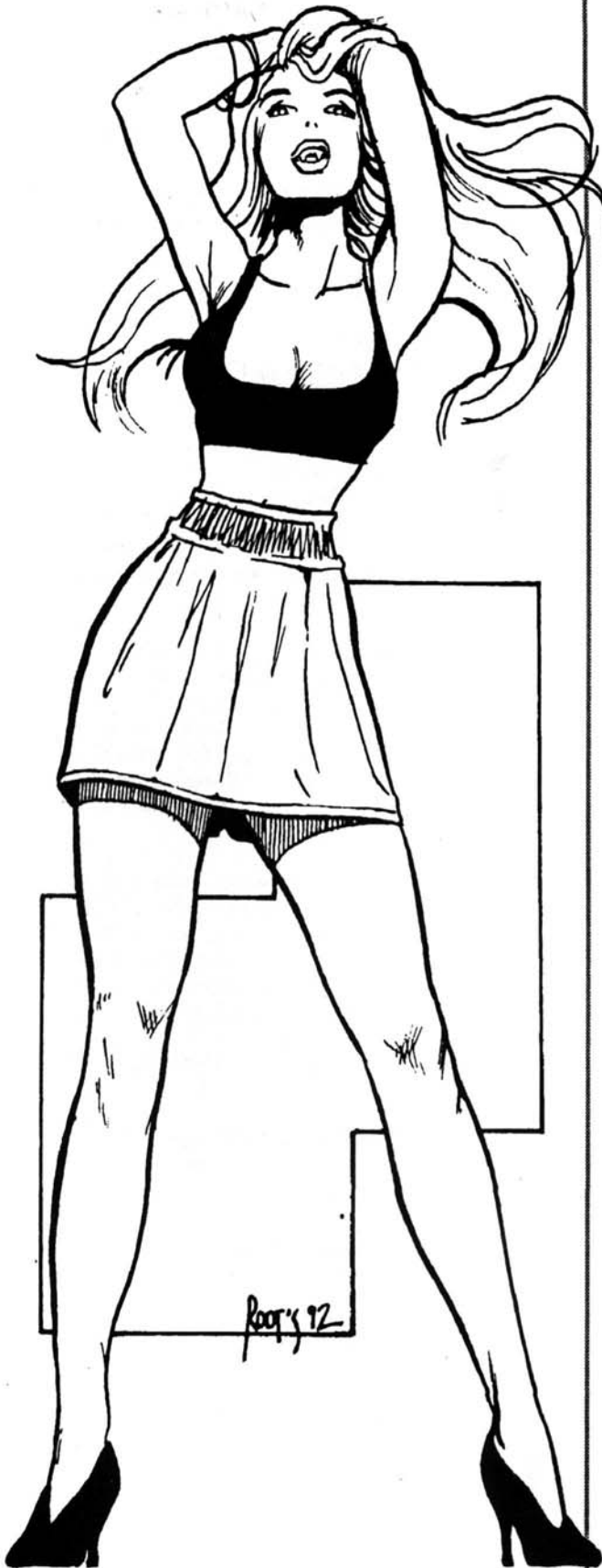
One of the more prevalent legends is that of the garlic myth. While this is more of a quirk (which I describe later), the origin of this myth is most peculiar. Garlic was always thought to be a very powerful herb, perhaps due to its powerful aroma, and indeed it keeps some vampires away due to the intense smell, what with our enhanced senses. But, as it must be said, there is no real driving reason why a vampire could not approach someone wearing garlic, unless it was a quirk of his.

The easiest myth to account for is a vampire's avoidance of holy items and places. While there is no binding reason why a vampire cannot enter a church or touch a cross (many have), some of the more religious kindred have quirks which hold them back. The obvious reason is that they believe themselves to be unholy, therefore their mind makes them think they cannot enter or touch holiness.

These modern legends, backed by science, are still clouded by the superstitions of the past. The block-headed scientists of the 20th century refused to admit the possibility of anything "supernatural", thus did not even allow for the slight chance that vampirism did exist. It was simply explained away as either premature burials or a disease resulting from genetic break-down. Perhaps a few cases can be explained by this, but there are far too many vampires for this theory to hold up.

The older legends link vampires to ghosts, were-wolves, zombies and even mummies; and the methods of destroying vampires ranged from the bizarre (cutting off the toes) to the frighteningly dangerous (exposing to sunlight). We must strive to encourage the belief that vampires are merely the product of folk-tales and discourage the legends that are in fact true. Misleading legends are one of the best tools to maintain our secrecy, which is part of our survival.

Now, in 2020, the legends take on darker twists, meshing modern technology with the superstition of past. There are tales of cyberpsychos returning from the grave, now hungering to feed upon the "flesh" after having led a life dedicated to the machine. Legends link hideous black programs to 'Runners who emerge from the Net as the walking dead. There are even ideas that a new plague is causing a disease like vampirism, and people who die of illness in the Combat Zones are cremated for fear that they might arise as vampires.

In fact, just as recently as 2016, there was the Church of the Undead, which claimed it could give immortality to its followers. The scary thing is that they had demonstrations... and it seems they could. How they did it is unknown, the Church closed down in 2019 because of scandals, but we were afraid that they might have been using vampirism. Many called the members vampires, though it appears that all of their "immortals" have since committed suicide.

Many believe that the corporations have vampires, seeing their commando squads as vampires. The zaibatsu of Japan are rumored to have entire vampire ninja teams. This frightens other corporations, whose guards do not only fear being killed, but having their body drained of life. A dreadful thought for them indeed.

Every age will have its own myths and legends, but one thing is constant; vampires are here, and they are here to stay. Since the beginning of humanity till its end, we will be here, in the shadows.

HISTORY

History is of utmost importance to any society. It explains where a people came from, what they've been through and, sometimes, why they are what they are. Unfortunately, our history is clouded with legends, so we lack a concrete history. We are forced to combine what little we know as fact with human myths.

Though many theories have been put forward, we have no real idea of our true origin. But, we should not grieve this point too much, as humans do not know their true origins. The stories of our beginnings range from religious explanations (that we are demons) to the scientific (a genetic mishap early in man's history).

We do know that vampirism has been present for over six thousand years, as there are elders who are approximately that old. We also know that vampirism spread with man across the world, and was present in practically every culture. But we also know that vampires have always been a secretive people and that any contributions they made to the world were done in secrecy, thus we have no record of it. A shame.

Our trials and tribulations through the millennium are only verifiable through mortal records. At certain times, we were worshipped, while at others, vampires were despised and hunted like animals. For example, the ancient Aztecs revered vampires in their day, while in Europe, during the Middle Ages, we were hunted and burned. It seems that when the state reigns, we thrive; whereas when the church rules, we suffer greatly.

One of the most exciting times for vampires in recent history was the release of the novel DRACULA by Bram Stoker. It was the first popular literature dealing with the subject of vampires. Since, there have been countless vampire films and books. Perhaps it's just a new breed of legends.

"Modern myths say that vampirism is the result of corporate genetic experiments, and since my master is pretty young, this would seem to be possible. To explain the older ones, there are rumors of CIA experiments to make perfect soldiers that went wrong."

- Mike

CHILDREN OF THE NIGHT

Vampirism halts aging and decay of the body. Thus, vampires cannot die naturally. Once one becomes a vampire, appearance will remain relatively constant until death. But, age affects development, so it must still be recorded.

When making a vampire character, determine the character's age normally (note that much older characters are possible) using the rules in CyberPunk 2020, and then determine how long the character has been a vampire. This can be done randomly on Table I or chosen by the GM. Table I also shows Age Levels and age in vampire years for each. Age Level (A.L.) refers to a particular stage which encompasses those years of the vampire's undead life. These are described later. Vampire Years (V.Y.) refers to the number of years the character has been a vampire. The effects of each stage are given after each description.

EXAMPLE: Mike is an Age Level 1 vampire since he has only been a vampire for 6 years.

VAMPIRE AGE LEVEL TABLE (TABLE I)

V.Y.	Stage	A.L.
0-1	Fledgling	0
2-20	Young	1
21-100	Adolescent	2
101-200	Mature	3
201-500	Old	4
501-999	Very Old	5
1000+	Ancient	6

Time is one of the many luxuries that vampires have. Our bodies stop aging once we become vampires, thus our appearance will not really age another day. Barring unforeseen catastrophes, our kind could live till the end of time. Unfortunately, this is rarely the case, as intense heat, sunlight, suicide and radiation are more often the end of our "eternity". Vampires are not immortal, indeed, our kind are subject to a great many deaths.

While living forever is a dream most mortals share, living it (or unliving it), is not easy. Seeing your loved ones wither away and die can become quite distressing. Even if you are able to deal with this, the psychological trauma of being a member of the undead is enough to cause a loss of sanity. Eternal life is in some ways a curse, but one which you must overcome through perseverance and personal strength.

I have divided a vampire's life into seven major stages. While the exact timing of each stage is open to debate, I feel that the majority of elder vampires would tend to agree upon them. These stages cover the span of vampire's lives as we know them. Note that Master refers to the "father" or "mother" vampire; the vampire that created the younger vampire.

Accelerated aging is to some degree possible through advanced vampiric blood, but this is a rare process as few elderly vampires would agree to such a thing. I fully explore this possibility in the section on Feeding. However, all vampires, when created, are Fledglings.

Here are the descriptions of the different stages:

FLEDGLING: This covers the threshold stage, from the first few hours of being a vampire to a year afterwards. The newly created blood-sucker must learn how to deal with its new form and powers. The shock of transformation often jars the weaker minds, leaving them insane. The need for blood is greatest at this stage, necessitating feeding every three nights. During this stage, the first physical changes occur, with the skin becoming slightly cooler and paler and the canine teeth grow a trifle longer.

Fledglings require the constant attention of their master. This is an impressionable age wherein beliefs are formed. These beliefs will be very hard to break at a later date.

- **GAME CHANGES:** REF +1; CL -1; MA +1; EMP -1; PSY +1. +6 Skill Points each year. Vampiric Senses gained. Heals 4 points of damage a day. Requires 6 BOD of human blood every 72 hours.

  EXAMPLE: Mike's original REF was 9, but in his first year as a vampire, he had a REF of 10. He would also heal 4 points of damage daily, and was to feed every 72 hours.

YOUNG: This stage deals with the student phase, the learning years. The curiosity of vampires of this period is incredibly intense, but lacks the sophistication and wisdom of the older ones.

The vampire's skin continues to pale and cool ever so slightly. Feeding is now only required once a week. New beliefs may be formed during this stage, but these new beliefs will not be as difficult to shake at a later date as earlier ones. Emotional trauma may result from the necessity of leaving old friends and family due to lack of aging.

- **GAME CHANGES:** REF +1; BOD +1*; EMP -1; PSY +1. Three Skill Points each year of this stage are gained. Heals 5 points of damage a day. Requires 6 BOD of human blood every 7 days.

  EXAMPLE: By Mike's current age, his REF has lept to 11.

ADOLESCENT: This has been accurately termed the adolescent years, as it is a time of rebellion for vampires, as it is for mortals. Adolescent vampires have seen their loved ones wither away and die. Survival guilt is incredibly powerful, and it is at this stage that many vampires commit suicide.

Adolescent vampires continue the bodily transformation, with their skin getting tougher, smoother and tightening around their bones. They only need to feed twice a month, and start to "toy" with their victims through taunting and harassment.

- **GAME CHANGES:** CL -1; ATT +1; MA +1; BOD +1*; PSY +1. Two Skill Points each year of this stage are gained. Heals 6 points of damage a day. Requires 6 BOD of human blood every two weeks.

MATURE: This is a stabilizing stage in the life of a vampire. The last phase weeded out the weaker vampires, thus these are the stronger children of the night. Usually, mature vampires have learned how to deal with the guilt of surviving the deaths of new friends and loved ones.

This has been termed the 'lethargic' stage by younger vampires, as mature vampires seem to be very quiet and stable, almost boring. But actually this stage involves a great deal of refinement of skills and psychic powers. Only feeding once a month, they begin to experiment with methods of finding victims. Their appearance also begins to stabilize and the vampiric beauty begins to be revealed.

- **GAME CHANGES:** INT +1; CL +1; ATT +1; BOD* +1; EMP -1; PSY +1. One Skill Point is gained each year. Heals 7 points of damage a day. Requires 6 BOD of human blood every 30 days. Skin has a Stopping Power of 2.

OLD: This phase is indicated by a renewed interest in the world. While the curiosity of a young one is more intense, these vampires search for in-depth knowledge and "truths". During this stage, many historic sites are explored and ancient knowledge is pored over. While this may be a good distraction, some old ones get discouraged and commit suicide.

This stage is representative of the vampire who has all but lost interest in the world of the living. Feeding is only required once every six months. Appearance is often neglected or overdone.

- **GAME CHANGES:** INT +1; REF +2; MA +1, BOD* +1. One Skill Point each year of this stage is gained. Heals 8 points of damage a day. Requires 6 BOD of human blood every 6 months. Skin has a Stopping Power of 4.

VERY OLD: This a sort of renaissance stage, in which the vampire rediscovers life (and death). He will often go through a radical change of personality and emerge with a completely different identity. While extremely rare, a very old vampire will stand out in a crowd, as they have nothing to fear. Their power has nearly reached its pinnacle, and life is

good, so why lurk in the shadows quite so much? At this stage, the vampire goes either over the edge, or becomes completely stable.

The end of the physical transformation is near, the skin is as smooth as silk, yet lacks warmth of any kind. The bones are strong as stone. Very old vampires barely need to feed yearly, so spend a great deal of their time acquainting themselves with their victims, sometimes to the point of choosing not to kill them, instead making them into vampires.

- **GAME CHANGES:** INT +1; CL +1; ATT +1; MA +1; PSY +2. One Skill Point is gained per two years of this stage. Heals 9 points of damage a day. Requires 6 BOD of human blood every year. The vampire's skin gains a natural Stopping Power of 8.

ANCIENT: Now we come to my age group, at the pinnacle of power. The rarest of any age level. We have the power to rule the world, yet by this time, ruling the world is a trivial concept. It is much more pleasurable to simply observe the civilizations rise and fall, to watch the life of a mortal from birth to death, to rediscover the beauty of a butterfly. Feeding is barely a necessity, we feed when we wish. Perhaps every decade or four. This is generally the extent of our presence in society.

The transformation is complete, as we are completely vampires. Our bodies are like stone, yet soft to the touch; we are the ultimate in bodily perfection and beauty. Unfortunately, the radiation which we have accumulated over the millennia catches up and causes terrible mutations. Unfortunate, but really, we do not care about physical appearance.

- **GAME CHANGES:** INT +1; CL +2; ATT +1; BOD* +2; EMP -1; PSY +2. One Skill Point is gained per five years of this stage. Heals 10 points of damage a day. Requires 6 BOD of human blood every 5-20 years. Skin has a natural Stopping Power of 12.

* Raises effective body, not apparent body.

Note that all vampires must make a Sanity check every Age Level. See SANITY AND SUICIDE for more on this.

Vampires appear human, except for a few differences. Vampires become increasingly pale, and their features become more pronounced. Physical strength increases, but apparent body size remains constant. Every BOD increase refers to strength, not actual growing of the body. The canines are not long enough to be noticed normally.

It would require an average Awareness check to notice the paleness of a vampire over AL 2, and a difficult Awareness check to notice the paleness of a younger vampire. While a vampire will retain any cybernetics or other bodily alterations that were made prior to being made a vampire, new cybernetics or bodily alterations will not be possible due to the regenerative powers of the vampiric blood. This includes cutting hair, nails and other body parts. Such alterations last one night, usually grown back by the next night.

EXAMPLE: Harris the vampire hunter must make a DIFF Awareness check to notice the vampiric appearance of Mike, as Mike is only AL 1. His base is 15, and he rolls a 4, making it 19, so he fails to notice.

The vampiric legends conjure visions of tall, dark men, clothed in black, creeping around, baring their canines with a drop of blood trickling down their cheeks. While a few vampires may fit into this stereotype, it is surely not the rule.

There are equal numbers of male and female vampires, so the sexist image of male vampires is false. Just as mortals vary widely in appearance, so do vampires. Height and weight matter little to vampires, but there does seem to be remarkable weight loss during the first year of vampirism. The vampiric blood does accentuate our beauty, so that stereotype may apply to the older dark children. But there are exceptions to this; being a vampire accentuates your beauty, but if there was none to begin with...

Being "dark" could be simply explained by a vampire's inability to be in brightly lit areas. Our skin, which pales with age, can be restored to a living shade by feeding, but I must admit that this is one of our failing points which allows us to be recognized by those who would hunt us. But our skin is also part of our beauty, which seems to grow smoother with every year. It has many aspects to it, including the coolness of it. Heat sensors may easily notice that we are quite below normal temperatures of the living, an annoyance.

One of the most publicized aspects of vampires are our teeth. The films give the impression that our canines are a foot long. Our canine teeth grow barely a few millimeters longer. We generally tear a little skin to get at the blood, not the little puncture marks for which we are reknowned.

Our eyes have been said to be hypnotic and entrancing. I suspect this has more to do with the use of psychic powers, but it is true that a vampire's eyes do take on a deeper color, an almost perfect shade of whatever color and do sink in a bit.
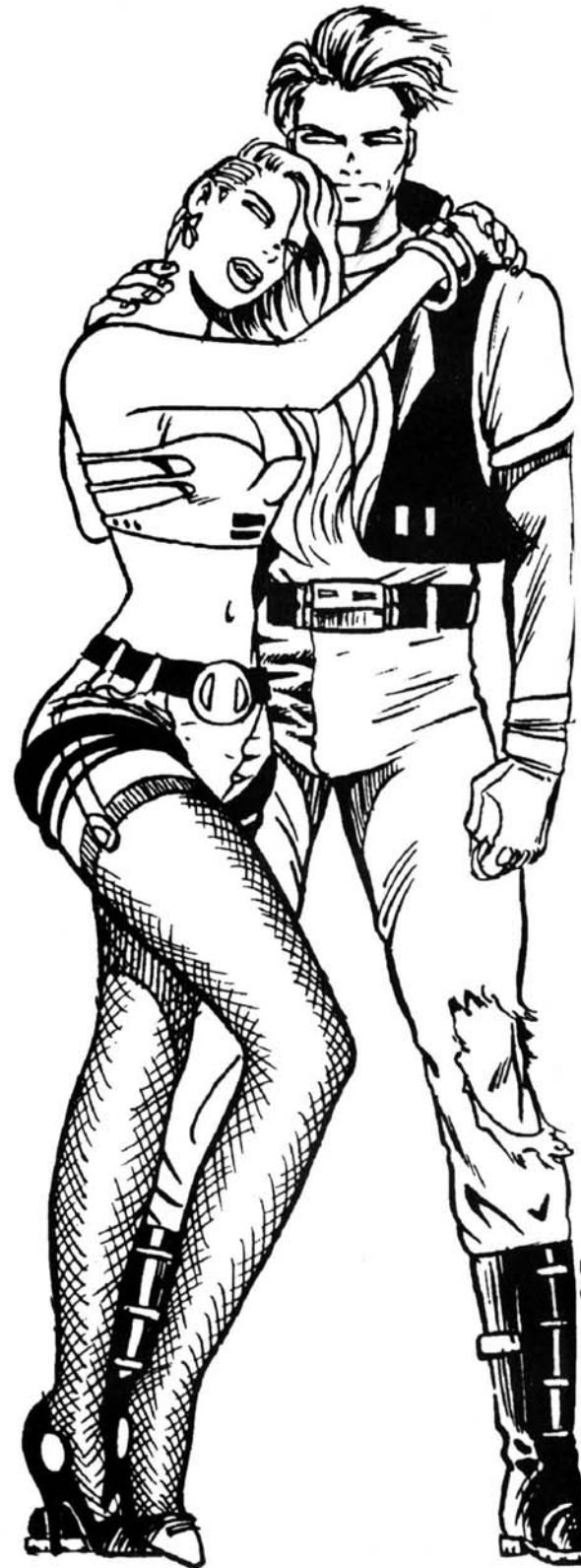
One aspect which all vampires share is their black attire. While some vampires wear other dark colors, black is the prevalent color. This was once thought to be due to the vampire's "evil" nature (although even this was widely disputed; how can a color be evil?). While this may be the reason that the more superstitious dark children use, it is not necessarily true. Logically, when stalking people at night, bright colors would be idiotic, and the sensitive vampiric eyesight prefers the darker colors.

Last but not least, a brief note about cybernetics and "biosculpts". I have heard of these, and they sound quite amazing, but unfortunately, pleasures that us older vampires are unable to enjoy. The regenerative powers of the vampiric blood makes the alteration or addition of foreign objects impossible. But, for the younger generation, any cybernetics or appearance changes you had prior to becoming a vampire will stay.

COVENS

A coven is a grouping of 3 or more vampires under the leadership of a more powerful or older vampire. The leader is given the title Master, whether he is the creator of the other vampires or not. The Master decides what rules his followers must follow. Usually a coven is run out of a building in which all the members live.
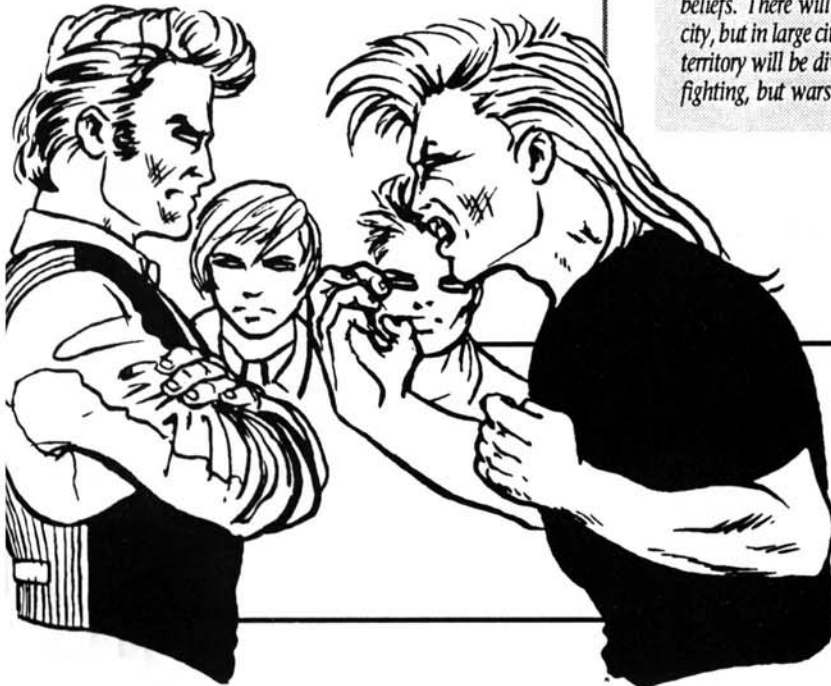
Rules of a coven generally revolve around permitted numbers and types of victims, creating other vampires and what beliefs are held. Enforcement ranges from a few days starvation to destruction. Relations between existing covens can be randomly determined on table II.

COVEN RELATIONS TABLE (TABLE II)

Roll	Result	Description
1-2	Enemies	These covens openly attack each other when profitable.
3-4	Distrust	These covens secretly dislike each other.
5-6	Neutral	These covens will simply ignore each other.
7-8	Trust	These covens will work together if need be.
9-0	Allies	These covens will stand up for each other.

Covens have come and gone throughout the ages. In early times, such as the Egyptian and Roman times, covens could be found everywhere and solitary vampires were a rarity. Then, as Christianity took over, the covens scattered out of fear of total annihilation. Until a few decades ago, covens were rare, but they have regained popularity.

Covens are groupings of at least three or four vampires with a master. I have found covens to be very useful in vampire society, as they increase the power of the younger vampires and provide a support system. All members of a coven must obey the leader, even if they do not like or respect him. But hated masters generally get destroyed by their covens.

The location of the coven tends to be a single building with many secret rooms in which the members live, while a main area is used for victims and feeding. Mortals are sometimes used as guards, but almost never know what they are actually guarding.

Every coven will have its own rules, traditions and beliefs. There will generally be only one coven in a town or city, but in large cities there may be up to three or four. Usually territory will be divided among the existing covens with little fighting, but wars between covens are not unheard of.

A vampire is created by having more than 25% of his blood replaced by vampiric blood. Take the character's BOD and divide it by four. The vampire must drain that amount of BOD, and then the character must be persuaded to drain an equal amount from the vampire. See FEEDING for more on the draining of blood. Once the transfer is complete, in 24 hours the character is a Fledgling vampire, and gains all the alterations from that stage. See AGE for the modifications.

During the interim 24 hours, the character is a half-vampire. The only major change is the gain of vampiric senses, which might stun the character for hours. The character must also make a successful COOL check or lose 1 COOL permanently from the shock.

> **EXAMPLE:** Mike had to make a COOL check due to the shock when he was made. His COOL at the time was 10, so he rolled 1d10 and got a 5, making it by far.

*V*ampirism is transmitted through the vampiric blood. Thus, to create a vampire, all you need to do is transfuse a sufficient amount of vampiric blood. But, as with everything, this is not as easy as it may sound.

First, you must select the mortal you wish to make a vampire. Survival as a vampire requires mental stability and an ability to adapt. Also, you should consider whether this mortal will abuse its newfound power, and whether you wish to be with this person for the next few years.

Note that many vampires are tempted to bestow the gift (or curse) of vampirism upon loved ones. While I see no biological reason to prevent this, I have observed this to back-fire horribly upon the creator. Should the fledgling fail, and commit suicide, the emotional trauma inflicted upon the creator is doubly horrendous if the fledgling was a loved one.

Once the selection has been made, you may approach the victim in one of two ways: give him warning and let him prepare (which can be dangerous for you) or give him no warning and do it without his consent. Both have their benefits and failings. It all depends on your relationship with the mortal and their own personality.

When you are ready to make the mortal into a vampire, you must drain him of about a third of his blood and then coerce him to feed upon you for an equal amount of vampiric blood. Over the next hour, the disease will begin to take effect, giving his body the vampiric senses which will be overwhelming. Keep a good eye on him, as the shock might just throw him over the edge of mental stability. By the following night he will be a real vampire, ready and hungry. Don't forget, many fledglings have trouble with feeding, don't push them too far too fast.

Vampires are immune to almost all disease. A vampire can only catch a specially altered artificial disease, or a biological warfare agent. These have half their normal effects, and, no matter how powerful, cannot kill a vampire, only incapacitate him.

Drugs and poisons affect vampires at one fifth normal strength. Ingested drugs and poisons (in the victim's blood through a feeding have 1/2 normal effect upon the vampire, but still death cannot result. Vampires cannot become physically addicted to most drugs. However, psychological addiction is very possible, and this is just as effective as it is upon humans, only five times the normal dosage is required. Death resulting from drugs or poisons is equated in the vampire taking 40 points of damage.

> **EXAMPLE:** Mike is injected with a poison by a punk he is about to arrest. The poison normally does 4d6 damage, and in this case a total of 17 points of damage but since Mike is a vampire, it only does 8 (round down) points of damage, and Mike makes his Stun check, so he is a little weak but stands up fine whereas many might die.

Radiation does affect vampires. Its first effect is to alter and destroy the physical appearance of the vampire, by causing a loss of ATTR, eventually negating it. This can be overcome through extensive plastic surgery or disguise kits. Takes 1 hour of work per temporary 1 ATTR point. See the CyberPunk 2020 rules for permanently increasing ATTR through plastic surgery. Assuming the average human accumulates 10 rads (for more on Radiation, see the supplement Near Orbit) per 50 years from background radiation, a 1000 year old vampire should have 200 rads. A vampire (as with mortals) accumulates 1 rad per 5 years. Calculate the vampires total age, and determine the amount of rads. Subtract years spent in hibernation. Note that other radiation sources might contribute to the vampire's rad count. Consult table I for details on effects.

VAMPIRE RADIATION TABLE (TABLE III)

Total rads	Results
71-90	Lesions will develop on the face. ATTR -1
91-100	Cancers will develop on body. Benign. ATTR -2
101-120	Skin will develop burns and more cancers develop. Non-fatal. ATTR -3
121-140	Skin begins to peel and hair starts to fall out. ATTR automatically 3.
141-170	Hair left in patches. Physical deformities begin. ATTR automatically 2.
171-200	More physical deformities continue. ATTR automatically 1.
201+	Physical degeneration continues. Is not fatal though. ATTR automatically 0.

Of the difficulties mortals face, disease and radiation are the greatest. In this day and age, 80% of deaths are attributable to one or the other. Fortunately, as children of the night, we are saved from these horrible demises. Although it must be said that, we are not completely invulnerable. Man has developed new biological weapons which can touch us and radiation has been discovered to be the cause of deformities in elder vampires.

For millennia, we wondered why the Ancients were so deformed and scarred. With the discovery of radiation, it was soon realized that the Ancient's deformities were due to the long-term accumulation of radiation. The film Nosferatu depicts a very old vampire who has spent many centuries out of doors, and is paying for such activities through deformities and burns covering its body.

Drugs have always been with us. The Ancients speak of visions through the aid of plants and roots. These days, the mighty corporations engineer drugs to their specifications. While we have never had any need for pharmaceuticals, today's drugs have taken hold of the new generation of dark children. The sad result of a drug-infested mortal society.

Poisons are very much like drugs, in that large doses are required to attain the same effect as for a mortal, nonetheless, they do affect us. While fatal poisons will not achieve their intended goal, they may incapacitate a vampire for a long period of time, so be wary. Inhaled poisons, however, are next to useless, since we do not breathe as such.

FEEDING

One feeding consists of ingesting 6 BOD worth of living human blood. It takes 1 minute to drain 1 BOD. A vampire regains 1 temporary PSY point or 1 point of damage per 2 BOD drained. Also, a euphoric state is achieved after feeding and he gains a normal complexion for 4 hours, -30 min. per A.L. Any blood fed upon must be from a living being, otherwise it becomes putrid to the vampire, thus bottled blood will not work.

EXAMPLE: Mike decides to take his revenge on the punk who injected him, so feeds on him, draining 8 BOD from the 8 BOD punk (killing him). This will take 8 minutes and will regain 4 points of damage, making him only Lightly Wounded, instead of Seriously.

Using live animals as a substitute for human blood will work. However, the healing benefits are not gained, and the temporary loss of 1 INT point will be applied until feeding upon mortals resumes. Note that there are very few animals in CyberPunk anyway.

A vampire who feeds until the victim is at 0 BOD receives an incredible euphoric state for 2 hours thereafter, loses 0.1 PSY permanently and has a 5% (+5% cumulative for every

If the check fails by more than 5, the vampire wil attempt suicide (if impossible, temporarily subtract 1 COOL Note that these COOL losses are regained once feeding resumes. If the vampire reaches a COOL of 0, begin subtract ing 0.5 from the vampire's permanent COOL. Reaching a PSY of 1 gives the vampire even more intense pain, and all stat are reduced to 1/4 normal.

A PSY of 0 results in involuntary hibernation. This will las until a being comes within 2m of the vampire, at which time he will awaken (too late to get the victim though). Se HIBERNATION for details on hibernation. For every one time period of starvation endured, the vampire gains 0.25 PSY permanently upon regaining all lost PSY points. Time spen in hibernation does not count.

EXAMPLE: Mike gets tied up in his work one week, and forgets to feed. Since he missed all 6, he loses 3 PSY temporarily. Now, he must drink at least 6 BOD of bloo to regain the lost points. If he missed another thre weeks, it would reduce his PSY to 0, and put him int hibernation.

Feeding on a vampire who is more than two A.L. high will give the younger vampire +1 to a stat of his choice or points of damage healed per 3 BOD drained. Feeding on vampire that is less than two A.L. higher will have no effe upon the feeder, it will not even count as if feeding from human. Vampires use their apparent BOD score when dea ing with blood content.

Note that the bite marks involved in feeding result one wound point, but the vampire's saliva contains a healin agent which heals that small wound within 30 minutes.

Blood, the essence of life. This is something that we share with mortals, in more than one sense. Humans require blood for their continued existence, to distribute oxygen to the various parts of their bodies. Vampires require blood for their continued existence, but what purpose does it serve?

After centuries of research, we have found the blood to serve several purposes. First, it provides energy, much as humans require food and drink. Second, it does in some form distribute oxygen around our bodies, although that has not been proven. Third, and perhaps most important, it satisfies a psychic hunger. Feeding has been noted to heighten one's spirituality, but only when feeding upon human blood, therefore the human psyche is involved. Fourth, it speeds the healing process in a vampire. And last, it provides the immortal vampire with a function, happiness and a normal complexion. Without the feeding, what would we do for the millennia? It gives us something to occupy our time. It also provides a feeling of great ecstasy, unequaled by any euphoric drugs. In addition to all that, it gives the pale vampire a human complexion for a while. Feeding is important indeed.

occurrence thereafter) of becoming psychologically addicted to feeding past the death of the victim. Feeding upon more than 5 times the required amount of blood results in nausea and the loss of 25% of all stats for the next (24 + 1d10 - AL) hours.

EXAMPLE: Mike fed upon the punk entirely, so he was in a euphoric state for the next 2 hours, and lost 0.1 PSY. Luckily however, this is new for him, so he does not become addicted.

For every BOD point below 6 that a vampire fails to drink before the time period is up, the vampire loses 0.5 PSY temporarily. To restore these lost PSY points, the vampire must feed upon double the amount he missed. If PSY reaches 2 in this manner, all stats drop by half, and the vampire is in intense pain. A COOL check vs 12 is required for every feed period missed hereafter. If the check succeeds, the vampire may continue not feeding, but if it fails by less than 5, the vampire is forced to feed (if impossible, temporarily subtract 1 COOL).

While all these important functions could justify feeding alone, there is another reason not to neglect feeding. The disease vampirism also creates a physical addiction to mortal blood. While the requirements of blood decrease with age, the need will never disappear completely. Withdrawal, or starving oneself, is extremely painful. If it lasts too long, a vampire will either slip into hibernation or commit suicide. Note that starvation cannot kill a vampire directly. Withdrawal, if stretched out long enough, can result in heightened spirituality, as long as you survive.

There are many intricacies to feeding, some of which you may have never even considered. Feeding upon animals is possible, but does not satisfy the spiritual hunger, and actually dulls the mind. Many vampires are forced to feed upon animals in extreme cases, but it never lasts longer than required. Another consideration is stored blood. This is impossible. As you may well know, even blood from an still-warm dead mortal is horrid, so drinking blood removed from a body is beyond consideration. The blood must be directly from the body of a being whose heart still beats.

Vampires need not kill in order to feed. While it is advisable to get rid of witnesses (such as the victim), it's not required. Some dark ones feed a little here, a little there, without killing a single mortal. On the other side of the coin, there are those who feed upon victims to the death. Avoid this at all costs; while it gives an incredible high, it may lead to your demise. It is said to weaken the gap between death and yourself.

Drinking to excess (blood, that is) can also be a problem. It is considered in excess when the vampire drains more than five times what is normally required. While most vampires only feed as required, some take it to excess. This can lead to great nausea and a loss in efficiency.

One must also consider the problem of detection when feeding. I suggest that you attempt to feed in a secluded place, where a random passer-by could not happen upon you accidentally. It is most embarrassing to be in the middle of feeding and be disturbed by a gentleman who cries out in fear. The other aspect of feeding is the victim and their memory of the attack. Generally, I try to make the victim forget the attack, but even if they remember, our saliva is able to heal up a wound sans problem, therefore no tell-tale bite marks remain as Hollywood might have us believe.

Feeding upon an older vampire can be extremely beneficial, as one can speed up the purification of one's vampiric blood. It can also be used to accelerate the healing process in extreme cases. But unfortunately, unless the one drained is much older, the benefits will be absent, even the value of the blood to avoid starvation is lacking. So the Ancients and the older vampires are unable to benefit from this, but then again, the younger ones are simply unable to get an elder vampire to drain him anyway.

HEALING & DAMAGE

A vampire can take 40 points of damage before being rendered incapable of function. Each limb can take a base 8 points of damage before being rendered useless (BT Limb Damage Modifiers: Very Weak -2; Weak -1, Strong +1; Very Strong +2). Past 20 points of damage, every 2 points subsequently gives a -1 penalty to any actions until healed.

Stun checks are made using A.L. as a positive modifier. Failed Stun checks act the same as for humans, but replace unconsciousness with physical immobility. Death checks are made with the same modifiers as Stun. A failed Death Save indicates that the vampire is rendered immobile for 1d10+10 minutes.

Vampires heal (4 + A.L.) points of damage per day of rest. The regenerative powers of vampiric blood only heal damage that is incurred after the character was made a vampire, therefore past wounds will not heal once the character becomes a vampire, but diseases will be cured and addictions lost. Note that burn damage is healed at half this rate. See SUNBURNS. Medical aid will help, but drugs will be 1/5th as effective. While medical aid will help, any doctor will be able to tell a vampire is not human after a cursory examination, so is not advisable under most conditions.
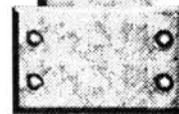
One of the oldest myths linked with us was of our amazing regenerative powers. Stories were told of vampires who had been attacked by a dozen men and ripped to shreds, only to return the next day, whole. While the vampiric blood does indeed grant us accelerated healing, there are limits. Vampirism enables us to take incredible amounts of damage before being struck down. Note that children of the night cannot be rendered unconscious, but there are cases involving vampire's bodies being shocked so badly that movement is impossible.

Do not expect to be able to rise the next night, fully healed from fatal (or would-be fatal) wounds. Healing takes time, which you do have to spare. Medical aid will be hard to find, as you are definitely not human to a doctor's examination, but other vampires may be able to aid your healing efforts through the science of medicine. Note that actual regeneration does take place. If you lose an limb, you will regain it once you are fully healed. Once you become a vampire, somehow your body will forever retain it's former appearance, barring radiation's mutations.

HIBERNATION

Hibernation is a coma-like state in which a vampire has very little consciousness, lasting for at least five years. Time spent in hibernation counts as Vampire Years, but skill points for those years are lost. Hibernation may be voluntary or involuntary. Involuntary hibernation is usually forced through starvation.

When the vampire desires to hibernate, it will lie down and, over the next 24 hours, go from full awareness to limited awareness. During this time, the vampire can choose to abort the hibernation (unless it was involuntary). After the 24 hours, the vampire has fully entered hibernation. The vampire will be able to hear, see and smell within 5m of his body, although these senses will be distorted and slow. The events surrounding the vampire unravel in a dream-like fashion. The hibernation will last at least 5 years and up to two thousand years. During hibernation, a vampire is unable to feed, so the body's metabolism slows and all of its stats are reduced to 2.

Once the vampire decides to awaken, it takes 1 year to actually act. Then, over the next 24 hours, the vampire slowly re-enters full consciousness. Now the vampire's stats go up to 1/3 their normal (if this is less than 3, then 3). The vampire may lift up to (10 x BOD)kg, and can dig at the rate of (BOD)m/2hrs through semi-soft ground, no harder than packed dirt (but not through cement).

If the vampire cannot escape, he must make a COOL (current COOL) check versus 10. If this check is failed, the vampire will attempt suicide (if impossible, re-enters hibernation). If the check succeeds, the vampire will either re-enter hibernation or sleep for a year, waiting for a chance at

escape. At the end of the year, make another COOL check, with the same results. A single hibernation that lasts more than 2000 years will kill the vampire's consciousness forever.

Once the vampire has escaped, he must feed. The hunger for blood will be overwhelming, everything else ignored. For every 2 BOD of mortal blood drained, 1 point in any stat is restored. Once all stats are normal, the vampire is back to his self. The vampire gains +1 COOL permanently for a hibernation lasting 20+ years.

Hibernation is a term often used to describe the seasonal repose of many forest animals. In this context, it describes the vampire's repose for extended periods of time. Whereas beasts use hibernation to survive the harsh winters of the northern hemisphere, we use hibernation to pass the centuries and to retain what little we have left of our sanity.

Hibernation is really just the vampire entering a deep sleep. It can last for as little as five years, or as long as a few millennia. It can be forced by starvation. While in this deep sleep, time passes very slowly, taking about five years to react. A vampire in hibernation perceives all within a few feet, but with a dreamlike awareness, which mixes the senses together.

In order to hibernate, a vampire needs only to decide to. But before doing so, there are a few things which must be considered. Where you will rest must be chosen. The location should be safe from future construction and such, and you must be able to escape it once you decide to awaken. Second, financial matters should be dealt with. Invest all remaining money into stock or jewelry. Third, advise trusted vampire friends of your hibernation they may watch over you. Fourth, decide when you will awaken. This is rarely a set time limit, but rather a condition, such as a new culture or such. This is important, otherwise you might sleep forever.

The actual hibernation consists of lying down. Within a day, you will be deep in the hibernation, and everything will slow down, taking on a dream-like appearance. All of your senses will still work, but in a dreamy fashion, details will be difficult to pick out. You will probably remember little from what happened during your hibernation, just like dreams.

Once something occurs which was pre-determined to awaken you, it will take about a year for your body to react. Don't worry, to you it'll seem like only few hours. Then, over the next day, you will regain total consciousness. Now, you must escape your place of rest. This may be easy if you chose wisely, but if things did not go as planned, you may have to do some digging. If you are unable to escape, several things might happen. Some vampires go insane and commit suicide, others wait for a few years for a chance to escape, and still others simply hibernate more.

Once escaped, you will be extremely weak. Until you have fed over quadruple what you would normally need, you will be in this weakened state. Once your hunger is satisfied, you may be rest assured that you have re-entered the world successfully, and will be a little more stable.

Vampires cannot ingest food or drink other than living blood. Eating a bite or sipping a drink requires a successful COOL check vs 15, and even that will be thrown up in 1d10+20 minutes. The vampire will feel nauseated for the next 1d6-A.L. hours.

EXAMPLE: Harris asks Mike to go out for a drink, Mike agrees, but when faced with his drink, must make a COOL check. His COOL is 9, plus a roll of 8 is 17, so he makes the check and manages to get it down, but in 26 minutes it will come back up, so at that time, Mike excuses himself and goes to the washroom. Then, he leaves as he will not feel very good for the next 2 hours.

Food and drink are pleasures which we are sadly denied. We must remain content with feeding upon blood instead. Not that it is a bad trade-off, simply an annoyance. Mortals get quite upset if you openly refuse to eat or (especially) drink with them. Accept their invitations, and simply dispose of your food and drink when they are not looking. Simple parlor (or dining room) tricks.

Quirks are psychological or physical oddities. Every vampire must have at least 3 Quirks, with a maximum of 8. All points spent on quirks or gained from quirks must be immediately spent or lost. Quirks are either positive or negative. Positive quirks add points, and negative quirks subtract points, but regardless, the total of all quirks must be 0. Here are some sample quirks, invent new ones at the GM's discretion:

- **STAT QUIRKS**
  - +1 to a stat of choice .... +3
  - -1 to a stat of choice .... -3
- **EDUCATION QUIRKS**
  - +1 Skill Point .... +2
  - -1 Skill Point .... -2
- **DESTRUCTION QUIRKS***
  (a strong belief that an item or action will kill it)
  - Stake through the heart .... -4
  - Pour boiling oil/holy water on .... -5
  - Decapitation with shovel .... -4
  - Put poppy seeds on grave .... -6
  - Coin or other object in mouth .... -6
  - Bury at crossroads .... -2
  - Immersion in water (specific type) .... -6

  *See HIGH STAKES AND LOSING YOUR HEAD for more details on these.
- **FEAR QUIRKS***
  (a strong fear of an item or place)
  - Crosses/Other Holy symbols .... -3
  - Cannot enter Churches .... -1
  - Garlic/Other common herb .... -3
  - Other Holy items .... -2
  - Silver/wood .... -4

  *Causes 1d6 damage per hit, per -1. Damage is healed at 1/2 normal rate.
- **MISCELLANEOUS**
  - Stench of grave .... -4
  - Physical Deformity .... -2
  - Awakens earlier than usual .... +2
  - Awakens later than usual .... -2
  - Must sleep in coffin .... -2
  - Must sleep on bodies .... -4
  - Cannot cross running water/line of salt .... -3

EXAMPLE: Mike finds the sight of blood exciting, so gets a -1 there. He is afraid of Holy Symbols, Garlic and Netspace, for a total of -5. He must also sleep in a coffin, -2. To balance this, two extra Movement Allowance points are given for +6, and he gets +1 on his Charm psychic power for +2.
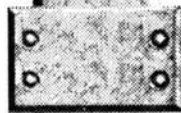
There are many mysteries to vampirism. One is the question of how there can be vampires around the world, with the same disease, yet all have different fears, methods of destruction, and such. It was not until the good Drs. Freud and Jung came along that I could account for such anomalies. They are psychosomatic beliefs held so strongly that they actually affect the physical realm. I have decided to call them quirks. A quirk is basically either a strong belief in something or a physical deformity. Deformities are common among mortals, so those are easily explained, and beliefs are psychosomatic.

While many vampires see quirks as troublesome and difficult to get rid of (next to impossible), quirks are what make us all individuals, not a mass of clone-vampires. They are picked up from our masters at creation and will continue to make us each different. But, be wary, quirks can be used against you; secrecy is the way of the survivor.

HIGH STAKES AND LOSING YOUR HEAD

These rules apply to any Destruction Quirk which the vampire believes in and is effected. The attacker using either a wooden stake or a decapitation tool must make an (INT+COOL) check versus (15+A.L. of vampire). If vampire wins, the vampire takes 8 points of damage, which is healed at the 1/2 normal rate, but otherwise the vampire is free to act as he pleases. If the vampire loses, he takes 30 points of damage, which cannot be healed until free. Until the act is ended or the item is removed, the vampire is rendered immobile and can only use Psychic powers to indirectly remove the item or end the act. The vampire may starve if this continues. Once the act is ended or the offending item is removed, the vampire is free to act again. Damage inflicted by the item or act is healed at 1/2 the normal rate.

While we have all heard of the common legend of putting a stake through a vampire's heart to destroy it, there is an abundance of legends on how to kill a vampire. Of course, we know that sunlight or fire are really the only things which can kill us, but some vampires believe these legends to the point where they are actually affected by them. In these cases, vampires cannot actually be killed, but can be paralyzed for extended periods of time. Such vampires may slip into hibernation, giving mortals the idea that they have died.

SENSES

A vampire five senses are amplified through vampiric blood. They get +(A.L.) to all Awareness checks. This is halved in urban environments. Cybernetics will negate any benefit from that sense. For example, cyberoptics negate visual awareness bonuses. Extreme sensory input will disable the sense for (5+1d10-A.L.) turns.

Eyesight can penetrate up to 50m of total darkness, can see as far as humans in well-lit conditions in darkness, but can only see 40m in light conditions, and 10m in brightly-lit conditions.

Hearing is boosted to the point where a vampire can hear a pin drop 10m away. Gunshots can be heard 1km away, and footsteps can be heard up to 100m away (without Stealth).

A vampire's sense of smell allows the lightest of scent to be picked up easily. Their sense of touch and taste are also extended to the point where a vampire can feel any change in texture or detect poisons easily.

EXAMPLE: Mike loses his vampiric hearing due to the cyberaudio, but has all of the other senses. If Han threw a Dazzle grenade in front of Mike, Mike wouldbe blinded for 5+roll of 8-AL 1 for 12 turns.

The first change a fledgling experiences is that of his newfound vampiric senses. All five senses of a vampire are enhanced incredibly by the vampirism. There are draw-backs to these acute senses however. Extremes of light, sound, scent, texture, will all blind that sense, as our senses are a little too acute.

Our visual capabilities allow us to see through total darkness, but are hampered by light. The better lit, the worse our vision becomes. This is why children of the night are so drawn to dark locales and the night. We can hear the lightest sound, smell the faintest odor, feel non-existent textures and taste the slight variations in blood types. These are all gained from the vampiric blood. This would tend to explain

our quiet surroundings with little texture or smell. Smart vampires wear mirrorshades, earplugs, silk or nylon clothing and don't smell their surroundings while in the City.

WHERE THE VAMPIRES LIE

Vampires will feel drowsy 45 minutes before sunrise and will fall into a death-like state (sleep) 15 minutes later. They awaken a half-hour after sunset. The vampire has no awareness of his surroundings while asleep, and cannot awaken until the next sunset. Regeneration and healing occur during this period. Vampires do not dream while in this state, nor do they need oxygen.

Staying awake requires a COOL check vs (12+1 per 30 min thereafter) every 30 min. Failure means he falls asleep within five minutes. When awake during the day, a vampire performs all actions with a -4 penalty. No healing occurs for time spent awake.

Extended sleep is simply sleep which lasts 2 or more days. The extended sleep can last as long as desired, but feeding is still required. Use starvation rules if necessary. Healing occurs normally, but heals double the normal rate due to sleeping through night and day. The vampire may awaken after any sunset desired.

EXAMPLE: Mike, safe within his sealed room is still scared that Harris might come, so tries staying awake. His first check has a roll of 3, added to 9 is 12, so he just makes it, the next hour he rolls an 8 making 17 and is fine. However, after 3 hours and a half, the difficulty is 19, and even with a roll of 10, he will not make it much longer, so he decides finally to fall asleep.

Sleep, once again a common bond between vampires and mortals. Something that we both need to survive. While our sleep serves a similar function to mortals (regeneration of the body and mind), it is very different.

Mortals sleep when they desire, often at very irregular times, and for a length of time that they desire. Vampires on the other hand, are bound to lie down every day at approximately the same time, for about the same length of time. This is not some supernatural influence, but a very useful inborn (we think it's encoded in the DNA of the vampiric blood) biological clock. If we did not have it, some vampires might forget the time of the sunrise or sunset, and die due to a minor error.

Research into this interesting phenomenon has shown that not all vampires fall asleep at the same time. The exact time of rest depends upon the dark one's location and season, more particularly the exact time of sunrise. The extremely sensitive vampiric blood can detect the minute changes that

the coming of the sun effects upon the atmosphere, sending the signal that repose is desirable in the next half hour. Then the vampire will feel extremely drowsy and in about a dozen minutes will fall asleep.

The actual sleep is more of a death-like state, as the vampire has absolutely no consciousness while asleep. Not even the subconscious is active, as we do not dream. This is very dangerous, as we are extremely vulnerable while asleep. Not even burning could awaken us.

Because we are so vulnerable while asleep, a great deal of effort should be made by vampires to maintain secret places of rest. This was easily accommodated in the old days by sleeping in grave yards, wherein a corpse would not be disturbed, but sleeping in a house might be dangerous. Recall your human lives, and the number of disturbances possible in a day.

I cannot recommend a particular place to rest, as you will all have your own opinions, but I can give some guidelines to choosing it. There are three basic aspects that you must consider in choosing a place of rest: security, safety and comfort. Security encompasses the difficulty of entrance into your location by another being. Safety is a separate aspect that involves the possibility that sunlight could penetrate your abode while you sleep. Comfort involves how much you like the place of rest. Does it conform to your idea of comfort?

Extended sleeping is not exactly hibernation, as a vampire lacks consciousness while asleep, whereas he is slightly conscious during hibernation. This is generally done when a vampire needs to heal incredible amounts of damage. Unfortunately, you will still need to feed, therefore, this can be a dangerous idea, but you can still awaken when desired. Sleep tight.

ROOT '92
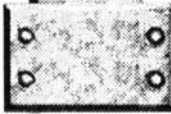
SUNBURNS

Vampiric blood is extremely volatile, and heat or sunlight will easily ignite it. If ignited, it will cause a great deal of damage to a vampire, and can destroy vampires permanently.

The heating of the vampiric blood goes through several stages, ending finally in death for a vampire. These stages take varying amounts of time, depending on the vampire's age. Here are the base lengths of time for each stage:

Stage 1:	1 Turn
Stage 2:	2 Turns
Stage 3:	2 Turns
Stage 4:	2 Turns
Stage 5:	3 Turns

Multiply this length of time by the vampire's AL by 2 (except for A.L.0, which you use 1 for) for the actual duration of the Stage. Healing takes double the normal length of time, and quadruple for the last 10 points of damage.

If it is cloudy or protection is worn, the effects felt from sunlight will be slowed. The same is true if heat-resistant clothing is worn to protect from extreme heat. Here are the modifiers:

BURN-UP TIME MODIFIERS

Vs SUNLIGHT	Modifier*
Cloudy/In the shade	x1.3
Heavy Clothing	x1.2
In Building	x2.0
Partly Cloudy	x2.1
Vs HEAT	
Heavy Clothing	x1.2
Heat-resistant Clothing	x1.5
Fire-retardent Suit	x2.0

* Take the best modifier.

If the vampire enters sunlight, or is within 1m of heat exceeding 60°, the burning begins. Apply the following results:

- **Stage 1:** The vampire takes 4 points of damage. The vampire has a very bad sunburn, which is very painful. All Skills at -2.

- **Stage 2:** The vampire takes 6 points of damage. The vampire gets first degree burns all over, and some second degree burns. MA -1

- **Stage 3:** The vampire takes 12 points of damage. The vampire gets second degree burns all over, and som third degree burns. All -2

- **Stage 4:** The vampire takes 10 points of damage. The vampire's skin is almost completely burnt off, and smoldering still. All -4

- **Stage 5:** The vampire takes 8 points of damage. The vampire's charred bones continue burning, leaving ashe No actions possible. Healing from this level is still poss ble as long as the ashes are kept together. If scattere the vampire is considered dead. No healing is possib once dead.

EXAMPLE: While awake, Mike decides to take a pee outside. He is in the shade and inside a building, so th x2.0 of the normal time is the modifier. The first tw turns, he takes 4 points of damage, and the next fou turns he takes 6 points of damage, at which time h decides he'd better return into the dark room.

The symbol of the giver of life for man is simply the symbol of death for the children of the night. The sun, which gives man warmth and brings life to his world, brings nothing but destruction to the vampiric race. And heat, an element which man had conquered long ago, is also feared by our people.

Vampiric blood is extremely combustible. The blood will explode into flames upon contact with sunlight or extreme heat. Even our incredible restorative powers cannot match the swift destructive capabilities of the burning blood. Within minutes, even the elder vampires are reduced to ashes. Our best defence would be to avoid sunlight and fires, but when unavoidable, using protective clothing is advisable. In addition, age has its benefits. The stronger flesh and bones of an elder vampire will delay the immolation long enough to get to safety.

In addition to the destructive capabilities of heat or sunlight, the damage that it incurs will require double the normal healing time, which can be quite troublesome to all vampires stuck in such a situation. Note that a vampire who is reduced to ashes may still recover. If all the ashes are kept together, the vampire may arise once again in a few weeks.

MEDICAL VAMPIRISM

There are many vampires who are not true vampires, but suffer from a medical condition that causes them to either act or think like a vampire. In the past, these were mistaken for true vampires, but modern science has discovered the truth behind these disorders and have dismissed this kind of vampirism as the following disorders:

- **Catatonia:** This is not a vampiric medical disorder, however it has led to many cases of psychological vampires. Characters with this medical problem enter comas unexpectedly and to all except modern science appear dead. Even Biomonitors will show death. In 1d10 x 24 hours, the character will come back to life. In the meantime, the character is still alive and aware, though it takes a Difficult MedTech check to confirm.

  In the past, many of these people were buried, and some fortunate ones managed to escape their graves. However, the psychological trauma caused by this premature burial led many to believe that they were vampires, taking on the disorder of Haematomania.

- **Genetic Disorder:** This is not a mental condition, but a genetic disorder. It is typically caused by a breakdown in the genetic code due to excessive inbreeding. The end result of the disorder is extreme sensitivity to sunlight, causing painful sunburns, however not the extreme of vampires. One point of damage is taken per 1 hour in direct sunlight.

  Also, part of the character's blood cells are missing, causing weakness. Getting an injection of the crucial cells will satisfy the character for 24 hours, but drinking human blood is not as efficient, requiring 6 BOD per 24 hours to get the equivalent. For every 72 hours (3 days) missed, the character loses 1 BOD. At 0 BOD, the character will die. After getting the injection or having fed, the character will look rejuvenated.

- **Haematomania:** This mental disorder causes the character to have an insatiable thirst for human blood. Despite no actual physical need, the character will seek out blood with regularity. But without any powers or special skills, this type of vampire will be easily caught, however this type of vampire also has a tendency towards brutality and murder.

The typical Haematomaniac will have an EMP of 1, and a high COOL, probably a high BOD too. This condition may be induced by some trauma, perhaps even seeing a vampire feed.
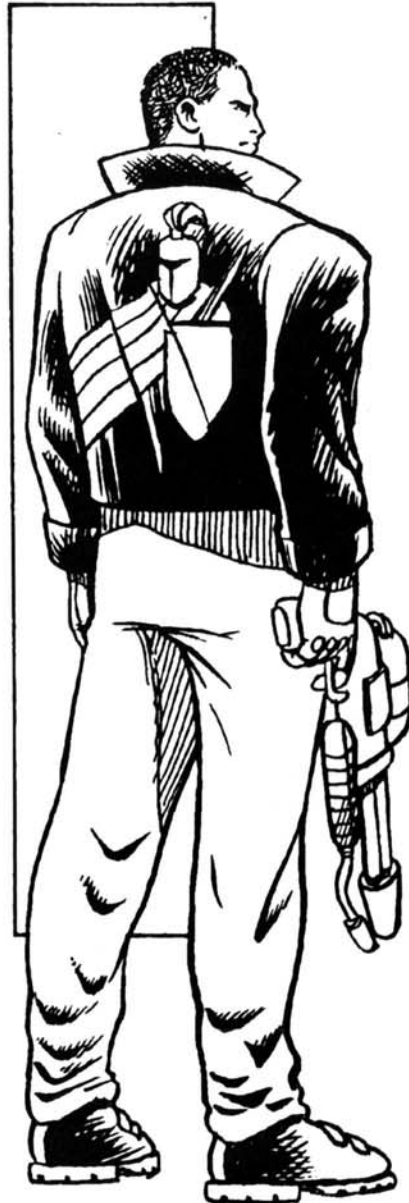
*T*here is more than one type of vampire in the world. I am not only talking of different covens, but of the actual differences in the cause and symptoms of vampirism. There are several medical conditions that result in difficulties similar to vampirism in all respect, save the crucial vampiric blood.

The first of these is catatonia. As it is happening again with alarming frequency in the 2020's, it is worth mentioning. This ailment causes the victim to fall into a death-like trance, or coma. While in this coma, the victim is partly aware of his surroundings, but unable to move or make any motion signalling life. To basic medicine, the victim is now but a corpse, having suffered heart failure.

In countless tragic cases, the poor soul would be believed dead, put into a coffin and either lowered into an earthy grave or entombed in a vault. Then, a day or few would pass and upon awakening, the victim would realize the terrible predicament they had entered into. Few survived, with only their claw marks to bear witness to their tragedy. However, some managed by some stroke of luck to escape. The terrible horror of this experience did damage their mental health, and to some, they saw themselves as now the undead, having arisen from their graves. They then carried out brutal murders, clumsily drinking the blood of their victims, in the belief that they were now vampires.

Today, this still happens. While science will allow any trained physician to recognize a cataleptic state, many in the poorer regions lack such a luxury. When it strikes them, they are presumed dead. The worst horrors are the ones who awaken at illegal body donor clinics, just prior to their bodies being disassembled for parts. Still others barely awaken as their cremation begins, and the workers are either forced to listen to the screams and cries of the tortured victim or pull out the body, now engulfed in flames, yet still living.

The next case that is mistaken for vampirism is a genetic disorder created by inbreeding. It was common among the Slavic nobility who practised incest, as well as in the Aztecs, who did so as well. In these places the nobility desired to preserve their bloodlines, therefore married their sisters and sons. This resulted in a rare genetic disorder which caused many symptoms similar to vampirism.

The afflicted suffer severe burns in sunlight, and require human blood, for their own lacks a vital ingredient. Luckily, medical science has discovered this ailment and can now treat it will injections of the necessary part of the blood, but many years ago, the only way to get it was through drinking human blood.

The last case is purely a disorder of the mind, a psychose which leads the victims to believe themselves to be vampires. They act as vampires, even drinking blood. However, they also have a psychotic edge, making them brutal killers. This is not to say that vampires are not murderers, as we must admit we are; but these people seem to take a particular joy in it which is uncharacteristic for the sane vampire. It is definitely an insanity and the vampire community will make sure to eliminate any such people, as they give a bad name to vampires, and bring unwanted media attention to vampires.

UP! UP! AND AWAY!

KIDS, DO NOT TRY THIS AT HOME.

(This is just a joke, honest.)

WE WALK THE NIGHT

The vampire noted a presence. Not a human presence, no this was different, It had a musky smell, and was very quiet. Slowly he turned, and was faced by a towering white wolf. It bared its teeth and barreled past him, lifting its mighty paw. In one fell swipe, a man is cut in two, and a second is knocked a dozen feet back. Lying in the pools of blood, you could see on their back the bright noon sun, with a glowing sword through it; the Sun Knight's symbol. The were-wolf smiled, and the vampire greeted it warmly.

There are many aspects of the dark children which I missed in the last section, which relate more to a vampire's daily life than to his being. While the difference between the two can be quite hazy, I believe this section will clear up any questions you might have had from the previous section. Here, we walk the night.

ACCUMULATED WEALTH

Vampires, due to their long lives and lack of mortal necessities, will accumulate a great deal of wealth. Using the base amounts given for starting characters (BASE) found in the CyberPunk 2020 sourcebook, a vampire's total accumulated wealth (TAW) can be determined. The portion of the TAW that is cash will be in the local currency. Note that vampires over A.L. 3 must spend at least 25% of their TAW on their home; and vampires of A.L. 6 will not have more than 15% of their TAW in liquid assets. Use table I to determine the TAW of a vampire character, then roll 1d10 to find the modifier and apply the given percentage to the TAW.

EXAMPLE: Mike's Authority is 4, so his base amount is $1000 x 1.0 is still 1000, and he rolls a 4, meaning no change.

One of the great aspects of vampirism, owing to the longevity it bestows upon us, is an accumulation of wealth. While this is dependant upon us to grow, we live long enough that, however gradual, it builds nonetheless. Even picking the pockets of our victims will build a sizable sum after a few years. Of course, maintaining careers or investments will offer a great deal more money, but all depends on your personal tastes. But, while we try our hardest, financial disasters affect even us. It's all a matter of luck, or lack thereof. Then again, what is money to an Ancient?

WEALTH ACCUMULATION TABLE (TABLE I)

A.L.	Formula		TAW Modifier (in %)									
			1	2	3	4	5	6	7	8	9	10
0	BASE	= TAW	-10	-5	-	-	-	-	-	-	+5	+10
1	BASE x V.Y.	= TAW	-15	-10	-5	-	-	-	-	+5	+10	+15
2	BASE x V.Y.	= TAW	-20	-15	-10	-5	-	-	+5	+10	+15	+20
3-4	BASE x (V.Y. / 2)	= TAW	-25	-20	-15	-10	-5	+5	+10	+15	+20	+25
5	BASE x (V.Y. / 3)	= TAW	-30	-25	-20	-15	-10	+10	+15	+20	+25	+30
6	BASE x (V.Y. / 5)	= TAW	-35	-30	-25	-20	-15	+15	+20	+25	+30	+35

*Note: Subtract years spent in Hibernation from total V.Y.

The location of a vampire's home must be secret, whether it is a coven or a single vampire's dwelling. There is a base 5% chance of discovery every year. Roll once per year, using the following modifiers, which are cumulative:

HOME DISCOVERY TABLE (TABLE II)

Modifier	Condition
-10%	Location is kept a secret from everyone but those who live there.
-5%	Home is hidden from normal access (secret doors, hidden building, etc.)
+5%	Home located in a busy area (central area, downtown)
+5%	Per human friend (not including those who know vampire's state and care for the vampire) who knows the location.
+5%	Vampire is posing as normal human.
+15%	Located in high crime area (Combat Zone).
+25%	Located in a suburb (West Hill).
+40%	Per enemy who knows the location.

If a vampire's home or coven is discovered, the discovery will 90% of the time be accidental, and in the form of a delivery to a wrong address, a visit from a friend who is unaware of the character's vampirism, etc. Use your imagination. The other 10% of the time, it will either be vampires hunters (possibly the Sun Knights) or other creatures. The GM can determine the particulars of the intrusion.

Costs for houses and dwellings will vary depending on the location. On average, it'll cost about $500 a room. Double for downtown and central areas, half for Combat Zone, and quadruple for the suburbs. The extremely expensive areas range from 6 to 10 times the base. Also modify the price according to the appearance and condition of the dwelling.

EXAMPLE: Mike's home is unknown to anyone except himself (-10%), and is in a normal area. However, it is in a populated area (+5%) and he is posing as a normal human (+5%). Therefore the total chance of detection is 5%. By some stroke of bad luck, he rolls 04. Rolling again, he rolls 95 meaning it is not accidental. The GM determines that Harris has managed to discover Mike's home.

Covens should be described by the following criterias. The GM's discretion is required.

- Coven Name
- Coven Master & Age
- Coven Location
- Coven Resources
- Coven Members: Number, Ages and Roles
- Coven Rules
- Coven Relations
- Other Notes

Existence in the world of the living as one of the undead can be quite troublesome. Finding a suitable abode is quite difficult. While individual tastes will affect the selection, generally young vampires are faced with the question of where to rest. While I have discussed the criteria for a good dwelling, the location of this place of rest is also important.

For the younger generation of vampires, solitary houses are recommended, and at the very worst, apartments. Apartments are much less secure, and generally lack the control one can exert over a private residence. The other problem with apartments is that one tends to get a great deal more visitors, such as janitors and neighbors. Unfortunately, in such an age of poverty, apartments may be the only viable option.

Covens usually occupy larger buildings, thus not having to worry about accidental intrusions. In any case, the problem of defence during the day-time hours always remains. While some of the more technologically-inclined children have taken it upon themselves to install electronic security devices, these can nevertheless be surmounted. Now the question comes up, is it advisable to use mortal guards? I would say no, as mortals, no matter how trustworthy, may betray your trust at any point in time. We all know how fickle the human mind can be; a moment's anger could result in your untimely demise. I would suggest using the electronic devices instead, perhaps improving other defences and maintaining secrecy.
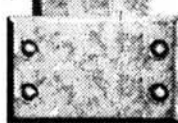
HARK! THE MORNING SUN!

Times of sunrise and sunset will vary according to location and season. Use the times of sunset/sunrise from your own region, and modify according to location of campaign and season. For Night City, here are the sample times:

Season	Sunset	Sunrise
Winter	5:00	8:00
Spring	6:30	6:30
Summer	8:00	5:00
Fall	6:30	6:30

Modify this by up to 90 minutes to account for the exact phase of the season and terrain (sun sets faster in the mountains). Vampires feel tired 45 minutes before sunrise and fall asleep 15 minutes before. They awaken 30 minutes after sunset.

The sun - life-giver to humanity, destroyer to vryolakas. One of the many bitter ironies of vampirism. How many sunrises and sunsets we have missed due to vampirism. I saw my first sunrise in a thousand years recently, and it was beautiful, but I will not go into this as I am aware of the longing that you may have to witness it just one more time. Do not risk death. Be comforted by the fact that one day, you will see it once again.

HUNTING

When mortals think of hunting, they generally think of men in plaid jackets, shooting at helpless waterfowl. But for us, the idea of the hunt is very different. We have images of stalking through alleys, carefully watching to make sure there are no witnesses, then ambushing our prey when he least expects it, moments later revelling in the taste of fresh blood.

This is perhaps a disturbing idea for a mortal; but for us, it is a common image, etched deeply into our memories. While it is difficult at first, the feeding gets easier over time as we learn to alter our consciousness during feeding. This is an art learned by all great warriors.

But the hunts do not always go as planned; in all vampires' pasts are hunts gone bad. The worst are cases of Sun Knights staging traps, and the best are of victims who simply escape. These "goof-ups" are unavoidable, especially with the countless numbers of feedings we perform over the centuries. We all learn to minimize the mistakes, learning how to catch subtle facial clues as to whether the victim is aware of your presence, etc.

Here are some helpful hints to avoid such problems. Avoid leaving any sort of evidence. While technology is incredible in the cyberpunk world, there are ways to avoid identification. The easiest is not to have an ID number or SIN as they call it. Second, wear gloves at all times. Avoid leaving saliva or other such traces, and try to make all attacks seem humanly possible. You can also render all forensic tools useless by making the feedings look like simple muggings gone bad or such, as investigation rarely follows in such cases; there are far too many.

Also, avoid the "perfect" target; such as a victim who wanders into a dark alley. These are generally set-ups of some sort. Even if it's not the Sun Knights, it could be a gang of boosters. Keep to prey of your choosing, lure them by your own power and always be wary.

MORTALS & CHILDREN OF THE NIGHT

Assume that the average human knows the following about vampires: They are mythical creatures that rise from the grave at night to suck the blood of sleeping people. They can be scared away by crosses and can only be destroyed by a stake through the heart or by cutting off the head.

Some people may know more. The GM has full discretion as to what an individual NPC knows. Even if an NPC has enough evidence to convince him that vampires are real (such as witnessing a feeding), he may simply try to forget. Nevertheless, a COOL check vs 16 is required whenever a mortal confronts the "supernatural", or the NPC will try to get far away from the suspected vampire. Even a successful check will mean hesitancy to run and fear.

Mortals generally know very little about vampirism and what they do know is clouded by the media. This is good, because it maintains our secrecy. Those who do believe in the existence of vampires generally base this opinion on speculation, and when faced with an actual dark child, will not be so pleased to have his suspicions confirmed.

We secretly co-exist with humans, with a secret agreement. They do not bother us, and we do not bother them with our reality. While we may have the better end of the deal, I have heard few complaints. Those who know of us, and have met real vampires, are generally either very curious and earnestly seek to be dark children, or desire to destroy us. Mortals tend to be very extreme.

When generating a vampire character, there is a long background to describe, which the CyberPunk 2020 manual cannot help you with. Therefore, use the following system if you desire more depth to your vampire character's background.

1. Determine the age at which the character was made a vampire. Either roll 2d6 and add to 16, or choose.

2. Determine the vampire's age level. Choose or roll on the Vampire Age Level Table (Table IV). Then determine the exact number of Vampire Years. Roll randomly or choose. Mark down the number.

3. If A.L. 0 or 1, roll on the Lifepath tables for each year as usual, then skip to step 5.

4. If A.L. 2 and up, roll on the Life Events table (from CyberPunk 2020) for every block of five (AL 2), ten (AL 3-4) or twenty-five (AL 5-6) years. Reroll results that do not make sense. When Nothing Happened That Year comes up, treat as a hibernation lasting 1d100 years (modify according to Age Level).

5. Determine the character's master. Roll his stats normally, determine his personality according to the tables in CyberPunk 2020 and then roll or choose on tables V and VI for more info.

6. Determine if the character is in a coven and develop the Coven according to the Coven rules.

EXAMPLE: Mike's master is an Age Level II vampire, female, and a Rocker.

*W*e all have secrets from the past, histories which we would prefer to forget. Unfortunately, the past is one thing you cannot alter, no matter how hard you try. Vampires especially suffer from their past, living for so long. Whereas mortals have a few years accumulate enemies and such, we have centuries. Though the original enemy may have died, his ancestors may still bear the grudge as Humans have a strange fascination with vengeance.

On the other hand, friends may be counted on for generations if you keep in contact, but in this case, you may have some touchy explaining to do. For example, explaining why you look the same as the person in the picture of your friend's great-great grandfather's picture of his friend. Remember, do not dwell on the past, live in the present and hope for the future.

TABLE IV

Roll	Age Level
01-15	I
16-40	II
41-80	III
81-95	IV
96-00	V

TABLE V

Roll	Sex
01-50	Female
51-00	Male

TABLE VI

| Roll	Role
01-15	Rocker
16-25	Netrunner
26-35	Solo
36-45	Techie
46-55	Medtechie
56-60	Media
61-65	Cop
66-75	Corporate
76-85	Fixer
86-90	Nomad
91-95	Government Agent
96-00	Cultie

WE WALK THE NIGHT

REACTIONS

Roll on table VII for reaction results upon the first encounter between any character and NPC. Psychic powers may influence it, as may the modifiers following the table.

REACTIONS TABLE (TABLE VII)

Roll	Result
01-05	**Blind Hatred:** The NPC hates the character and will act in the worst possible way. No cooperation is possible. Will attack if possible.
06-15	**Hatred:** The NPC hates the character and may betray the character if possible. 80% chance of attacking if possible.
16-24	**Strong Dislike:** The NPC may act against the character if profitable, but otherwise will ignore the character. 30% chance of attack if possible.
25-35	**Dislike:** The NPC is not impressed, but may help the character if profitable. However, if possible, he may betray the character.
36-65	**Neutral:** The NPC doesn't really care one way or the other. Basically uninterested. May or may not help.
66-75	**Like:** The NPC is a little impressed by the character and may help if not too difficult. Probably won't betray the character.
81-95	**Strong Like:** The NPC really likes the character and will try to help as much as possible within reason. He will be very loyal.
96-00	**Love:** The NPC, if opposite sex, will fall in love with the character. If same sex, will strongly like the character. In either case, the NPC will do practically anything for the character.

REACTION MODIFIERS

-20%	In combat situation
+5%	Character seems very powerful
-10%	Character has bad rep
+5%	Per 1 Character's ATT > 8
-5%	Per 1 Character's ATT < 4
+10%	Character has good rep
+5%	NPC is opposite sex

ROOT'S 92
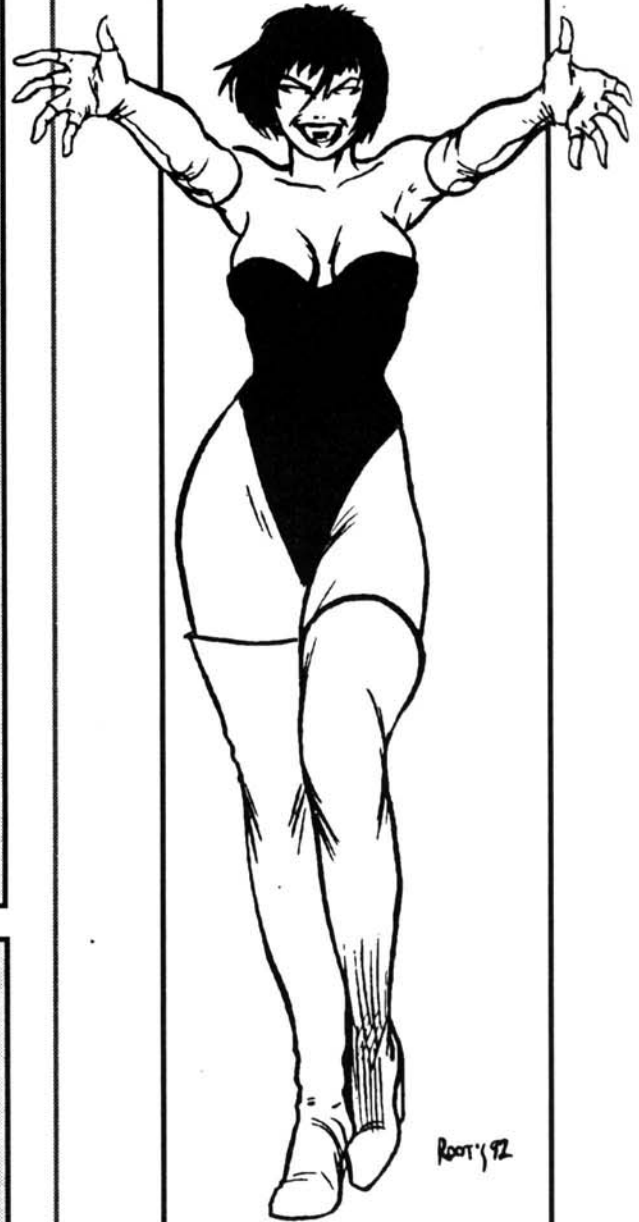
SANITY & SUICIDE

Vampires are very unstable creatures who must make EMP and COOL checks every Age Level to avoid going insane. This is done by rolling against the percentage dice against the Suicide Chance (SC) of the average of the two stats. Characters who fail the roll suffer either a total nervous breakdown (COOL) or total schitzophrenia (EMP), which leads to suicide during that Age Level. If there is no SC, there is no chance of suicide. There is a direct relationship to PSY. For every +1 PSY, there is a -0.5 EMP. Note that extremely sane people may also commit suicide, due to their extreme sanity.

EXAMPLE: Mike's COOL is 9, so he is stable and cool, a together guy. However, he also has an EMP of 3, so he is also cold and unfeeling. The average of the two is 6, and since there is no chance of suicide, he need not make checks for either Age Level.

A vampire's worst enemy is himself. This is due to the emotionally incapacitating nature of vampirism. The impact of becoming a vampire can be very disturbing, causing a great loss of sanity. There are cases of vampires who actually gain sanity from vampirism, but these are rare and special cases.

While insanity may be acceptable to some, it can be tragic. Often, insanity leads to suicide. Even worse, since we are nearly indestructible, we are forced to go to extremes to carry out our own executions. The most common method is to enter a bonfire. Not only does suicide destroy the vampire forever, it is disturbing to his brethren, which may lead to even more suicides. There have been many instances of suicide epidemics, the last being at the turn of the millennia, when our population was cut in half. Remember, sanity is a vampire's Achille's Heel.

VAMPIRE HUNTERS

There are very few competent vampire hunters. In general, vampire hunters are simply bounty hunters who have gone cyberpsycho, and find vampires everywhere. There is one organized vampire hunter group, called THE SUN KNIGHTS.

THE SUN KNIGHTS

Leader:	Simon Richards
Members:	1543
Financier:	Simon Richards
Main HQs:	Night City, Central City.
Branches:	New York, Paris, London, Hamburg, Tokyo, Melbourne, Bombay.
Resources:	4 AV-4s, 5 Osprey II, 5 private jets.
Trademark:	Sun with a glowing sword through it.
Goal:	To destroy all vampires.
Beliefs:	Vampires are unnatural and have no place on Earth.
Formation:	5-member teams.

TYPICAL MEMBER:

Stats:	INT 8, REF 9, CL 7, BOD 7, EMP 7.
Cyberware:	Cyberoptic: Thermograph, Cyberarm: Flamethrower.
Outfit:	6 thermal grenades, .454 magnum, flak vest, comlink.
Major Skills:	HVY weapons, Athletics, Awareness, Vampire-Lore.
Other:	This group is extremely militant, with very high standards. They know that vampires can only be destroyed with sunlight and fire. They identify vampires through random surveillance of streets with thermographic cameras. They only attack once they're sure they have the advantage; they're not stupid. On random encounter tables, substitute this group for Culties 20% of the time. 30% of members are strong psychics and another 60% are weak psychics.

SANITY DESCRIPTION TABLE (TABLE IX)

Score	Cool Description	EMP Description	SC
12	Deity-like calm.	Charismatic leader (Hitler)	10%
11	Extreme calm and cool.	Extremely charismatic person	5%
10	Very calm and stable.	Very charismatic and nice person	X
8-9	Stable and cool.	Friendly and likeable person.	X
7-6	Average sanity. Calm.	Nice person; can relate to others	X
5-4	Neurotic. 1 Phobia.	Friendly enough, misjudges at times	5%
3	On the Edge. 2 Phobias.	Cold, unfeeling person	20%
2	Insane. 1 Insanity.	Extremely inhuman personality	70%
1	Over the Edge. 2 Insanities	Cannot relate to reality	95%
0	Total Insane. 3 Insanities	Cannot relate to reality at all	100%

While the majority of mankind may be deluded into thinking vampires are mere myth, there is a minority of people who believe strongly in the existence of vampires, and as strongly in destroying them. These are the people we must watch out for.

In the past couple of decades, a group calling themselves the Sun Knights have arisen. I remember their early beginnings, a few psychics hunting fledglings with their telepathic powers, bumbling through the night. It was a shame that we deemed them harmless then, as they have now grown to be world-wide and have incredible resources, rivalling small corporations. And through all of this, they are relatively unknown.

A young man named Simon Richards came along one day, and decided to invest his fortune into the cult, and now they are turning profits, through investments in various stocks, to pay for their hunting activities. The worst part of this group is that they have a great deal of knowledge about vampires. It is thought that they interrogated a vampire to get the information, but I would guess it's simply their psychics getting the info.

The other reason the Knights are dangerous is that they are almost all psychics. Therefore, they are not easy enemies to defeat. They are thought to have the best psychic research facilities, and I would not doubt it.

While the Sun Knights are a great threat, they are by no means the only vampire hunters. There are many small groups, sometimes only a single hunter, ranging up to organizations involving hundreds of hunters. Luckily, these groups tend to be misinformed and lack psychic powers of any kind. While mortals in general may be weak and not worth worrying about, there are mortals like these who you should worry about.

WORLD SITUATION

As vampires, we face a world in which we are both ignored and hated. This is not a loving world, least of all a forgiving one. These times have made it even more difficult for a dark child to live a peaceful life, as technology approaches the power vampirism gives us. While the abundance of victims has not been greater since the Dark Ages, the emotional and spiritual suffering of this age is unlike any before.

As always, this may be the overall case, but the exact situation changes from locale to locale. Where there might be horrible repression in one area, another might be free. In some places, the locals might not even consider vampirism, while in others, the locals might constantly be on the watch for any sign of paleness or new-comers who shun the day. Always be aware of the conditions of your location.

These are basic situations of major locations across the globe. I consider Night City as a separate entity, as it really cannot be considered a part of any one country. It is more a country unto itself.

- NIGHT CITY: Night City is ideal for fledgling vampires. The high death rate allows for a few extra "mysterious" deaths to slip by without question. There are three main covens, none of which are extremely aggressive, knowing full well that there's enough to go around. Mind the corporations and cults, they have some inkling of our existence, and may not be as ignorant as you think.

- NORTH AMERICA: With the economic depression, North America is in shambles, with perpetual famines and droughts. The overall effect is an ideal feeding ground, with the drawback of massive depression and despair. This does rub off on the vampire population. The Canadian vampires are extremely quiet, and little is known of their activities.

- CENTRAL AMERICA: The situation has remained stable here, even through the economic depression. Vampires have a basic freedom to prey upon foreigners and peasants without reproach from any governments. Some tribes are aware of the presence of vampires. Local vampires do not welcome foreign dark children.

- SOUTH AMERICA: The jungles, almost completely extinct, are no longer home to the ancient Aztec and Mayan vampires. They have moved to the cities and indirectly control the land through government puppets. Younger vampires are frequently used as delicacies. Avoid this area if you are not an elder one. Also, drug cartels are now influenced largely by Ancients.

- **EUROPE:** Europe has stood strong through all the crises of the past decades. The vampire world is an elite one, unlike any other on the globe. Unlike other places, it's not how powerful you are, it's your lineage that counts. Who your master was, and whose his was, and so on. Of course, this may be due to the wealth spread through the various generations of vampires, but there is certainly an aristocracy in the dark-realm of Europe. Visitors are undisturbed, as long as they leave quickly.

- **MIDDLE-EAST:** After the melt-down, the middle-east became quiet. Now, it has arisen to continue its Jihad, even though half the country-side is radioactive. It was here that the first observations of the effects of large doses of radiation on vampires were made. The effects were disastrous. A number of Ancients were even further damaged by the radiation, and many of the younger ones simply died in the blasts. Those that survived have burns covering their bodies, which will never heal, and appear as humanoids, lacking many human features. Avoid this area unless you have a guide to steer you clear of radioactive areas.

- **AFRICA:** After centuries of turmoil and slavery, Africa has once again become free and independent. There is peace in the cities, yet war still exists in the jungles. Various tribes continue their ancient feuds in an age-old tradition. This is indicative of the trend Africa has followed, tradition has continued as the controlling factor. This may be detrimental to the vampire populace there, as the traditions do speak of vampirism, and the dark children are definitely hunted in some cases. If you do visit, avoid the jungles, and keep both eyes open at all times.
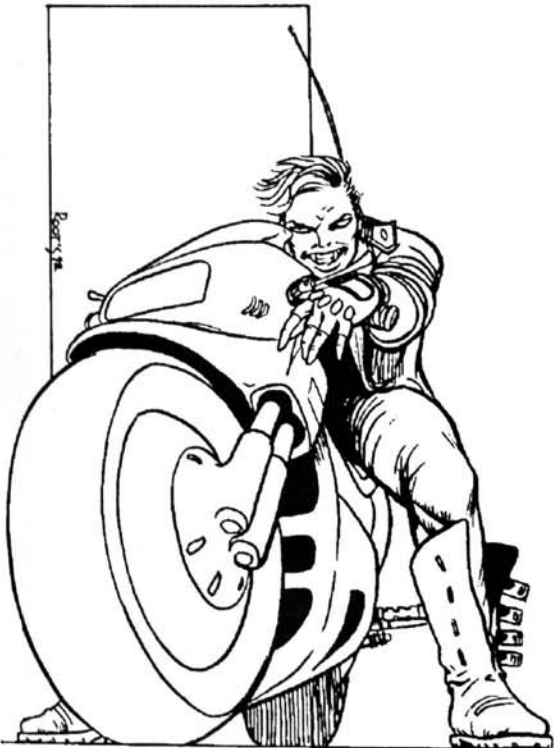
- **NORTHERN ASIA:** This area includes the Community of Idependant States, China and Mongolia. In the CIS, as always, great repression exists with vampires. The strict investigation of deaths has always kept the vampire population very low. Luckily, famines of late have allowed a slight rise in the vampire population. In China, the vampires are strictly taught where and when to feed. These rules are rigidly observed, any deviance is often punished with death. This makes for a very effective and hidden vampire network. Visitors in either area are advised to seek out covens and ascertain whether you will be welcome, and what rules you must observe.

- **SOUTHERN ASIA:** This area comprises all of Asia south of China, including Japan. These areas vary widely. The Japanese covens adhere to traditional ways, and operate usually as assassins for corporations; thus, the corporations are quite aware of the presence of vampires, and encourage it. Other countries vary, but most maintain superstitions regarding vampires, and may be observant enough to pick one out. Luckily many of these superstitions may not be applicable to a visitor.

- **OCEANIA:** This area includes Australia and the islands surrounding it, such as Malaysia and even Hawaii. In these parts, the legends of vampires are extremely old, and therefore often forgotten. This does not mean that vampirism is not present, but vampires are more careful, as deaths on the sea are often easily solved. Your treatment in these parts will vary widely, even from house to house, therefore, you should be even more cautious, as not everyone will act the same way. Vampires in these parts tend to be friendly to foreigners, although a few are hostile.

- **OFF-PLANET:** This area includes anywhere not on Earth, basically. Vampirism has once again spread into this domain along with human-kind. There are very few children of the night in space, as every death is investigated carefully. Only the elder vampires dare venture into such a dangerous realm, lacking the protection of Earth's atmosphere from the deadly Sun. Visitors are not welcome, as they tend to upset the delicate balance of allowable deaths, but do not let that hold you back. If they don't want you, they'll simply throw you outside.

PERSONALITIES

I present here five (including myself) children of the night. Two of them are famous names, which you will undoubtedly recognize, but the other couple are much less famous. They are simple people, contemporary vampires in the Cyberpunk age. Perhaps you will meet one of them one night.

DRACULA is one of the most famous vampires to date, and thus has been in hiding for quite a while. Vampire hunters would indeed delight in his demise. He has surfaced wealthier than ever, and with a new outlook. He enjoys the violent world of 2020, and is known to walk through the Combat Zones of major cities in search of a fight. He walks in his usual black cloak with his traditional garb, but goes unarmed. While he may have many children, he is by no means the "Lord of Vampires", just incredibly famous, made so by Bram Stoker.

Role: Vampire/Solo			Apparent Age: 42
Age Level: V			Age: 552
INT:	11	REF: 12	TECH: 3
COOL:	5	ATT: 11	LUCK: 6
MA:	10	BODY: (8)13	EMP: 3
PSY:	13		

Skills: Combat Sense +8, Awareness +6, Athletics +10, Handgun +6, Stealth +9, Melee +9, Seduction +8, History +4, Language: Romanian +8, Language: English +6, Driving +4.

Psychic powers: Charm +10, Mania +9, Animals +8, Telepathy +7, Transform +6, Psychokinesis +6, Hypnological +4.

Quirks: Sight of blood excites (-1); Dislikes mirrors (-1); FEAR: Holy symbols, Garlic, churches (-4); DESTROY: Stake & decapitation (-4); must sleep in a coffin with soil from his native land (-3); High MA (+6); Very dextrous (+6); hypnotic eyes (+1).

Outfit: Owns estates in Transylvania, London and Boston. He has houses in Night City, Paris and Germany and an apartment in New York. He has over $700,000 available at any time in liquid cash.

Personality: Extrovert, friendly, charming, sociopath.

ELIZABETH BATHORY is known for her infamous blood baths. She believed that applying human blood to her skin made her look younger, so she would bath in it regularly, and furthermore it had to be young women's blood. There are rumors that she is Dracula's brethren, as they are from the same era and locale, but they have yet to be confirmed. It is believed that she is presently in England. She is known in vampire society as the "Blood Queen".

Role: Vampire/Corporate			Apparent Age: 30
Age Level: IV			Age: 460
INT:	14	REF: 8	TECH: 6
COOL:	2	ATT: 12	LUCK: 6
MA:	11	BODY: (6)9	EMP: 3
PSY:	9		

Skills: Resources +10, Awareness +4, Human Perception +6, Education +10, History +8, Social +10, Wardrobe +5, Personal Grooming +6, Brawling +6, Stealth +4.

Psychic powers: Charm +10, Regeneration +8, Teleportation +8, Body Control +6, Illusion +6, Telepathy +6, Sensory +5.

Quirks: Dislikes mirrors (-1); FEAR: Holy symbols, Garlic, (-3); DESTROY: Stake & decapitation & Salt (-6); must sleep in a coffin (-2); Believes blood will make her look younger, +4 on Sculpt rolls. (+12).

Outfit: Owns estates in Hungary and London and has a mansion in Night City. She has over $625,000 available at any time in liquid cash.

Personality: Extrovert, friendly, charming, sociopath. She uses her brilliance to make people think she is just very smart, but her insanity will soon show, as she lunges after young women.

*T*HOMAS "The Demon" moves about the city, occasionally staying at Rest Cubes, sometimes hiding out in abandoned buildings. He has a secret account with $25000, but lives very modestly, always on the move. He's called "Demon" because of his trademark red glowing contacts. He is well known for being a reliable Street Samurai.

Role: Vampire/Solo			**Apparent Age:** 20
Age Level: II			Age: 45
INT:	9	REF: 13	TECH: 4
COOL:	9	ATT: 8	LUCK: 6
MA:	14	BODY: (8)11	EMP: 4
PSY:	10		

Skills: Combat Sense +6, Awareness +7, Athletics +6, Rifle +6, Pistol +8, Shadowing +5, Human Perception +6, Persuasion +2, Stealth +8, Melee +2, Tae Kwon Do +6, Hide +5, Electronic Security +2, Pick Locks +2, Forgery +3.

Psychic powers: Psychokinesis +5, Illusion +5, Body Control +3.

Quirks: FEAR: Holy Symbols, Blessed items, Churches (-6). Cannot sleep in same place more than once (-1). Very psychic (+3), Intuitive with people, +2 Reaction rolls (+4)

Outfit: .357 Desert Eagle, 2 clips, silencer, shoulder holster; street clothes, 2 flash grenades, sleeping bag, nylon carrybag.

Personality: Introvert, hates crowds, cautious, humble and honorable.

*L*IDIA is not well-known to the vampire community, but very well known with the 'runners, as the Ice-Pick. Even though she's been around for a long time, she's still regarded as one of the top 'runners.

Role: Vampire/Netrunner			**Apparent Age:** 20
Age Level: I			Age: 28
INT:	10	REF: 8	TECH: 5
COOL:	10	ATT: 10:	LUCK: 4
MA:	5	BODY: (5)6	EMP: 7
PSY:	7		

Skills: Interface +7, Awareness +6, Basic Tech +6, Education +6, Cybertech +2, Programming +4, Electronics +6, System Knowledge +4, Stealth +8, Pistol +4, Hide +3, Althetics +2, Drive +2.

Psychic powers: Illusion +4, Psychic Assault +3, Charm +3.

Quirks: FEAR: Holy Symbols (-2). DESTROY: Net attack (-4). Very calm (+3), Very attractive (+3).

Outfit: Militech Avenger, Silencer, two extra clips, shoulder holster; street clothes, kevlar vest, cybermodem, sleeping bag, nylon carrybag.

Cybernetics: Neuralware Processor: Cybermodem Link, Interface Plugs; Subdermal pocket, Cyberaudio: Phone Splice, Scrambler, Wide Band Scanner.

Personality: Secretive, Manipulative. Desires great wealth.

*V*on Konos, the author of this tome. I feel a little awkward being among such famous personalities, but perhaps you are curious about just who is behind this text. I was born in the late 10th century, the son of a Baron. I was in my late thirties when I was visited by a female friend of my father's. I suspect he never knew her truly, as she was a vampire and fell in love with me. I took her as my wive and she quickly made me like her. When my father died, I took over the Barony, along with her. Eventually, she left to see the world. By the 14th century, I was growing tired of staying in one spot, I had four fledglings, and left the Barony to my eldest.

I travelled extensively for centuries, occasionally hibernating in between this. I travelled to the New World in the 19th century, and was amazed to find a whole new society of vampires among the native American people. By the 20th century I had over thirty fledglings around the world. It was time to go, so I hibernated until 1999, and upon reawakening, found a glorious world. With my amassed fortune, I was able to buy an abandoned space station on the dark side of the moon and a spacecraft, so moved there and began writing this manuscript I suppose in the late 2010's. I have hibernated 10 times, but only three times for more than 20 years, for a total of 150 years in hibernation. While I was once beautiful, the ravages of time have left me a wreck, and I must now spend hours fixing up my appearance before I travel among humans.

Role: Vampire/Corporate				Apparent Age: 39		
Age Level: VI				Age:1037		
Rads: 175						
INT:	14	REF:	10	TECH:	6	
COOL:	14	ATT:	(12) 0	LUCK:	8	
MA:	8	BODY:	(7) 13	EMP:	4	
PSY:	17					

Skills: Resources +12, Awareness +10, Personal Grooming +6, Wardrobe & Style +4, Endurance +10, Strength Feat +10, Swimming +10, Intimidate +10, Oratory +10, Resist Torture +10, Streetwise +10, Human Perception +12, Vampire Lore +12, Forgery +10, Meditation +10, Interview +12, Social +10, Persuasion +10, Accounting +4, Anthropology +10, Biology +6, Chemistry +4, Composition +6, Diagnose Illness +10, Education +12, Hide/Evade +10, History +10, German +10, English +10, Danish +10, Gaelic +10, Greek +10, Japanese +10, French +10, Italian +10, Latin +10, Arabic +10, Cantonese +10, Tibetan +6, Russian +10, Bantu +6, Algonquin +6, Shadow +10, Wilderness Survival +10, Teaching +10, Athletics +6, Brawling +6, Dance +10, Dodge +4, Fencing +10, Rifle +6, Pilot (Spaceplane) +6, Zero-G Maneuver +4, Stealth +10, Basic Tech +7, Disguise +10, Electronics +4

Psychic powers: Astral Body +10, Mental +7, Telepathy +6, Mnemonic +6, Psychometry +4, Regeneration +3, Charm +3

Quirks: Fear: Crosses, Churches, Priests (-6); Awakens Early (+2); Very Intelligent +1 INT (+3); Can drink light beer (+1).

Outfit: Owns a large estate in Germany, real estate around the world and a small space station on the dark side of the moon. He also has a personal OTV, a permanent suite at the Crystal Palace and over 50 billion invested around the world, with 1 million in eurobucks (mad money!)

Personality: Introvert, friendly, solitary, driven, honest, intellectualist.

The hunter looks down the alley. He sees his prey. A lone man. The hunter knows fully well that this is no ordinary man, not even a man, but a blood-sucker, a vampire. Slowly he approaches, raising his flamethrower and aiming... In the next second, he drops to the ground, unconscious. When he awakens, he cannot remember what happened or why he is here, but finds himself feeling weak, drained...

The world has taken an interesting turn of consciousness, going practically full circle. In the early beginning of mankind, they knew there were things man could not understand, the unknown powers that could be found if one looked closely, but then the dawn of "reason" dismissed the unknown as simple superstition. But once again, mortals are realizing that there are powers, incomprehensible, yet present nonetheless. There is even a new branch of science, people who call themselves Parapsychologists, who study these unknown powers. They now recognize the powers of the mind.

If these reasons are not good enough for you, then obviously you are simply not interested in anything unknown or bringing the element of the unknown into the Cyberpunk game. In this case, there is nothing more to be said, but if you do wish to bring these elements into your Cyberpunk campaign, be warned: humans will generally not have psychic powers over level 2, if any. Humans will almost never have a power over level 6. You may have one NPC in all your campaign with a power of level 6, but ensure that he is the only one. Psychic powers are indeed powerful, in any hands, so keep a close watch over them.

PSYBERPUNK

Using psychic powers in a CyberPunk campaign may seem too close to Shadowrun™ for some, or just plain Un-CyberPunk. This is not so, as long as you make a few assumptions which are definitely in the CyberPunk style. First, that CyberPunk is a game of realism, mimicking our own world. In our own world, there are many people who believe in the presence of psychic powers, and there are parapsychologists who are now studying the phenomena. So why not put it into CyberPunk? The powers presented herein are as realistic as possible, reflecting powers discussed by parapsychologists.

Second, if psychic powers do exist in the world, obviously very few people have them, and even fewer have control over the powers. You'll note that in this system, the first two levels give the powers as latent, not under the character's control; and few humans will even have psychic powers at all. Thus, it does not upset balance too much, you will not have dozens of psychics running about.

Third, the dark elements of Cyberpunk are enhanced by the addition of vampires and like creatures. Not only has the world gone to hell, but it's inhabited with creatures of our worst nightmares. No goblins or elves, but the darker elements of humanity, ones that we'd like best to leave alone, to forget about. But as we are dealing with realism, the vampires cannot have wild supernatural powers, rather they are simply transformed humans with more time to study the powers available to all.

PSYCHIC POWERS VS PSIONICS

To accommodate CyberPunk players who might use the Mekton Empire™ Psionics system, simply use the skill points from character generation to buy your psionic powers. There is also a new psychic power system presented here for players who might not have the Mekton Empire sourcebook or wish to try out a new system.

For ease of conversion, the Category system of the Mekton Empire Psionics has been used. Therefore, you can change between the two systems with a bit of work. This will allow you to play with whichever psychic power system you like the most.

There is a conversion list for most powers to psionics. Transfer the skill levels normally, as both systems use the same skill costs. For powers or psionics not found, either keep it as is, or find a new power or psionic to put the points into.

GLOSSARY

Here are some terms that you may find confusing:
- **Being:** Any human or "supernatural" entity.
- **Level:** Generally refers to the skill level of the power presently being used by the character.
- **Psyche:** A stat which describes the character's spiritual strength.
- **Target:** A single human, animal or spiritual being. It can also describe an object to be affected.

PSYCHE

The PSYCHE (PSY) stat reflects the character's spiritual strength. Roll an extra 1d10 during character generation for this stat. As with other stats, the minimum is 2 and the maximum is 10 (16 for creatures such as vampires).

Psyche points are used to power psychic powers. PSY heals naturally at a rate of 1pt every 2 hours of rest or 1pt every 6 hours of activity up to the character's base PSY. (FOR EACH USE OF POWER PSY REDUCED BY 1)

When a character's reaches a PSY of 2, he will feel weak. When PSY reaches 1, the character will feel ill, making all checks at -2. At PSY 0, the character will fall unconscious until back to 1 PSY, through natural or psychic healing.

Psyche directly translates into Mekton Empire's Psionic Potential. Also, like Psi Potential, the character's Psyche limits the number of psychic power categories. Characters may not have psychic powers if their PSY is below 5; only one Category is open from 5-7; two Categories at 8; three at 9 and all four at 10 and above. The categories are Telepathy, ESP, Psychokinesis and Body Control.

The psyche. A long ignored aspect of beings which has a unique importance. It is your soul, your spirit, your essence. Protect it well, keep it healthy and you will be healthy. This especially goes for the dark children, who depend upon their spirit to keep them from withering away.

LUCK

If the GM does not wish to bring psychic powers into his campaign or does not want to add an extra stat, simply use Luck in the place of PSY. The explanation behind this is that Luck is the only "unexplained" aspect of Cyberpunk. It could be argued that Luck is simply an unconscious use of psychic powers to help you out at crucial times.

In this case, Luck points can still be used, but points spent on psychic powers take away from this as well. For purposes of simplicity, a character is allowed their total Luck to rolls or for the use of powers.

POWERS OF THE MIND

PSYCHIC POWERS

Psychic powers are bought just like skills. The point cost is 1 per one level in a psychic power. The psychic power must be in the Category of choice. However, the cost for psychic power is more than usual. Here is the cost per levels of psychic powers:

NOT APPLICABLE

Level	1	2	3	4	5	6	7	8	9	10
Cost	1	4	9	16	25	36	49	64	81	100

HUMANS & PSYCHIC POWERS

NOT APPLICABLE

Humans buying psychic powers may only buy powers that are within their Category. The Category may be chosen by the player or by the GM. It may also be randomly assigned to the character.

Human characters may not have psychic power levels in excess of level 6. This reflects the short life of humans and their inability to attain the great heights of psychic powers that require a large amount of time. However in special cases the maximum may be lifted to 8, for spiritual leaders and such people, who spend their life dedicated to the spiritual realm.

VAMPIRES & PSYCHIC POWERS

NOT APPLICABLE

Vampires, like humans, may only buy powers within their Category. However, most vampires tend to have very high PSY stats, therefore this is seldom a problem. But there are cases of vampires who lack psychic powers.

Vampires may attain a maximum level of 10 in psychic powers. However only vampires of an Age Level of III and over can reach level 10. This again reflects the time required to attain the heights of spirituality. Vampires of Age Level I have a maximum level of 6, vampires of Age Level II maximum of 8.

PSYCHIC POWER USE

When using a psychic power, just like a skill, a check is made against the difficulty level of what is being attempted, using the character's PSY+the power's level+1d10. Any modifiers also apply.

However, when the power affects a sentient target, the target may get a Defence Roll. This is secondary to the success roll, and is made again using the character's PSY+power level+1d10 against the target's PSY+1d10. The target may also gain bonuses from Meditating (see Meditation skill). If the character's total is higher than the target's, the power succeeds, but if it is equal or lower than the target's total, the power fails to affect that target. There are also the following modifiers to this roll: If the target is unconscious or unaware, -4 to his roll. If the target is fully aware, no modifier. If the character is actively blocking his mind (no other actions), +4.

A character can use up to his PSY/2 powers at once, but may only activate one per phase. The character is considered distracted for all subsequent powers after the first.

SUCCESS MODIFIER TABLE (TABLE VI)

- +3 Character is meditating successfully.
- +1 In a relaxed state
- -2 Some damage taken, but less than 4 points.
- -4 Currently engaged in combat. Wounded/Combat: If the character is wounded (-1 per 4pts) or in combat (-2).
- -4 Between 5 and 12 points of damage taken.
- -8 More than 13 points of damage taken.

RANGE MODIFIER

All powers have certain range modifiers. Depending on the category, they have different modifiers, which apply to the player's roll for success when using the power in question. All powers may use any of the listed possible ranges under each category. Only the best modifier applies to each target. Therefore a power that would affect a dear friend who was 100 meters away would get a +4 bonus, ignoring the distance modifier.

TELEPATHY

Mod.	Range
+6	**Self:** The power will affect the character alone.
+4	**Cognition, Advanced:** The power will affect a target whom the character has known for more than 1 year. Generally any friend, relative or lover.
+2	**Touch:** The power affects a target that the character is in physical contact with. Clothing does not protect the target.
0	**Cognition, Basic:** The power affects a target whom the character has known for less than a year, yet more than a week. Recent contacts fall under this category.
0	**Sight:** The power affects a target that is in an unobstructed line of sight.
-1	**Distance per 50m:** The power affects a target that is some distance away, out of sight. For every 50m, a -1 penalty is given.
-2	**Blanket*:** The power affects multiple targets. For each target above the first, a -2 penalty is given.

*This modifier, unlike the others, will always apply for every target past the first.

ESP

Mod.	Range
0	**Touch:** The power affects a target, location or item that the character is in physical contact with. Clothing does not protect the target.
-2	**Sight:** The power affects a target, location or item that is in an unobstructed line of sight.

*In the case of Precognition, there is no range modifier.

PSYCHOKINESIS

Mod.	Range
+2	**Touch:** The power affects the target that the character is in physical contact with. Clothing does not protect the target.
0	**Sight:** The power affects a target that is in an unobstructed line of sight.
-1	**Distance per 50m:** The power affects a target that is some distance away, out of sight. For every 50m, a -1 penalty is given.
-2	**Blanket*:** The power affects multiple targets. For every 5 meters cubed that the power affects, a -2 penalty is given.

*This modifier, unlike the others, will always apply for every target past the first.

SELF CONTROL POWERS

Mod.	Range
0	**Self:** All Self Control powers affect self, and no other targets.

GAINING NEW POWERS

After generating a character, it will be difficult to gain new powers. In game terms, enough skill points must be amassed (through IPs and such) to merit a new power. But within the game, the character must either gain it through a teacher, personal spiritual development or through learning from a spiritual text.

Regardless of the means, the three rolls are made on the RANDOM POWERS table and one is chosen. Then the Specialization is chosen and the character applies the skill points towards it. Development of an existing power is through IPs and skill points applied to it. The IP modifiers are listed in the psychic power explanations.

POWER RESTRICTIONS

There may be some restrictions placed upon the choice of powers by the GM. For example, if the GM does not want the strange Astral Realm, he can simply eliminate the powers related to it. The same goes for any power, even single powers can be eliminated. But there are some restrictions that are compulsory for certain species. For example, the Dream powers are all unavailable to vampires as they do not sleep; and GMs may want to restrict Cryokinesis, which could understandably make a vampire invulnerable. Feel free to modify the list of psychic powers according to the manner in which you desire to use psychic powers.

ASTRAL

The Astral realm is one of the conscious mind, much as the Dream Realm is that of the unconscious. Within the Astral realm, there lies the dimension of thought. There is now a third major dimension; after Space and Time comes Thought.

The Astral realm copies the real world, except that instead of seeing people, you see their auras and "sense" who they are. You move by thought and can travel at remarkable speeds, spanning the universe. In game terms, this means that the Astral realm has the same terrain features as our dimension, but they do not affect the astral body, as nothing is material or, rather, has any corporeality within the Astral realm. Movement within the Astral realm up to 10km per turn, and spans the universe.

Time has a very distinct relationship with our dimension. When we leave our bodies behind, the body ages as normal, and the spirit at a quarter of the speed. When completely in, the body and mind age at one sixteenth the normal speed.

NETRUNNING & POWERS OF THE MIND

There are two ways of looking at psychic powers and the Net, depending on your game's particular perspective. The first is psychic powers only affect other sentient beings, without including AIs. In this case, no powers may be used in the Net, as it is too distracting for the 'Runner.

The second perspective is that psychic powers affect electromagnetic energy, which is found in the human brain and in other sentience. However, the pattern must be similar to humans, therefore only Artifical Intelligences (AIs) can be affected. In this case, AIs' PSY is randomly rolled, 1d10. AIs can have Psyches of 1, but they may also have psychic powers.

Within the Net, telepathic powers may be used with the Range of Sight on other 'Runners and AIs. ESP and Self Control powers can be used too, with varying results depending on what is attempted. Electrokinesis can affect systems within the Net, even ones that are not AI. The difficulty levels will vary depending on what is attempted.

MUNDANE POWERS

Some Game Masters will prefer to have a pure CyberPunk campaign, free of supernatural influences; yet want to have something to surprise their players with. It's very CyberPunk to keep players on their toes, and what better way than bringing something inexplicaple into their midst. Night's Edge accounts for this with Mundane Powers. Simply leave the vampire and other creatures as they are, but take away the Powers. Replace them with Mundane Powers. These are rough equivalents of psychic powers, without anything "inexplicable" about them. That charming vampire might just have a very high Seduction skill, or a Psychokinetic man might simply be a good magician.

The Power Conversion Table includes the Mundane equivalencies. Note that they are not always complete equals, as powers will always beat the skills in terms of versatility and raw strength. However in most cases there is an equivalent skill. When there is no equivalent, simply change it to any other skill. Note that Were-wolves will present a distinct problem without their Transform power. In a Mundane CyberPunk campaign, it is suggested that you only use Lycanthropes, as Were-Wolves are dependant on their Transform power.

Here are the new skills, which can easily be added to any CyberPunk game:

- **Animal Handling (EMP):** The skill of working with and handling animals, and getting them to obey you. Note, however, that there are very few animals in any CyberPunk world. At +2, most animals will obey simple commands. At +4, you can start teaching new commands with success. At +6, impressive tricks can be taught to animals. At +8, you know how to control almost any type of animal you encounter, and can teach amazing tricks in a very short time.

- **Body Language (INT):** The skill of getting a message across through body language (how you move around and stand) and telling a person's state of mind through body language. At +2, you can tell when someone is nervous. At +4, you can tell when a person is hiding something. At +6, you can generally tell how a person is feeling at a glance. At +10, nothing gets by you, and you can figure out almost what a person is feeling and thinking in about a second.

- **Eidetic Memory (INT):** The skill of perfect memorization. The character has a photographic memory. Roll against this skill to remember things, if successful, a near perfect image will come to the character of a previous experience or sensory perception.

- **Gamble (INT):** This is not a new skill, but an additional ability. If the character knows the general odds of something happening, he can generally predict the outcome given certain probabilities.

- **Magic (REF):** The skill of illusion, of prestidigitation. The character is able to perform magic, i.e. make things disappear, alter things through the art of illusion. At +2, the character is able to perform minor parlor tricks. At +4, the character can start making large items disappear. At +6, the character can perform such feats as sawing a person in half, then putting them back together again. At +8, the character can perform tricks that very few people could ever figure out. At +10, you beat Houdini, performing tricks that baffle even the best magicians.

- **Meditation (COOL):** The skill of relaxation and clearing the mind. This skill is essential in keeping one's mind free of distractions, and successful use gives its level as a bonus to defending against Telepathic powers and half its level as a bonus to any Psychic power use.

- **Psychology (INT):** The general knowledge of the human mind. Unlike Human Perception, the character needs to know the person for a while, but will gain more insight into their mind. The character will generally know what a subject will do in a given situation. It can be used to alter a person's mood and to manipulate them to a minor degree.
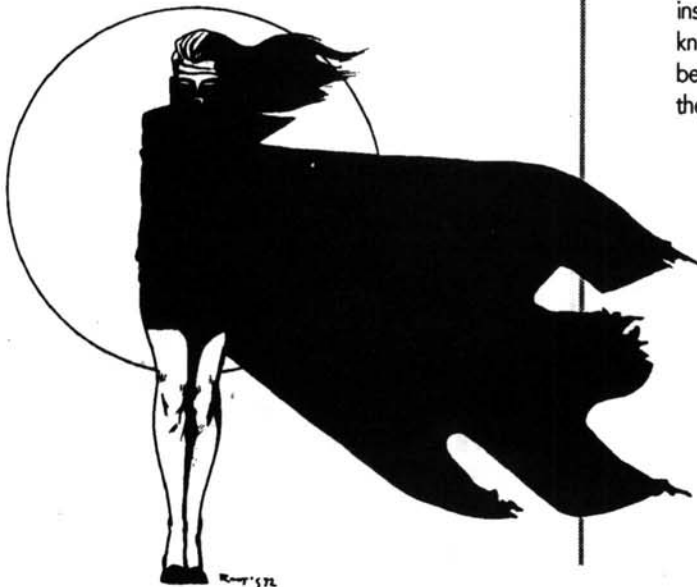
Here are descriptions of all the psychic powers. The descriptions are the effects and difficulty levels of various uses of the power. Note that any listed effect may be attempted, but success will be almost impossible for low level users.

◇ TELEPATHY POWERS ◇

ANIMALS

The character can interact with animals. Remember that there are few real animals in the Cyberpunk world.

Diff.	Ability
15	The character can detect all animals of a specified type within 100m.
20	The character can summon all animals of a specified type within 100m of his location. It takes 1d6 turns for them all to arrive. The GM determines the number.
25	The character can influence an animal, transmitting emotions and basic ideas to the animal. The animal may or may not react. Only one animal may be affected per Turn.
30	The character can communicate telepathically with the animal. The animal will communicate as it desires, also about whatever it desires. It will generally focus on something of interest to it.

CHARM

The character can influence another being's reactions.

Diff.	Ability
15	The character can influence the opinion of one target favorably or unfavorably toward a given person. This will either give a +10% or -10% modifier on Reaction rolls. The influence is only on the first impression, however this may influence later judgements.
20	The character can cause a target to like or dislike a given person. This will either give a +25% or -25% modifier on Reaction rolls. The influence is only on the first impression, however this may influence later judgements.
25	The character can influence the thoughts of a target radically, causing distrust where there was trust and trust where there was none.
35	The character can influence a target's thoughts and opinions about the world. It is more difficult with strong opinions.

CURE

The character can heal or regenerate lost PSY and COOL points.

| Diff.	Ability
15	The character can cure a minor disease in another being.
20	The character can bestow his level in TempPSY points to another being. However, it cannot raise TempPSY above 12. The extra points last for the character's level in hours.
25	The character can bestow his level in COOL points to another being. However, it cannot raise COOL above 12. Physical exertion by the being will cancel this immediately. The extra points last for the character's level in hours.
30	The character can cure a major or fatal disease in another being.
35	The character can bestow his level in EMP points to another being. However, it cannot raise EMP above its original level. The extra points last for the character's level in days.
40	The character can restore lost PermPSY points. The character can restore his level/2 worth of PermPSY points. The target's PermPSY cannot go over his original PermPSY with this power. The effects are permanent.

HYPNOLOGICAL

The character can affect another being's sleep and dreams.

Diff.	Ability
15	The character can induce sleep. For every additional target over one, add one to the difficulty level. On a successful use, each target must make a COOL check vs the character's level + 1d10. Find the amount that the target failed the check on the following table to determine the effects:

0-2	Drowsy; -1 to all checks for 3d10 min.
3-5	Exhausted; -4 to all checks for 1d10 x 30min. (1/2 if sleep)
6-9	Sleep; falls into deep sleep for 1d10+2hrs. Can be awoken.
10+	Sleep; falls into deep sleep for 2d10+4hrs. Cannot be awoken.

Diff.	Ability
20	The character can can send telepathic messages to a target through dreams. Note that the target must be asleep, and the character conscious.
25	The character can communicate with a target through dreams. Note that the target must be asleep, and the character conscious.

POWERS OF THE MIND
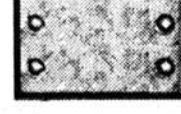
| 30 | The character can communicate and affect a target's dreams. The character can cause the target to lose a night's sleep due to nightmares, and even cause the loss of 1 COOL after five successful consecutive uses for one year. Note that the target must be asleep, and the character conscious. |

| 35 | The character can feed upon a target's regenerative sleep. The character cannot be overly active while using the power, but may be lightly active. For every night's worth of sleep the character steals, he gains either (level x 2) hrs of sleep or (level / 2) TempPSY (lasts 6hrs) points. The sleep gained reduces the number of hours the character must sleep. The target will feel as if no sleep was had for purposes of sleep deprivation, which will end up giving penalties during the day, and COOL loss of 1 for each night's sleep missed. |

ILLUSION

| | The character can alter another being's sensory perceptions. Note that these disciplines affect all senses. The check is whether the victim can overcome the false sensory input. Each use lasts for the power's level in minutes. |

Diff.	Ability
10	The character can make the target see a two-dimensional image, up to (level^2)m wide and high.
15	The character can make the target see something else over a real object, thus not see the object for what it really is. The object to be covered may be up to (level^3)m wide and immobile.
20	The character can make the target see unreal images which must be exaggerated and unnatural. The images can be three dimensional and up to (level^3)m wide. May require COOL checks.
25	The character sends the message to the target's mind that he does not exist, and therefore is not sensing his presence. In effect, it renders the character invisible to the target.
30	The character can make the target's senses act as if they are blind. A separate roll must be made for each sense, but cost applies to blinding all five senses.
35	The character can make the target see realistic images which may take the form of objects or people, and can be up to (level^3)m wide. Target will react as if illusion is real.

MANIA

| | The character can alter moods and emotions of a being. |

Diff.	Ability
10	The character can feel the present emotion of a target. One more emotion can be felt per level.
15	The character can amplify a target's present emotion by his level's power. Thus, a 6th level Amplify on a target who was angry would make him six times more angry after its use.
20	The character can calm a target's present emotion by his level's power. Thus, a 6th level Calm on a target who was angry would make him six times less angry after its use.
25	The character can make the target feel very depressed or very happy. EMP±1 per level for the duration.
30	The character can make the target feel serene or terrified. COOL -1 per level for the duration. The duration is the power's level x 5 minutes.
35	The target can be made to fear a particular type of item or being desired by the character. When dealing with phobic item/being COOL -2 per level, with a COOL check. This lasts for the power's level x 5 minutes.

MENTAL

| | The character can read the thoughts and mind of another being. All information is gained in descending order of secrecy. |

Diff.	Ability
15	The character can learn the true identity (real name, birthdate, etc.) of the target. One major piece of information about the victim's identity is learned per level per use.
20	The character can learn the surface thoughts of the target. One thought per level per use is gained.
25	The character can learn the prime (even hidden) motivations of the target. The character learns one major motivation per level per use.
30	The character can learn hidden information from the target. One major piece of information per level per use is gained.
35	The character can search for memories of a particular time in the target's past, and see them for himself.

MENTAL ASSAULT

| | The character can assault another being's mental faculties. |

Diff.	Ability
15	The character can send brief spurts of mental energy causing constant distractions. The target will be unable to concentrate on anything; all skills are at -1 per level. Lasts for the power's level in turns.
20	The character can make the target feel very confused. INT -1 per level for the duration. The duration is the power's level x 5 minutes.

| 25 | The character can send a surge of mental energy causing a mental overload and unconsciousness for the power's level x 2 turns. |

| 30 | The character can make the target very unlucky for the duration. LUCK -1 per level for the duration. The duration is level x 12 hours. |

| 40 | The character can send a violent surge of mental energy. The target takes (level + 1d10) pts of damage to the brain (loses 1 INT per 10 pts of damage, cumulative). |

MNEMONIC

The character can alter the memories of a being and himself. All durations are for the power's level x 5 minutes.

Diff.	Ability
15	The character can force memories into the conscious of the target. The target will be unable to forget those memories except through hypnosis.
20	The character can force memories deep into the subconscious of the target. Hypnosis can bring the memories back. The character can force the duration's worth of memories per use.
25	The character can erase a target's memories. He can permanently erase the duration's worth per use.
30	The character can insert new memories into the mind of the target. For all intents and purposes, the target will see these new memories as perfectly real, but if the character simply inserts new memories over old ones, the old memories will not disappear.

PSYCHIC ASSAULT

The character can attack another being's spirit.

Diff.	Ability
15	The character can send a surge of psychic energy causing a temporary system shock. The taget will lose one phase per level and must make a new success check at -1 per level for every power he is currently using.
25	The character can make outright attacks on another character's PSY. The target loses (level)d10 TempPSY per attack.
35	The character can force a target into a psychic duel. Each turn, the contestants roll 1d10 and add their Base Attack. The loser each turn loses 1 TempPSY. The first to reach a TempPSY of 0 falls unconscious and lies in a coma for (PermPSY of winner) days thereafter. The loser can never attack the winner psychically again.

SENSORY

The character can heighten his own senses.

Diff.	Ability
15	The character can heighten one or more of his five senses. One sense is heightened per use by +1 per level. It lasts for the power's level in turns.
20	The character can hear beyond his normal range. The character must specify where he is listening and may only listen at (his level) number of different places per use. The power lasts for the power's level in turns.
20	The character can see beyond his normal range. This is not the same as Astral Sight. The character must specify where he is looking and may only look at (his level) number of different places per use. The duration is the power's level in turns.
30	The character can find the location of the target in question within 10 (+1 per level) km. The character must know the target's real name or possess an imprinted item of the target, or -10 to success.
35	The character is aware of all beings (their location and basic identity) within range. The character must remain immobile. Note that psychically invisible beings are not detected. It lasts for the power's level in minutes.

TELEPATHY

The character can communicate with other beings. Note that all telepathic powers translate automatically, so there are no language barriers.

Diff.	Ability
15	The character can send a message to another being's mind. This message goes through the target's subconscious. Failure means message gets trapped there and the target will not receive it. The target will not know the origin of the message. If the character knows the target's real name, there is no range barrier. It lasts for the power's level in turns.
20	The character can communicate with another being mentally. The target may respond for the duration. If the character knows the target's real name, there is no range barrier. The duration is the power's level in minutes.
25	The character can merge his consciousness with another being's. While the two minds are united, the character knows most surface information of the target and vice versa (this can be blocked by the character by expending an extra 1 PSY) and conversation is possible. The duration is the power's level x 5 minutes.
35	The character sends a message to the target's subconscious, specifically with the intent of bringing that tagret to a particular location. The target will be drawn to that location until arrival. The character must know the real name of the target. The target will have a mental picture of the location, but not know why he is drawn to it or who is drawing him.

ASTRAL

The character can operate in the Astral realm using his spirit as the medium.

Diff.	Ability
15	The character is able to see phased objects and anything within range in the Astral realm.
25	The character can travel with an off-shoot of his spirit, travelling at (level)km/turn. If this off-shoot does not return, the character loses 1 PSY for 1d10 (-1 per level) days.

PRECOGNITION

The character can predict the most probable future.

Diff.	Ability
15	The character get a bad feeling when something bad is about to happen. But only seconds before and with no idea of what will happen. Whenever something bad is going to happen to the character, the GM makes a check. Make the check (his level + 1d6) turns before it will happen.
20	The character can sense a major event in the victim's very near-future by touching him. Whenever the character comes in contact with a victim, make a success roll. One major event is detected per level per use, in descending order of importance.
30	The character gets random visions of the far future. They range from 5 days to 1000 years in the future. The farther ones have no real bearing, but the character will not know when these visions will be realized. Make a check every day of play time; if successful, the character gets a vision from the future. Describe it, using Nostradamus for ideas.

PSYCHOMETRY

The character can see the history of items, places and beings.

Diff.	Ability
15	The character can sense all who have touched/been in contact with the person/item/location, up to (level^2) in years in the past.
20	The character can see one major event in the person's past per level, in descending order of importance.
25	The character can see one major event in the location's past per level, in descending order of importance.
30	The character can see one major event in the item's past per level, in descending order of importance.

CRYOKINESIS

The character can lower temperatures. Room temperature is about 20°. Anything below that will be noticeably cold. 10° will feel chilly. At 5°, plants will start to wither and people will be very uncomfortable. At 0°, water freezes, and people are extremely uncomfortable. For every -5° below 0, reduce the time to get frostbite by 1 minute, starting from five minutes. Plants will definitely freeze and get brittle, dying in a few hours unless reheated properly. Thus bringing the room down past -25° will cause frostbite after only a few seconds. Metal will become brittle at -15°, with guns misfiring past -20°. Electronics will freeze up below -5°. Note that you cannot go below absolute zero (-273°)!

Diff.	Ability
15	The character can cool 1 meter cubed per Power level by 1° per Power level per turn of use. Each use lasts one turn.
25	The character can cool 1 meter cubed per Power level by 2° per Power level per turn of use. Each use lasts one turn.
35	The character can cool 1 meter cubed per Power level by 4° per Power level per turn of use. Each use lasts one turn.

ELECTROKINESIS

The character can manipulate electricity. Electricity is measured in Electricity Points (EPs). A being will take 1d6 pts of damage per 1 EP, and a Stun check with a -1 penalty per 1 EP. One EP is also equal to 1 MU worth of memory in a computer. Single shocks over 5 EPs will cause a system shock. The character must make a BOD check vs 10+EPs, or suffer a heart attack. The character must make a Death Save with a -1 per 2 EPs penalty. Single shocks over 8 EPs will cause metal to fuse and electronics vulnerable to surges to shut down.

Diff.	Ability
15	The character can emit a powerful electrical charge. All in contact with the character take Power level / 2 d6 points of damage.
20	The character can diffuse 1d6 points of electricity damage per level.
25	The character can disrupt electrical equipment. This is either permanent or a conscious effort. This character is a menace in any technological society, and will be shunned if recognized. Disrupted items will either act strangely or cease to function.
30	The character can emit a short lightning bolt from his body to a target within range. The bolt does (level) d6 points of damage if it hits. The lightning bolt can reach the Power level x 10m away.

35	The character can alter the flow of existing electricity. The character could write a new program, as long as he is able to complete the MU requirement and is in the Net.

HEALING

The character can heal himself and others of physical damage.

Diff.	Ability
20	The character encourages swift healing in the victim's body, accelerating healing by (level/2)pts per day. Lasts for the Power's level in days.
25	The character can mend broken limbs and ruptured organs psychically. The character can heal (level)pts of damage per use. It can also be used to stabilize a being per use. Permanent.
30	The character phases parts of his body and organs so that he can perform surgery without physically entering the body. Medical skill is still required for the actual surgery. Reduces the chance of infection or complications by 10% per level. Lasts for Power's level x 5 minutes.
35	The character can bring another being back to life. The victim must not have been dead more than (level²)minutes.

KINESIS

The character can manipulate kinetic energy.

DIFF	ABILITY
15	The character can emit a powerful bulk kinetic force from his body. It causes (level/2)d6 pts of damage if it hits.
20	The character produces a mental cushion which breaks down kinetic energy before it can hit the character. Kinetic damage is reduced by (10 x level)%.
25	The character can emit a powerful sharp kinetic force from his body. It causes (level)d6 pts of damage if it hits.
30	The character can fly using raw kinetic energy. The character must go quickly, never slower than 60km/h, +10km/h per level. This lasts for the power's level x 10 minutes. It will raise the character 10m per 10km/h of speed per minute. Therefore, after 5 minutes at 100km/h, a character could be 500m in the air. Don't forget to descend (max 20m a minute) before the power ends.

MATTER ALTERATION

The character can alter, create and destroy matter.

Diff.	Ability
15	The character can alter the shape of inorganic materials as desired. He cannot change its density or composition.
20	The character can create new matter out of incidental energy in the air. The character can create matter of average density, of any normal material and in any desired shape, varying by (10 x level)% up or down.
25	The character can alter the size and density of inorganic materials by (10 x level)% up or down per turn.
30	The character can destroy matter by scattering its atoms. He can destroy matter of average density, of any normal material and in any desired shape, varying by (10 x level)% up or down.
35	The character can create new matter out of incidental energy in the air. It will be of of average density, of any normal material and in any desired shape, varying by (10 x level)% up or down. This matter is permanently real.

PSYCHOKINESIS

The character can move matter in various ways.

Diff.	Ability
15	The character can manipulate objects in a very precise way. He can exert (level2) kg of pressure, which can be used to pick locks or handcuffs, cut wires, press buttons, etc. It can also be used to perform such actions as pulling a trigger, writing a message with a pen or even jamming a gun (a real feat!).
20	The character can manipulate objects. Up to the power's level x 10 kilograms can be moved at a time at a maxiumum rate of 10km/h.
35	The character can manipulate objects. Up to the power's level in tonnes can be moved at a time at a maximum rate of 10km/h.

PYROKINESIS

The character can raise temperatures. Past 30°, humans will feel very uncomfortable if dressed normally. Beyond 40°, a human will be flushed and become fatigued very quickly. At 50° or more, metal becomes extremely hot to the touch, plants will wilt and humans may pass out. Heating anything past 40° in less than five turns may cause flammable materials to burst into flames. Plastic generally melts around 60°, and metal around 500°.

Diff.	Ability
15	The character can heat 1 meter cubed per Power level by 1° per Power level per turn of use. Each use lasts one turn.
25	The character can heat 1 meter cubed per Power level by 2° per Power level per turn of use. Each use lasts one turn.
35	The character can heat 1 meter cubed per Power level by 4° per Power level per turn of use. Each use lasts one turn.

RADIKINESIS

The character can affect radiation.

Diff.	Ability
15	The character can jam and disrupt radio waves. Increases difficulty of getting transmissions through by (level x 2) per use. Base difficulty for getting transmissions through is 5.
25	The character can reflect X-rays and Gamma rays; all other forms of radiation can get through. This can be used to lessen rad damage or negate it, very useful in outer space. Reflects (level) rads per hour.
35	The character can aim gamma radiation at another being. He sends (level) Rads per use and takes 1/(level x 2) of the rads himself.

TELEPORTATION

The character can move at such incredible speeds that it seems instantaneous. Difficulty level depends on distance as well as the circumstances of the location. Add the two together to get the final difficulty.

Diff.	Ability
5	DISTANCE: The distance to be teleported is between 1 and 100 meters.
10	DISTANCE: The distance to be teleported is between 101 and 250 meters.
15	DISTANCE: The distance to be teleported is between 251 and 500 meters.
20	DISTANCE: The distance to be teleported is between 501 and 2500 meters.
25	DISTANCE: The distance to be teleported is between 2.5 and 10 kilometers.
5	LOCATION: Location to be teleported to is in sight.
10	LOCATION: Location to be teleported to is well known.
30	LOCATION: Location to be teleported to is unknown.

SELF CONTROL POWERS

ASTRAL BODY

The character can travel through the Astral Realm using his body as the medium.

Diff.	Ability
15	The character can phase objects, causing them to enter the Astral Realm, and making them incorporeal.
25	The character can cause his body to enter the Astral Realm for short periods of time, rendering himself and all attached items incorporeal and invisible.
35	The character can cause his body to enter the Astral Realm bodily, rendering himself and all attached items incorporeal and invisible. He can travel (level x 100)m per level.

BODY CONTROL

The character is able to control his own body and affect it.

Diff.	Ability
15	The character can get a second wind. He may ignore Stun checks, and does not have to make Death Saves for the duration. Endurance is normal, and no pain is felt, but once ended, all effects negated previously must be administered immediately.
25	The character can control his internal workings. He can slow his heart rate to near death, thus needing little or no oxygen, or cut off certain sensations and needs, such as hunger and pain. It can also be used to negate gas effects. Cannot heal damage though.
30	The character can alter the shape of his flesh. This can be used to alter body parts and appearance. Cannot heal the body, but can cover scars and stop bleeding. Hair can be grown faster or in different colors and other outer surfaces can be changed. Consider it raising ATT by 1 per every ten uses.

PSYCHIC FOCUS

The character is able to focus his energy into boosting abilities.

Diff.	Ability
15	The character can improve REF, ATT, BT or MA by 1 per 3 Power levels per use. Lasts Power level x 1 turn. Maximum of 12.
25	The character can improve REF, ATT, BT or MA by 1 per 2 Power levels per use. Lasts Power level x 1 turn. Maximum of 14.
35	The character can improve REF, ATT, BT or MA by 1 per 1 Power levels per use. Lasts Power level x 1 turn. Maximum of 16.

REGENERATION

The character is able to regenerate at an accelerated rate.

Diff.	Ability
15	The character's healing of both physical and mental capabilities are improved by 1.5 times per use. Each use lasts for 1 day.
25	The character's healing of both physical and mental capabilities are improved by 2 times per use. Each use lasts for 1 day.
35	The character's healing of both physical and mental capabilities are improved by 3 times per use. Each use lasts for 1 day.

TRANSFORM

The character can change his shape much in the same way as a bio-sculpt job. Changes are not permanent.

Diff.	Ability
15	The character can alter his body to take on minor aspects of a specific animal, for example grow longer teeths, nails or hair. The changes take 10 minutes.
25	The character can alter bone structure and weight to a small extent. Target BOD must remain within 1. Cannot affect muscle structure. The changes take 8 minutes.
35	The character can alter bone structure and muscle composition. Major changes possible, but target BOD must remain within 3. Very Painful. The changes take 6 minutes.

PSYCHIC SKILL LEVEL COST TABLE

LORD OF CHAP NOT USED

Level	1	2	3	4	5	6	7	8	9	10
Cost	1	4	9	16	25	36	49	64	81	100

PSYCHIC POWERS SUCCESS MODIFIER TABLE

+3	Character is meditating successfully.
+1	In a relaxed state
-2	Less than 4 points of damage taken.
-4	Currently engaged in combat. Wounded/Combat: If the character is wounded (-1 per 4pts) or in combat (-2).
-4	Between 5 and 12 points of damage taken.
-8	More than 13 points of damage taken.

PSYCHIC POWERS RANGE MODIFIERS

Modifier	Range
+6	TELEPATHY: Self
+4	TELEPATHY: Cognition, Advanced
+2	TELEPATHY: Touch
0	TELEPATHY: Cognition, Basic
0	TELEPATHY: Sight
-1	TELEPATHY: Distance per 50m
-2	TELEPATHY: Blanket*
0	ESP: Touch
-2	ESP: Sight
+2	PSYCHOKINESIS: Touch
0	PSYCHOKINESIS: Sight
-1	PSYCHOKINESIS: Distance per 50m
-2	PSYCHOKINESIS: Blanket*
0	SELF CONTROL: Self

*This modifier, unlike the others, will always apply for every target past the first.

Note that in the case of Precognition there is no range modifier.

RANDOM PSYCHIC POWER TABLE

1-3	Telepathy	4	ESP	5-8	Pyschokinetic	9-10	Self Control
2	Animals	1-4	Astral	1	Cryokinesis	1	Astral Body
3-4	Charm	5	Precognition	2	Electrokinesis	2-3	Body Control
5	Cure	6-10	Psychometry	3	Healing	5-8	Psychic Focus
6	Hypnological			4	Kinesis	9	Regeneration
7	Illusion			5	Matter Alteration	10	Transform
8-10	Mania			6-7	Psychokinesis		
11-12	Mental			8	Pyrokinesis		
13	Mental Assault			9	Radikinesis		
14	Mnemonic			10	Teleportation		
15	Psychic Assault						
16-17	Sensory						
18-20	Telepathy						

POWER-PSIONIC CONVERSION TABLE

Category	Power	Psionic	Skill
Telepathy	Animals	None	Animal Handling*/Zoology
	Charm	Telesuggestion	Persuasion/Seduction
	Cure	None	None
	Hypnological	None	None
	Illusion	Telepathic Illusion	Magic*
	Mania	Empathic Sending	Human Perception/Psychology
	Mental	None	Human Perception/Awareness
	Mental Assault	Mental Attack	None
	Mnemonic	None	Eidetic Memory*
	Psychic Assault	None	None
	Sensory	Telesense	Awareness
	Telepathy	Telepathic Sending	Body Language*
ESP	Astral	Aura Viewing	None
	Precognition	Precognition	Gamble*
	Psychometry	Retrocognition	History/Expert: Appropriate Field
Pyschokinetic	Cryokinesis	None	None
	Electrokinesis	None	None
	Healing	Psychic Healing	Medical Tech
	Kinesis	Telekinetic Punch/Throw	Martial Arts
	Matter Alteration	None	None
	Psychokinesis	Telekinesis	Magic*
	Pyrokinesis	Pyrokinesis	None
	Radikinesis	None	None
	Teleportation	Teleportation	Magic*
Self Control	Astral Body	None	None
	Body Control	Body Control	Meditation
	Psychic Focus	Strength/Reflexes Boost	Strength Feat
	Regeneration	Self Healing	None
	Transform	None	None

* see Mundane Powers

GATEWAY INTO THE NIGHT

And the night was dark, aimless wanderers scattered here and there along the decrepid streets. Stepping out of the dark apartment, he surveyed the night. Nothing unusual tonight. He pats his side, and is reassured by the bulge of the .44 magnum. Now he's ready to pass through the gateway to the night.

VAMPIRE CHARACTER GENERATION

These are the condensed rules on creating a vampire character in the CyberPunk game using the rules found throughout this supplement. Please refer to the appropriate section for clarification.

1. First, take out a fresh CyberPunk 2020 character sheet and the CYBERPUNK 2020 manual. Decide on the point total of your characters. Either roll 10d10 or 2d6 for each of the 10 stats. Don't forget to include Psyche (PSY). If a character is vampire, roll either 1d10 or 2d6 for the added PSY stat.

2. Determine the character's age at "death" by rolling 2d6 and adding to 16. Modify according to personal tastes.

3. Determine Age Level, either by rolling on Table I or choose. Then determine the exact number of vampires years, either randomly or by choosing. PC Roll refer to the random Age Level of a Player Character as opposed to NPC Roll which refers to the random Age Level of a Non-Player Character. A.L. is the Age Level. V.Y. is the amount of years the character was a vampire.

4. Apply the stat changes and note any special benefits due to Age Level. Consult Table II for more on this.

VAMPIRE AGE LEVEL TABLE (TABLE I)

PC Roll	NPC Roll	A.L.	Title	V.Y.
1-5	1-2	0	Fledgling	0-1
6-8	3-4	1	Young	2-20*
10	5-7	2	Adolescent	21-100
X	8	3	Mature	101-200
X	9	4	Old	201-500
X	10	5	Very Old	501-999
X	X	6	Ancient	1000+

*Past this Age Level, characters cannot have cybernetics.

SKILL POINTS TABLE (TABLE III)

A.L.	Title	# Per V.Y.	Total A.L.
0	Fledgling	6	6
1	Young	3	54
2	Adolescent	2	160
3	Mature	1	100
4	Old	1	300
5	Very Old	0.5	99
6	Ancient	0.2	?

AGE LEVEL CHANGES TABLE (TABLE II)

A.L.	Stat Changes	Feed Rate	Healing	Special
0	REF +1, CL -1; MA +1; EMP -1; PSY +1	1/3 days	4/day	-
1	REF +1, BOD +1; EMP -1, PSY +1	1/7 days	5/day	-
2	CL -1; ATT +1; MA +1; BOD +1; PSY +1	1/14 days	6/day	-
3	INT +1;CL +1;AT +1;BD +1;EMP -1; PSY +1	1/30 days	7/day	S.P. 2
4	INT +1; REF +2; MA +1; BOD +1	1/6 months	8/day	S.P. 4
5	INT +1, CL +1, ATT +1; MA +1; PSY +2	1/year	9/day	S.P. 8
6	INT +1, CL +2,ATT +1;BD +2,EMP -1;PSY +2	1/5 years	10/day	S.P. 12

Roor '92

5. Determine number of skill points alloted. 40 for basic skill package + (INT + REF) + X. X is found by finding the total number allowed according to Vampire Years on Table III. The original 40 points must be spent on the career package skills, but the rest can be spent on skills. Allot a certain number of points to psychic powers according to the costs from table IV, determine what levels are desired, but not the powers yet. # Per V.Y is the maximum number of skill points gained per Vampire Year. Total A.L. is the total number of skill points gained after completing each Age Level.

6. Determine what sort of a psychic the character is by using table V or by choosing. Once the Category or Categories have been chosen or rolled for, the specific powers may be bought.

7. Determine Quirks. Every character must have at least 3. Total of all quirks must equal 0.

- STAT QUIRKS
  - +1 to a stat of choice ....+3
  - -1 to a stat of choice ....-3

- EDUCATION QUIRKS
  - +1 Skill Point ....+2
  - -1 Skill Point ....-2

- DESTRUCTION QUIRKS*
  (a strong belief that an item or action will kill it)
  - Stake through the heart ....-4
  - Pour boiling oil/holy water on ....-5
  - Decapitation with shovel ....-4
  - Put poppy seeds on grave ....-6
  - Coin or other object in mouth ....-6
  - Bury at crossroads ....-2
  - Immersion in water (specific type) ....-6

    *See HIGH STAKES AND LOSING YOUR HEAD for more details on these.

- FEAR QUIRKS*
  (a strong fear of an item or place)
  - Crosses/Other Holy symbols ....-3
  - Cannot enter Churches ....-1
  - Garlic/Other common herb ....-3
  - Other Holy items ....-2
  - Silver/wood ....-4

    *Cause 1d6 damage per hit, per -1. Damage is healed at 1/2 normal rate.

- MISCELLANEOUS
  - Stench of grave ....-4
  - Physical Deformity ....-2
  - Awakens earlier than usual ....+2
  - Awakens later than usual ....-2
  - Must sleep in coffin ....-2
  - Must sleep on bodies ....-4
  - Cannot cross running water/line of salt.............-3

8. Determine the character's past. If A.L. 0 or 1, roll on the Lifepath tables for each year as usual. If A.L. 2 or higher, roll on the Life Events table (from CYBERPUNK 2020) for every block of five (AL 2), ten (AL 3-4) or twenty-five (AL 5-6) years. Reroll results that do not make sense. When Nothing Happened That Year comes up, treat as a hibernation lasting 1d100 years (modify depending on Age Level). Then determine what the character's master is like and decide whether the character is in a coven.

9. Determine amount of money the character has according to Table VI, then buy equipment and such from the CYBERPUNK 2020 book.

10. Finish up the character and you're ready for play.

PSYCHIC SKILL LEVEL COST (TABLE IV)

Level	1	2	3	4	5	6	7	8	9	10
Cost	1	4	9	16	25	36	49	64	81	100

RANDOM CATEGORY TABLE (TABLE V)

Roll	Result	Roll	Result
1-4	Telepathic	6-9	Psychokinetic
5	ESP	10	Self Control

WEALTH ACCUMULATION TABLE (TABLE I)

A.L.	Formula		1	2	3	4	5	6	7	8	9	10
						TAW Modifier (in %)						
0	BASE	= TAW	-10	-5	-	-	-	-	-	-	+5	+10
1	BASE x V.Y.	= TAW	-15	-10	-5	-	-	-	-	+5	+10	+15
2	BASE x V.Y.	= TAW	-20	-15	-10	-5	-	-	+5	+10	+15	+20
3-4	BASE x (V.Y. / 2)	= TAW	-25	-20	-15	-10	-5	+5	+10	+15	+20	+25
5	BASE x (V.Y. / 3)	= TAW	-30	-25	-20	-15	-10	+10	+15	+20	+25	+30
6	BASE x (V.Y. / 5)	= TAW	-35	-30	-25	-20	-15	+15	+20	+25	+30	+35

*Note: Subtract years spent in Hibernation from total V.Y.

HARRIS STONE

Role: Solo/Hunter			Apparent Age: -
Age Level: -			Age: 26
INT:	9	REF: 10	TECH: 3
COOL:	7	ATT: 4	LUCK: 6
MA:	6	BODY: 6	EMP: 5 (3)
PSY:	7		

Skills: <u>Combat Sense +8</u>, Awareness +6, Rifle +8, Stealth +6, Martial Arts +6, Handgun +4, Athletics +2, Vampire Lore +4, Human Perception +8, Driving +2, Streetwise +2, Shadow/Track +3.

Psychic Powers: None.

Cybernetics: Biomonitor, Adrenal Booster, Motion Detector; Cyberoptic: Thermograph, Lowlight, Anti Dazzle.

Outfit: Armalite 44, 2 Clips, Shoulder Holster, 2 Dazzle Grenades, 4 Incendiary Grenades, Light Armor Jacket, Generic Chic outfit, Sleeping Bag, Nylon Carrybag, Citycar.

Personality: Cold hearted killer. Furious that a vampire killed his lover, he seeks to destroy all vampires. Motivated by vengeance.

Description: A Lone Wolf hunter, Harris is in contact with the Sun Knights, but does not trust them. He knows that vampires burn "real well", so carries the incendiary grenades to finish off the vampires he stuns with his Armalite 44. He has been tracking a vampire named Mike for a while.

MIKE SMYTHE

Role: Vampire/Cop			Apparent Age: 22
Age Level: I			Age: 28
INT:	9	REF: 11	TECH: 2
COOL:	9	ATT: 9	LUCK: 5
MA:	9	BODY: (7) 8	EMP: 3
PSY:	12		

Skills: <u>Authority +4</u>, Awareness +9, Human Perception +5, Brawling +4, Handgun +6, Streetwise +7, Interrogation +6, Driving +6, Strength Feat +4, Stealth +8.

Psychic Powers: Teleportation +3, Charm +3, Psychometry +2.

Quirks: Sight of blood excites (-1); FEAR: Holy symbols, Garlic, churches, Netspace (-5); Must sleep in a coffin (-2); High MA (+6); Very good senses [Awareness +1] (+2).

Cybernetics: Cyberaudio: Amplified Hearing, Radio Splice, Scrambler, Bug Detector, Voice Stress Analyser, Wide Band Scanner.

Outfit: Sternmeyer 35, 2 clips, Shoulder Holster, Cybermag 15, Ankle Holster, Businesswear outfit, Citycar, Cellular phone, PlasKuffs, 2 room apartment.

Personality: Cold, but calm. Doesn't raise his voice, yet the simmering power shows through.

Description: Mike is a beat cop, and wants to stay that way. He has enough friends in the Force that his loyalty is never questioned. He is a fantastic cop since he can tell who has committed murders with his Psychometry. He was made a vampire because his master noted his intuitive powers, and thought he would make a good vampire. Except for Mike's bloodthirsty side, he is a good guy.

LUNACY

L ike a silver dollar, the moon appeared from behind the clouds. This would mark the last night of the full moon, and the last night in which to kill. The beast within hungered for the ecstasy death would bring. For, this is the way of the Wolven, and their... Lunacy.

While vampires may hold a large audience in horror films, the were-wolf has also gained acclaim as a beast of fame. But, unlike the vampire, the were-wolf represents the savagery that the human spirit is capable of, being a beast that kills with unrivaled brutality, often tearing victims to pieces.

It is difficult to sympathize with this brute, but after speaking with a number of them, I found that the issue is not black and white. For they are not the unfeeling creatures that we believe them to be.

Before I look at the real were-wolf, I will examine the more common version, which we call Lycanthropes. These are cousins to the were-wolf, usually created by were-wolves, but lacking the more sensational aspects of the legendary were-wolf. I have enlisted the aid of Amanda, a lycanthrope of 30 years to help explain them.

THE LYCANTHROPE

Lycanthropes are a sub-race of were-wolves. They are much less powerful, yet have some "supernatural" powers.

CREATION

Lycanthropes are humans whose blood stream is contaminated by less than half a pint of Wolven blood (see WERE-WOLVES). This usually occurs during a were-wolf attack, wherein only one hit occurs (60% chance of victim becoming lycanthrope in this case). Vampires and other "supernatural" beings cannot contract the disease, due to metabolic differences inherent in the diseases.

Lycanthropy can be artificially produced by a chance combination of chemicals entering the human's blood stream within a short period. This is rare, but accounts for 10% of the Lycanthrope population (0.5% chance per character of contracting it this way at any time in his life, rolled once per character).

Note that lycanthropes cannot create other lycanthropes, as there is an insufficient amount of Wolven blood. Adding Vampiric blood creates a very volatile creature which will lose all EMP within a week.

LYCANTHROPY

A character afflicted with lycanthropy (it is a disease), will appear perfectly normal. A blood test will merely show a small sample of a foreign agent. The character's COOL will get a permanent +1 and a permanent -1 to EMP.

For the three days before the first night of the full moon, the character's eyes will seem to glow. This is a bio-chemical reaction which will seem harmless to any medical scrutiny, although the cause will be unknown to the doctors. Also, the character will be irritable, as the character begins to develop an increasingly strong urge to kill.

During the nights of the full moon (regardless of whether the moon is visible or not), the character will have an extremely strong urge to kill (EMP -1 per night of the full moon, regained upon killing). The character may make INT checks to avoid killing certain people. Right before the intended murder, the character will gain in strength and reflexes (BOD +2, REF +2, STUN -4), and will have those increases for 10 turns thereafter. This may be called upon only six times, and only right before a kill during the full moon.

If the character is unable to kill anyone for a full moon phase, he will lose 2 EMP. They will not be regained unless he is able to kill (number missed x 2 + 1) victims the following full moon phase. Every time the character misses killing a victim, he loses the 2 EMP points. Once he reaches an EMP of 0, he goes completely berserk and kills ANYTHING in sight, and gains the bonuses regardless of whether the full moon has ended or not.

COMBAT

Lycanthropes are affected by normal weapons. Silver weapons do normal damage. They do, however, heal one extra point of damage daily.

Lycanthropes can be killed by normal weapons, and once dead, will not return as were-wolves. Note that lycanthropes age quickly, usually dying around 60.

The kills required for every full moon, involve simply bringing a victim to fail a Death Save in close combat. The victim may be brought back to life later; the kill will still count.

CURE

There is no known cure for Lycanthropy. It is like vampirism, and requires draining all of the lycanthrope's blood.

POWERS

Lycanthropes get a +1 to their PSY score, but that is all. Some may have psychic powers, but this usually depends on their pack leader (+2 to roll for Psychic Power Presence if Pack leader uses Psychic Powers often).

QUIRKS

Lycanthropes are not allowed to take quirks, since they lack the overwhelming "supernatural" aura that vampires and true were-wolves have. Many do believe that they can only be hurt by silver, or that they turn into wolves; however, these are false beliefs.

SOCIETY

Lycanthropes will meet with their Pack Leader (the were-wolf that created them) once a month, usually just before the full moon. At these meetings, the pack will recount their past activities to the Pack leader, and they may hunt together, but this is extremely rare. Note that the Pack leader is always the were-wolf that created the lycanthropes; no other were-wolf may take over a pack. Once a pack leader is killed, the pack splinters off and live alone, as if they were "artificial" lycanthropes.

Most lycanthropes live solitary lives, communicating little with other humans, and even less with other "supernatural" creatures. Some however, are married and lead otherwise normal lives.

LYCANTHROPE CHARACTERS (SUMMARY)

If a character is afflicted with Lycanthropy, he will suffer the following immediate effects: COOL +1, EMP -1. Every full moon, he will gain the following bonuses for ten turns: REF +2, BOD +2, STUN -4. He will also lose 1 EMP per night of the full moon until he has killed.

By Amanda Jones

After being a lycanthrope for thirty years, I have seen what man is capable of, and been witness to things you never suspected possible. The world of the lycanthrope is unlike that of the awesome were-wolf or the romantic vampire. It is an existence controlled by our darkest passions.

While a small minority of us are created peacefully, the majority of us are created by a violent confrontation with a terrifying were-wolf that spared our lives, only to leave us scarred for life. Many have yet to get over the trauma of that first encounter.

The true horror of this affliction is revealed in the waiting period between the nights of the Full Moon. We lay awake at night, waiting, knowing fully what horrors we will commit in the coming nights. While some enjoy the killing, most of us despise it, wondering who we will tear to shreds under the moonlight.

As the Full Moon approaches, the tension grows, the irritability grows. This is more due to the conflict that is tearing at our souls, as we try to resist the murderous urges that slowly seep into our thoughts. The glowing eyes force us to wear sunglasses constantly, hiding ourselves from the reality of the situation.

The days of the Full Moon are filled with emotional trauma. Many admit to crying for hours, some have even committed suicide; but all of this happens during the days of the Full Moon, for the nights are not ours. The disease takes control at night, every thought geared toward the prospect of ending some poor fool's life.

This is the aspect which frightens me the most. For my every memory, every shred of knowledge, is used ruthlessly by the disease for the sole purpose of ending another living being's life. The very thought of this is hard to comprehend for those unaffected, but try to imagine your brain being picked to pieces, and used to aid in killing someone. And not only one person, but hundreds.

I can remember over 900 murders that I have committed. Every last one of them is etched into my mind. I can see the look of terror in each of their faces as I pulled their life from them. I can hear the gasps of pain as each of my blows landed, and feel their flesh upon mine. It is nothing that I would wish upon anyone.

Perhaps the main difference between were-wolves and lycanthropes is that we have to kill with our bare hands. Lacking the coherent thought to use a firearm, only the most basic of weapons are used; whereas were-wolves can use their teeth and claws, weapons which disappear when the sun rises. We are forever joined to our

weapons, washing the blood away as dawn comes, scrubbing to get the blood stains out of our clothing.

Please understand, I am not a killer at heart. I am like you or anyone else, I love, I hate. But, because of this disease, I kill. I take no joy in it, yet have no choice. There is no cure, other than dying. And, I admit, the only fault which I am truly responsible is fearing death more than I love life. Can you claim any better?

It is not easy to take one's own life. Much easier to take other people's. That may sound brutal and unfeeling, but examine your own soul, and think on it truly - would you take your own life instead of someone else's?

Many lycanthropes have taken the nobler road, and ended themselves. Some refrained from killing, only to turn wild and kill like a berserk animal. But there are still many like myself, for although you may call me a supernatural beast, I am only human.

Amanda Jones

Amanda's essay is representative of the majority of lycanthropes. This I can vouch for. As she said, there is a minority of senseless killers, but these are present in the mortal's society as well, and should not be held as representative of their kind.

There is now research being done by lycanthropes (Amanda is involved, I might add) into the disease Lycanthropy. To date, they have found that the average life of a lycanthrope is 45 years for men and 50 years for women. They attribute this to the strain placed upon the body by the disease.

They have also found a suppressant for the disease. While it does have a few side-effects (drowsiness & memory lapses), they are refining it. Unfortunately, it only suppresses the urge to kill, and not the actual need to kill. Therefore, it can only be used in a restraining manner, not as a suppressant. Work is on-going, though.

Now I would like you to read a more objective view of the lycanthrope, as seen through the eyes of a noted psychologist, skilled at working with the unknown. While lycanthropy is commonly denoted as merely a psychological disorder, Dr. Braun does shed some light on this poor creature.

ANALYSIS OF LYCANTHROPY

Dr. Elliot Braun

DATE: June 11th, 2018

SUBJECT: Peters, Jonas

Before describing the specifics of Mr. Peter's case, I would like to explain lycanthropy, as few doctors are familiar with its peculiarities. This is a schizophrenic disorder with a strain of were-wolves. While the particular animal varies from patient to patient, the belief of the patient that he actually transforms into a wolf is the most common concept.

This illness is hereditary, but only passed down through mothers who suffer from lycanthropy. It is suspected to have to do with an artificial chemical imbalance, perhaps produced by the number of artificial foods that we now eat.

Patients with this disorder are almost unique in that they exhibit almost no signs of any illness except just before and during the full moon. Thus, their psychosis is dependant on the moon as a factor. There are two schools of thought on this matter, which experimentation will settle. The first is that the psychosis is dependant on the patient thinking that there is a full moon; and the second that the psychosis is caused by the presence of the full moon's gravitational pull.

To investigate this question, I plan on isolating a subject within a closed room for the period of two months, and simulate the full moon on nights when it is not present, and no moon on nights where there is a full moon. This would, I am sure, prove that the patient's illness is linked psychologically to the moon's phases, and thus is an intense form of Lunacy.

A few days before a full moon, patients afflicted with lycanthropy exhibit a glow in the eyes. I have yet to identify the cause, but I suspect it has to do with electrochemicals reacting with the waxing of the moon. Also, they become increasingly nervous, building slowly until the nights of the full moon.

It is at these times that the true psychosis reveals itself, as the patient actually claims to become a wolf (or some other creature), and will seek to kill anyone near. This is why the illness is something that must definitely be studied, for they have and will kill. After killing, however, they revert to their normal thought patterns and continue as normal.

Studying these effects, I hooked one of my patients to an EEG machine just before the night came. The thought patterns went berserk as the night progressed. It resembles a psychotic episode of other illness, yet has a unique bloodthirsty element, which is very disturbing.

Unlike many psychotic episodes of other illness, patients with lycanthropy remember vividly what they do while in this state, yet claim that they had no control. Deep depression has been noted in patients who did kill, and many have committed or attempted suicide.

Now back to my current patient, Mr. Peters. He came to me about a year ago, and things have yet to improve. He claims to have killed over two dozen people since he first became afflicted with lycanthropy. While this seems hard to believe, I now find it hard to disbelieve him.

His accounts are of a disturbing nature, as he is fully aware that he does not physically become a wolf. He claims that his mind, though, is taken over by his primal instincts. This, he says, is impossible to control.

He explains that the whole were-wolf myth was created by people like himself. It was to scare people, to make them think they were up against the most horrible beasts imaginable. For, as we all know, fear is one of the most powerful weapons. Make your enemy believe that you can beat him, and you've won half the battle.

The other legends, such as silver is the only metal that can harm a were-wolf, were also fabrications. A stroke of genius, for while the locals raced around, trying to get silver weapons, the lycanthrope could kill off anyone he wished and leave with plenty of time to spare.

He claims that his ancestors (not literal ancestors, he claims they are all linked "through the blood, everything comes down to blood") actually wore wolf skins, in an effort to perpetuate the myth. Indeed, I have heard cases of this happening, although they are not common in this day, for wolf skins are incredibly expensive.

When asked how he came to have lycanthropy, he becomes very quiet, and stares out the window. He explains, slowly, how he was attacked by a wolf, which stood as tall as he. Yet he remembers only seeing this wolf for a few seconds. He claims that it hit him with its claws and then left. Considering that there are barely a hundred wolves left in the world, this is fairly difficult to believe. Except that he has scars which I am unable to explain. They may be self-inflicted, but the angles are all wrong.

After studying lycanthropy for almost a decade, my personal opinion on it is that there is indeed a major problem here. There are an estimated 1000 people in North America afflicted with it, and all are potential killers. This is a problem that we, as doctors, should be looking into; yet I receive only scoffs from my fellow psychologists. Perhaps one day they will realize just what kind of beast they have been ignoring.

Were-wolves are humans whose bloodstream is mixed with an amount of Wolven blood. This Wolven blood affects the human's mind and body. It is similar to vampirism. Note that were-wolf is a generic term referring to any human endowed with the following characteristics, regardless of the species of animal.

CREATION

Were-wolves are created by over 20% of the character's blood being replaced by Wolven blood (similar in theory to Vampiric blood). Like vampire creation, if less than 20% but more than 10% is replaced with Wolven blood, then a battle will occur over the next few days. Roll 1d10 vs 15 (+1 to roll per 1% below 20%) every 24 hours. For every failure, add 1%. Once 21% is reached, the character becomes a were-wolf. For every success, subtract 1%. Once 9% is reached, the character is fine, and the other 9% will leave his bloodstream over the next nine days.

This transfer of blood usually occurs during a prolonged battle between a character and a were-wolf, in which the were-wolf allows himself to be cut, and cuts the character open. At least 8 points of damage must be inflicted on each party, and it must be hand-to-hand (claw) battle. After the battle, there is a 50% chance of contracting the disease, +5% per extra hit scored on the character.

Once afflicted with the disease, the character will gradually change until the next full moon. During the interval, the character will recover from the attack. See FULL MOON for information on what occurs before and during the full moon phase.
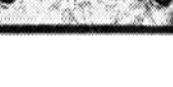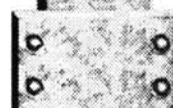
LUNACY

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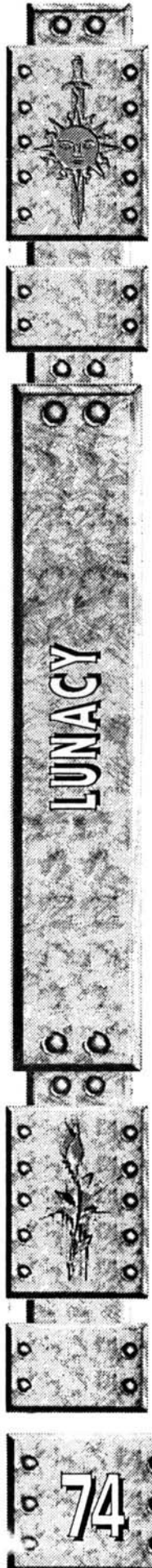
WOLVEN

A were-wolf character will gain body hair over the month prior to the first full moon of his new "life". This growth will be noticeable, but grooming can keep it under control. It will stay at a constant length (if cut, it will grow back over a day) for the rest of the were-wolf's life.

Also, the character will gain a larger build (BOD +1), will lose touch (EMP -1) and become more spiritually aware (PSY +1). These changes will gradually occur over the first month.

Further changes will occur as the were-wolf ages. Were-wolves age 1 year for every human 5 years, thus they live much longer, but are not entirely immune to disease. They are simply more resistant, (+5 to Resisting Diseases, Poisons & Drugs). They are affected in the same manner as humans by radiation.

With age, the werewolf will undergo certain physical and mental changes, which are fully described in Table I below:

A.L. (Age Level): This serves the same function as Age Level in CHILDREN OF THE NIGHT. It is simply used for game purposes for judging relative capabilities of were-wolves of varying ages.

W.W.Y. (Were-Wolf Years): This is the number of years that a were-wolf has been afflicted with the disease. This can be rolled randomly using 1d6.

SP: This is the number of skill points gained per year of being a were-wolf at the various stages. Note that playing the were-wolf character will certainly give more skill points than described herein, but these represent years not spent adventuring. Table II shows the number of skill points gained per Age Level for simple reference.

Heal: This is the number of damage boxes that are healed per day of rest at the various Age Levels.

Kills: This is the number of people that the were-wolf must kill every phase of the full moon. See KILLS for more on this.

Stat Changes: These are the various stat changes that will occur over the were-wolf's life due to metabolic changes.

APPEARANCE

A were-wolf will become increasingly muscular and thin. This slimness is more due to the musculature inherent in the disease, rather than to actual dieting. Also, the were-wolf's facial features will gain an appearance mimicking that of the animal that the were-creature becomes. This will not be all that noticeable unless you are looking for it.

The were-wolf's body hair will gain a darker appearance upon first contracting the disease, and then will gradually become lighter. The fur will start out a very dark color, and as the were-wolf ages, will gradually become almost white.

COMBAT

Were-wolves are affected by normal weapons, but silver weapons do much more damage. For more on this, see SILVER. Note that were-wolves do heal faster than humans. Were-wolves can be killed by normal weapons, but their healing power requires that they take at least 40 points of damage before permanently dying.

The kills required for every full moon, simply involve bringing a victim to fail a Death Save in close combat. The victim may be brought back to life later, and the kill will still count.

CURE

There is no known cure for Were-wolves. Like vampirism, it requires draining the whole body of blood and then refilling it with clean blood. This is simply not possible.

FULL MOON

Three days before the full moon, the were-wolf will become increasingly edgy and unsociable (-1 COOL, -1 EMP), and the desire to kill will start building.

TOTAL SKILL POINTS TABLE (TABLE II)

A.L.	Total SP
0	12
1	72
2	58
3	48
4	1+

WERE-WOLF INFO TABLE (TABLE I)

A.L.	W.W.Y.	Title	SP	Heal	# Kills	Stat Changes
0	0-1	Cub	6	3/DAY	3	BOD+1, EMP-1, PSY+1
1	2-20	Adolescent	4	4/DAY	3	REF+1, BOD+1, EMP-1
2	21-50	Adult	2	5/DAY	2	INT+1, PSY+1, MA+1
3	51-99	Pack Leader	1	6/DAY	1	REF+1, BOD+1, PSY+1, INT+1
4	100+	Ancient	1	8/DAY	1	INT+1, REF+1, PSY+2, ATT+2

The days of the full moon will also have the loss of COOL and EMP, but during these days, the character will be obsessed with plotting when and who to kill.

The nights of the full moon, the character must transform (INT vs 18 to resist every 2 hrs) into its beast form. See TRANSFORM for more on this power. In this form, the character will seek someone to kill. Once he has killed, he will return to his home and sleep for the rest of the night. If the full quota of kills has been attained, the character may resist Transforming with a +8 modifier the following nights of the full moon.

Failing to kill the quota required, the character will lose 2 EMP points until the next full moon. If the character fails to kill double the quota, he will lose 2 more EMP points, and it continues until the character either gives in or Transforms and goes on a mad killing spree of all within range.

MISCELLANEOUS

Were-wolves are able to eat normal food and drink, but will have a distinct preference for uncooked foods and will principally drink water. Also, a were-wolf will be unable to eat during the full moon, preferring to feed upon the victim he kills.

Dogs can detect a were-wolf up to 10m away and will bark, but will be too frightened to actually attack. Cats are also able to detect were-wolves but will simply leave the area.

A were-wolf may add cybernetics, but in Transformation, these may fall off, and thus leave the creature crippled. Organic transplants are advisable instead.

POWERS

Were-wolves get bonuses to their PSY score, and are allowed to put as many Skill Points as they wish into their psychic powers (they are assumed to automatically have the psychic powers). But they must put at least 6 Skill Points to the power TRANSFORM, which all were-wolves MUST have.

SENSES

A were-wolf will gain (even in normal form) a much better sense of smell and hearing. He will be able to hear very high frequencies. This gives a +2 Awareness bonus when dealing with smell or hearing. It also means that ultrasonic sounds and very strong odors will hurt a were-wolf, and possibly deafen/dampen his sense for a period of time thereafter.

SILVER

Wolven blood reacts violently with silver. Silver weapons cause 5 times more damage (drops 1 multiple per A.L., as the body becomes more resistant). Just touching silver will cause one point of damage per turn. Note that impure silver will cause proportionally less damage (20% silver coating will do 20% of the normal damage.

SOCIETY

Were-wolves are extremely rare; there are fewer than 10,000 in the world in 2020. They are solitary beasts, once in a while meeting with their lycanthrope pack. Some were-wolves live with a pack of normal wolves. There is rarely more than one were-wolf in any given area at any one time, and often have huge hunting territories.

QUIRKS

Were-wolves take Quirks just like vampires, but have their own set of peculiarities. They must take at least 2 quirks, to a maximum of 16 points worth. Here are some were-wolf quirks:

- DESTRUCTION
  - Touched by Martyr's Blood ....-4
  - Shot in the head ....-6
- FEAR
  - Crosses/Other Holy Items ....-3
  - Fire ....-4
  - Wolfsbane ....-4
  - New Moon ....-6

WERE-WOLF CHARACTERS (SUMMARY)

A character afflicted with Wolven blood will suffer the immediate effects of +1 BOD, -1 EMP and +1 PSY. Every full moon, the character will Transform into a beast and will kill a number of people.

Here are some of the more common beasts that were-creatures Transform into:

- **Bear:** The character's REF becomes 6, MA becomes 8 and BOD becomes 12. The Bear's claws do 2d6 + BOD damage each, and two hits automatically means a Bear Hug for 3d6 points of damage a turn.

- **Wolf:** The character's REF becomes 9, MA becomes 12 and BOD stays the same (as long as the character does not want to change it). The wolf's claws do 2d6 damage + BOD modifier each; and teeth do 1d6 + BOD modifier. The Wolf may attack with both claws per attack.

The were-wolf, a creature of legend in almost every land. The villain of almost every child's fairy-tale, designed to instill fear. This beast has been used throughout time, as a mix of man and wolf; when man takes on the bestial nature of the wolf. But, as to the true origin of the Wolven race is unknown, as with all races on Earth; but it can be assumed that there have been were-wolves since Man's early beginnings.

Unlike the seductive and alluring vampire, Man has portrayed the were-wolf as an unthinking beast, one which is better killed immediately. In Man's view, the were-wolf is nothing more than a deranged murderer, which is what they often confuse it with. But, once again, this is a false view perpetuated by the misinformed mortals.

In more recent times the concept of the were-wolf being among Man has come about, and brought the the were-wolf legends in tune with the vampire folklore. Then began a series of films dealing with finding a were-wolf among the people of a town.

While there is little known about the origin of Wolven blood, it seems to have a similar background to Vampiric blood. The two act to alter a human body after a certain amount is injected. And, while the two have different effects, there are certain similarities. For example, both have inherent allergic reactions, Vampiric to heat and Wolven to silver.

Since I am but an observer to their ways, I am unable to fully capture their essence here. So, I have enlisted the aid of a good old friend, Solous. He has the experience of being a were-wolf for the past hundred years, thus is qualified to speak on the subject. While his views may be a little out of the ordinary, they do offer a very interesting perspective on were-wolves.

by Solous (Running Wind)

Since the dawn of mankind, the predators of Earth have preyed upon Man. And Man has preyed upon lesser creatures and upon himself. This is a rare element in a race, that a beast would kill members of his own species for reasons other than the primal reasons. Yet murders of the primal nature are the ones most feared by Man today.

A man who kills another man because his government or corporation told him to is morally just in the view of the modern humanity. Yet a man who kills another because his mate was stolen or his land was taken away is viewed as primitive and savage. The former sounds bizarre when you see it in this manner, yet the latter seems to make sense. This is an odd irony of Homo Sapiens, but is due to the advent of Man's urge to create rules and morality.

Nature's mysteries may also have contributed to the were-wolf legend. Were-wolves are where Man and Nature come together, yet as Man loses touch with Nature more and more, the were-wolves are torn apart, as if being tugged by both sides, yet desired by neither. Were-wolves are supernatural and therefore have no place in Nature and are not really men, therefore have no place with Man. A tough position indeed.

I am one of few who believe that the were-wolf is a creation of Man. In Man's early days, when he could still control his mystic powers, he devised rules to ensure that all acted in a good manner. This "good" was more geared to those in charge, and what their goals were.

The populace accepted these rules, much as modern Man accepts what his government gives him regardless of whether or not it makes sense. Thus, humanity decided that his animal aspects where not to be a part of him, and transferred such aspects onto wolves and other beasts of Nature. Unfortunately for Man, these bestial thoughts were nevertheless human, so a new race began, which was a mixture of man and beast. This creature was created from the denial by humanity of its own nature mixed with the animals of the wilderness to make one horrific beast.

I was a victim of these original ideas, as I was forced into this life by another, who may himself have been forced. I think that the Wolven are victims of humanity's personal ignorance, therefore it is fitting that our lives should be dedicated to the murder of humans.

Pondering the moon certain nights, I wonder why we are linked to this sister of Earth. Perhaps it once again show the fear inherent in man, the fear of this celestial body that grows and shrinks, with a cycle unques-

LUNACY

tionably evident throughout Nature. Perhaps this is why the were-wolf is forever linked to the moon's constant waxing and waning.

When you think of were-wolves in the future, before judging us, reflect first upon your own primal thoughts, and then think on us, who are forced into this horrid life. Perhaps when Man has ceased all denial, we shall be free once again.

An evocative essay by Solous. He is one of the leading were-wolf authors of this time, demonstrating the ways of the old to the new. The most interesting part of Solous' terribly tragic life was that he was created by one of the first European were-wolves to journey to the Americas.

While were-wolves can be found in almost every human society, their animal forms vary widely, from the most common, wolves, to the exotic, such as sharks and tigers. What is even more bizarre is their lack of society amongst each other. Unlike their animal counterparts, were-wolves are about the least sociable creatures of all. While many are quite friendly, they lead solitary lives. Actually, in times of need, were-wolves will almost always aid the vampire world.

Unlike vampires, were-wolves are extremely rare in the world, and are slowly dying out. There are approximately 10,000 were-wolves spread over the entire world as of 2020, losing about 100 members yearly. By 2120, the entire were-wolf population could be extinct. Perhaps Solous is correct after all about the spiritual bond between Man, Nature and the supernatural.

Now I would like to introduce a cub who has just recently gained the powers of the Wolven blood. She is a contemporary of the age and should be able to add the CyberPunk perspective to the were-wolf.

THE BITING EDGE

by Catherine Young

When the streets are dark and the moon is full, we get the biting edge. The beast within roars to be unleashed and clamp its razor sharp teeth into flesh. Every little scent is clear, and before they know what's chipping, the beast has them on the ground, claws tearing and teeth gnashing.

We ain't no boosters, nor are we cybersoldiers. We're the Wolven. Maybe we ain't all that well known like the boosters or the cybersoldiers, but we're better, 'cause we're flesh and bone. No bloody hardware in our bodies. Couldn't take it if we wanted to.

With all the crap the corps have been putting down on the streets these days, we got all the pickings we could ever hope for. Every full moon, just a few minutes and pop, we're beasts. Not the artificial ones made in the vats, but real, live animals.

The thrill of the kill is an unbelievable high. It certainly is the drug of all Wolven, for I don't know any were-wolf that doesn't get excited when it's time to kill. But, then again, I haven't met many were-wolves. I guess that's 'cause we're so elite, we don't need to be in large groups. That's the Cyberpunk way, fast, on the edge and alone. We don't need teams.

The pack is cool enough. A time to mass kill. Ya gotta be careful when zeroing masses, as the cops get on your case. When the pack is together, you got people of a like mind. Sure they're wimps compared to the raw power of a were-wolf, but they're still loads of fun.

All in all, being a were-wolf is the ultimate in the Cyberpunk age, no one can claim to be further on the edge or possess the ironic mix of nature and tech (in our knowledge and possessions). I wish I could cyber myself, but I tried it; doesn't work. Maybe I'll get a ripperdoc to help me.

There you have it. Two almost completely different views of being a were-wolf. I suppose it has to do with the contemporary versus elderly views on the morality, but I would guess that Cathy isn't as brave as she claims. Many were-wolves act that way when young, but as they get older their views change a more philosophical outlook. Nevertheless, it is a good representation of the attitudes of Cyberpunk were-wolves.

LUNACY

A lycanthrope or were-wolf that has a child may pass on the disease. Lycanthropes and were-wolves can reproduce (unlike vampires). But the chance is reduced if the carrier of the Wolven blood is the male. Note that in either case (lycanthropes or were-wolves), if both parents have the disease, it will be passed on.

A female lycanthrope has a 40% chance of passing the disease on to the child, a male a 25% chance. Roll for each child. A child lycanthrope will develop the aspects of the disease around puberty (13-15). Hereditary lycanthropes get a +4 to resist the urge to kill and are not obligated to any pack rituals. About 15% of all lycanthropy is hereditary.

Female were-wolves have a 80% chance of passing on the disease to offspring, males a 60% chance. Roll for each child. Hereditary were-wolves develop the disease around puberty. They get +6 to resisting the urge to kill and will age slowly, extending their lives even longer. About 5% of all were-wolves are hereditary.

Sometimes the disease will skip a generation, therefore, even if a child does not develop the disease, his children have half the parent's chance of getting it. Therefore, it could run in a family, with certain generations unaware of anything strange. But if it hasn't developed after the third generation, it dies.

Unlike the tragic Wolven which we are familiar with through the cinema, there are Wolven who are born with the blood, and develop it as their own body develops. Vampires, who are unable to reproduce, miss out on the opportunity that a number of Wolven have, the ability to transform into a Wolven early in life, in a more natural way.

While not all children of the Wolven gain the disease, those that do are the blessed few that are able to slowly be integrated into the world of the Night, without a violent introduction. The self-control of a hereditary Wolven is exemplary, as is their penchant for knowing their powers and limitations inside and out.

These are the Wolven that one should avoid, as they are calculating in every respect. They know they're different, but they also know how they differ, and what they are able to do and you are not. While they do claim their killer instincts when they get older; at younger ages, these are the worst of the bunch. Sociopaths to the extreme, they give the Wolven a terrible reputation.

Luckily, as they mature, this killer instinct lessens, and they generally live extremely long lives. Many travel extensively, as they also seem to be the more sociable members of the pack, seeking out members of their kind. I suspect this is due to their search for their true origin, for the Truth of their being, which sadly does not exist.

The moon transforms monthly, from a full moon to a new moon. Each major phase reigns for three days. For example, the night prior to and the day after the full moon both exert almost the same forces as the actual night of the full moon. Thus, there are three nights of the full moon in game terms and three nights of new moon.

During the nights of the full moon, all character's EMP is considered to drop by between 0.1 and 1 point for the duration of the night. This is due to gravitational differences. Roll 1d10 to see how much the moon affects a character for each full moon. The effect may seem minor, but does reflect the increase in psychiatric ward admittances, increased rate of accidents and murders during the full moon. Wolven account for this.

During the nights of the new moon, some weakness will be experienced, healing will slow by 0.1 to 1 point for those nights. It is minimal, but does represent the slight drop in the body's strength during the new moon phase.

The moon, a symbol of mystique and wonder for all civilizations around the world. Almost every ancient civilization used the moon's cycles to regulate their worship and their activities. They attributed gods and special powers to the moon. Even in recent times, the romantic and symbolic image of the moon is represented in music and cinema.

The moon is the sister of the Earth, and as such, won the reverence of ancient man. But today, with Man touching the moon, indeed raping and plundering its riches, it is even more sister to Earth; as Man has finished with Earth, it turns to the closest relative. A sad pattern of humanity, but one that must not be forgotten.

Perhaps it is losing its wonder as Man seizes it for his own, but it cannot be disputed that its effect upon the human psyche is still present. All across the world, the night of the full moon is regarded as a time when insanity gains a slight advantage. This is proven by the increase of incoming patients during the full moon and increase in accidents.

That silver sister of earth will never be forgotten, as it shines through the nights, but we can only hope that the legendary status of this amazing satellite will not be tossed away like so much else.

LUNACY

Some individuals are affected by the full moon, but for of psychological reasons rather than physiological. Thus, a hallucinatory full moon will bring out their insanity. At all times other than the full moon, the individual will appear perfectly normal and sane.

There are two main lunacies, which are generally all classified under Lunacy, but for game purposes have been divided into two types: Homicidal Lunacy and Schizophrenic Lunacy.

- **Homicidal Lunacy:** The character will become very edgy and excited on nights that he thinks the moon is full. He will exhibit paranoid tendencies, striking out at any who appear threatening. Some (10%) may kill during these nights, but are generally not thinking clearly, thus often make mistakes, such as leaving evidence at the scene of the crime. During the nights of the new moon, the character will be melancholic and very inactive.

- **Schizophrenic Lunacy:** The character will think that he actually transforms into a wolf or other animal. The transformation is purely psychological. In this "new form", the character will begin "hunting". This generally involves shedding all clothing (to account for the "transformation") and attempting to get to wilderness. Some afflicted with this lunacy have been reported to have caught rabbits and other small animals while in this state. In general, they are quite harmless, even when "transformed", but may threaten and "growl". Like homicidal lunatics, they experience depression during the New Moon phase.
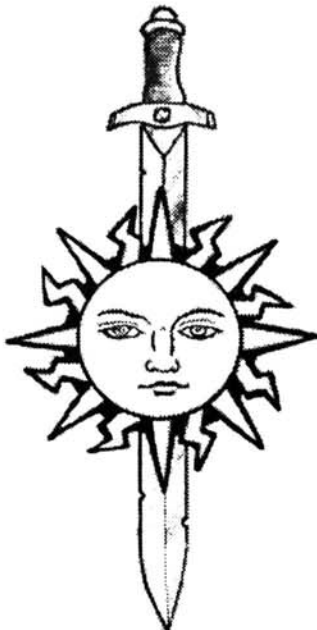
As I was saying earlier, the phases of the moon do affect some more profoundly than others. A good example of this is true lunatics. They are, in essence, psychological lycanthropes and were-wolves. The full moon brings out their delusions and insanities, but the point is that they need only think that there is a full moon to react.

These lunatics are a good example of what modern psychology writes off the Wolven as being. But, just as we should not be ignorant of the Wolven, the lunatics of man are worth mention too. There may be only a small portion of the population afflicted with this mental illness, but it is one worthy of mention in the world of the Night.

My research shows these people to honestly believe what they say they do. There is no physical evidence to support their claims, but certainly the lycanthropes have also stated that their mind undergoes changes under the full moon. Thus, we must not discredit their claims immediately.

But, as research has shown, the human lunatics rely upon what they think, and simulated full moons have produced the reactions that the normal full moon gives. Thus, we are given evidence here that the human mind is capable of producing a noticeable effect, regardless of whether the stimuli is "real" or not. It shows the strength of the human mind, something which even the supernatural will acknowledge.
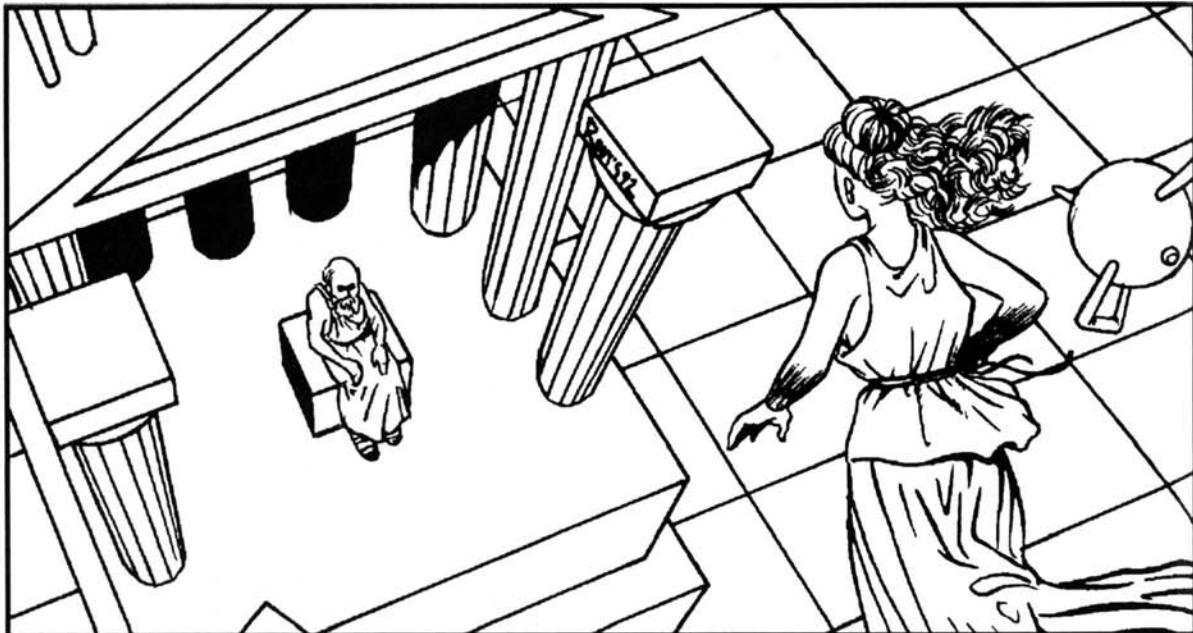
FOREVER

Across the neon grids you see your prey, a transparent globe hanging ominously in the ethereal space called the Net. Your icon, a pink glowing ice-pick (a symbol recognized by any real 'runner), glides silently toward it. The ICE that lies ahead is tough, tougher than any other 'runners have been able to crack, but you have the Edge. As a vampire, you have *forever* to work on it.

This is a solitaire choose-your-own-adventure designed to be used with Lidia, the vampire-netrunner presented in Personalities, but the stats are not needed to play, just a d10. As with all choose-your-own-adventures, start at 1 and follow the sequence of numbers as dictated.

As Lidia, you have set out to break The Crystal Void, a new data-haven that holds untold millions worth in secrets. One piece of information alone could set you up for life in luxury. But many have entered and not returned. Packing a Killer VI, a Wizard's Book, a Force Field and tons of free memory for the data, you seek to enter and return with the secrets of the Void. You have two aces up your sleeve: you are psychic and can Cloak, and you are a vampire, so you have <u>forever</u> to crack this sucker.

1. You break through the Code Gate with ease, but that was no surprise. Many have gotten in, it's getting out that is difficult.

   Inside, you seem to be in a Virtual Reality. From what you remember in History, it seems to be a Greek temple, complete with pillars, mountains in the background and a philosopher sitting in the middle. Your ice pick Icon has become a woman dressed in a Greek robe.

   If you launch your Killer at the philosopher, read 11.

   If you try to talk to the philosopher, read 17.

   If you Cloak, read 24.

2. Your mind is seized by the darkness that surrounds you, and it tears at your mind, rending it to pieces. You collapse, and fall unconscious. When you awaken, you find yourself at the feet of the philosopher. He smiles, "Now, I can have you to talk with... forever!". You try to jack out but find yourself unable, you are stuck in this Void; he must have used a type of Soulkiller program, and now you will be trapped with him for eternity! THE END.

3. The philosopher swings a Greek sword at the Killer. Roll 1d10.

   If the roll is between 1 and 5, read 26.

   If the roll is between 6 and 10, read 7.

4. Your Killer hits the philosopher, and he cries out, a moment later de-rezzing. You are able to copy one piece of information out of the databanks. Read 18.

5. You become visible again, and the philosopher grimaces "I will not allow such insolence!" he booms. Read 19.

6. "Really?" the philosopher pauses. "I have not met one of *your* type before, but I should like to know more, you will stay with me?". He laughs "Not that you have any choice." Read 19.

7. The philosopher's sword glances off the Killer. Read 22.

8. A beam of yellow light flies past you. He scowls, "If you will not leave, then you will stay, FOREVER!" Read 19.

9. Your Killer just barely misses. Read 3.

10. "Liar! I hate liars!" the old man cries out. Read 25.

11. Your Killer appears, and instantly a sword appears in the philosopher's hand "So, you will fight?" Roll 1d10.
    If the roll is between 1 and 4, read 22.
    If the roll is between 5 and 10, read 3.

12. Cautiously, you ask "Might we talk?" The philospher's sword vanishes. "But, of course," he grins. Read 17.

13. The pillar of fire moans softly, "Ice-Pick, Ice-Pick..." and hits you, just before you are able to jack out. Pain sears across your mind, as the world spins around you. You awaken, paralyzed before your cybermodem. You realize that you are not dead, but not alive. Days, weeks pass before a friend drops by; but alas, it is during the day. Your body burns in the sunlight, ending your tormented days. THE END.

14. "I see, a new model?" the philosopher asks. You state that you are top of the line, just released. "Wonderful, at long last a worthy companion," he sighs. Read 19.

15. "Sorry," you apologize. The philosopher grunts approvingly. "How did you do that?" he asks. You reply, "Magic." He snorts, "We'll see about that!" Read 19.

16. You Cloak again, but this is the last time that you are able to without falling unconscious. The philospher searches all over, but cannot to find you. He shoots off a few dozen yellow beams, but they all miss you.
    If you stick around, though the cloaking will wear off, read 5.
    If you jack out, read 26.

17. "So, what should we discuss?" he asks, "I know, let's talk about what you are."
    If you answer a human 'runner, read 10.
    If you answer an Artificial Intelligence, read 21.
    If you answer a vampire, read 6.

18. A moment later, a new philospher appears from nowhere. He looks very displeased.
    If you attack him, read 11.
    If you try to speak with him, read 12.
    If you Cloak, read 24.

19. The ancient temple is swept by an impenetrable darkness. It slithers around you, tightening itself against your body. Roll 1d10.
    If the result is between 1 and 7, read 2.
    If the result is between 8 and 10, read 30.

20. Your Killer de-rezzes with a fatal blow from the philosopher's sword. You are now without any offensive capability.
    If you Log Off, ending the adventure, read 26.
    If you ask to talk, read 12.
    If you Cloak, read 24.

21. "An Artificial Intelligence?" the philospher asks with interest, "What sort? Military or civilian?"
    If you answer civilian, read 14.
    If you answer military, read 29.

22. Your Killer attacks. Roll 1d10.
    If the roll is between 1 and 5, read 4.
    If the roll is between 6 and 10, read 9.

23. You stop cloaking and reappear.
    If you ask to talk, read 15.
    If you attack, read 11.
    If you Log Off, ending this adventure, read 26.

24. In an instant, you are completely invisible. The philosopher cries out, "Where have you gone? You fool!" You are able to get 1 unit of data.

If you continue cloaking, read 28.

If you cease cloaking, read 23.

If you Log Off, ceasing this adventure, read 26.

25. The philosopher waves his hand and a stream of dozens yellow beams flies at you. Roll 1d10.

If the roll is between 1 and 7, read 31.

If the roll is between 8 and 10, read 8.

26. An instant later, you find yourself alone in your room, the cybermodem winding down. You get 20,000eb per data unit you retrieved, but wonder if you might have been able to get more. THE END.

27. You barely escape the ravages of the Firestarter, though it does fry your cybermodem. You swear never to touch the Crystal Void again, for death by Net would kill you, and that is something you'd prefer to put off for a few more millenia. Your fear in the Net is forever strengthened from then on. THE END.

28. You continue your cloaking and are able to retrieve one more unit of data. The philosopher is getting very, very angry.

If you continue to cloak, read 16.

If you cease cloaking, read 5.

If you Log Off, ending this adventure, read 26.

29. "I HATE military garbage! Die!" the old man cries out. A huge pillar of fire emerges around you. You try to jack out. Roll 1d10.

If the roll is between 1 and 7, read 13.

If the roll is between 8 and 10, read 27.

30. The darkness is replaced by a new form, but opening your eyes cures that. You jacked out in time, but just barely. That was a Soulkiller that you just escaped, lucky as you are. For every data file copied, you made 20,000eb, enough to make you very, very comfortable. THE END.

31. Some of the beams hit you, and a couple penetrate the Force Field. You find yourself sitting in front of your cybermodem. You were hit by a flatline, how embarrassing. You get 20,000eb per data unit your retrieved, but the shame of having been beaten by a flatline will haunt you forever. THE END.

OVEREXPOSURE

That night was no different than any other, you were feeding quietly in a back alley, then you heard a barely audible 'click'. Turning faster than light, you prepared to kill some poor fool who had probably come to mug you, not realizing who you were. But there was no one there. Not a soul. Then you heard another 'click', and this time you were able to see, on a rooftop across the street, a man taking pictures of you feeding! Before you could reach him, he was on his bike, racing off into the night.

PLAYER'S BACKGROUND

The identity of the man who took your picture is unknown. He was too far away and disappeared too quickly for you to get a good picture of his face. He seemed American, and in his mid-twenties. He had black hair, and wore a black jacket with a large eye on the back of it. He was riding a modern motorcycle, nothing too distinguishing there.

He could be anyone, so average it would take years to track him down simply by sight, and in less than a week those pictures could be plastered on every media station this side of North America. He has a picture of you feeding, and one of your face. Vampirism does not allow changes in appearance, so you must find him before the pictures are aired, or suffer the wrath of the vampire hunters of the City.

GAME MASTER'S BACKGROUND

This is a sample adventure designed for a vampire player character, A.L. 0 or 1. The player's character could enlist his coven brothers and sisters to help him, but no vampires over A.L. 1. Have the coven master and elders be unavailable to help.

First, determine which character will have his picture taken, and allow him to read the introduction and the player's background, and have him explain the situation to his teammates. Emphasize the importance of not having the pictures reach the mass-media.

Second, explain the option of how to go about finding him. Here is the basic information. The player characters may discover it through many avenues.

1) The photographer's name is Roger Doe, his stats are on next page. He is only known at The Outer Limits, where his girlfriend works. No one else will have any clue as to who he is.

2) The eye symbol is the symbol for the FPA (Free-lance Photographers Association). Any Media will know this. The main office will not know his description, but a bribe may allow characters to plow through the 1000+ pictures of members.

3) Roger works for no corporation, but realizes what he's stumbled on may be worth something. He's sent messages to WNS, NN54 and Dynamic News regarding the pictures and that he will be auctioning them off in two days. The companies will deny any knowledge of the auction or pictures. Bribing corp. officials may get this information, or favors from execs in these corps may work.

4) The Crazy Chicken boostergang knows Roger well, but knows nothing of the pictures, his present whereabouts, nor will they willingly "squeal" on him. They do know that he hangs out at the Outer Limits club, and will tell anything under duress.

5) He has two pictures, one of the vampire feeding, the other of the vampire's face. His girlfriend knows of this. He has three copies of each. One copy he keeps on him (GF knows of these), one copy in the mail with the negatives to himself (GF does not know of these) and one copy hidden at his apartment (GF knows of these). He also has the Cyberoptic pictures still in his eye (GF has no idea).

6) He lives on 24th av. His girlfriend and people at the club know this. If characters have his name, any DataTerm will tell this.

7) He has hired Doug Harrison as a bodyguard. Everyone at the Outer Limits knows Doug well, and that Roger hired him. This is general knowledge at that club. Doug is also well-known at the Afterlife for his gambling.

IN THE MEANTIME

Roger waits through the next three days, hanging out at the club and at home alternatively with Doug by his side. He is very nervous and will regard anyone new as suspicious. He also thinks that the corporations may try to take the pictures forcibly.

The fourth day, he has the auction over a conference call phone in the back of the club. For each of the three companies, roll 1d10. On a 1-5, the company is interested, 6-10 they are not. If only one company is interested, it will send a car to pick up Roger and take him to their offices (See IN THE NEWS). If more than one company is interested, an auction starts. Roll 1d10 x $100 for each bidding corporation, and that is their final bid. If there are ties, reroll. The highest bidder pays that amount (see IN THE NEWS). This all takes place over four hours. If no companies want to buy the pictures, he waits another three days and then airs them on a pirate TV station (see IN THE NEWS).

Once everything is done, he'll go back to his usual life, albeit richer. He keeps copies of the pictures on his walls, and a set in a post office box just in case. He lets Doug go two days after the transfer. If Roger is severely threatened, he will run to the Crazy Chicken hang-out, re-hire Doug, and stay there for a week, possibly longer.

IN THE NEWS

The next day the lead story is "Vampire-Psychopath Plagues Night City." His pictures will be aired at least eight times a day for the next four days. Enough time for every vampire hunter group in Night City to memorize the face and start hunting. For the next 1d6 months, the character will be randomly attacked by various vampire hunters and non-vampire hunters. He will have to hide or leave, but even that may have its problems.

Regardless, The Sun Knights (the best vampire-hunter group in North America) will hunt the vampire for the next six months and have those pictures on file for future reference. They are not kind, and will kill the vampire on sight.

If the pictures air on a pirate station, cut all of the above effects in half, but include the Sun Knights; they watch all stations, just in case something like this comes along.

ROGER DOE - MEDIA

Greedy, Introvert, Desires Fame.

INT:	7	TECH:	8	REF:	7
COOL:	6	LUCK:	10	ATT:	5
MA:	10	BODY:	6	EMP:	6
PSY:	4				

Skills: Credibility +4, Awareness +6, Education +4, Persuasion +3, Streetwise +4, Photography +7, Human Perception +4, Interview +4, Social +2, Wardrobe +2, Athletics +2, Motorcycle +6, Pistol +4.

Cyberware: Cyberoptic-Microcamera, infrared. (He took a picture of the vampire with this camera, but no one knows of it.)

Outfit: BudgetArms Auto 3, 2 clips, shoulder holster, knife, kevlar vest, Digital Camera, $100, motorcycle.

Description: Black hair, green eyes and is 24yrs old. Average sized, Anglo-American. No visible scars. Tattoo of EYE on arm.

Other: He suspects the pictures are of a real vampire, but is unsure. He is sure he took pictures of some sort of psychopath, thus he will be extremely cautious. He is a loner, only hangs out with his girlfriend, if anyone. If he suspects he is being followed, he will go back to the club and then take off on his motorcycle to the Crazy Chicken's hang-out (he knows them well). Hangs out at the Outer Limits Club; his girlfriend works there.

DOUG HARRISON - SOLO

Liar, Arrogant, Desires Power.

INT:	5	TECH:	4	REF:	10
COOL:	8	LUCK:	4	ATT:	5
MA:	9	BODY:	8	EMP:	4
PSY:	7				

Skills: Combat Sense +3, Pistol +6, Awareness +5, Athletics +4, Submachinegun +4, Stealth +4, Brawling +6, Melee +5, Rifle +3, Motorcycle +2, Gambling +5, Dodge +2.

Cyberware: Neuralware processor: Kerenzikov Booster +2.

Outfit: Dai Lung streetmaster, Belt holster; Minami 10, 2 clips; dazzle grenade, knife, Light armor jacket, sleeping bag, $20, motorcycle.

Description: White hair, white eyes (contacts), 20 years old. Well built Hispanic-American. Scars on fists.

Other: He wants power. Right now, nobody's hiring him, so when Roger came along, well, what the hell, good way to make a quick buck. All Roger told him was that he had some pictures that other people may want. That's all he needs to know, but figures the pictures are nude photographs, so is not really taking this job seriously. He figures some angry husband is after Roger, not corporations, and definitely not vampires!!!

HUNTING SEASON

No one understood who they were, the men running by wearing the Knight symbol on their backs. Bystanders muttered to each other about some secret service, but none of them could fathom their true nature until... until they lifted their arms and weapons arose from within, and the flames came bursting forth, destroying my master before my very eyes.

PLAYER'S BACKGROUND

It looks like your number's been drawn at last. The Sun Knights have definitely targeted your coven for torching. Yesterday afternoon one of the coven houses was burned to the ground. The official report: juvenile arson, no fatalities. But they're wrong. The fire killed three brothers and your master. It was no juvenile prank, it was quite purposefully set by the Sun Knights. You know because the Knight symbol was scrawled on a nearby wall and, in Latin, "Leeches Must Be Burned Away".

They may have missed your coven the previous day, but surely they'll continue striking until you have all died a fiery death. One coven vanished two weeks ago, probably the Knight's work. Now, there is only your coven, and another which you are on bad terms with. There is no longer a master, you are alone with your coven to fight for survival in this City of Fire.

GAMEMASTER'S BACKGROUND

This adventure is designed to be a campaign-long adventure, either as the primary mission or a back-drop to other encounters. Nonetheless, the vampires can be of any age level. Vary the exact force used by the Sun Knights according to the vampires' power.

How this adventure proceeds is entirely up to the players, and only background information is given here to aid the Game Master in running the adventure to its fullest. The adventure is presumed to take place in Night City, renamed San Ignem by the underworld creature.

THE SUN KNIGHTS

The Sun Knights is an organization whose primary goal is to destroy vampires. They are quite well-educated about vampires, and well-financed, but still small. The public has no idea that they even exist, and the government is watching them from afar, but the vampire community is all-too familiar with them, especially since they are world-wide.

Luckily, although they are spread out, they are small in number and lack any real authority. The police see them as a deranged cult who must be watched closely, lest they go on mad killing sprees, so they must remain covert, which puts them in a slightly worse position than vampires, as vampires can often get high positions with their wealth, and lack the stigma (as long as people don't know they're vampires).

The branch in San Ignem (Night City) is a largish one, but they expend much of their resources coordinating the other branches' affairs, so lack a great force of Hunters. The San Ignem branch has 2 AV-4s and a private jet at their disposal. They have 540 personnel; 34 of whom are Hunters, 98 who are covert operatives.

The covert operatives are broken down in the following way: 10% in corporations; 20% pose as street beggars; 10% pose as fixers; 15% work as doctors in street fix-up shops; 10% pose as mercenaries, 5% pose as rockers; 5% pose as nomads, 15% pose as boosters and 10% pose as government agents who generally work in records departments.

This is the typical Hunter from San Ignem, individuals will vary slightly, especially in terms of psychic ability:

INT:	7	REF:	10	TECH:	3
COOL:	9	ATTR:	6	LUCK:	2
MA:	6	BODY:	7	EMP:	5
PSY:	5*				

Skills: Combat Sense +4; Awareness +6, Handgun +4, Athletics +5, Stealth +5, Heavy Weapons +6, Rifle +4, Martial Art (Tae Kwon Do)+2, Vampire-Lore +2, Human Perception +2, Hide +2, Shadow +4, Interrogation +3.

Cybernetics: Cyberoptic: Thermograph, Low-light, Anti-dazzle; Cyberaudio: Radio splice, amplified hearing; Cyberarm: Flamethrower.

Outfit: .454 magnum (silenced), hip holster or H&K MPK-9 (silenced) with shoulder sling. Two extra clips of ammunition. Light Armor jacket with Knight symbol on the back, heavy cloth pants. Two incendiary grenades. First Aid Kit. Vampire Hunting Kit: Wooden stake, hatchet, cross & garlic.

Personality: Quiet and serious. Motivated to destroy vampires.

*Note that some are weaker or slower, yet psychic in some way.

THE COVENS

Here are the three main covens of San Ignem. The Salieni coven is suggested for the players if they have not already developed their own coven. The other two can be developed if the Game Master wishes using the Coven rules.

THE SALIENI COVEN

This coven dates back to the early 1800's and was one of the first established in the West. There have been two coven masters since it began, but both are now dead. The last was Richter Boriechi, a 226-year old vampire who served the coven well. He ruled it with a strong hand and kept it very wealthy, although the Salieni fortune assured all of that.

There are five coven houses, two of which are located in San Ignem, the others in San Francisco, Los Angelos and San Bernadino. The coven moved to San Ignem just a year ago, to restore its claim to that territory. Boriechi's investments have made the coven rich, with assets reaching nearly two million euro. The coven is on good relations with the Smith Coven (except that the Smith Coven just vanished a couple weeks ago), and bad relations with the Lincoln Coven. The two have always fought over territory on the West Coast.

The coven consists of 15 members, six of whom are on vacation. Three members were killed last night at the second coven house, along with the master. The other six are assumed to be player characters.

The rules under Boriechi were simple, but strongly enforced:
1) No fledglings (all except the master are called fledglings in this context) are permitted to create other fledglings without permission.
2) Feeding is only permitted on the ruffians of the age: gang members, street punks and nomadic people.
3) Revealing any information about the coven, its members or the nature of our kind is not permitted.

Failure to follow a rule meant being enclosed in a stone tomb for any period of time from a month to a year. This was enough to keep all members in line and yet did not make for a strictly regulated existence. The traits passed down through the coven are the following quirks: Lucky (+2 Luck), Immersion in water destroys, Cannot cross running water -3, Fast (+1 MA).

The other two covens, Smith and Lincoln, are both only loosely described, since the former is gone and the latter will shun contact, although later incidents may force the lone Lincoln survivors to fight alongside the Salieni vampires. But what is more likely, the Lincoln coven will attack the Salieni members when they discover their weakened state.

THE LINCOLN COVEN

This coven is also a very old one, dating back to the late 1800's. They have gone through four masters, and are currently on the fifth due to a great deal of internal strife. The current coven master is a Mature vampire from South America, who took over the coven by force. He has imposed a very strict totalitarian control over the twelve members, who are all quite young children of the night. They have one coven house, downtown.

THE SMITH COVEN

This coven was a much more recent one, being founded in the mid-twentieth century. There was only one coven master, and the total number of members never exceeded six. They were very peaceable, but a little too much into style and fame. Two of the members were developing rockers whose publicity must have somehow caught the eye of the Sun Knights, for now their coven house is an ashen ruin and none of the members have been spotted for weeks.

THE SMITH SURVIVOR

By sheer luck, one of the Smith members was absent when the Sun Knights struck, and was spared. He is extremely shaken by the fact that his coven was wiped out, but fears making contact with other vampires, in case he should lead the Knights to them or be ambushed by the Knights himself. He has told his band that he will be taking a vacation, as some "big fish" are after him, and given them explicit directions not to reveal that they saw him.

HIDING OUT

If the characters wish to hide out for the time being, there are many places they can go, depending on how much they wish to spend and how much they want to be under the regulation of humans. Note that each character will have about 500eb in addition to what he personally has, out of the Coven's petty cash. The bank account has been mysteriously frozen, although a little hacking will probably free it up.

The characters could hide out with contacts, but this is high risk, as the contacts are probably already closely associated with the character in question, and contacts can always be bought out by covert Knights, some more so than others. But the benefits of this is that the contact will probably not bother the character as much, and will be a reliable source of outside information without looking too suspicious.

The characters could also find a hide-out through fixers on the street. The problems with this is that they are generally not all that reliable and will easily sell-out the people they protect. The benefits are that they are deeply imbedded in the streets, away from prying eyes, and there are so many, it could take weeks to find one in particular.

PETER FAWLKES

Role: Vampire-Rockerboy		Apparent Age: 21	
Age Level: 0		Age: 25	
INT:	6	REF: 7	TECH: 9
COOL:	6	ATTR: 10	LUCK: 10
MA:	8	BODY: 5(6)	EMP: 4
PSY:	8		

Skills: Charismatic Leadership +2, Awareness +4, Sing +3, Play Instrument +6, Wardrobe +5, Composition +3, Performance +4, Brawling +2, Streetwise +4, Persuasion +6, Seduction +2, Handgun +3, Stealth +4, Hide +4, Photography +2.

Psychic Powers: Telepath: Fascination +4, Charm +1.

Quirks: Fears garlic, Destruction: Stake in heart, Lucky (+2), Singer (+1).

Cybernetics: AudioVox; Cyberoptic: Color shift, Times Square, digital camera.

Outfit: 12g sawed-off shotgun, twenty shells, kevlar vest, knife, electric guitar, black outfit, shades, cellphone. He has $2000 in a bank account.

Personality: Extroverted and egotistical. Always looks out for himself.

Other: Peter started his musical career in the back-water bars, playing soft and easy music with a subliminal violent tone. While he may be very appealing, his egotistical nature has turned many away.

The most expensive option are the Sanctuaries™, which are very hard to find, and extremely expensive. Once in, the characters must stay for at least a year, but are guaranteed a secret and safe sanctuary from anybody who comes looking for them. The drawbacks are that the characters will be watched constantly (security measure), and the owners may detect that the characters are not human, and feeding would obviously draw suspicion. Also, the cost is so high that they would need 500,000eb each per year.

KNIGHT ENCOUNTERS

The Sun Knights are assumed to not know the exact identities of all the coven members, although for each member, there is a 10% chance that they do, and a 5% chance of identifying a vampire every time the character goes out. If a character is known to the Knights, then every time that character goes out into public, there is a 15% chance that he is spotted by a covert operative (-10% if he wears a disguise). Characters who are spotted once have a 40% chance of being discovered the next four times, then it drops back down to 15%. If the character is spotted twice in the same district, the next five times there is a 75% chance of an ambush hitting him.

AMBUSHES

A Knight's ambush will be set up on a deserted street, with two (up to 6) Knights set up on opposing rooftops, two (up to 6) in alleys to either side and another (up to 3) in a van nearby. One covert operative will pose as the lure, making the scene look normal. This covert operative can be anything from a nervous corporate rushing home, to a street punk wandering, to a drunk.

Once the characters are in the middle of the street, the two will leap out of the alleys and attack the characters with their submachineguns. The ones on the rooftops will open fire too. Any vampires that fall will be attacked with a cyberarm flamethrower. If more than three of the Knights fall or the police arrive, the rest will escape in the van.

HOME

If the characters stay at their coven house, there is a daily 25% chance that during the day Sun Knights will break in and torch the place, destroying all inside. Therefore, it is advisable that the characters leave their coven house immediately. Roll every day regardless, as the characters may return.

Staying in one place for a long time is not a good idea, even if it is not the coven house. There is a cumulative 5% chance daily that the Sun Knights discover their place of hiding (go back to 0 every time the characters move to a new hiding place). Note that this is just for the present time due to their fervent search for the characters, normally the roll is not cumulative.

Going back to old hide-outs that were discovered is also not a good idea, as small groups (5) of Sun Knights are sent to guard them in just that case. In other words, the characters are going to have to be on the move for the next few weeks, and forget about their old hang-outs for the next year.

BOUNTIES

If, after a couple weeks, there has been no sign of the characters but their identities are known, a bounty will be posted for their deaths. It will be specified that the bodies must be burnt to ashes and the ashes brought to an address (their public headquarters). The bounty is 10,000eb per vampire.

The characters will now have a 20% chance of being attacked by bounty hunters whenever they show their faces throughout the West Coast. The bounty hunters have no idea they are dealing with vampires, so will not be as effective as Knights, but will be a major nuisance for the next year.

THE SNITCH

This whole affair started with a snitch. One of the coven members who was away in Europe had a brief affair with a woman who was just a little too savvy. She (Lenore) picked up on his being a vampire and suckered a great deal of information out of him. He was not concerned, as he planned to kill her anyway. But, instead, she beat him to the punch and he awoke to the final memory of being tied to a funeral pyre, with Lenore watching.

After destroying this vampire, she proceeded to Night City, and contacted the Sun Knights through various connections. After several negotiations, she gave the information for 500,000eb. She wasn't able to give exact identities, but enough on the general location of the coven houses to lead them to the exact locations. She is now in Hawaii enjoying the good life.

LONERS

There are four vampires in Night City who are loners. They have no hassles from the Knights, as they are well-trained in the art of evasion. Only one of these four will actually allow the characters to make contact with him, and that is Thomas, as from the Personalities section. He will help the characters in any way he feels appropriate, but only for a short time; then he will disappear, as he always does eventually.

HIBERNATION

The characters could get out of this whole affair by simply going into hibernation for the next decade or more, but that would be no fun. Besides, it could be extremely dangerous. Mainly because the characters would have to find somewhere safe to lay down to rest, a place that the Knights could not find. As you've seen above, the Knights are very good at just that, finding where people stay. So, this option is not advised.

AIRPORT

Going to the airport will mean passing two teams of strategically placed Knight teams, set up specially to watch for vampires. Characters have a 90% chance of being detected by each of these teams if they go through the airport. Sneaking in as cargo will not work either, as there are too many security systems looking for illegally smuggled weapons or drugs, and a body would not be looked over. Going in a coffin is possible, however.

The Sun Knights are an international organization, so escape by running to another country is not a good option. Two weeks after, the character's pictures and files will be sent to all offices across the world, and the search will begin, unless the characters go into the wilderness of a nation, and avoid the cities. In this case, the characters will probably be safe.

HACKING

One very plausible option is for the characters to hire a netrunner to break into the Knight's computer mainframes and erase all files to do with them (or more generously, erase all files). This would effectively halt the investigation for a day, but hard copies are available, so the hunt would continue. The major accomplishment of this would be to erase any past histories on the characters, which may serve to aid the Knight's hunt.

By the same token, if the characters were to destroy the Knight's headquarters (a 10 story office building called SunCo), all hard copies and computer files would be destroyed. The individual Hunter teams would still hold pictures and basic descriptions, but all other information would be destroyed, ending the hunt for the time being. This would also cripple the Knights organization around the world, as this is the main office, and the characters would get a great reputation with vampires around the world.

ESCAPE

If the characters somehow manage to evade the Knights for the span of one year, then it is assumed that the Knights have given up on them, and their files will be pushed back in favor of a new coven. Unless the files have been destroyed (see hacking), the characters may face future Knights, as old files are brought back for check-ups (they know vampires live for a very long time, so always keep old files for future reference). In other words, even if the characters escape this time, there'll always be a next...

INDEX

Name _____

Role _____   Apparent Age ____

Real Age _____   Age Level _____

Character Points _____

INT ......[ ]	REF ....[ ]	TECH ....[ ]
COOL ..[ ]	ATT ....[ ]	LUCK ....[ ]
MA ......[ ]	BODY .....[ ]	EMP .....[ ]
PSY ......[ ]	SAVE ......[ ]	BTM .....[ ]
Run ......[ ]	Leap ....[ ]	Lift ....[ ]

Quirks: _____

Feed Rate: _____ Healing: _____
Special: _____
Psychic Powers: _____
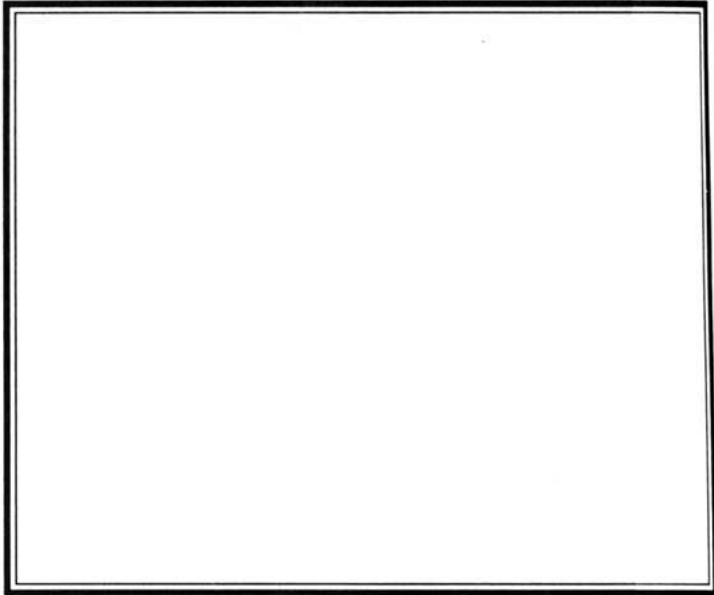
SKILLS

(• indicates a new skill; √ indicates a change to the skill)

SPECIAL ABILITIES
Authority ....[ ]
Charismatic Leadership .....[ ]
Combat Sense ....[ ]
Credibility ....[ ]
Family ....[ ]
Interface ....[ ]
Jury Rig ....[ ]
Medical Tech ....[ ]
Resources ....[ ]
Streetdeal ....[ ]

ATTR
Personal Grooming ....[ ]
Wardrobe & Style ....[ ]

BODY
Endurance ....[ ]
Strenght Feat ....[ ]
Swimming ....[ ]

COOL/WILL
Interogation ....[ ]
Intimidate ....[ ]
• Meditation ....[ ]
Oratory ....[ ]
Resist Torture/Drugs ....[ ]
Streetwise ....[ ]

EMPATHY
• Animal Handling ....[ ]
Human Perception ....[ ]
Interview ....[ ]
Leadership..........................[ ]

Seduction ....[ ]
Social ....[ ]
Persuasion & Fast Talk ....[ ]
Perform ....[ ]

INT
Accounting ....[ ]
Anthropology ....[ ]
Awareness/Notice ....[ ]
Biology ....[ ]
• Body Language ....[ ]
Botany ....[ ]
Chemistry ....[ ]
Composition ....[ ]
Diagnose Illness ....[ ]
Education & Gen. Know ....[ ]
• Eidetic Memory ....[ ]
Expert _____[ ]
√ Gamble ....[ ]
Geology ....[ ]
Hide/Evade ....[ ]
History ....[ ]
Language _____[ ]
Language _____[ ]
Language _____[ ]
Language _____[ ]
Library Research ....[ ]
Mathematics.......................[ ]
Physics ....[ ]
Programming ....[ ]
• Psychology ....[ ]
Shadow/Track ....[ ]
Stock Market ....[ ]
System Knowledge ....[ ]
Teaching ....[ ]
• Vampire Lore ....[ ]
Wilderness Survival ....[ ]
Zoology ....[ ]

REF
Archery ....[ ]
Athletics ....[ ]
Brawling ....[ ]
Dance ....[ ]
Dodge & Escape ....[ ]
Driving ....[ ]
Fencing ....[ ]
Handgun ....[ ]
Heavy Weapons ....[ ]
• Magic ....[ ]
Martial Art ....[ ]
Martial Art ....[ ]
Martial Art ....[ ]
Melee ....[ ]
Motorcycle ....[ ]
Operate Hvy. Machinery ....[ ]
Pilot (Gyro) ....[ ]
Pilot (Fixed Wing) ....[ ]
Pilot (Dirigible) ....[ ]
Pilot (Vect. Thrust Vehicle) .[ ]
Rifle ....[ ]
Stealth ....[ ]
Sub-Machinegun ....[ ]

TECH
Aero Tech ....[ ]
AV Tech ....[ ]
Basic Tech ....[ ]
Cryotank Operation ....[ ]
Cyberdeck Design ....[ ]
CyberTech ....[ ]
Demolition ....[ ]
Disguise ....[ ]
Electronics ....[ ]
Elect. Security....................[ ]
First Aid ....[ ]
Forgery ....[ ]
Gyro Tech ....[ ]

Paint or Draw ....[ ]
Photo & Film ....[ ]
Pharmacuticals ....[ ]
Pick Lock ....[ ]
Pick Pocket ....[ ]
Play Instrument..................[ ]
Weaponsmith ....[ ]
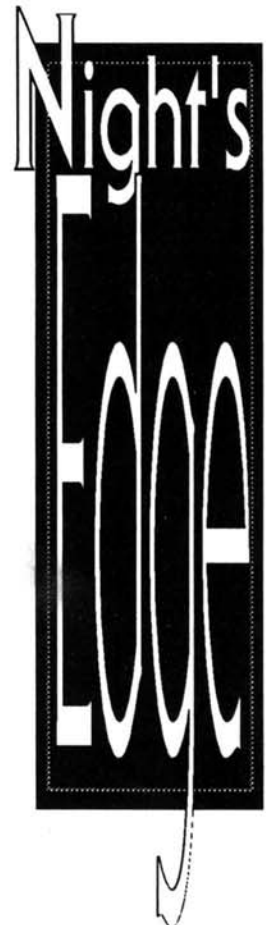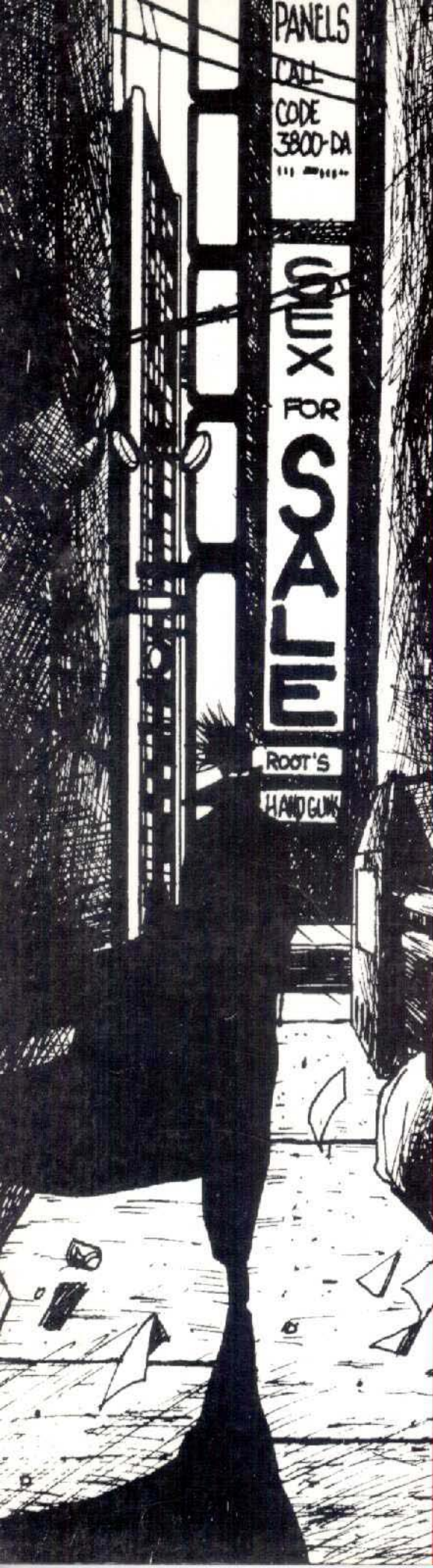
Night's Edge

The night is a wonderful place. You can live in it forever (and some of us do...) without being noticed if you don't want to. Those who live in the night better have the Edge, the Night's Edge, for there is a special kind of 'people' who live there.

You might call them leeches, vryolakas, vampires or monsters, but then again, they might call you cattle, meat or lunch and beside, name calling is so... childlike. The bottom line remains that even if you don't like them, you gotta respect them. Law of the jungle you know. And the night is one huge jungle, complete with its predators and preys.

Some may want to reverse the roles, make the hunters hunted, but they are few. Most are just happy not to be fodder, food for them. Live and let live, I suppose...

Night's Edge is an Alternate Reality Sourcebook for CyberPunk 2020. It is the first in a series of modules and sourcebooks that brings techno-horror to the world of CyberPunk. It contains rules covering mostly vampires but also their brethren, lycanthropes and were-wolves. Also included are rules for vampire hunters and psychic powers.

A CYBERPUNK ® 2.0.2.0.
Alternate Reality Sourcebook

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