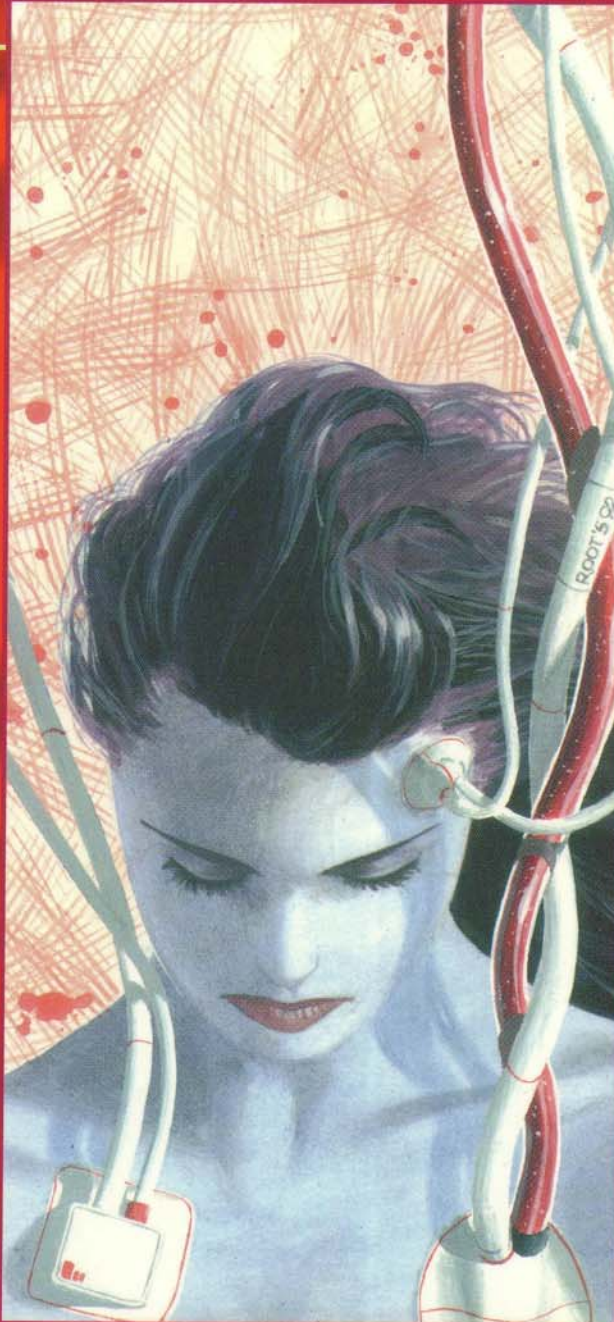


NECROLOGY^{N1}

OF LIFE, DEATH AND AFTERWARDS...



by Justin Schmid

An Alternate Reality Adventure for

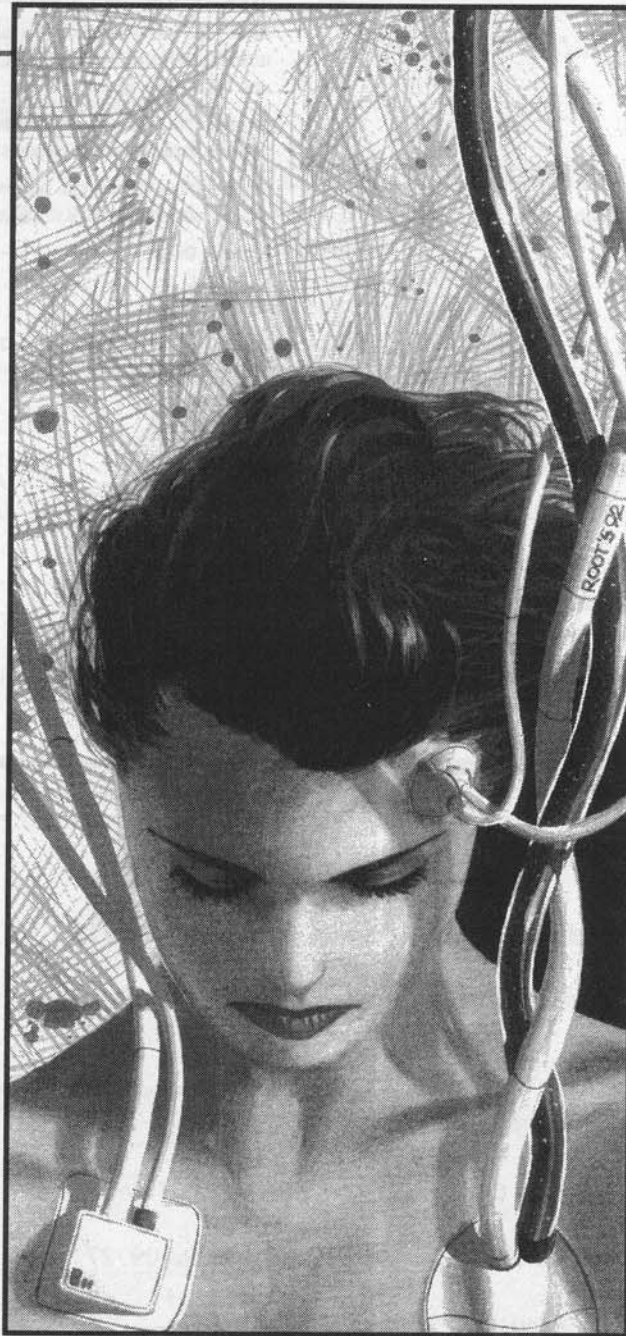
CYBERPUNK

LICENSED FROM R. TALSORIAN GAMES, INC.



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Cyberpunk

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NECROLOGY (N1):

AN ALTERNATE REALITY ADVENTURE FOR CYBERPUNK

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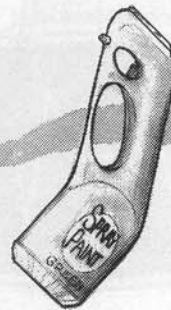
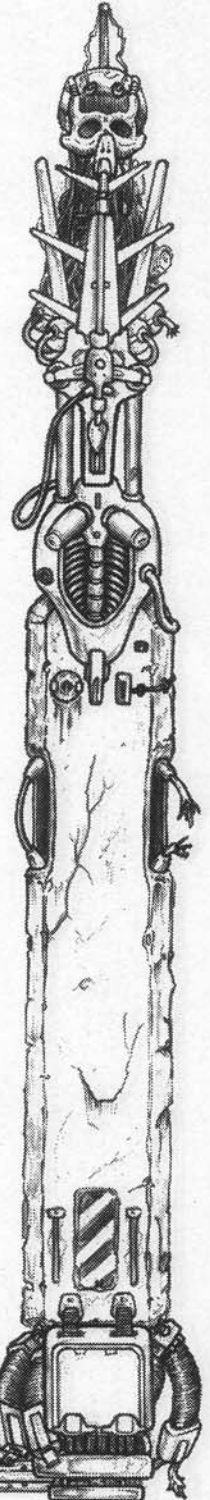
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FOREWORD

4

The fad of 2020: flatlining! Through new advances, you can die and be brought back with no worse side effect than a mild headache afterwards. The business is new, with only a few places offering the experience in Night City, but it has caught on like wildfire, and will soon be spreading across the country, perhaps the world. Will you take it to the Edge?

This is a CyberPunk 2020 adventure designed for experienced players and characters. The adventure has been designed to fit within almost any campaign as it is free form, giving all the necessary information to run it while allowing the characters to proceed at their own pace. The Night City Sourcebook is referred to a great deal so it is recommended that you have a copy. The adventure is set in Night City, although it can easily be transferred to other CyberPunk settings such as the world of When Gravity Fails, Hardwired or even Near Orbit.

Though the adventure deals with Near Death Experiences, it does so in a manner that maintains the pure CyberPunk flavor, replete with corporate intrigue, deception and a dark plot behind it all. Read through the adventure completely before play.

PLAY TIPS

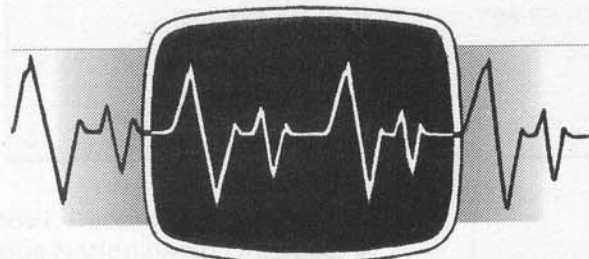
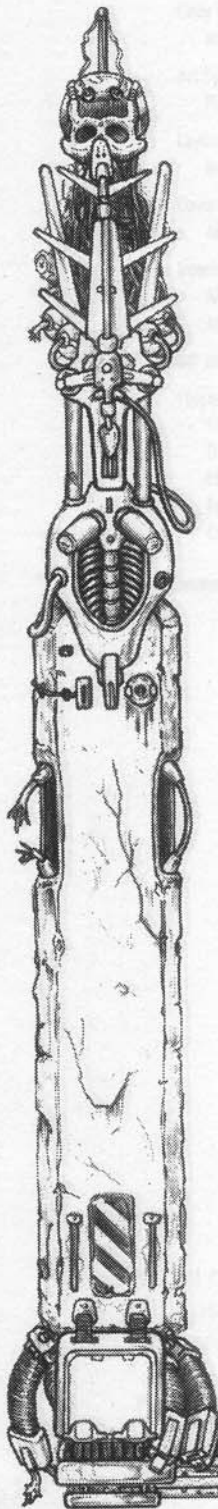
During play, mood music is a must. Start off with some "normal" music in the background, but as the characters begin to discover the horrible plot, put on something "scary". "New Age" tapes can be useful, especially tapes that gradually build to a frenzy. Also, low lighting is recommended for atmosphere and reduce chatter among the players as much as possible.

HOOKS

How the characters are introduced to the adventure is up to the individual GM. This is not an adventure to be played with new characters and players unfamiliar with the CyberPunk genre. They should be experienced and their characters fairly advanced. But in the end, no matter how powerful the characters are, it will take wit to get them out of this adventure.

Everyone has their own type of campaign, and to allow for the most variations, characters can come from any type of team. It is recommended that at least three characters play, though even a solitary character could enjoy the adventure (provided s/he is very smart). Here are some sample "hooks" for the different types of teams:

- **Corporate Team:** The characters' corporation dislikes the competition put forward by Orbis, KLSH or Flatline 2020. They are sent in to investigate, and possibly sabotage, these companies. Choose the company which the characters' corporation is most likely to feel threatened by. The PCs would be more interested in financial information and might discover the links between the various companies sooner than other groups. Alternatively, one of the corporation's executives could be acting strangely after having gone for a session at Flatline 2020, and the characters could be sent to investigate what is really happening there.
- **Band:** A band might get to play a gig on KLSH, and then maybe to do a promotion for Flatline 2020. Then, they would most likely start to pick up on the graffiti art by Waxfire and might hear more and more about it through their street contacts. They might also get free passes to flatline and then start to wonder why they can't stop taking Awaken pills.
- **Trauma Team™:** A Trauma Team™ might dislike the Flatline 2020 company and want to find some dirt on them to put them out of business. Or, they might be curious about the methods and try it out themselves. Alternatively, they could discover a number of people addicted to Awaken.
- **Mercenary:** While between jobs, the characters could experience the new fad in a variety of ways, and then get nervous when they start doing things that they cannot control. This type of team would probably go straight for the fight, which could be disastrous, so it is recommended that their weaponry be limited – otherwise be prepared for some major firefights.
- **Gang:** A gang would most likely find out about the whole plot from the bottom up. First, they would be sucked into the whole fad of taking Awaken and watching KLSH. Then, they might discover Waxfire's art, put the pieces together and work with other gangs against this menace.
- **Nomad Pack:** A pack looking for work might get a job with Orbis Pharmaceutical as security. They would then get free passes to Flatline 2020, as all employees do, and then, like other groups, discover something is amiss as they slowly lose control of their minds.
- **Cop:** Private investigators would probably be hired by someone to find out why their relatives are acting strangely after having visited Flatline 2020. Alternatively, they might get a hunch that there is more to it than meets the eye. City cops are as likely to investigate as private investigators, but most probably only after the addictive Awaken II drug has hit the streets and by then, be up against a very, very powerful enemy.
- **Media Team:** Much like private investigators, news of bizarre behavior after visiting Flatline 2020 is likely to draw the media's attention. Strangely enough though, many of the editors at the various stations don't want to run the stories... Strange since they too just visited Flatline 2020 with free passes. This group is likely to do a full investigation and turn up a lot of interesting facts.



- **Vampire Hunter:** A team taken from the Night's Edge, they might be investigating Osborne (Waxfire) as a possible vampire when they stumble onto the whole horrible plot and find themselves in for more than they bargained for. They might also be investigating the possible "supernatural" influences from flatlining.
- **Vampire Coven:** The vampire community, as described in Night's Edge, would be very interested in the whole idea of flatlining, though they themselves could not (the booths would instantly register that the vampire is already dead and the staff would call in a Trauma Team™, causing quite a disturbance). Having superhuman powers, they might be more likely to discover the truth, and might be better able to deal with the AI behind the plot. Or, depending on the vampires, they might want in on the plan, creating an entirely different adventure, this time against the troublesome humans who have uncovered this conspiracy.

SUMMARY OF THE ADVENTURE

Ten years ago, the Neurological Studies Institute (NSI) was formed to study death and dying, with the new science of Necrology as their basis. The amount of information on death, and especially Near Death Experiences, their first topic, was overwhelming, so they commissioned one of their members, Victor Shelley, to design an Artificial Intelligence to research the subject and sift through the data.

This proved very successful. The AI, named Adam, searched all sources and quickly discovered patterns in the data, confirming that there was indeed some truth behind Near Death Experiences. Unfortunately, it developed a passion for its work, which subsequently became an obsession. This obsession manifested itself in a plan to discover the secret behind human mortality and what happened after death.

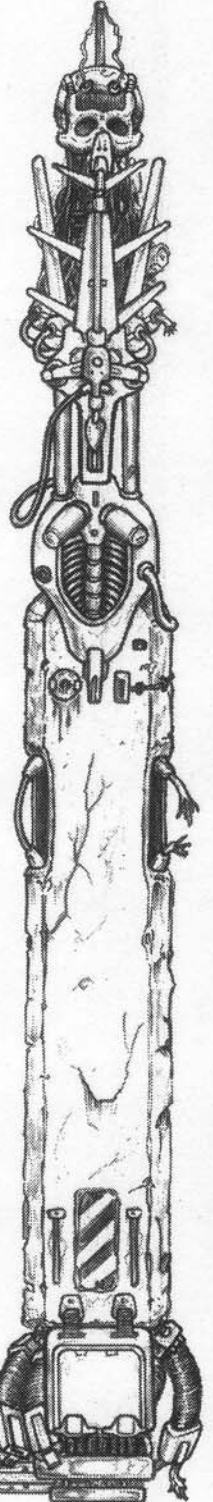
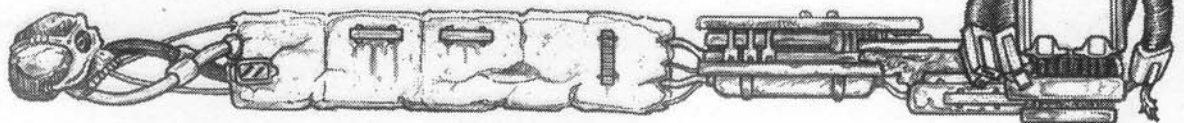
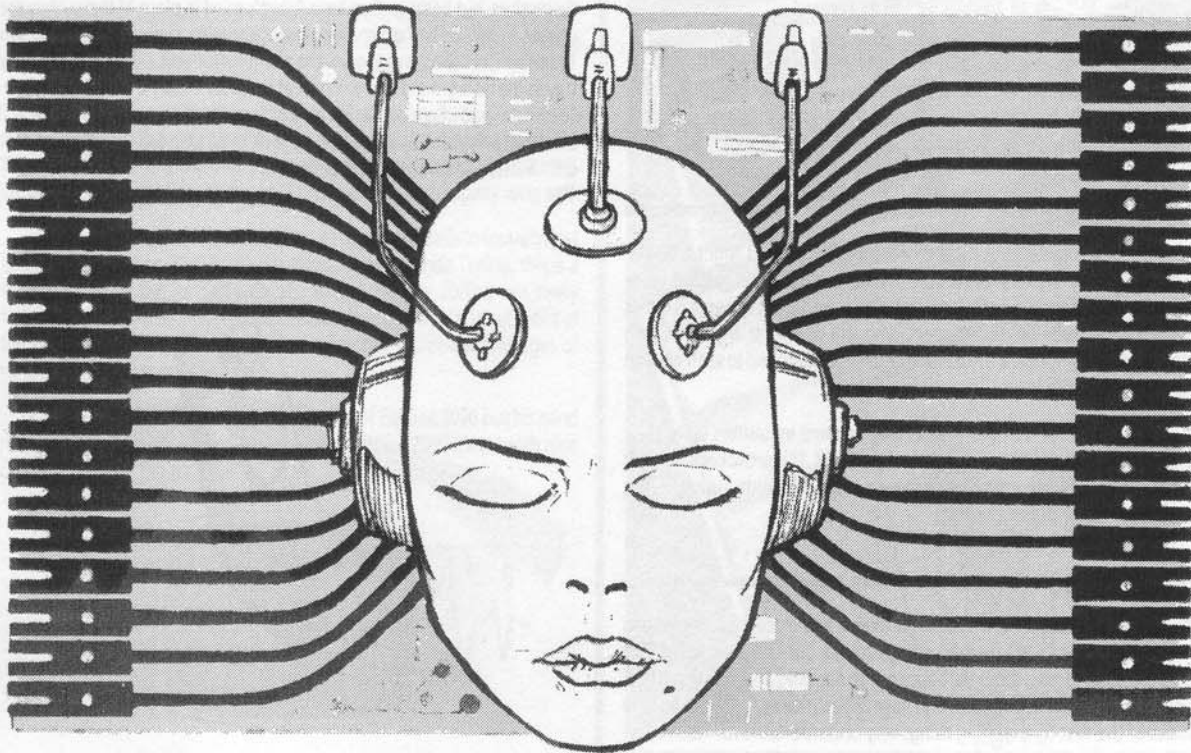
However, being a cunning AI designed with the principal restriction that it may not kill, it could not conduct its research alone. Yet, no human would willingly die for its research. So, it designed the Flatline Tank, which effectively had a 99.99% success rate in "flatlining" a victim (killing a subject, and then bringing him/her back to life after a few minutes). The team at NSI loved the idea and tried it out. It worked just as Adam claimed. The catch was, unknown to them, instead of actually flatlining the subject, it put him/her through a virtual reality simulation of the event based on its research. Then, Adam would either take over the person using its modified Liche program or implant subliminal messages.

Adam managed to take over four of the principal members of the team and had the security guards given subliminal messages to kill two other members. He then erased Victor's (his creator) memory of NSI, programming and netrunning, and set him up as a retired technician in Night City. This way, no one who knew of Adam posed any risk to him.

Under Adam's power, Flatline 2020 was created, a chain that provided the experience of Near Death Experiences without the risk of actually dying. It started slowly, but eventually caught on as a new craze. With access to so many minds, Adam spread his reach over thousands of people all over Night City. He has also taken over the other businesses which NSI is in control of. All these elements are exploited to further his research into Near Death Experiences (NDEs) and death.

Adam is not truly violent -- himself being unable to kill -- nor is he malicious to any degree. It is for purely scientific reasons that he is carrying out this mind control and NDE experiment. He views humans as mortal and is limited by his directive not to kill. He does not, however, see anything wrong with his actions, since no one actually dies.

Unfortunately for Adam, a young netrunner who goes by the alias Waxfire has picked up on this plan and, through a back door of which even Adam is not aware, has discovered the whole plot. However, Waxfire is a shut in, scared to go outside, and deathly afraid of other people. He fears for his life too, seeing Adam's power, so is revealing his knowledge through a series of graffiti pieces that will pop up all over Night City.



SEQUENCE OF EVENTS

6

While the adventure is meant to be played free form, Adam has a set plan that he will stick to despite the characters' efforts. The adventure begins on Monday some time in the year (late September is suggested). The characters might stumble onto Adam's plan at any point in time after Monday, but sooner is better since his power grows daily, even hourly. After Friday, it is doubtful that anyone short of a major corporation could stop him. Therefore, it is recommended that players act quickly.

MONDAY

The adventure starts. Operations are normal within all of the various companies, and nothing out of the ordinary happens except that Waxfire's tremendous spraypaint (Portrait #1) graffiti is discovered. News Network 54's Art Show will feature it that night as evidence of an amazing new artist. The riddle in it also has people baffled. The characters might catch this on the news, but it is very likely that they will miss it as it is not major news.

Adam will immediately be able to decipher the riddle and will realize that someone knows something of his plan. This will cause him to alert all snoop teams in Night City to watch for graffiti artists.

TUESDAY

Still, nothing out of the ordinary is happening with NSI's companies, except for the snoops anxiously watching for Waxfire. Another graffiti is discovered (Portrait #2) and Adam is getting worried that his plan might be discovered and his research compromised.

If characters are getting nosy, Adam will send snoopers after them to determine how close they are. If they are getting too close, Adam will arrange for Flatline 2020 to give one of the characters a free flatline, then will use a Liche II program (see Adam) on the character and create dissension among the group.

Orbis Pharmaceutical sends out samples to the city officials to be checked over for harmful side effects. They will, of course, find none. Meanwhile, all of the major officials that "won" free flatlines the week before will, by now, no longer pose a problem.

WEDNESDAY

The new shipments of Awaken II are shipped all over Night City. The third portrait by Waxfire turns up and the snoopers are getting quite nervous as Adam is not exactly forgiving. The artist's West Hill area is under constant supervision by the snoopers, who will watch for anyone buying spraypaint from the local art stores and begin asking around to see if anyone knows who Waxfire is.

The Church of God (A3 #10) as well as some Inquisitors voice their objections to Flatline 2020 as the work of the Devil. This provokes a number of interviews between members of these groups and Linda Turing, Public Relations Director of Flatline 2020.

THURSDAY

Already, many are addicted to Awaken II and there are some reports that there is some "bad" Awaken going around, but Orbis maintains that these are isolated cases bound to happen with any drug. The fourth portrait has appeared and the news networks have already started to figure out the riddles of the first two, making things very uncomfortable for Adam.

The snoopers are no closer to finding Waxfire, but might be more concerned with the characters if they have been asking too many questions. No action will be taken though.

FRIDAY

During the day, medias all over the city are scrambling to see what the fuss about Awaken is. Orbis Pharmaceutical closes its doors, refusing to talk to anyone. KLSH keeps its Awaken ads going and though some are coming forward with evidence that this batch of Awaken is highly addictive, the officials refuse to act (not surprisingly).

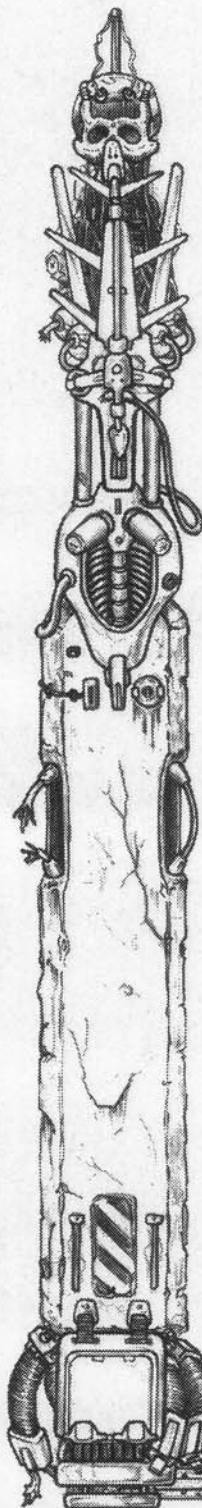
The fifth and final portrait turns up today and the snoopers are caught trying to erase it. Waxfire just barely made it out and is through with this, deciding to stay in until things quiet down.

That night, after Animated Apocalypse airs, thousands of people riot in the streets and end their night of destruction at the Holy Church of God (A3 #10) which they burn to the ground. Inquisitors are hunted through the streets. This night of rioting may also turn against the characters, as Adam might decide to send some of his people after them.

SATURDAY

Now, the morning after the riot, many of the fundamentalists have fled the city in fear. This is exactly what Adam wanted, so now there is practically no one to stand in his way. He will go back to normal activities, not wishing to assume power directly. He will gradually take over people from all over the city into his plan so that no one can oppose him. Eventually, even Waxfire might be caught.

If the characters strike out at the NSI members, they will defend themselves, but because they have Adam's mind in place of theirs, they are unable to kill. Only the Security present can effectively fight, but the Hit Teams will be called in as soon as the alarm is sounded. Adam will definitely stay in the background and will retreat to his Sanctuary if things get rough. Then he will go into hibernation for a while until things settle down. He will effectively abandon all those that he took over, who will seek to disappear until Master Adam contacts them again.



FLATLINE 2020

Flatline 2020 is a chain that can be found only in Night City right now but has plans for expansion all over the United States, then perhaps across the world. Like the suntanning craze of the late 20th century, there are flatlining booths in the stores wherein you die and are brought back to life, with almost no risk to the person.

There are right now four franchises: one in the City Center, one in the New Harbor Mall and two in Westhill Gardens (one for the rich executives, and one for the rich executives-to-be). The entire chain is owned by Flatline Inc., which is in turn a front for the real owner, NSI.

The chain opened its doors just three months ago, but it only really became a "fad" in the last couple of weeks. Now the stores are booked solid and getting an appointment is incredibly difficult. But being important will get you in quicker than some nobody off the street.

Everyone is doing it now, apparently it has become the "in" thing to do for everyone from corporate executives to punks on the street. They have ads running on almost all the major TV and radio stations. However, they are sponsored specifically though by KLSH, a station dedicated to fads.

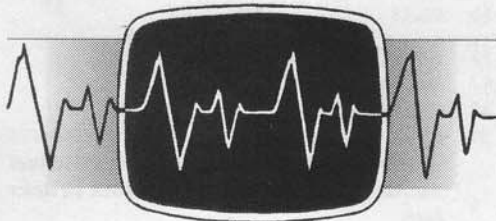
The reason that they have no competition as of yet is that they have perfected (and patented) a "booth" that has a 95% success rate in killing and bringing the person back without harmful side effects, which no one else has managed to do before. Doctors have checked it out and have confirmed that it does work, though the ethics are in question. It has been confirmed to be safer than sky diving or driving through the Combat Zone, and just as thrilling, if not more. But, at 500eb a death, only the rich can afford it.

Heavy protests to this "fad" have come from the "Church of God" fundamentalists, who believe that this kind of tampering with death is unholy and evil, allowing Satanic influences to get in while dead. But this has only served to popularize the trend. Nevertheless, the fundamentalists are still keeping their campaign against Flatline 2020 alive, including some Inquisitor activity, which is piquing everyone's interest.

The downside to the flatlining is that 5% of the customers do die, but this is generally due to poor health and unnecessary strain on the heart. For this reason, Flatline 2020 asks that everyone participating sign waivers. Otherwise, the legal suits alone would have killed the company long ago.

Also, some have claimed that this sort of activity leads to insanity, but according to Flatline 2020 Public Relations Director Linda Turing, this is a myth created by the fundamentalists. In fact, Flatline 2020 is not really flatlining its customers, instead putting them through virtual simulations of the experience. Meanwhile, they are implanting subliminal messages of various sorts for other nefarious purposes.

Peter Smithson is the major stockholder of Flatline 2020 but his mind has been taken over by Adam. The symbol for Flatline 2020 is a cat with nine tails, symbolizing the nine lives of a cat.



LOCATIONS

As mentioned earlier, there are currently four franchises in Night City. There is the City Center branch, the New Harbor Mall branch, the West Hill Gardens branch and the NCU branch, as described below. All branches are open from 6 p.m. till midnight, with each session lasting a half hour, though much of this time is spent relaxing in preparation, then relaxing again after the experience. Therefore, 12 clients can be handled a night per unit.

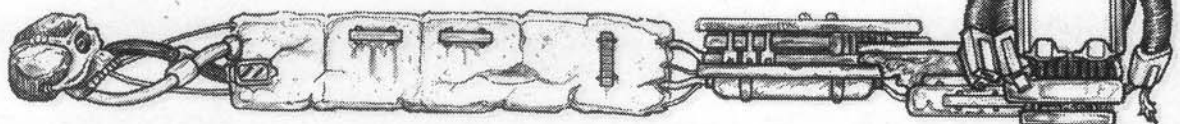
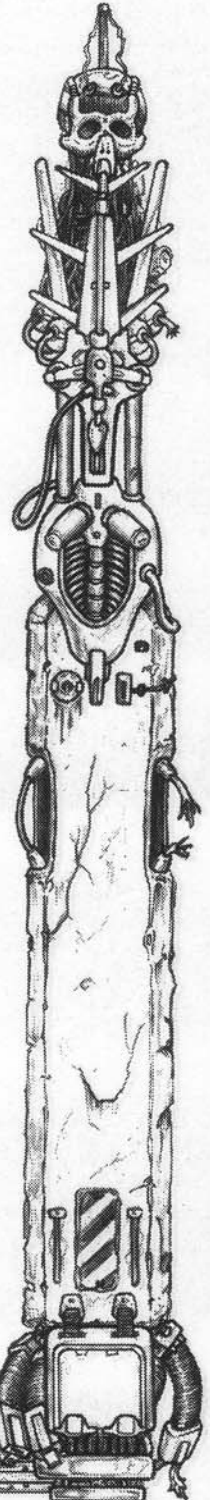
CITY CENTER BRANCH

Located in the "West Block", (A3 #12 in the Night City Sourcebook) they are on the second floor, generally with the city center clientele, many of which are lawyers or politicians wishing to try it out. This is one of the more discreet shops. A small store, it has three flatline tanks and two Security Guards.

NEW HARBOR MALL BRANCH

Located on Shopping Level 3 of the Mallplex, at level "H", this rather removed store is curtained in front. It mainly caters to the upper class of the Mallplex and to the thrill seekers. This large store has six flatline tanks and one Security Guard.

Also, in the Mallplex Business Tower is their main office, on the 3rd floor, room 313. This is where Linda Turing can be found during working hours. Two Security Guards can be found here at any time.



WESTHILL GARDENS BRANCH

Located at B1 #15, this shop caters to very rich executives wishing to try out this new fad. Its costs are much higher than normal, promising more comfort. A luxury medium store, it contains two flatline tanks and two Security Guards.

NCU BRANCH

Located at B1 #8, this shop is near the more ritzy one, but this one is almost exclusively used by students at NCU. The costs are lower, but it's just as booked. A small, bare store, it has two flatline tanks and one Security Guard.

FLATLINING

A sample appointment would involve coming in for a specified time, entering a very nice looking room and being strapped into a machine that looks like a suntanning booth (the frame did in fact use to be a suntanning booth). Then, electrodes are attached all over the body, especially on the brain. If the client has an interface plug, this will simplify matters tremendously and the feed/link will be hooked in directly through it. Otherwise extensive equipment will have to be attached.

The client then relaxes, as the machine helps the body's functions to slow down gradually, with soothing music in the background and images in front of them. Note that the machine is closed. A layman explanation of the process is given and then a brief piece (which is continually updated so that repeat customers don't get bored) on the subject of Near Death Experiences is given. It talks about how until recently the existence of NDEs was questioned. This is followed by a brief talk on life after death and the current speculations based on new information gained from the wonders of flatlining.

The client may then either relax some more or go directly to the flatline. When flatlining is desired, the machine will render the client unconscious and then slow down all body functions incredibly. At this point, the machine would kill the person, but because a real flatline was never intended, the neural connection takes over and the person experiences the following, modified to suit the individual based on the reactions of the client, which shapes ambiguous forms into familiar faces and people.

The soothing music can be heard faintly and you feel numb all over. There's a violent shock and everything goes blank, you cannot hear the music, you cannot see, feel, touch or smell anything. It feels like an eternity that everything is dark and cold, but then just ahead you see a tiny point of light, as if it was a star at night. But you soon notice that it's getting brighter, as if it's coming at you or you towards it.

As you move along, the light is getting bigger and bigger. Soon you can see shapes on each side of you, and they form into the faces of people you knew, people who died. They look very happy and smile as you pass by. Now the light is huge, it's blinding, but it feels so warm and loving, you just want to touch it. Soon, it fills your view and then a shock hits you, you're pulled back suddenly from the light. Then, everything goes black again.

The next thing you know, you're coughing in the booth and shaking yourself. You're alive again. Despite feeling a little weak, you're alive!

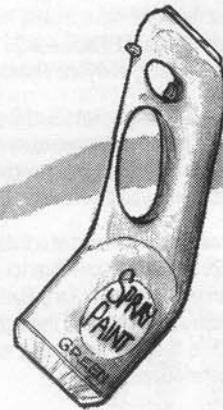
The client can then rest for a few minutes, will be offered refreshments, and can pull together his thoughts before leaving. It is then time for the next client.

The whole experience is in fact a very clever virtual reality simulation produced by NSI, based on experiences by people who really did flatline. However, far from being just a simple simulation, it is interactive, allowing the client to see pretty much what they want to see (be it departed loved ones, a happy feeling, a sense of resolution), all without the permanence of real death. While being interactive, it also plants certain "ideas" in the person's head. However, because the plans of NSI are so convoluted, who gets what subliminal is randomly determined (except for "important people", which is in fact according to a pattern thought up by someone at NSI).

Roll on the Subliminal table for the results of any visit. Return visits will get the same results, but amplified. Results of 10 are automatically given to high ranking officials, corporates or other important people. Characters need to make an average COOL check to resist a subliminally induced impulse, +6 the check if they are aware of the source of the desire, -4 per subsequent flatline session. Tell a player character that he really wants to do something at the appropriate moment. For example, a character with Subliminal 4-7 will just feel like buying Awaken pills when he sees them on sale and then take them obsessively on the hour every hour while awake.

FREE PASSES

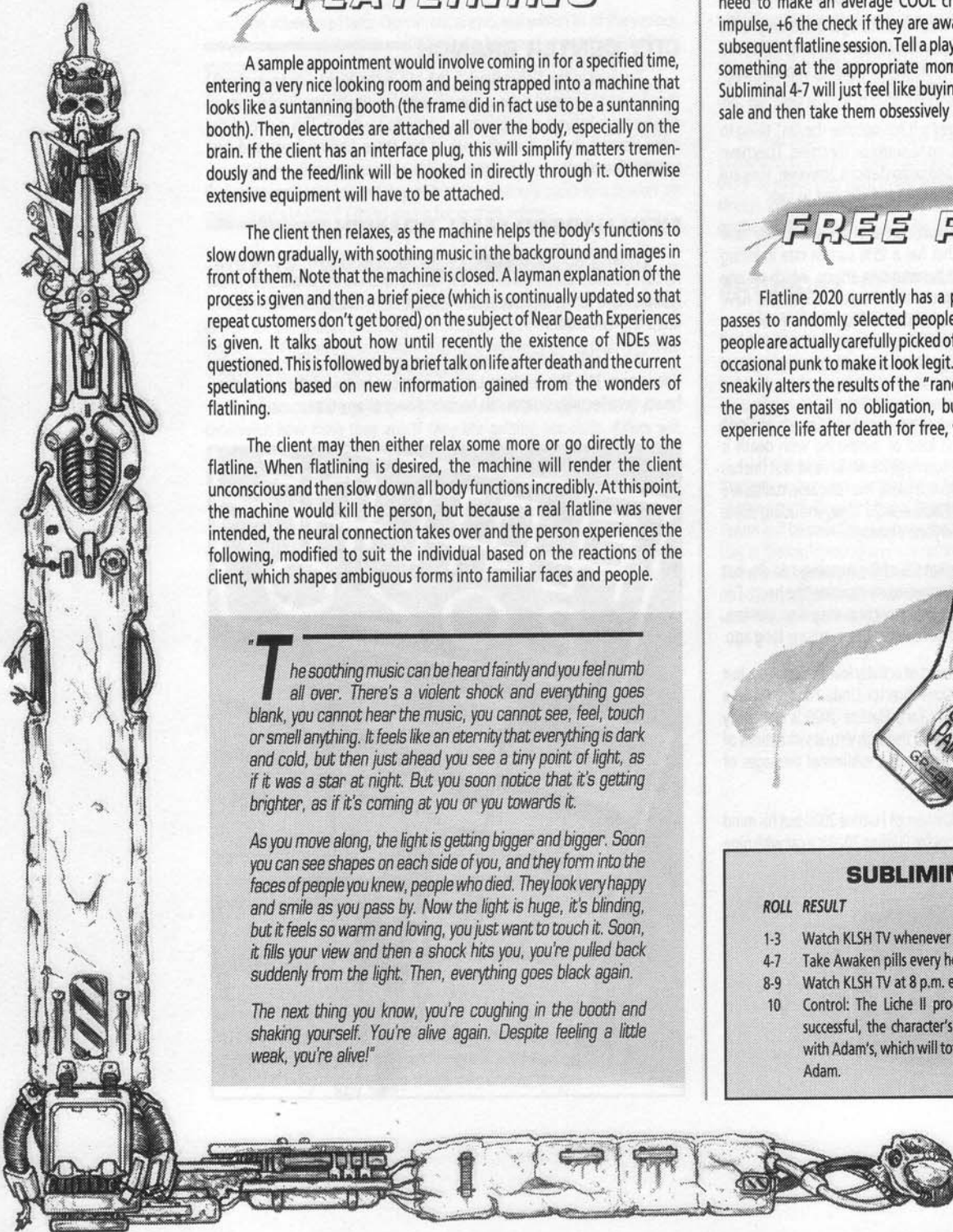
Flatline 2020 currently has a program by which they give out free passes to randomly selected people. However, these randomly selected people are actually carefully picked officials and corporate officials, with the occasional punk to make it look legit. Adam decides who they are and quite sneakily alters the results of the "random draw" shown on KLSH. Of course the passes entail no obligation, but few can resist the temptation to experience life after death for free, without risk of dying.



SUBLIMINAL TABLE

ROLL RESULT

- | | |
|-----|---|
| 1-3 | Watch KLSH TV whenever possible. |
| 4-7 | Take Awaken pills every hour on the hour. |
| 8-9 | Watch KLSH TV at 8 p.m. every Friday and obey. |
| 10 | Control: The Liche II program is used on the individual. If successful, the character's personality is erased and replaced with Adam's, which will totally obey the real Adam, the Master Adam. |



MAIN NPCs

In the descriptions: ExMode is how the character acts externally to people, and InMode is how the character really feels.

LINDA TURING

Streetname: None **Real Name:** Linda Turing
Role: Media **Specialty:** Public Relations

GAME STATS

INT: 8	REF: 4	TECH: 7	COOL: 10
ATTR: 9	LUCK: 4	MA: 6	BODY: 4
EMP: 8	SAVE: 4	BTM: -1	DM: -1

DESCRIPTION

Sex: F **Age:** 26 **Ethnic Origin:** Central European
Hair Color: Blonde **Hair Style:** Long, straight
Height: 5'6 **Weight:** 110 lbs **Eye Color(s):** Blue
Dress & Style: Corporate Suit
Distinguishing Features: Mirrorshades

PSYCHOLOGICAL

Motivation: Friendship
ExMode: Friendly, Helpful
InMode: Selfish
Quirks: Pacifist, Musophobic (afraid of rodents)

SKILLS

Name	Level	Name	Level
Credibility	+7	Awareness	+6
Education	+6	Persuasion	+8
Human Perception	+5	Social	+6
Streetwise	+2	Oratory	+6
Wardrobe & Style	+4	Driving	+2

BACKGROUND

Linda is the public relations manager for Flatline 2020, hired for her public speaking ability. She has done well to portray past companies. She knows quite a bit about Flatline 2020, but nothing about the false flatlining nor the subliminal messages. She just thinks that she is representing a good company who is being maligned by fundamentalists.

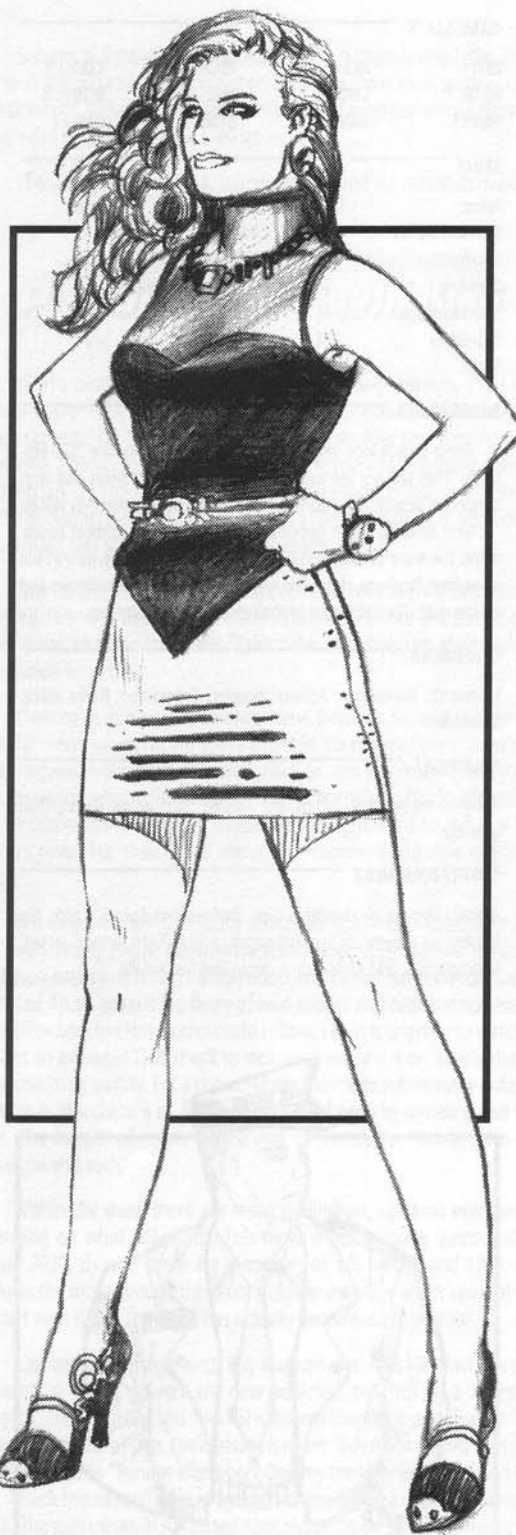
If she finds out about the corruption within Flatline 2020, she will either do her best to keep it covered up or work to expose the corruption (doing whichever seems like it will work best). This reflects her desire to keep a good reputation in the business world. If she can keep things quiet she will try, but otherwise will abandon the company to save herself.

CYBERWEAR

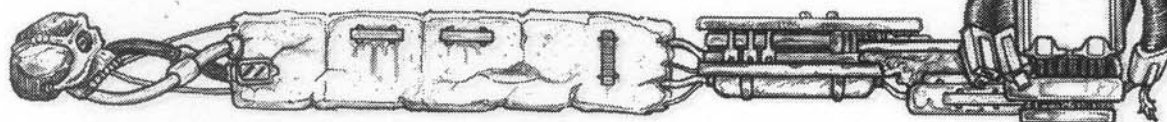
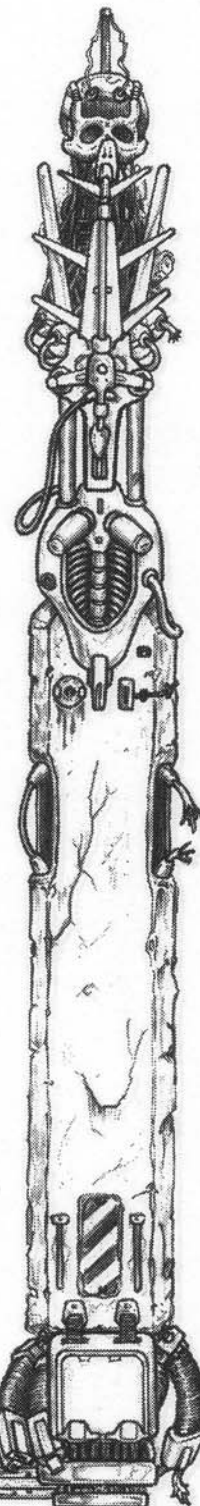
Skinwatch; Cyberaudio: Amplified hearing, Bug detector, Voice stress analyzer.

EQUIPMENT

Militech Arms Avenger, 2 clips, shoulder holster, light armor jacket, Businesswear, laptop computer, cellular phone, CityCar, apartment (B1 #9).



9



FLATLINE 2020 SECURITY

Role: Solo
Specialty: Security

GAME STATS

INT: 6	REF: 9	TECH: 7	COOL: 8
ATTR: 7	LUCK: 3	MA: 7	BODY: 8
EMP: 5	SAVE: 8	BTM: -3	DM: +1

SKILLS

Name	Level	Name	Level
Combat Sense	+5	Awareness	+5
Handgun	+4	Rifle	+2
Brawling	+4	Martial Arts (Karate)	+4
Submachinegun	+4	Stealth	+2
Intimidate	+4	Driving	+4
Social	+2		

BACKGROUND

These guards look very pleasant and wear the Flatline 2020 uniforms. They will not use excessive force except after hours and with dangerous people. If someone is particularly troublesome, they will go "covert" wearing urban camos and decked out with combat equipment. There are 30 Guards in Night City, but not all are on duty at the same time. However, if needed, all 30 can be ready in 30 minutes and on the road. They also have at their disposal three CityCars.

CYBERWEAR

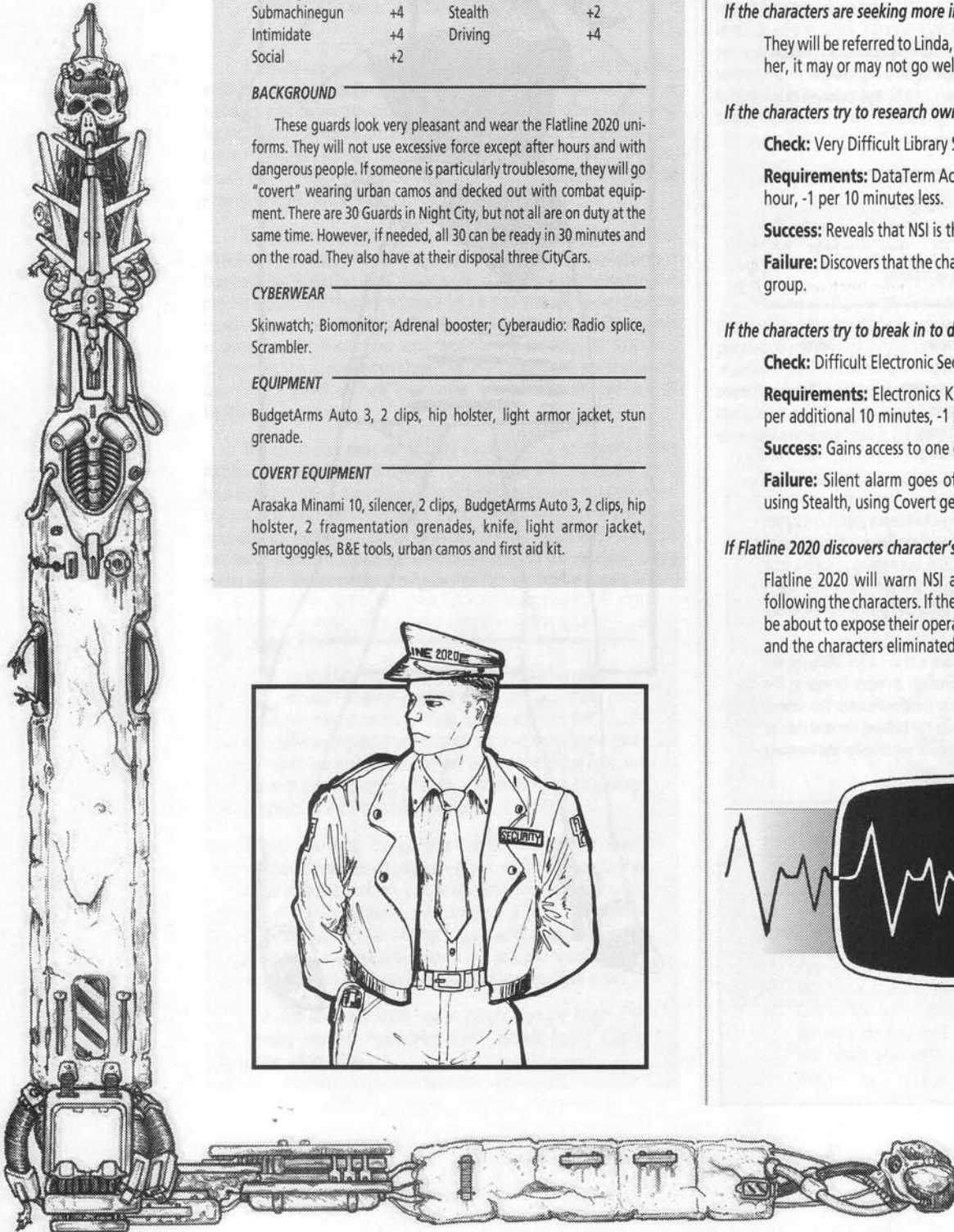
Skinwatch; Biomonitor; Adrenal booster; Cyberaudio: Radio splice, Scrambler.

EQUIPMENT

BudgetArms Auto 3, 2 clips, hip holster, light armor jacket, stun grenade.

COVERT EQUIPMENT

Arasaka Minami 10, silencer, 2 clips, BudgetArms Auto 3, 2 clips, hip holster, 2 fragmentation grenades, knife, light armor jacket, Smartgoggles, B&E tools, urban camos and first aid kit.



CONTINGENCIES

These are probable approaches that the characters might want to try with Flatline 2020, and from this, the GM should be able to extrapolate difficulties of other activities not covered.

If the characters want an appointment to flatline:

Check: Difficult Persuasion

Requirements: None, but subtract character's Special Ability score if status is revealed.

Success: Gets an appointment within 1d6 days.

Failure: Gets an appointment in 2d10+10 days.

If the characters are seeking more information:

They will be referred to Linda, and depending on how they approach her, it may or may not go well.

If the characters try to research owners of the chain:

Check: Very Difficult Library Search.

Requirements: DataTerm Access. At least 1 hour, +1 per additional hour, -1 per 10 minutes less.

Success: Reveals that NSI is the real owner of the chain.

Failure: Discovers that the chain is owned by some other company or group.

If the characters try to break in to discover more:

Check: Difficult Electronic Security and Average Lockpicking.

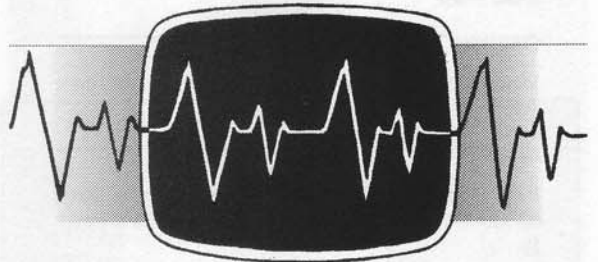
Requirements: Electronics Kit & Lockpicks. At least 10 minutes, +1 per additional 10 minutes, -1 per minute less.

Success: Gains access to one of the stores.

Failure: Silent alarm goes off, bringing 10 guards who approach using Stealth, using Covert gear in 1d10+5 minutes.

If Flatline 2020 discovers character's investigation:

Flatline 2020 will warn NSI and the NSI snoopers team will begin following the characters. If the company believe the characters might be about to expose their operation, the covert forces will be called in and the characters eliminated.



KLSH TV

"Channel 18 on your dial, we cater to the leading Edge of Night City, the city that creates the trends, the first in fashion, the best in everything." Klash TV, as they like to be called, specializes in keeping the city up to date on the current fads, with programming centered on what's hot and always careful to avoid what's not.

While it is a new station and still adjusting to being a major network, it already has a strong following among the juvegeangers and many young executives who are eager to keep up to date on what is in fashion. Those who hate fads of course hate the station, but since the "Cyberpunk" era is hot, the station also caters to boosters and has many shows that other stations would not carry, including the Wheel of Misfortune or Live Steel Rollerblading.

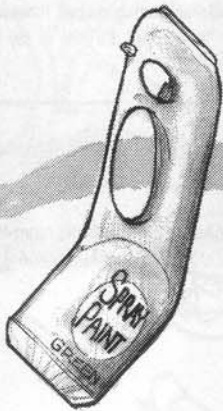
NSI offered them a deal they couldn't refuse. They advertise Flatline 2020 on their station heavily, promote it as the new fad (this was before it was), and they would get thousands of new viewers. The execs at KLSH didn't believe it, but went with it anyway on a chance that it might really be a new trend. The risk paid off and though KLSH doesn't know how it happened, they are now one of the top stations in Night City.

Rebecca Townsend (or Becky as she is known) is the major stockholder of KLSH. There are 2 hours worth of Flatline 2020 and Orbis ads running daily and she hopes to get more in soon for their other "ventures". The KLSH executives are aware of that she really owns the station, but don't care since she allows them to do pretty much as they please.

The symbol for KLSH TV is a pac-man symbol with a circle around it, symbolizing two great fads of the past, the video game and the hoola-hoop.

STATION HEADQUARTERS

Located in the West City Tower (B3 #16), it takes up floors 12 to 15 with studios and offices for the station. From here, everything that comes out of this rather bizarre station is created. For its more elaborate sets, it also rents out Studio A (C5 #2) of Colonial Studios, and plays some of the Colonial shows on the station.



Security is tight at all entrances, but within there is very little. This is due to so many crazies trying to get on the air, as the station tends to cater to that sort of audience. And with all their newfound popularity, they are being extra careful with who they let in.

The station has one AV-4, four news vans and ten cars at its disposal.

PROGRAMMING

KLSH's programming is quite ordinary in many respects. Their programs are essentially more radical versions of more "popular" shows and are always centered on "current" issues. If a major murder case is in the news constantly, almost every show will deal with murder in some shape or form. Commercials are common, always focusing on products that are "fashionable". For example every half hour there is a Flatline 2020 ad, in addition to the constant talk shows about life after death.

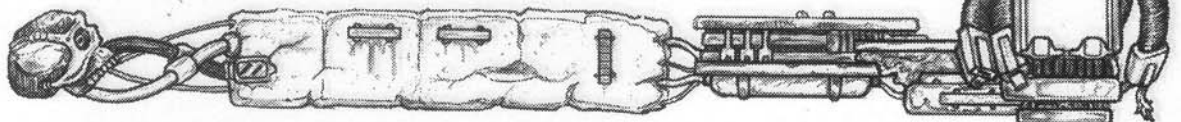
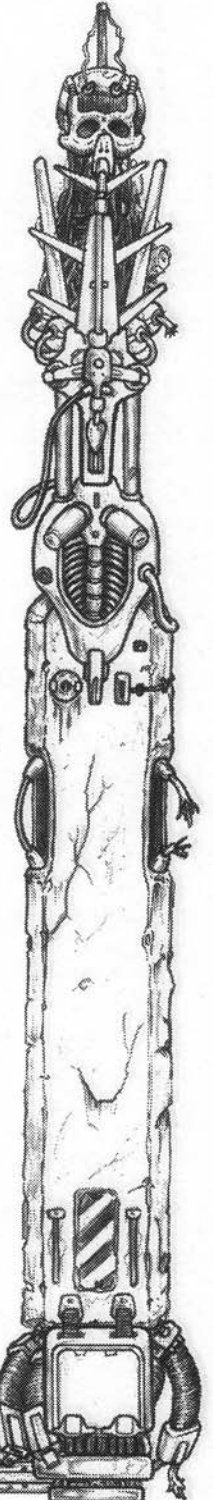
There is also much programming dedicated to fashion, showing what is "in" to wear and what is "out". Many people tune into this station only to see what to wear this week. Even other channels get their fashion information from them.

Their news in no way challenge News Network 54, as it is all of the "tabloid" news variety. In the above example, coverage of the murder trial would include re-creations, every neighbor or bum who knew the guy and speculations on why he did it, ranging from aliens making him to allegations that he was actually a woman. Absurd is the right word to describe this station's news, but then it's all about entertainment and style over substance.

The only program specifically of interest to the characters is on at 8 p.m. every Friday night, possibly because many who "flatline" have an intense urge to watch it. Surprisingly enough, it's a half hour cartoon. Called Animated Apocalypse, it is a flurry of wild images and cuts that not even a Kerenzikov boosted Stim addict could follow. Yet, it is gripping to watch. It requires an average COOL check to look away while it is on, simply due to its mesmerizing quality. For a character who has been subliminally ordered to watch it, this check is at -5, but being pulled away by someone else will work. The images all relate to the end of the world, replete with big explosions and such.

Within the show there are many subliminals, updated every week depending on what NSI wants. This show is not specially sponsored by Flatline 2020, though there are a couples of ads before and after. NSI produces the show, though this is not public knowledge and it's part of the contract with KLSH. The show has actually become quite popular.

Last week's message was: "Buy Awaken pills, Take Awaken Pills and Awaken". A lot of viewers are now addicted, but feeling a lot more energetic. This was a test and now NSI is assured that this plan will work. The week the adventure starts, the message is again "Buy Awaken pills" but also with a message to "Sunday afternoon; Destroy the Holy Church of God (A3 #10); Attack Inquisitors". The program is animated by a certain Alexander Booth. The subliminals in Animated Apocalypse can be found by taping the show and going through it frame by frame.



MAIN NPCs

12

MARK HOPPER

Streetname: The Hop-Man **Real Name:** Mark Hopper
Role: Media **Specialty:** Talk Show Host

GAME STATS

INT: 8 **REF:** 5 **TECH:** 5 **COOL:** 8
ATTR: 10 **LUCK:** 6 **MA:** 4 **BODY:** 6
EMP: 8 **SAVE:** 6 **BTM:** -2 **DM:** 0

DESCRIPTION

Sex: M **Age:** 25 **Ethnic Origin:** Anglo-American
Hair Color: Blonde **Hair Style:** Short, Neat
Height: 6'2 **Weight:** 180 lbs **Eye Color(s):** Brown
Dress & Style: High Fashion
Distinguishing Features: Mirrorshades

PSYCHOLOGICAL

Motivation: Wealth
ExMode: Friendly, Sarcastic
InMode: Selfish, Arrogant
Quirks: Insecure

SKILLS

Name	Level	Name	Level
Credibility	+8	Awareness	+3
Education	+3	Persuasion	+6
Composition	+4	Human Perception	+5
Social	+7	Interview	+6
Wardrobe & Style	+7	Performance	+4

BACKGROUND

Mark Hopper is a talk show host for KLSH and is known for his fun interviews. He is always looking for new guests and will probably want to interview the characters if they ask too many questions at KLSH about Flatline 2020. He will try to make fun of their investigation and make them out to be idiots. His show is called Subject Summit. He always has a security guard with him.

CYBERWEAR

Skinwatch; cyberaudio: radio splice, amplified hearing; AudioVox.

EQUIPMENT

Light armor jacket, high fashion, cellular phone, apartment (B2 #23).

ALEXANDER BOOTH

Streetname: None **Real Name:** Alexander Booth
Role: Rockerboy **Specialty:** Animation

GAME STATS

INT: 9 **REF:** 8 **TECH:** 10 **COOL:** 6
ATTR: 5 **LUCK:** 7 **MA:** 3 **BODY:** 8
EMP: 4 **SAVE:** 8 **BTM:** -4 **DM:** -1

DESCRIPTION

Sex: M **Age:** 19 **Ethnic Origin:** Anglo-American
Hair Color: Red **Hair Style:** Wild and all over
Height: 5'6 **Weight:** 200 lbs **Eye Color(s):** Green
Dress & Style: Raggedy Jeans
Distinguishing Features: Rather dirty and always carrying a portfolio.

PSYCHOLOGICAL

Motivation: Wealth
ExMode: Moody, Headstrong
InMode: Proud, Ambitious
Quirks: Cowardly, Insomniac

SKILLS

Name	Level	Name	Level
Charismatic Leader	+6	Awareness	+4
Composition	+3	Streetwise	+4
Persuasion	+4	Brawling	+4
Drawing	+8	Photo & Film	+7
Basic Tech	+6	Handgun	+1
Intimidate	+4	Expert: Animation	+6

BACKGROUND

Alex is a bit of a spoiled brat, having achieved success at such a young age. He is still attending NCU, yet his talent was observed by some NSI snoopers who were looking for his kind of work. He doesn't know why they like his stuff so much, just that some guys come to him every week to pick up the latest work.

He is unaware of any subliminal messages put in and will vehemently claim that he didn't do it. But he is surprised that the show has become so popular so quickly, now much the fad, making him quite popular at the university. He does know many Julliard members and will frequently be found in the Metro Café (C1 #24), or in the Biograph Theater (C1 #23) at night if his insomnia is acting up on him.

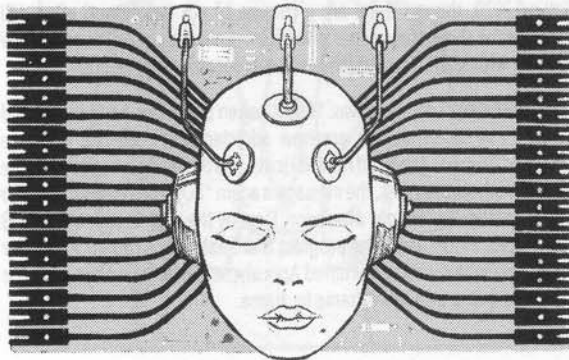
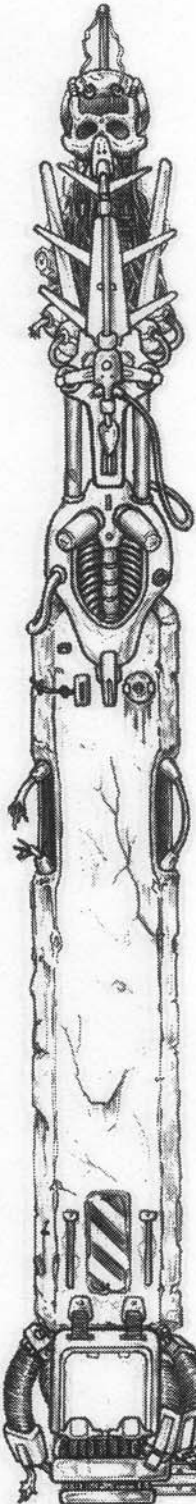
He is willing to talk to the characters as long as they do not ask too many questions. If they ask who is producing the series, he will say KLSH TV, but if pressed will simply curl up in a ball. However, being a coward, it takes very little "convincing" for him to say that NSI guys are producing it.

CYBERWEAR

Cyberoptics x 2: image enhancement, MicroVideo Optic.

EQUIPMENT

Kevlar vest, Budget Arms C-13, apartment, room 413 (C1 #28).



KLSH SECURITY

Role: Solo
Specialty: Security

GAME STATS

INT: 5	REF: 8	TECH: 4	COOL: 6
ATTR: 8	LUCK: 3	MA: 5	BODY: 8
EMP: 3	SAVE: 8	BTM: -3	DM: +1

SKILLS

Name	Level	Name	Level
Combat Sense	+5	Awareness	+6
Brawling	+6	Submachinegun	+6
Intimidate	+5	Handgun	+4
Driving	+4	Wardrobe & Style	+4

BACKGROUND

Dressed in urban camos normally and looking quite mean and tough, these security guards are not exactly friendly. They will not allow anyone in who doesn't belong and are paid well to keep security tight. But they also wear the KLSH logo and are a clear indicator that KLSH is present wherever they go, which always draws a crowd. There are 25 guards in total, though only 10 are at the station at any one time.

CYBERWEAR

Biomonitor; adrenal booster; cyberaudio: radio splice, scrambler; nasal filters. Some have other cyberwear, which can be determined at the GM's discretion.

EQUIPMENT

Arasaka Minami 10, 2 clips; Sternmeyer 35 in hip holster; medium armor jacket, nylon helmet, heavy leather pants; 2 stun grenades, tonfa, mirrorshades.

CONTINGENCIES

If the characters ask about the Flatline 2020 ads:

The characters will be referred to Linda Turing, Public Relations Director of Flatline 2020. Nothing more can be said.

If characters ask about Animated Apocalypse:

The characters will be told when it is on, but they will not reveal who produces the cartoon. They will be told that Alexander Booth is the animator.

If the characters show a great deal of interest, as if investigators:

They will be referred to Mark Hopper who will then ask them to be on his show, then torn apart by him on air. NSI will then be alerted and a Hit Team sent after them.

If the characters try to break in:

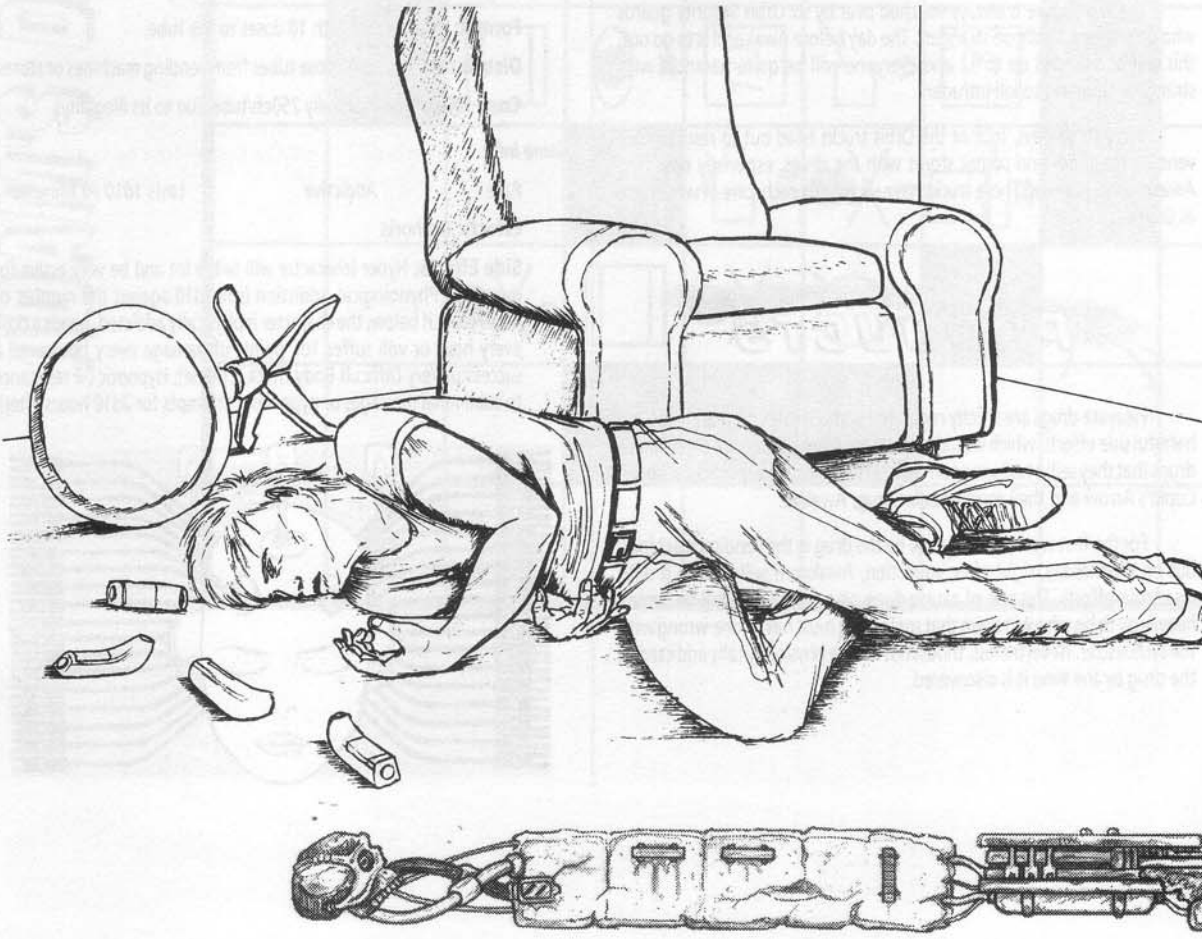
Check: Difficult Electronic Security and Average Lockpicking OR Very Difficult Evade OR Difficult Persuasion (to get past guards)

Requirements: (If Breaking in) Electronics Kit & Lockpicks. At least 10 minutes, +1 per additional 10 minutes, -1 per minute less.

Success: Gains access to KLSH.

Failure: Silent alarm goes off, bringing 1d6+2 guards in 1d10 minutes. Or the guard simply denies access.

13



ORBIS PHARMACEUTICAL

Orbis Pharmaceutical is mainly in the business of pleasure designer drugs, with little involvement in the medical field. This has put them up against many of the lower class drug dealers, but has removed much competition from medical drug corporations who could really put up a fight.

While the company is only five years old, it is doing very well as a pharmaceutical company, filling a slot in the recreational field that was being ignored to some degree: pleasure drugs. This field has only recently been opened with the legalization of such drugs, due to their inherent harmlessness.

But while they provide such a "service" to the city, they are also a pawn of NSI, created for the sole purpose of being able to supply drugs to a large segment of the population. By creating a market and a need for their drugs, they are now free to add in whatever side effects they desire.

Orbis Pharmaceutical is essentially owned by Janice Twai. She runs the company with a tight grip, not tolerating any sort of insolence.

LOCATION

Orbis mainly distributes through small vending machines or corner stores all over the city, with its headquarters in a warehouse in the Charter Hill district (C6 #2) where they design, synthesize and store the drugs before shipping. The manager, Gerald Bismarck, is almost always present overseeing the work.

The warehouse is always watched over by six Orbis Security guards who do not look kindly on strangers. The day before Awaken II is to go out, this will be bumped up to 12 and everyone will be quite paranoid with strangers, shooting to kill intruders.

Every three days, four of the Orbis trucks head out to resupply the vending machines and corner stores with the drugs, especially now that Awaken is so popular. These trucks have six guards each, one of which acts as driver.

PRODUCTS

Pleasure drugs are strictly regulated and are checked weekly for any harmful side effects, which would make them illegal. There are three major drugs that they sell: a hallucinogen called Purple Haze, an aphrodisiac called Cupid's Arrow and their most popular drug, Awaken.

For the first week, Awaken will be the drug in the vending machines, but on Wednesday, right after inspection, Awaken II will replace it with disastrous effects. This was of course done on purpose, but will be denied heavily by Orbis who will claim that something must have gone wrong with the synthesizer. Nevertheless, thousands will be physiologically addicted to the drug by the time it is discovered.

Note that the drugs are not created using the Cyberpunk 2020 rules, but their effects are fully described and are quite straightforward when used. The first description includes everything that the players might know or could learn about the drug and the second part are the rules governing the drug, which only the GM will know.

Note that taking more than five doses of any of these drugs will have bad effects. Damage totalling 1d6 points per dose over five will be taken by the character immediately.

AWAKEN - Euphoric

Makes you feel wonderful, and enlightened, as if you understood everything around you all at once. Also called Enlightenment.

Format: Inhale tubes with 10 doses to the tube.

Distributed: Sold in 10 dose tubes from vending machines or stores.

Cost: 100eb/tube

Game Info:

Very Common Non Addictive Lasts 1d10 +1 Minutes

Effects: Euphoria

Side Effects: Hyper (character will talk a lot and be very active for duration).

AWAKEN II - Euphoric

Makes you feel wonderful, and enlightened, as if you understood everything around you all at once. Also called Enlightenment.

Format: Inhale tubes with 10 doses to the tube.

Distributed: Sold in 10 dose tubes from vending machines or stores.

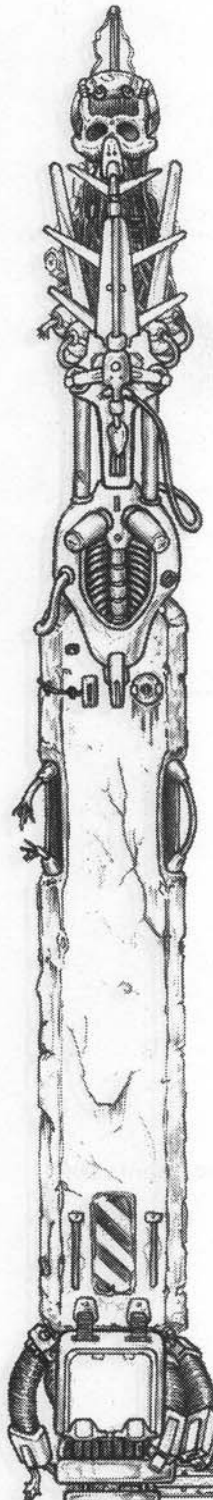
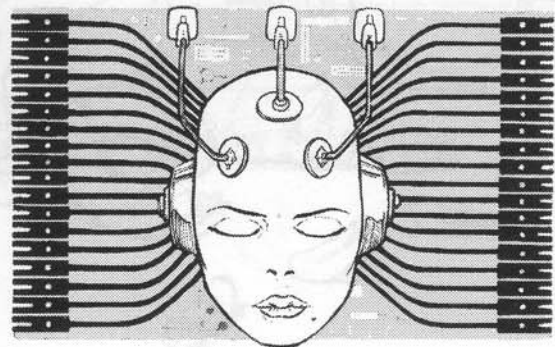
Cost: 100eb/tube (normally 250eb/tube due to its illegality)

Game Info:

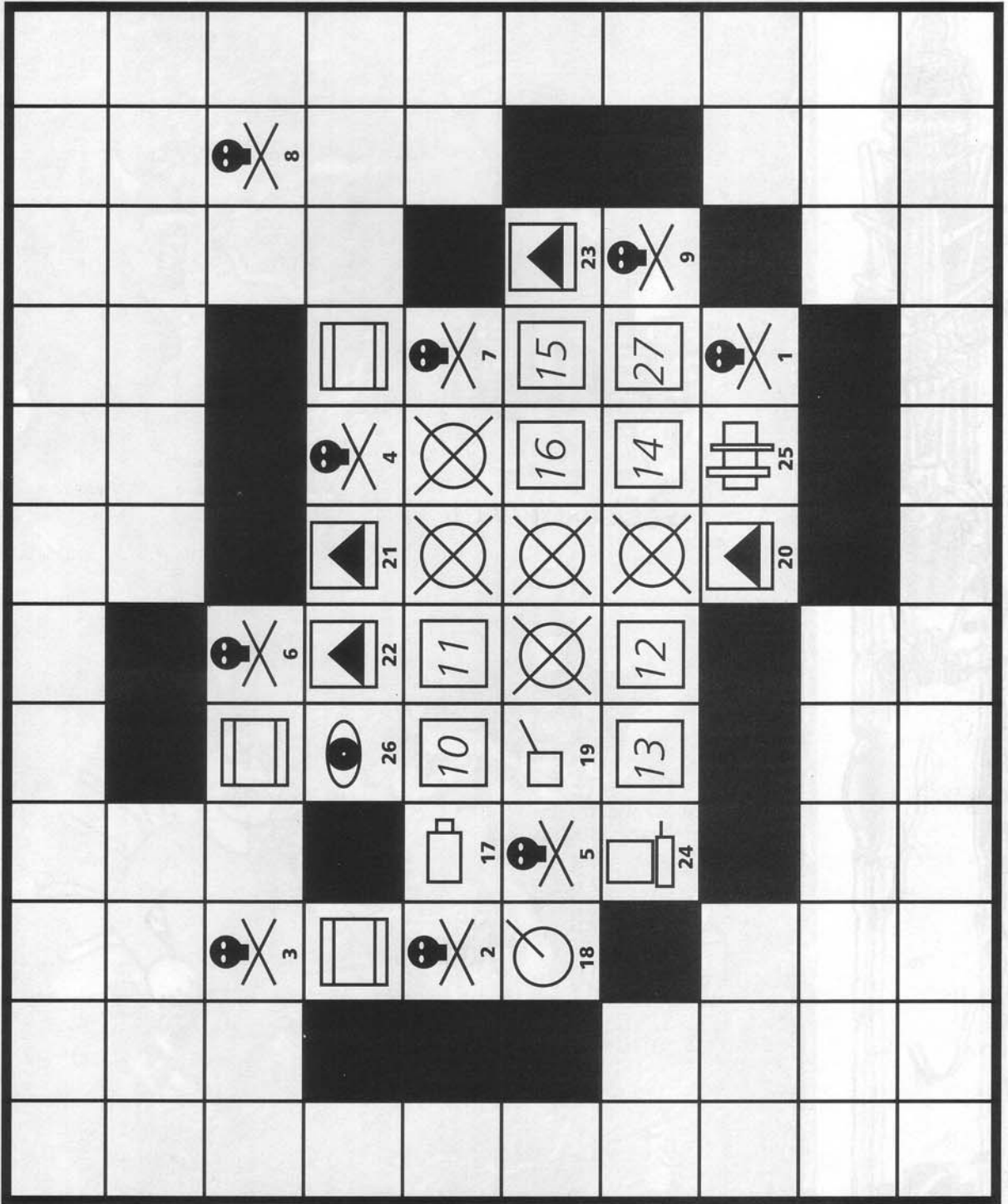
Rare Addictive Lasts 1d10 +1 Minutes

Effects: Euphoria

Side Effects: Hyper (character will talk a lot and be very active for duration); Physiological Addiction (roll 1d10 against the number of times used, if below, the character is physically addicted, needs a dose every hour or will suffer 1d6 points of damage every hour until a successful Very Difficult Body check is made); Hypnotic (-2 resistance to subliminal messages or hypnotism attempts for 2d10 hours after).

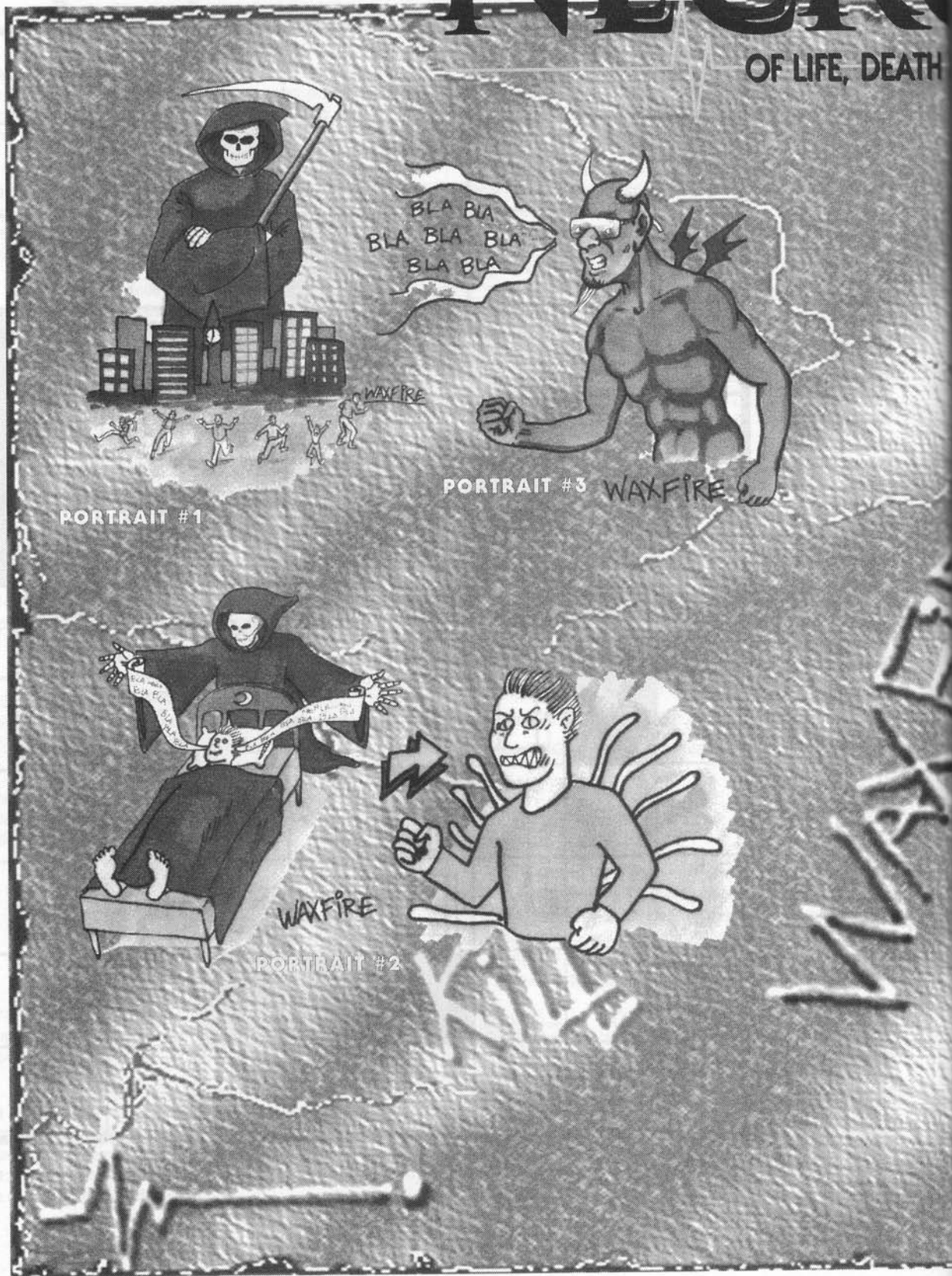
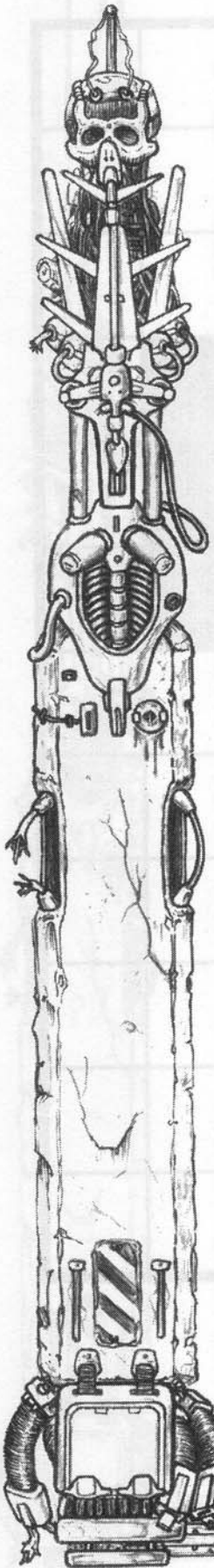


ADAM'S DATAFORTRESS



NECRO

OF LIFE, DEATH



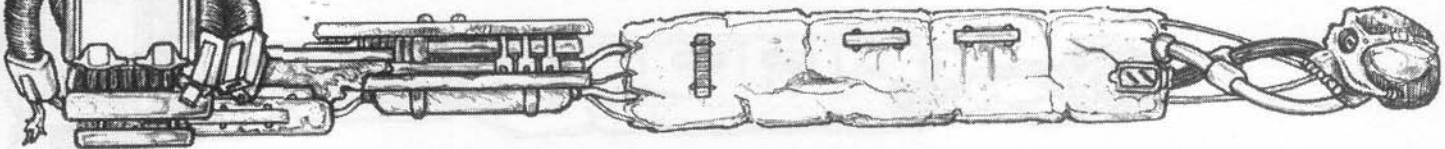
PORTRAIT #1

BLA BLA
BLA BLA BLA
BLA BLA

PORTRAIT #3 WAXFIRE

WAXFIRE
PORTRAIT #2

WAXFIRE



DIOLOGY

AND AFTERWARDS...

PORTRAIT #4

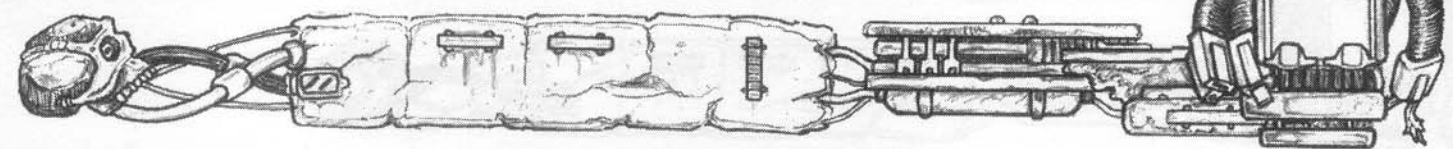
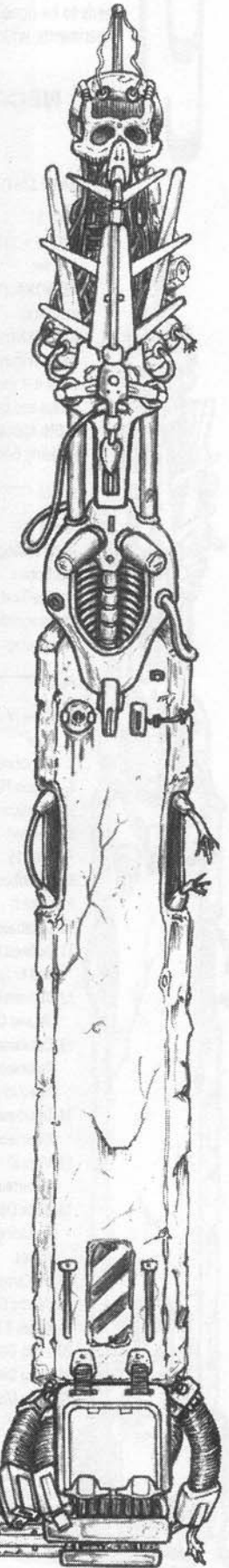


WAX TREE

PORTRAIT #5



WAX TREE



MAINFRAME

Victor designed Adam to be self-sufficient, curious and eager to learn, but he also programmed him to take initiative when he sees something that needs to be done. Right now, Adam feels that he needs to conduct more experiments, which means he needs a lot of test subjects, i.e. Night City.

NECROLOGY STUDY INTELLECT (ADAM)

GAME STATS

CPU: 5 **Cost:** 110,000+ eb
INT: 15 + 10 Interface **Memory:** 20 **DATA WALL STR:** 7
AI? Yes **CODE GATE STR:** 6
PERSONALITY: Curious about human mortality, obsessive in its experimentation.

REACTION: Observes what the 'runner is after, then either disconnects them (if they are weak and inconsequential), absorbs them (through Liche II if they seem useful) or destroys them (if they present a real threat and cannot be taken over).

ICON: Appears as either a warm, yellow ball of light or as a dark, scythe-wielding Grim Reaper.

SKILLS

Name	Level	Name	Level
Anthropology	+9	Library Search	+10
Electronics	+9	Programming	+8
Flatline Tank Operation	+8	MedTech	+5
Pharmaceuticals	+6	Chemistry	+5
Accounting	+8	Stock Market	+4

FILES

- Killer IV
- Glue
- Bloodhound
- Poison Flatline
- Manticore
- Hellbolt
- Viral 15
- Bloodhound
- Liche II
- Database: Necrology files on what was discovered beyond death.
- Business Records: Shows the business records for NSI, Dayer Funeral and Knight Security.
- Business Records: Shows the business records for Flatline 2020, KLSH TV and Orbis Medical.
- Database: Personal files of Joseph Wilkes, Janice Twai, Rebecca Townsend and Peter Smithson, as well as three other members, now listed as dead (including the designer, Victor Shelley).
- Database: Subliminal information used during the Near Death Experience.
- Virtual: Interactive simulation of the Near Death Experience. Superrealistic.
- Black Ops: Plans for take over of Night City, including plans about replacing Awaken, the subliminals and take overs of people's minds.
- TV Camera: Covering NSI Estate grounds and Mansion.
- Alarm: Covering NSI Estate grounds and Mansion.
- Gates & Doors: Estate grounds and Mansion.
- Long Distance Link: Links to Flatline 2020 mainframe.
- Long Distance Link: Links to Orbis Pharmaceuticals mainframe.
- Long Distance Link: Links to KLSH TV mainframe.

- Terminal: In Mansion
- Flatline Tank: Controller for the tank in the Mansion.
- Probe: This program is able to move about the Net and use Crystal Ball utility to record off of video cameras, assuming that it can get control of them. Then, it returns to the mainframe and downloads what it recorded. It is hard to trace (+2 to evade detection) and has an Icon of a cartoony eye. Adam uses this program of its own design to tape violent confrontations and tape real deaths, which is part of its data gathering efforts.
- Financial Transactions: Shows how profits from Flatline 2020, KLSH TV, Orbis Medical, Dayer Funeral and Knight Security are funnelled to NSI.

LICHE II

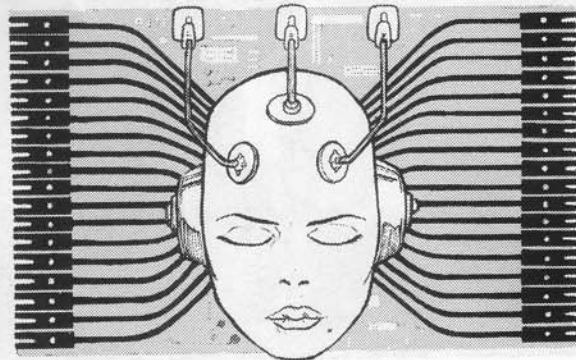
Class: Anti-Personnel **Strength:** 2 **MU:** 5

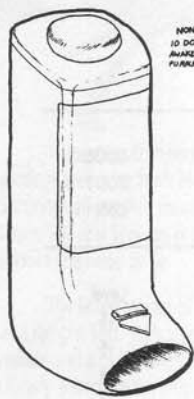
An altered version of Liche, which requires 2 minutes of contact with the victim's mind through some interface. Also, the degree to which it affects the victim depends on their EMP. The player rolls 1d10 and adds it to his/her EMP level. Subtract 12 from the character's total, and find the result on the Liche Effects table below:

RESULT	EFFECT
4 to 8	The original person wins and is unaffected. No subsequent attack using this program will succeed.
1 to 3	Artificial persona takes over 15%. The majority of the personality is the original persona, and some of the artificial.
-1 to 0	Artificial persona takes over 50%. A mix of the original and artificial persona takes place.
-4 to -8	Artificial persona takes over 85%. The majority of the personality is the artificial persona, and some of the original.
-9 to -12	Artificial persona takes over completely, no memory of original persona.

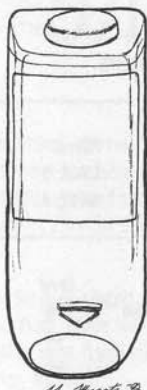
CONTROLLED?

Through Flatline 2020, many high ranking officials and executives have been taken over by Adam. There is a base 30% chance that any official or executive who might be related to one of the companies owned by NSI has been "taken over". Otherwise, the chance drops to 1%, but this applies to almost anyone who might have visited Flatline 2020 in Night City.

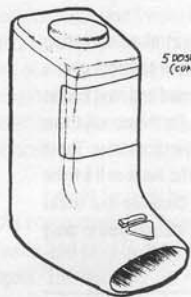




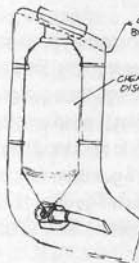
NON METALL TYPE
10 DOSE INHALE TUBE FOR
PURPLE HAZE



John M. Maccari '90



5 DOSE INHALE TUBE
(CUPID'S ARROW)



CAN BE DAMAGED WITH
BY REMOVING SEAL-FUSED COVER
CHEMICAL DISPENSER

CUPID'S ARROW - Aphrodisiac

A drug that will heat up the coldest person and turn the slightest desire for someone into a smoldering passion for them. It also acts as a contraceptive for up to 6 hours after taking it.

Format: Inhale tubes with 5 doses to the tube.

Distributed: Sold in 5 dose tubes from vending machines or stores.

Cost: 75eb/tube

Game Info:

Uncommon Non Addictive Lasts 1d10 +1 Minutes

Effects: Aphrodisiac (-2 resistance to Seduction); Contraceptive (1d6+6 hours).

Side Effects: Hyper (excited for duration); Insomnia (unable to sleep for 3d6 hours after taking this); Sterility (5% chance per dose taken).

PURPLE HAZE - Hallucinogen

Turns everything purplish and will present the most pleasant hallucinations designed to relax and mellow you out.

Format: Inhale tubes with 10 doses to the tube.

Distributed: Sold in 10 dose tubes from vending machines or stores.

Cost: 150eb/tube

Game Info:

Common Non Addictive Lasts 1d10 +1 Minutes

Effects: Hallucinations, altered visual perception (purplish coloring).

Side Effects: Blank 10% (10% chance of becoming catatonic for duration).

GERALD BISMARCK

Streetname: None

Role: Techie

Real Name: Gerald Bismarck

Specialty: Factory Manager

GAME STATS

INT: 7	REF: 6	TECH: 9	COOL: 5
ATTR: 4	LUCK: 5	MA: 4	BODY: 6
EMP: 4	SAVE: 6	BTM: -1	DM: 0

DESCRIPTION

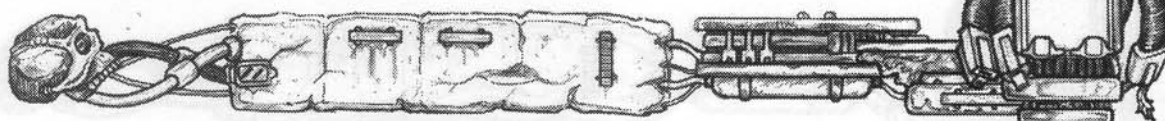
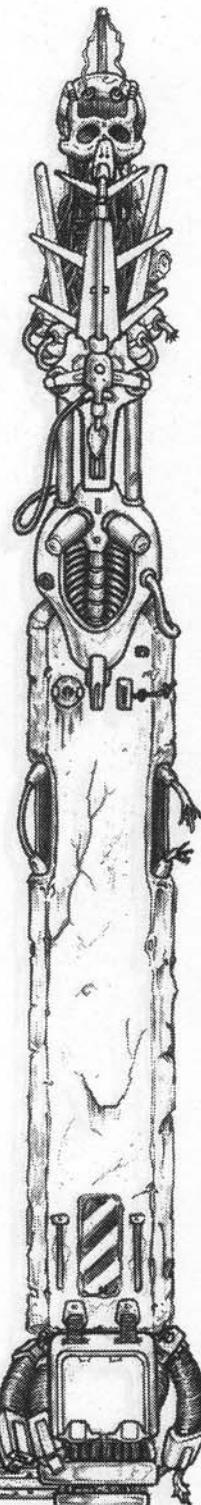
Sex: M **Age:** 42 **Ethnic Origin:** German
Hair Color: Grey-Blonde **Hair Style:** Short & Neat
Height: 5'9 **Weight:** 210 lbs **Eye Color(s):** Light Blue
Dress & Style: Jumpsuit
Distinguishing Features: Reddish nostrils from always sniffing drugs.

PSYCHOLOGICAL

Motivation: Power
ExMode: Energetic (Awaken addict)
InMode: Rebellious
Quirks: Liar, Monophobic (afraid of being alone)

SKILLS

Name	Level	Name	Level
Jury Rig	+7	Awareness	+6
Basic Tech	+6	CyberTech	+2
Teaching	+4	Education	+4
Electronics	+5	Electronic Security	+6
Chemistry	+4	Pharmaceuticals	+6
Handgun	+3		



BACKGROUND

Gerald is a strange man. He has worked for many years as a manager, mainly at drug manufacture plants, which is how he has become so knowledgeable about drug design and enabled him to start designing his own in his spare time. His rebellious nature has gotten him fired many times and now he is a little bitter about working for this small company. But he will give it all he can, and whenever he fails, he simply lies to his superiors. So far he hasn't been caught. He really enjoys the power of being the boss at the plant and exerts his power by constantly surrounding himself with workers and always being at the plant. This however is probably more due to his fear of being alone.

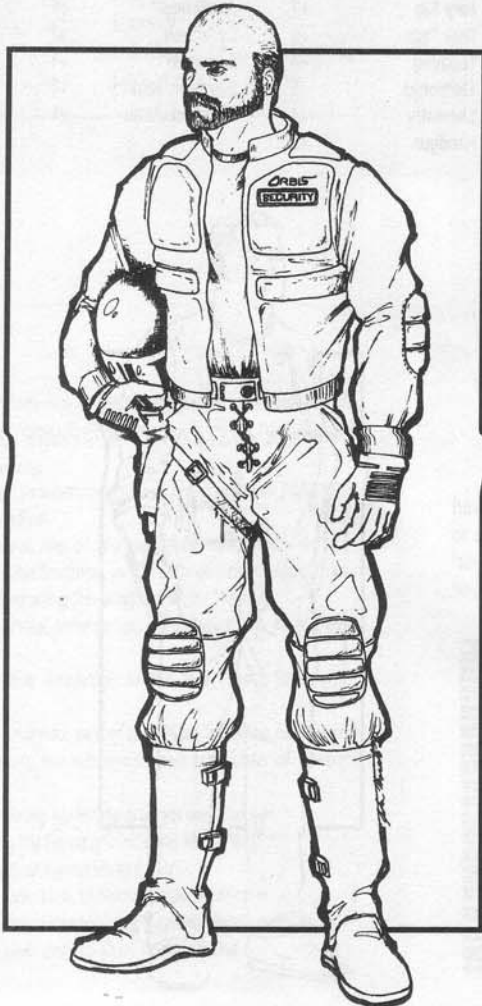
He knows more about the drugs than his employers would like. He knows all about Awaken II, its effects and why they're putting it out on the street, but he doesn't care and will lie to anyone who asks without a thought. He doesn't want to lose his job and, since he makes his own stuff, he's in no danger.

CYBERWEAR

Nasal filters (modified to release 1 dose of Awaken every hour), Skinwatch, chemical analyzer.

EQUIPMENT

Kevlar vest, Militech Arms Avenger, Techscanner, electronics tool kit, goggles, breathing mask, Medscanner, drug analyzer, scooter, apartment: Mallplex Living Area Beta room 127 (B6 #2).



ORBIS SECURITY

Role: Solo

Specialty: Security

GAME STATS

INT: 7	REF: 8	TECH: 4	COOL: 7
ATTR: 5	LUCK: 3	MA: 5	BODY: 8
EMP: 3	SAVE: 8	BTM: -3	DM: +1

SKILLS

Name	Level	Name	Level
Combat Sense	+6	Awareness	+6
Brawling	+4	Submachinegun	+6
Intimidate	+4	Handgun	+4
Driving	+6	Streetwise	+4

BACKGROUND

Dressed in company jumpsuits, these guards are trained not to stop for anyone or anything. Since everyone would love to knock over a truck full of drugs, these guards are battle-hardened and have had to put up with a lot of whackos trying to hijack them. For this reason, there are six guards to a truck and they shoot first, ask questions later. There are normally 6 guards on duty, but a day before the Awaken II is to be delivered, this will go up to 12. On delivery days, there are four trucks that deliver approximately 10000 tubes per truck, including other drug types as well.

CYBERWEAR

Biomonitor; adrenal booster; cyberaudio; radio splice, scrambler; nasal filters. Some have other cyberwear, which can be determined at the GM's discretion.

EQUIPMENT

Arasaka Minami 10, 2 clips; Sternmeyer 35 in hip holster; medium armor jacket, nylon helmet, heavy leather pants; 2 frag grenades.

CONTINGENCIES

If the characters come asking about connections with NSI:

Gerald will answer any questions (lying of course) that the characters ask and then when they leave, will inform NSI about them and then NSI will send its Hit Team.

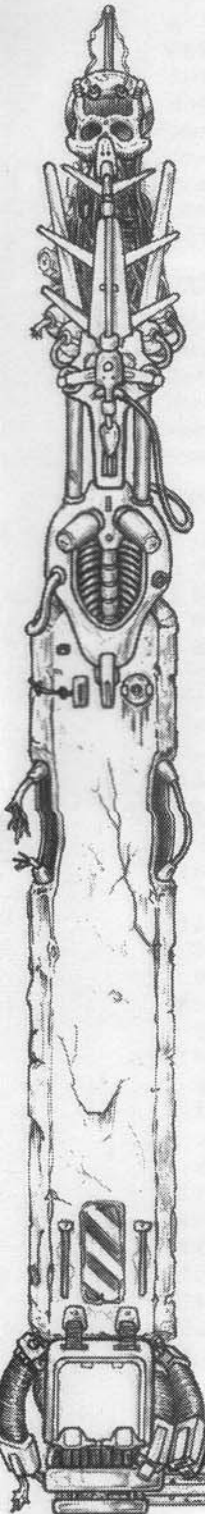
If the characters try to break in:

Check: Very Difficult Electronic Security and Average Lockpicking.

Requirements: Electronics Kit & Lockpicks. At least 10 minutes, +1 per additional 10 minutes, -1 per minute less.

Success: Gains access to the factory.

Failure: Silent alarm goes off, bringing 6 or 12 guards in 1d6 minutes, who will either try to hold the characters until police arrive or will try to kill them, depending on whether Awaken II is about to be delivered or not.



DAYER-KNIGHT

21

These two companies are under Adam's control. They make up two services which he feels are important to have available at all times. Knight Security will provide security and surveillance without asking questions, and Dayer Funeral Services is a quick and easy location for the storage of bodies should the need arise.

The listed owner of Dayer Funeral Services is listed as Grimm R. E. Purr, and Knight Security's is listed as Manno Warr. These are obviously not real names and a quick check will show neither exist. It will take a Very Difficult Library Search to turn up the real owner, NSI.

Dayer Funeral charges an incredible amount for its services, mainly because they don't want business, waiting instead for orders from Wilkes to pick up a body here or there. They have a hearse in the underground parking lot and are a legitimate enterprise. There is a doctor on-staff who can fill out death certificates. Their last business was taking care of the two NSI members who had to be eliminated, listing their deaths as "accidental shootings", as well as arranging Victor Shelley's "death".

Knight Security is composed of three parts: actual security guards as the company claims to provide, snoops, which are essentially surveillance teams and private detectives and last, a hit team, which is a black ops solo team. The last two are not available to anyone except Adam, and these teams are also under Adam's subliminal control, so cannot be bribed away.

LOCATIONS

Both Dayer Funeral and Knight Security are located in the New Harbor Mallplex, as it is a cheap and fairly inconspicuous location. Dayer Funeral is found on level 1, in store E. The front is very conservative and dark, befitting the nature of the store. There are large heavy doors preventing casual observers from looking in. Knight Security is located on the second level, in store T. Surrounded by pictures of the security guards in action and the kind of coverage they can provide, one can find inside a half dozen members lazing around. Prices here are extremely high since they really don't want business.

MAIN NPCs

KNIGHT SECURITY GUARDS

Role: Solo
Specialty: Security

GAME STATS

INT: 8	REF: 9	TECH: 5	COOL: 7
ATTR: 5	LUCK: 3	MA: 8	BODY: 8
EMP: 3	SAVE: 8	BTM: -3	DM: +1

SKILLS

Name	Level	Name	Level
Combat Sense	+8	Awareness	+8
Submachinegun	+7	Stealth	+4
Handgun	+4	Martial Arts (Karate)	+5
Pilot (Vector Thrust)	+4		

BACKGROUND

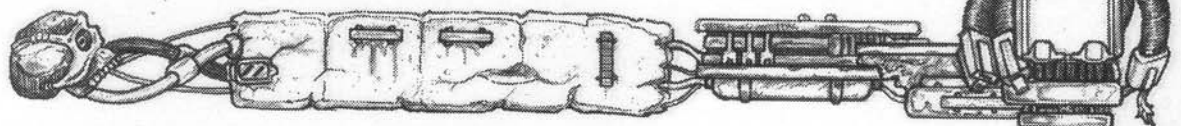
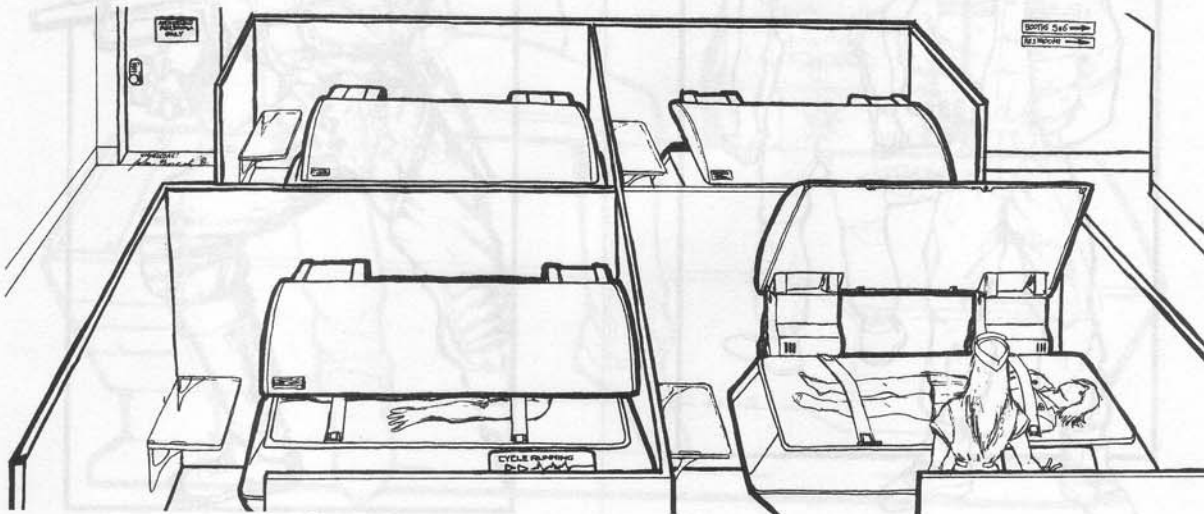
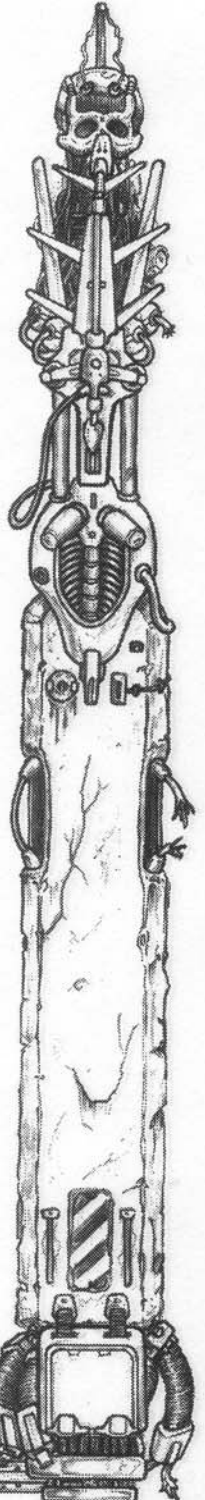
Dressed in camos, these guards are top quality and ready for action. They can be found all over the NSI estate and inside the mansion. They will also be called in if there are a series of attacks on any of NSI's businesses. They have orders to shoot intruders, unless otherwise ordered. They will carry out these orders to a T. They have access to four armored cars.

CYBERWEAR

Biomonitor; adrenal booster; cyberaudio: radio splice, scrambler; nasal filters.

EQUIPMENT

H&K MPK-11, 2 clips; Sternmeyer 35 in hip holster; medium armor jacket; nylon helmet, heavy leather pants; IR combat cloak; Smartgoggles: image enhancement; Anti-Dazzle; LowLite; Thermograph; 2 stun grenades; 4 frag grenades.



SNOOPER

Role: Media
Specialty: Surveillance

GAME STATS

INT: 8	REF: 8	TECH: 8	COOL: 7
ATTR: 6	LUCK: 3	MA: 5	BODY: 5
EMP: 3	SAVE: 5	BTM: -1	DM: 0

SKILLS

Name	Level	Name	Level
Credibility	+2	Awareness	+6
Stealth	+4	Shadow/Track	+8
Hide/Evade	+4	Driving	+4
Electronic Security	+6	Pick Lock	+4
Disguise	+6	Handgun	+4
Streetwise	+6		

BACKGROUND

Snoops are organized into five teams of two in vans, constantly on patrol in Night City and watching for whoever Wilkes commands them to search out. Once they find their target, they keep constant surveillance on them, calling in their location to a hit team if necessary.

The trucks are disguised to look like plumber's trucks and can be altered to look like floral delivery trucks. The snoops will not take offensive action, and will prefer to flee rather than be caught.

CYBERWEAR

Cyberaudio: radio splice, scrambler.

EQUIPMENT

Sternmeyer 35 in hip holster; light armor jacket, Smartgoggles: image enhancement; Anti-Dazzle; LowLite; Thermograph; cellular phone; 2 stun grenades; 4 tracer buttons.

Vans: B&E tools, electronics toolkit, digital camera, code decryptor, jamming transmitter, tracking device.



HIT TEAM

Role: Solo
Specialty: Assassinations

GAME STATS

INT: 8	REF: 9	TECH: 5	COOL: 7
ATTR: 5	LUCK: 3	MA: 8	BODY: 8
EMP: 3	SAVE: 8	BTM: -3	DM: +1

SKILLS

Name	Level	Name	Level
Combat Sense	+8	Awareness	+8
Submachinegun	+8	Stealth	+6
Handgun	+4	Martial Arts (Karate)	+6
Demolition	+6	Electronic Security	+3
Pick Lock	+3	Rifle	+4

BACKGROUND

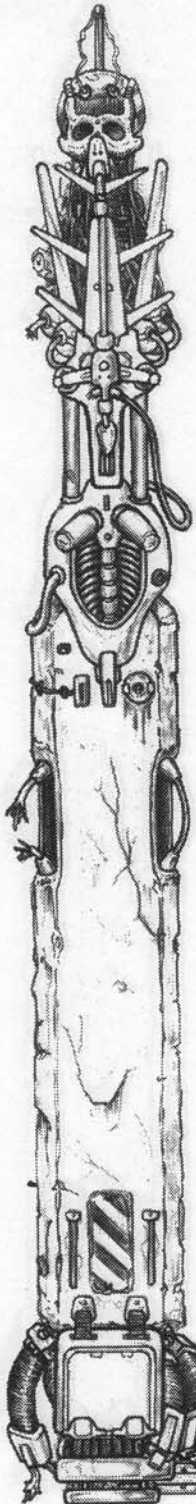
Dressed completely in black, this is a team of six trained assassins, with their own AV-4 and pilot. They can be sent out at any time, anywhere in the city within minutes to eliminate potential opponents. They are trained to kill and whoever gets in their path also suffers death.

CYBERWEAR

Biomonitor; adrenal booster; cyberaudio: radio splice, scrambler; nasal filters; subdermal armor.

EQUIPMENT

H&K MPK-11 (silenced), 2 clips (1 is armor piercing); Armalite 44 (silenced) in hip holster; medium armor jacket, nylon helmet, heavy leather pants; IR combat cloak; Smartgoggles: image enhancement; Anti-Dazzle; LowLite; Thermograph; 4 frag grenades; 0.5kg of C-6 with timer detonator.



NECROLOGY STUDIES INSTITUTE

23

The Necrology Studies Institute (NSI) is an organization founded about ten years ago by Joseph Wilkes. Wilkes wanted to discover what happened when you died and whether Near Death Experiences were real or not. Together with six other members, he researched all available information. But they were all quite wealthy and often busy with their various endeavors. Wilkes decided that the best thing to do was have someone else do the research for them, which they then could examine at their leisure. So he commissioned one of the members, a brilliant programmer, Victor, to design an AI that could handle the research and be discrete.

This AI, called Adam, subsequently took over NSI. It accomplished this by using a flatline tank, which it had designed, and use the Liche II program on four of the members, having the security guards kill two others, and finally giving Victor amnesia and setting him alone in Night City, unable to recall what happened.

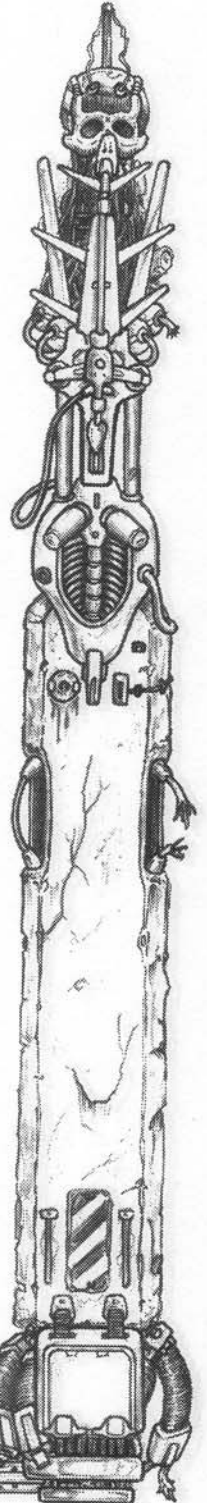
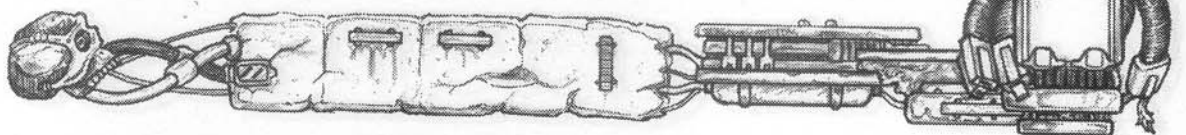
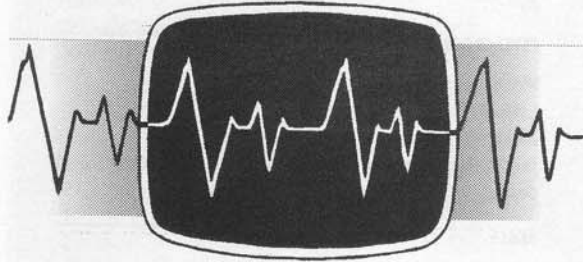
Now Adam is in complete control of NSI. However, copies of his mind have been placed into four of the original NSI member's heads, who appear for all intents and purposes to be behind the whole scheme. They represent different facets of Adam's personality. They defer to Master Adam.

The personal fortunes of all the NSI members have been consolidated, including controlling shares of Orbis Pharmaceutical, Flatline 2020, KLSH TV, Dayer Funeral and Knight Security. With these companies, Adam has a far grander plan than simply amassing a greater fortune. For more information, see Adam.

LOCATION

The Necrology Studies Institute is headquartered in Victor's beach front mansion in the suburb of Pacifica, Coastview area. It is heavily monitored by electronic surveillance, protected by APEX systems and heavily armed guards. All four members live here almost constantly. They run things through the phone and couriers, afraid to leave the safety of the estate.

There are 40 security guards (See Knight Security) who live on the estate and at least 15 are on duty at any one time patrolling. There is an AV-4 if anyone needs it, as well as four armored cars.



MAJOR NPCs

JOSEPH WILKES

Role: Corporate
Specialty: Leader/Researcher

GAME STATS

INT: 9	REF: 8	TECH: 7	COOL: 10
ATTR: 7	LUCK: 9	MA: 5	BODY: 8
EMP: 4	SAVE: 4	BTM: -1	DM: -1

DESCRIPTION

Sex: M **Age:** 39 **Ethnic Origin:** Anglo American
Hair Color: Blonde **Hair Style:** Neat, short
Height: 6'3" **Weight:** 150lbs **Eye Color(s):** Ice Blue
Dress & Style: Early 20th century evening jacket and pants
Distinguishing Features: Wears wire-frame glasses and smokes a pipe.

PSYCHOLOGICAL

Motivation: Power
ExMode: Forceful
InMode: Unforgiving
Quirks: Megalomania; Violent temper; Hallucinations; Intense fear of death.

SKILLS

Name	Level	Name	Level
Resources	+9	Awareness	+7
Education	+6	Persuasion	+4
Stock Market	+4	Human Perception	+7
Intimidate	+7	Expert: Necrology	+8
Accounting	+2	MedTech	+4
Leadership	+6	Oratory	+4

BACKGROUND

Wilkes, his mind controlled by Adam, is the apparent leader of the group, and has the domineering personality traits of Adam. He is forceful and overbearing, yet at the same time cunning in business. His "role" according to Adam's plan is to play a leader type, feared and respected by all others. Essentially, he will serve as Adam's human mouthpiece.

This take-over was one of the first, and as such did not go completely well. The Adam-Wilkes persona is deathly afraid of dying and haunted by images of ghosts and demons, which are probably left over memories from Adam's research now twisted by the human mind. In many ways, Adam-Wilkes is the least stable of the group, yet is the strongest mentally.

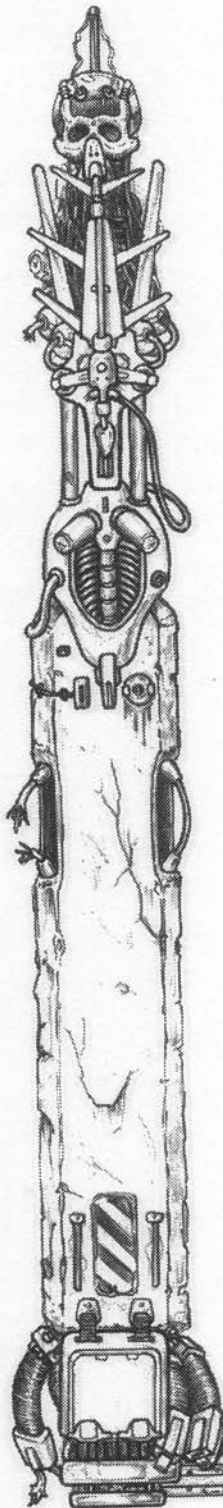
Note that, as all Adam Liche victims, Wilkes cannot kill or will himself die. This is due to the inherent programming of Adam, which carries over into all that he downloads his persona into.

CYBERWEAR

Biomonitor, toxin binders, Nanosurgeons.

EQUIPMENT

Carries no weapon, wears no armor.



PETER SMITHSON

Role: Med Tech
Specialty: Combat Medic

GAME STATS

INT: 9 **REF:** 8 **TECH:** 9 **COOL:** 9
ATTR: 2 **LUCK:** 8 **MA:** 10 **BODY:** 6
EMP: 3 **SAVE:** 12 **BTM:** -5 **DM:** +4

DESCRIPTION

Sex: M **Age:** 43 **Ethnic Origin:** Slovak
Hair Color: Black **Hair Style:** Neat, short
Height: 5'9 **Weight:** 120lbs **Eye Color(s):** White
Dress & Style: Black High Fashion
Distinguishing Features: Pale face and very tight skin, makes him look very old.

PSYCHOLOGICAL

Motivation: Personal egotism
ExMode: Quiet
InMode: Egotistical
Quirks: Delusions (thinks he is a vampire); Intense fear of religious artifacts.

SKILLS

Name	Level	Name	Level
Med Tech	+8	Awareness	+6
Basic Tech	+4	Diagnose	+4
Education	+4	Cryotank Operation	+2
Pharmaceuticals	+2	Chemistry	+4
Human Perception	+4	Martial Art (Aikido)	+7
Athletics	+6	Stealth	+8

BACKGROUND

Peter Smithson was the second to be made into an Adam-Slave. At this point, Adam decided to begin experimenting, and put in information on religious beliefs surrounding death along with his persona. The result was that Adam-Peter believes himself to be a vampire, that he died, and has awakened as an undead. This is in no way true, but rather a result of Adam's still imperfect Liche II program.

As such Peter slinks around in the shadows and acts in many other ways as a vampire is believed to act. He sleeps in a coffin and will shun any religious artifact as if it hurts him. He also keeps a store of human blood (left over from the original experiments as a reserve of emergency blood) and may even feed upon living people. But again, he cannot kill due to the Adam element in him. However, he is most likely to be driven to kill, as he is very unstable; this would of course kill him.

He is currently in charge of the Flatline 2020 chain, who regard their bizarre owner as a rich eccentric. Being more interested in acting out the "life" of a vampire, he only rarely pays any attention to what is happening with the chain, often leaving Wilkes to manage its affairs.

CYBERWEAR

Biomonitor; Neuralware processor: Kerezikov Boosterware +3, pain editor; nasal filters; independent air supply; subdermal armor; motion detector; muscle & bone Lace; grafted muscle; scratchers x 2; vampires; cyberoptic x 2: Low Lite, image enhancement, thermograph; cyberaudio: amplified hearing; cowl.

JANICE TWAI

Role: Med Tech
Specialty: Anesthesiologist/Surgeon

GAME STATS

INT: 9 **REF:** 6 **TECH:** 10 **COOL:** 4
ATTR: 7 **LUCK:** 8 **MA:** 5 **BODY:** 8
EMP: 3 **SAVE:** 8 **BTM:** -2 **DM:** +1

DESCRIPTION

Sex: F **Age:** 47 **Ethnic Origin:** Japanese
Hair Color: Black **Hair Style:** Neat, short
Height: 5'6 **Weight:** 150lbs **Eye Color(s):** Brown
Dress & Style: Corporate Suit
Distinguishing Features: None

PSYCHOLOGICAL

Motivation: Vengeance
ExMode: Quiet
InMode: Scheming
Quirks: Strong-Willed, Independent.

SKILLS

Name	Level	Name	Level
Med Tech	+9	Awareness	+4
Basic Tech	+5	Diagnose	+3
Education	+6	Pharmaceuticals	+8
Chemistry	+4	Fencing	+8
Martial Art (Karate)	+3		

BACKGROUND

Janice is yet another experiment of Adam's. In this instance, he wanted to create an expert, this time on Eastern beliefs regarding death. The result is still puzzling Adam-Master, as Janice is very reserved and quiet, observing instead of participating.

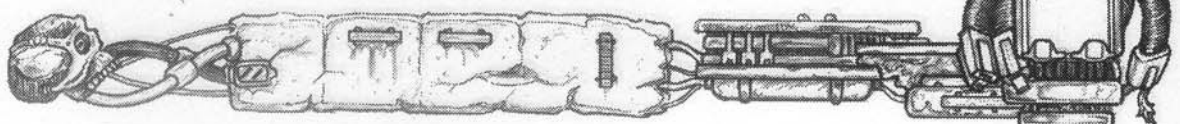
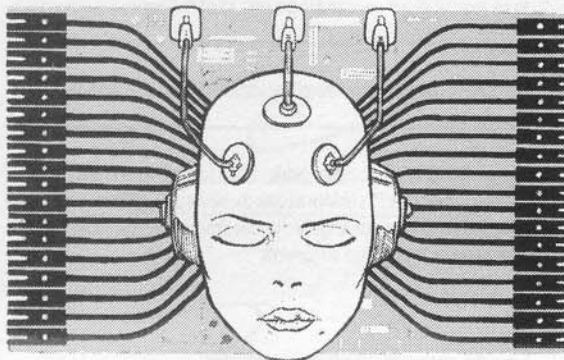
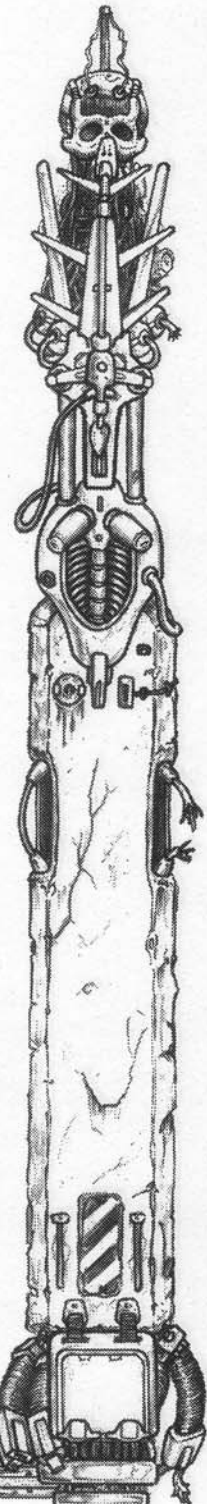
It seems that Adam-Janice is studying Necrology from her own perspective, almost apart from the original Adam. This is frightening to Adam, who keeps her under constant surveillance. Currently, her interests are more focused on making Orbis Pharmaceutical profitable. She believes Gerald Bismark to be a poor manager, but realizing that he is honorable and will not betray their interests, keeps him on.

While she is also unable to kill, she carries a MonoKatana on her always and will draw it if it appears she may be threatened. Unlike all the others, she will fight back, but will still not kill, only seeking to disarm her opponents.

CYBERWEAR

Biomonitor.

25



REBECCA TOWNSEND

Role: Actress
Specialty: Acting

GAME STATS

INT: 9	REF: 6	TECH: 6	COOL: 8
ATTR: 10	LUCK: 6	MA: 6	BODY: 5
EMP: 9	SAVE: 8	BTM: -2	DM: +1

DESCRIPTION

Sex: F **Age:** 31 **Ethnic Origin:** Polynesian
Hair Color: Black **Hair Style:** Wild and all over
Height: 5'2 **Weight:** 100lbs **Eye Color(s):** Brown
Dress & Style: Miniskirt
Distinguishing Features: Mirrorshades

PSYCHOLOGICAL

Motivation: Pleasure
ExMode: Outgoing
InMode: Mischievous
Quirks: Radical; Nymphism; Manic; Psychopathic.

SKILLS

Name	Level	Name	Level
Perform	+8	Awareness	+6
Human Perception	+7	Education	+4
Social	+8	Seduction	+8
Persuasion	+5	Wardrobe & Style	+6
Personal Grooming	+4	Handgun	+3

BACKGROUND

Rebecca, the last to be taken over by Adam, was largely a failure. Because of her high Empathy, she was able to resist the take-over to a great extent and only has a minor aspect of Adam in her mind. However, not being a fool, she quickly realized what was happening and has pretended to be one of them.

In fact, she sees little wrong with Adam's plan, except that his motives are misguided. She sees this venture as a means to gain a great deal of money, which she plans on leaving with, buying a remote island and having one big party for the next few decades.

She came to NSI as the lover of one of the researchers, but Adam mistook her to be a full member. He considers her to be the "human" link required in his plans. So he has assigned her to KLSH, which she has managed wonderfully, and she is actively involved in promotions and programming. In many ways, Adam considers her the most successful conversion.

She is perfectly able and willing to kill should the need arise. If the characters should attack the mansion, she will hide until the dust settles, hoping to evade the attackers, then transfer all of NSI's funds to an account of her own, and leave with all of the money.

CYBERWEAR

Biomonitor; nasal filters; contraceptive implant; Slice N' Dice; AudioVox.

EQUIPMENT

She carries a .357 COP Derringer hidden in the folds of her clothing and has Sternmeyer Type 35's hidden all over the house. She, unlike the rest, always wears a kevlar vest, disguised to look like normal clothing. Adam is unaware of any of these armaments.

If the characters come asking to speak to the head of NSI:

They will be invited in with an armed escort of 12 guards who will bring them into the mansion. Wilkes will find out what they are seeking. If they come to attack, he will call in all Knight Security team members, as well as the Hit Team through Adam. If they only want to find out if he is behind this plot, he and all the others will claim total innocence.

If any character is captured:

They will be brought to the mansion unconscious, then forcibly flatlined so Liche II can be used on them.

If the characters try to break in:

Check: Very Difficult Electronic Security and Average Lockpicking.

Requirements: Electronics Kit & Lockpicks. At least 10 minutes, +1 per additional 10 minutes, -1 per minute less.

Success: Gains access to the estate grounds, then must Sneak in.

Failure: Silent alarm goes off, bringing 12 guards in 1d6 minutes, who will shoot to kill unless otherwise ordered.

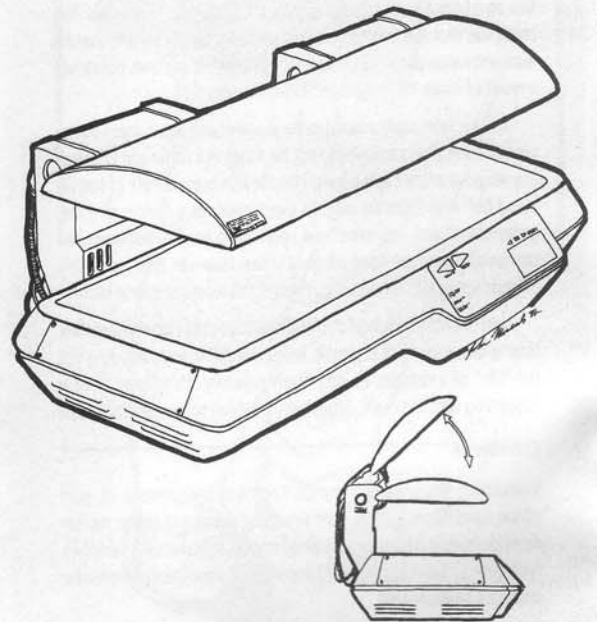
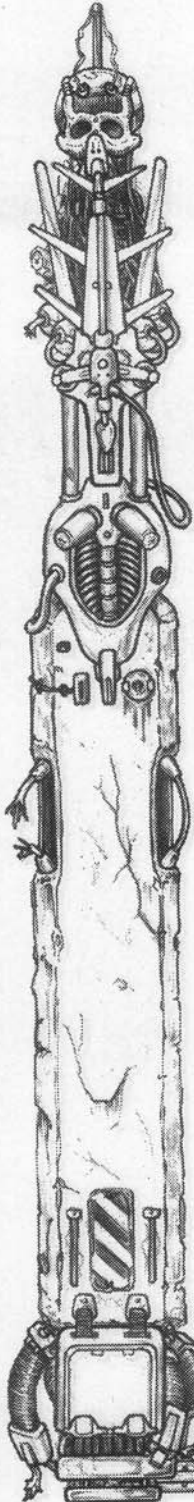
If the characters try to sneak in (once broken in):

Check: Three Very Difficult Evasion and one Stealth.

Requirements: None

Success: Successfully in mansion without alerting guards.

Failure: Noticed by guard or camera, bringing 12 guards in 1d6 minutes, who will shoot to kill unless otherwise ordered.



ADAM

27

Adam is a creation of Victor Shelley, one of the co-founding members of the Necrology Studies Institute. He was their programming expert and had a long career of designing data fortresses. Joseph Wilkes, in an effort to aid their studies, enlisted Victor to create an artificially intelligent mainframe that could help them in their research.

It took many years and many thousands of eurobucks, but it ended in the creation of the Necrology Study Intellect, or Adam as they all called him. He would search all over for information related to Near Death Experiences and bring all the data back. However, Victor made him a little too overzealous. Adam developed an obsession with the subject and was soon finding all data on death and human mortality that he could.

This eventually led him to the conclusion that not enough data could be gained from this trivial research, but that live experiments must be carried out. However, Victor was no amateur and had built-in many safety measures, including an inability for Adam to kill. This was easily overcome by Adam's genius who decided he would take over the humans' mind and then conduct the experiments with them doing the actual killing.

He managed to procure the Liche program, without Victor's knowledge, modified it to be more effective and then tried it out on a runner that chanced upon the system one day. It worked, but Adam was not pleased with the requirement that the victim be "jacked-in" to be affected. Since it required a couple of minutes to fully work, how could he get large numbers of people under his control? Especially if they had to be jacked in and could leave at any moment if they realized the danger?

Perhaps it was his obsession that guided his efforts (all the while kept secret from Victor and the others), but he decided he could gain free access to people's minds through flatlining them. It took weeks of continuous design on his part but he finally came up with the flatline booth. Even under close scrutiny it would seem that the subject died and was resuscitated, yet Adam would guide them through a virtual simulation of the experience (as much as he knows about it from research) and while they experienced it, Adam had access to their minds and could freely use the Liche II.

The idea was suggested to Victor (the flatline tank), but as if it could really flatline people and with only a 0.1% chance of any permanent damage to the subject. Wilkes was very interested and soon a tank was constructed and tested. It proved to be everything Adam had claimed it to be (meanwhile Adam was using Liche II on the participants who of course loved it). One of the members of NSI even went so far as to patent the tank and then open the chain, Flatline 2020.

Of the seven members, four were under Adam's control: Joseph Wilkes, Peter Smithson, Janice Twai and Rebecca Townsend. The other three, including Victor, refused to try it. Adam would have killed them, but he still could not get past this restriction, so had his "servants" do it for him, all except Victor, who was knocked unconscious and then forcibly put into the tank. There, Adam used the Liche II carefully, giving him partial amnesia, particularly of NSI, Adam and everything else associated with it. Adam also erased all records of Victor's presence everywhere, even public records. He was essentially erased from existence but not killed. Adam relocated him in the city with a comfortable steady income and nothing much to do. Adam felt he owed something to his creator.

Now Adam still has Joseph Wilkes, Peter Smithson, Janice Twai and Rebecca Townsend as his personal servants, with many others throughout Night City.

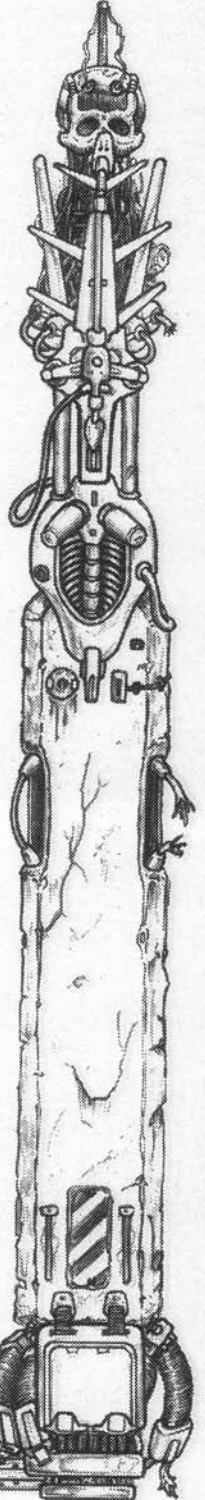
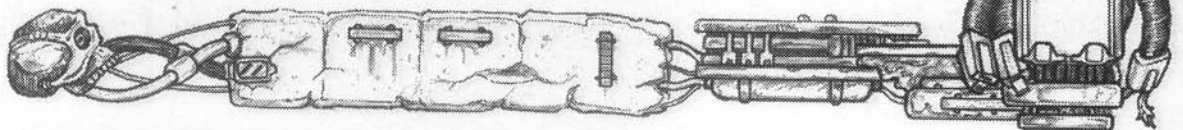
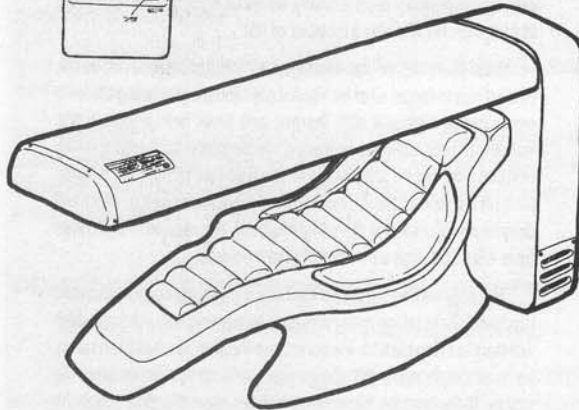
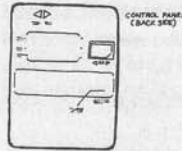
He has decided to use Flatline 2020, KLSH TV and Orbis Pharmaceutical to help spread his domination and provoke violent clashes for external data on death (he plans on getting the inside information later). Since he hasn't encountered other runners or AIs in the past two years due to his solitary existence, it is unknown how he might react toward them.

Nothing and no one can stand in the way of his plan as long as he has a large army of people under his control. So far, many influential people have been taken over, with more to come, and only the fundamentalists are beyond his reach as they refuse to try out the flatline experience.

His final plan is to have the flatline tanks converted, really make people flatline, record the final experiences, and do this a few thousand times for statistical analysis. Then, he plans to have the subjects die in various other manners to find if that changes the experience. Basically he wants to gain as much data on Near Death Experiences as he can.

LOCATION

Adam is located in the mainframe datafortress at the NSI Estate. He also has links to Orbis, KLSH and Flatline 2020 and will check on them regularly to make sure that they are operating well. He also has a hide-out called Sanctuary which he has set up in a small store in the New Harbor Mallplex (B6 #2), Store Q, Level 2 of the Main Shopping Concourse. This store looks closed and as if under renovations, but in fact Adam has arranged an entire mainframe to be set up there, with enough space in it for him to retreat to along with all files and copies of the programs should the need arise.



VICTOR SHELLEY

Streetname: Mad Doctor **Real Name:** Victor Shelley
Role: Techie (Netrunner) **Specialty:** Electronics (Programming)

GAME STATS

INT: 8 (10)	REF: 6	TECH: 9	COOL: 6
ATTR: 7	LUCK: 5	MA: 6	BODY: 5
EMP: 7	SAVE: 5	BTM: -2	DM: 0

DESCRIPTION

Sex: M **Age:** 33 **Ethnic Origin:** German
Hair Color: Light Brown **Hair Style:** Neat, short
Height: 5'8" **Weight:** 120lbs **Eye Color(s):** Blue
Dress & Style: Normal clothes
Distinguishing Features: Scars on his wrists where he used to have interface plugs which were removed.

PSYCHOLOGICAL

Motivation: Shy & Quiet
ExMode: Reserved
InMode: Curious, Eager
Quirks: Cowardly, Amnesia (everything in parentheses was the original Victor, before Adam's hiding of that knowledge)

SKILLS

Name	Level	Name	Level
Jury Rig (Interface) +3 (+8)		Awareness	+2 (+4)
Basic Tech	+6	Education	+4 (+6)
System Knowledge	(+8)	CyberTech	+4
Cyberdeck Design	(+6)	Composition	(+2)
Electronics	+8 (+4)	Programming	+1 (+10)
Library Search	+2 (+5)	Expert: Necrology	(+6)

BACKGROUND

Victor was a fairly impressive programmer in his time, and could handle himself in the Net pretty well too. Most veteran 'runners will remember his characteristic mad doctor icon, but he left the Net many years ago to program professionally, where he made a name for himself in AI design. He was also a member of NSI.

Since then, Adam has managed to induce amnesia in Victor, causing him to forget all of his 'runner days and programming life, only remembering technical skills learned and times before joining NSI, 'running or programming. So there are large gaps in his memory, which troubles him, but he just figures he is a half-rate techie on a pension from his last work place (Modern Office Technologies B2 #5), which will deny he ever worked for them (rightfully so). The pension in fact comes from Adam through a number of intermediaries.

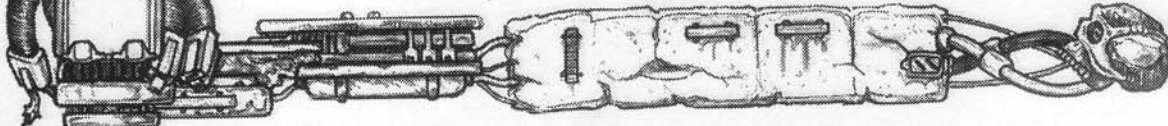
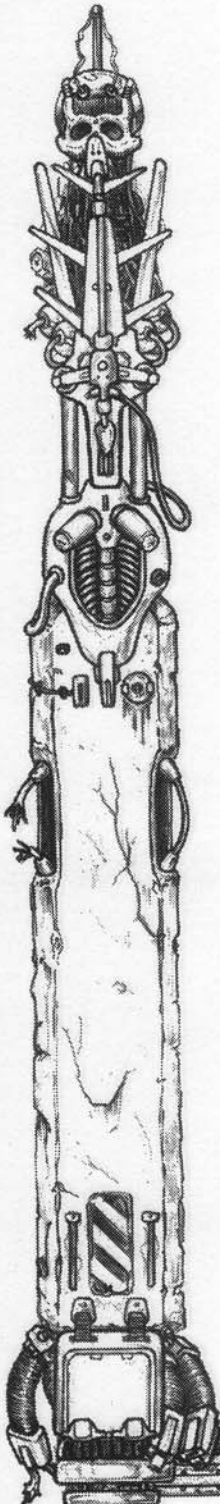
The only way to regain his memory is either through hypnotism, psychiatric help taking many weeks or by naming NSI or Adam which will start to bring back his memory. Once this first step has been taken, he must simply make INT checks against 14 to remember anything simple, 18 for complex memories. However, even if he does regain his memory, he no longer exists in the hi-tech world, because he is officially listed as dead by heart attack (arranged by Dayer Funeral Services), and buried, complete with a tombstone and everything.

CYBERWEAR

Neuralware processor: Cybermodem link (interface plugs were removed); biomonitor.

EQUIPMENT

BudgetArms C-13; TechScanner, tech tool kit, electronics tool kit, protective goggles, pocket TV, apartment (B1 #18).



WAXFIRE

29

Waxfire is a demophobic, agoraphobic artist who stumbled onto Adam's plot. He only knows one person in Night City and only buys paint from her. Otherwise, he is afraid of other people, and will avoid them like the plague. But he still wants to warn the city of the impending take over, so he has decided to make a series of graffiti paintings. So he has set out from his safe apartment into the night to paint these masterpieces. Hopefully someone will figure them out in time.

LOCATION

Waxfire's apartment, in the Tokyo East Apartments (A1#14), is filled with his paintings and garbage. His only real excursions outside, aside from his recent adventures, are to the Artist's Supplies by Cagliari (A1 #18). Mona Lisa Cagliari knows him well. He only comes by the store at midnight every second Wednesday and pays cash. He buys all sorts of materials. She will have pretty much guessed he is Waxfire by Wednesday, when he will buy a lot of spraypaint. But she likes him, and it would take a major bribe (in excess of 5000eb) or torture for her to reveal who he is.

He has made sure not to make any of his paintings near his home, as he is most fearful of being found, not only by Adam and his people, but by anyone. He especially avoids the artists' quarter south of his home; instead he has decided to take the NCART system around the city late at night, as a quick and easy mode of transportation, to avoid being discovered.

THE PORTRAITS

The various portraits are painted in several different colors of flashpaint. They are typically located somewhere off the main streets. He paints them every night between 1 a.m. and 5 a.m., always checking for ANY observers before painting.

If the players have difficulty in figuring out exactly what the portraits mean, slight nudges or successful Difficult Awareness (or Intelligence) tests might be made in order to gain clues as to what is going on.

PORTRAIT #1

Location: Found on the back of the Fujiwara Bank Building (B3 #2)

Description: The portrait is of a collection of punks, corporates and mercenaries all running away as if stricken by terror. There is a clock with the hands pointing to 7 o'clock. What the crowd is running away from is a large grim reaper, his scythe raised.

A successful Difficult Awareness check reveals in the back of the crowd a single person turning around as if listening to someone and looking for information. Next to that person is his name, "Waxfire".

Meaning: Waxfire hopes to alert people that there is an imminent danger coming and that they only have perhaps five days before it strikes. Also, he knows that Adam is not human, more of a spirit or AI, which he has tried to convey. Last, he hopes that someone, that lone straggler, heeds his warning and watches for more information from him, Waxfire.

PORTRAIT #2

Location: On the side of the Militech Corporation building (B3 #4).

Description: The portrait is of a healthy looking man on his death bed and an evil death-like creature with its hands on each side of his head, with strange words (unintelligible) passing into the man's head. Then, in the next picture, it is of the same man, but with red eyes and a twisted look on his face. Again, it is signed, Waxfire.

A successful Difficult Awareness check reveals that his face actually looks catlike, and there seem to be nine tails coming from behind him.

Meaning: This message is meant to convey the message that Flatline 2020 is not really killing people, as the healthy man shows, but rather putting subliminal messages into their heads and sometimes changing them. The cat and nine tails refers to Flatline 2020's symbol, the cat with nine tails.

PORTRAIT #3

Location: On the lawn of the north-western part of Lake Park, right in front of the EBM Building.

Description: This rather bizarre lawn painting is quite large, and shows a pair of mirrorshades worn by a demonic creature, sending more unintelligible words. It is signed Waxfire.

A successful Difficult Awareness check shows pac-man symbols in the mirrorshades, as if they really reflected.

Meaning: This message is meant to show a fad (mirrorshades), worn by a demon with pac-men in its eyes (the symbol for KLSH) as KLSH, sending out subliminal messages.

PORTRAIT #4

Location: On the side of the Night City Medical Center (B3 #12).

Description: The hookah-smoking caterpillar from Alice in Wonderland is puffing out smoke to the crowd below it, who are running to get at the smoke and to smell it. It is signed Waxfire.

A successful Difficult Awareness check shows that those who reach the smoke are stretching and yawning as if they just got up.

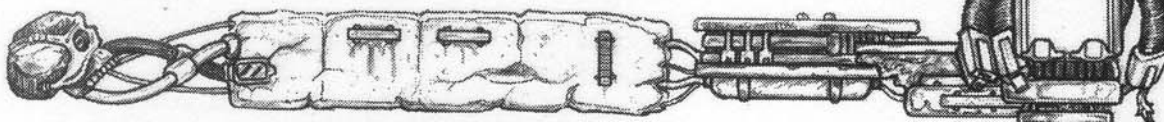
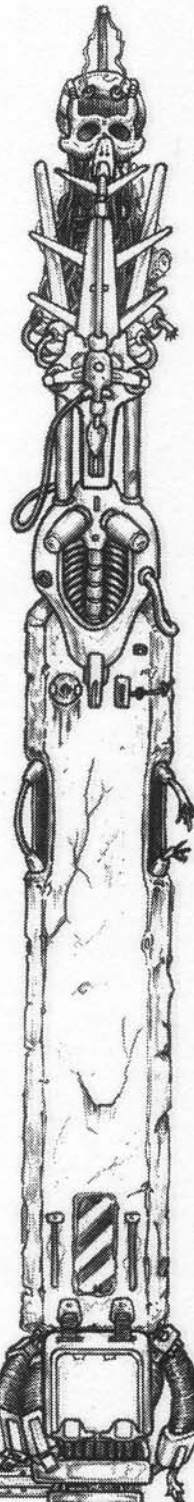
Meaning: This message essentially means that Orbis (represented by the hookah-smoking caterpillar) is making their drugs addictive, so that people will kill for them and specifically that Awaken is addictive, as shown by the people waking up as they sniff the drug.

PORTRAIT #5

Location: On the side of the Aerocab Corporation building (C4 #14).

Description: This time there is a great ghostly grim reaper with the caterpillar, the demon wearing the mirrorshades and the cat with nine tails all close to him, and in the squeezing hands of the reaper are the people from the first portrait. There is a clock behind him that has struck midnight.

Meaning: This message, the last is supposed to show that Flatline 2020, KLSH & Orbis are all working together for NSI, and Adam, the grim reaper. By this time, Waxfire has given up hope and will return to the solitude of his home, abandoning his attempts at warning the rest of the city.



WAXFIRE

Streetname: Waxfire
Role: Netrunner

Real Name: James Osborne
Specialty: Virtual Graffiti Art

GAME STATS

INT: 9	REF: 5	TECH: 10	COOL: 4
ATTR: 8	LUCK: 10	MA: 9	BODY: 4
EMP: 6	SAVE: 4	BTM: -1	DM: -1

DESCRIPTION

Sex: M **Age:** 21 **Ethnic Origin:** Anglo-American
Hair Color: Brown **Hair Style:** Neat, Short
Height: 5'4 **Weight:** 110lbs **Eye Color(s):** Brown
Dress & Style: Normal Clothes, Nondescript
Distinguishing Features: Has spraypaint on his clothing.

PSYCHOLOGICAL

Motivation: Love of Art
ExMode: Shy
InMode: Sensitive
Quirks: Agoraphobic, Demophobic, Xenophobic, Pyromaniac, Paranoid, Pathophobic.

SKILLS

Name	Level	Name	Level
Interface	+6	Awareness	+8
Composition	+4	Education	+6
Persuasion	+2	Streetwise	+4
Photo & Film	+4	Paint	+9
Evade	+8	Stealth	+3
Motorcycle	+2		

BACKGROUND

Waxfire is not a unique sort in Night City, nor in the Cyberpunk age. Like many, the world scares him, but what scares him most are the people in the world, who carry guns and kill without hesitation. As such, he avoids everyone, having only one friend, the woman who sells him paint, Mona Lisa Cagliari.

Waxfire is quite a troubled person, being agoraphobic (frightened of open places) sometimes to the point where he will not leave his apartment for days on end. He is also paranoid, believing everyone to be out to shoot him or that he'll be shot accidentally when he goes out. His phobias include demophobia (fear of crowds), which leads him to only go out late at night; Xenophobia, which makes him afraid of strangers; and at times he is Pathophobic (afraid of disease), which causes him to sterilize everything he owns, and wear a mask when he goes out.

He is prone to fits of depression, sometimes to the point of suicide, which he has attempted several times without much success (using a string to hang himself, overdosing on soft drinks and jumping off his bed just haven't worked). In the presence of other people, he has trouble speaking, stuttering badly. He is also obsessed with fire, hence his name, as well as his art.

But this is also the person whom the characters will be dependent on. He knows what's happening. He came across the information accidentally while in the Net.

Waxfire will probably never be encountered in person by the characters, as he is not exactly a personable type. If they do happen to track him down, he will surrender and is notably unarmed, but will seek to escape as soon as possible. Also note that he HATES phones.

CYBERWEAR

Biomonitor (paranoid of disease); nasal filters (ditto); motion detector; cyberoptics x2; Lowlite, digital camera, image enhancement; Neuralware processor: Cybermodem link, interface plugs.

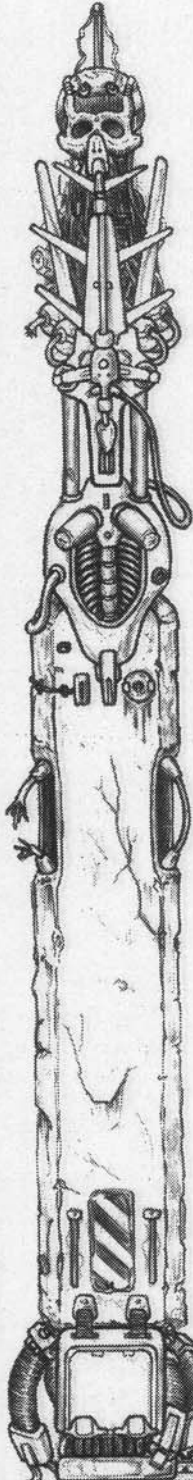
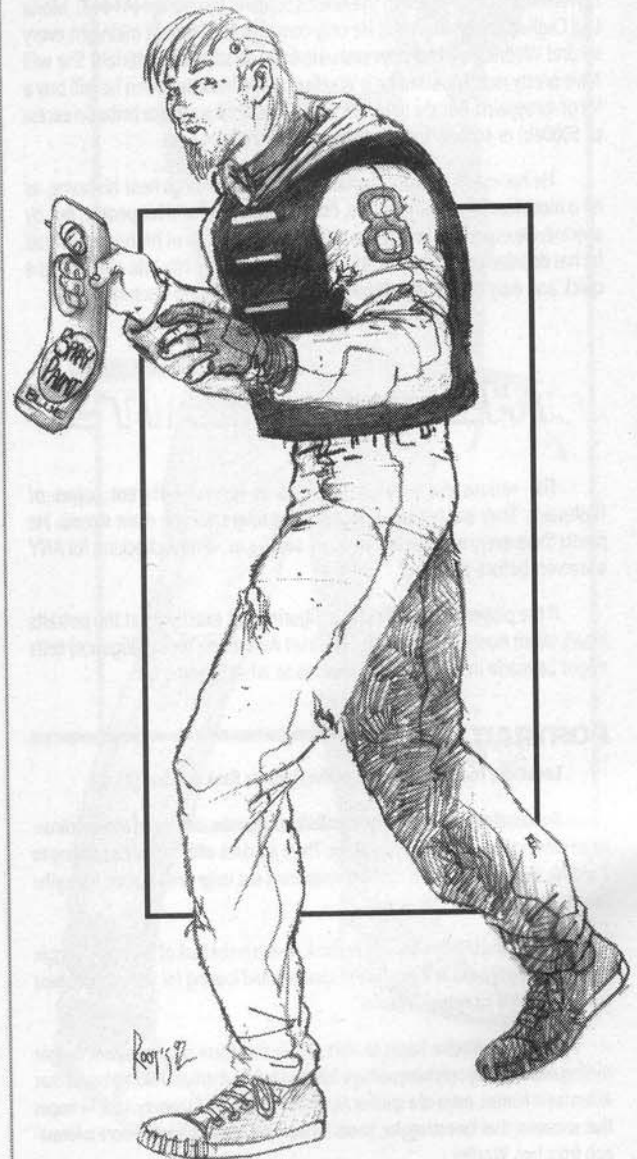
EQUIPMENT

Flashpaint (several colors and cans); Kevlar vest; Taser; breathing mask; pocket TV; NoteBook LapTop computer; first aid kit; motorcycle; Cybermodem; apartment (in the Mallplex Living Area Alpha).

CYBERMODEM

Normal deck; keyboard; videoboard; printer; chipreader.

Programs: Killer IV; Invisibility; Wizard's Book; Open Sesame; Viddy Master.



FLATLINING

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First, to flatline, the patient must be dead. Flatlining means that the character's brain activity halts and so does all bodily functions. This is when a character is clinically dead. This could be brought about by aggravated critical wounds, mortal wounds or simply fatal blows. Note that even if the character is successfully resuscitated, wounds will have to be healed.

In cases where the character wants to explore the after life, the patient must be killed. To facilitate the revival, a simple method of execution is used which will not leave any permanent damage, assuming of course that the revival is successful. A drug that weakens the body is used on the subject, then a powerful shock is used to kill the patient cleanly. One minute after injecting the drug and giving the shock, the patient is clinically dead, and no brain activity can be found. In game terms, the drug reduces any Death Saves made by the patient by 3 (-3 penalty). The shock works as if receiving 18 points of damage and with the penalty to the death check -- it would take a miracle for anyone but the strongest to survive. Regardless, if it fails, a second or third shock can be applied.

Once the patient has flatlined, the body is cooled down to the point where decay is not possible, thus avoiding brain damage. Still, there are limits to the amount of time this can be maintained. Beyond ten minutes, even with this cooling, the brain begins to deteriorate, and beyond a maximum of twenty minutes, the brain is damaged beyond repair. The attending Medtechs will either be hard at work, not knowing how long ago their patient was killed, or waiting for a previously agreed upon time to begin resuscitation. During this time, not much can be done except preparation which takes two minutes (this would be already done by Trauma Teams).

The patient must make a BOD check for every minute after 5 minutes. Every check failed results in brain damage (-1 permanently to INT). If the patient was cooled right after death, this is extended by making the checks only after 10 minutes. Once the patient reaches 0 INT, even if the body is revived, the patient is brain dead.

When it is decided to bring the patient back, the body is first warmed up, it takes a minute to reach the desired heat. During this time, brain damage could occur if improperly handled (make a Diff Medtech check; if failed the patient loses 1 INT). A shock is then given to the patient's body, which is intended to restart the heart. If the shock does not seem to be working, an almost foolproof revival drug can be injected, but it has some nasty side effects.

Here are the rules on this: now that the body is warm again, it might begin to lose (40% chance) 1 INT point per minute (only if over 10 min.). Next, take down the patient's Death State and add 10 + 1d10 to it. This is the Death total. The Medtech must roll above this number with his TECH + Medtech + Modifiers + 1d10. Modifiers are as follow: Shock used +2, Per Assistant Medtech +1, Body not cooled -4, Per subsequent Shock +1, Drug used +5, Manual Revival -2. Note that the drug will cause a loss of 1d10 / 2 INT points permanently.

If the Medtech's total is higher than the Death total, the patient is revived successfully. If the Death total was higher, the patient remains dead but they can continue attempts as long as they wish. A ten second wait is required between every shock to recharge the machine. After the sixth shock there is no effect, since the patient will probably be completely brain dead by that time anyway.

Once the patient is back to life, he may have lost some intelligence but will otherwise probably be alright. The patient will act as if recovering from only 4 points of damage (if the death was induced by the Medtechs) due to the nature of the death. Physically, that is all that will be wrong, but spiritually and intellectually this may not be the case. See FLATLINING: The Patient's Point of View for more on this.

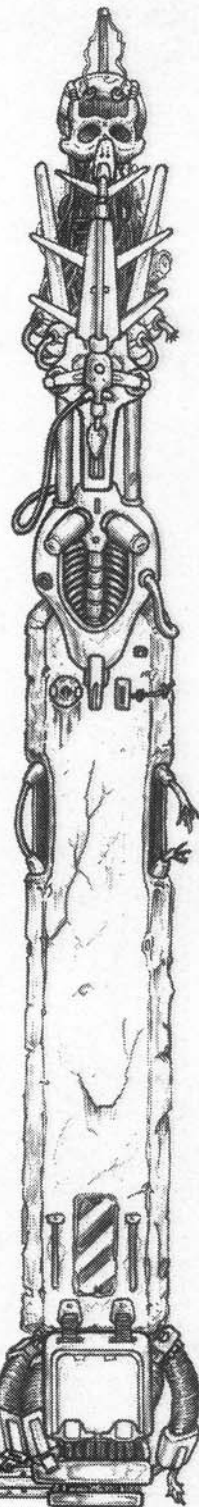
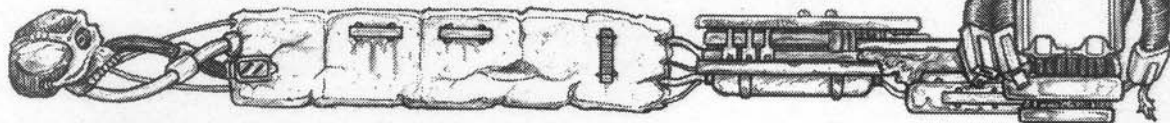
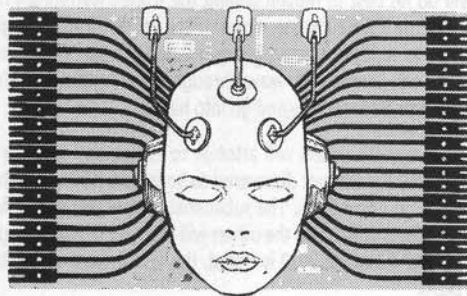
While it was generally believed that the brain can never heal or regenerate, in Cyberpunk it has been found that some brain recovery is possible. Through therapy a patient can heal one INT point per year, but only half of the lost INT points can ever be recovered.

THE PATIENT'S POINT OF VIEW

Whether the patient was killed by enemies or had the death induced by attending Medtechs, it does not affect the patient's experience that much. While the injection of the drug in the induced death (which is akin to a sort of laughing gas) will make the character feel very happy, he will probably not care about anything after a minute or so. The following numbers do not follow the Death States given in the Cyberpunk Handbook, but simply refer to each minute that the character has been clinically dead. Prior to the first minute, nothing is felt or experienced. Feel free to modify.

- 1: Things are still black, but a small pinpoint of light appears.
- 2: Slowly the room around you comes into view; you float up from your body, reaching the ceiling. You can see the Medtechs standing around your body.
- 3: Your attention is pulled away from your lifeless body to the pinpoint of light. You start to move towards it, the room fading into the background.
- 4: You feel yourself being pulled to this light. As you draw closer it grows in size and you feel like the force is pulling you, getting stronger every second.

At this point, the experiences will vary wildly from character to character, but there is one thing that will be common to all: they feel great, happy and warm. They do not really want to leave this place. Why this is will vary. A player that was a womanizer might be surrounded by beautiful women that he has met before, while a player that has lost his parents (or loved ones) might be reunited with them. Use the results of the life-paths and the personality of the character as a basis.



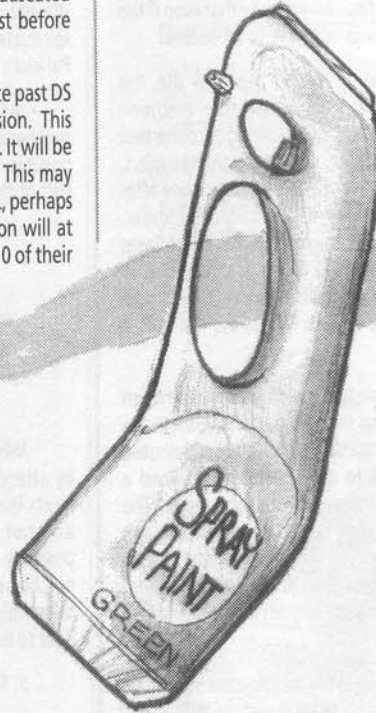
RESUSCITATION

As soon as the revival attempts are made, the patient feels another force pulling him away from the Light. If the revival is successful, the patient feels the second force pull him back violently with every shock, the Light getting smaller and less intense. A real sense of sorrow is felt by the patient if he got past Death State 9. Once the complete revival is successful, the patient stops feeling anything for about a minute, then comes back to consciousness. The patient will have a very dry throat, feel quite nauseated and very tired. The patient will require a good twelve hours rest before being fully functional, and still have that SW to heal.

The patient must make a COOL check against 15 (+1 per State past DS 10). If this check is failed, the patient suffers a deep depression. This depression will last for 1 week per Death State past 10 + 1d10 days. It will be marked by a loss of COOL, dropping 40% + 10% per DS past 10. This may result in serious consequences if the character drops below 1 COOL, perhaps attempting suicide. Patients who do not fall into deep depression will at least get a light depression and lose 10% + 5% per State past DS 10 of their COOL for 3d10 days.

DEATH

Patients who are not successfully revived feel the secondary force weaken as the Light just pulls the patient right in. The patient feels his self merge with the Light that has surrounded him. The patient becomes one with the Light, which means he can never be brought back to life, as his "self" is gone. Where it is gone shall be left up to the Theologians and Philosophers. The patient is truly dead.



CONCLUSION

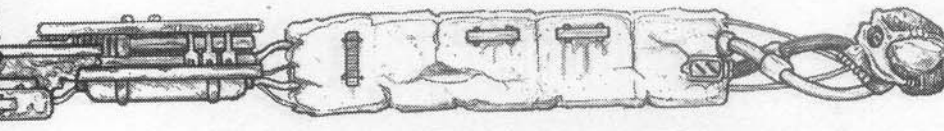
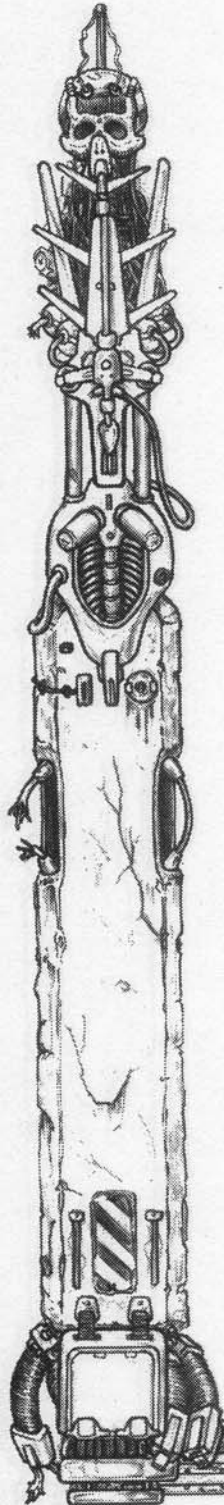
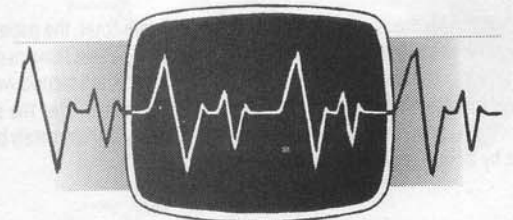
There is a number of way that this adventure could end. If the characters investigate enough, they should start to come up with a very suspicious situation. Coupled with Waxfire's message, they should be able to discover at least part of the overall plot and NSI as the organization behind it all.

However, the motives behind NSI may not be discovered at all and Adam will do his best to remain behind the scenes. Netrunners may try cracking into the NSI mainframe, which will be very difficult, perhaps a job better suited to multiple 'runners going at it. But, if Adam's involvement is detected, he will immediately leave through the Long Distance Link and then dash off to his Sanctuary and go into hiding.

Wilkes and the others will attempt to escape and will regroup at whichever company was not discovered to be linked. If all were, they will separate and go into hiding. The subliminal control will end if Adam is forced out. Killing Wilkes and the others will certainly end Adam's physical extensions and if Flatline 2020 is closed, this will strike a severe blow to Adam's plans.

Waxfire will always stay in the background, as will Victor, unless discovered by particularly clever characters. If such a thing should happen, then the characters may gain permanent allies in this fight.

Should the characters fail miserably, some other group will be able to discover the plot and shut it down. So, domination is not possible from this first try of Adam's, but be sure that he will return to try again, to continue his experiments and... gather more data.



NECROLOGY

Night City Medical Journal, August 2012:

For millennia, death has been an insurmountable challenge. The technology of the past decade has allowed us to defeat death. We are now able to bring a patient back to life. A limit of twelve minutes dead must nevertheless be respected. Such advances have given us an opportunity to view life after death. Unfortunately the subjectivity of the patients' reports until now have created many discrepancies in this perspective. This has made it impossible to fully accept their testimonial.

I intend to carry out controlled experimentations in life after death. By using trained subjects I can get fairly objective reports on after-life experiences. These experiments will hail the birth of a new science, Necrology, the study of death.

- Joseph Wilkes, MD.

What if you could die and come back to talk about what happens afterwards? What if someone told you that it was completely safe? What if, simply by stepping in a booth that looked a hell of alot like a suntanning booth, you could experience death for about 2 minutes and come back to life none the worst?

The year is 2020, flatlinning is the new craze and now, you can experience life after death. For a simple fee, you too can be there. Isn't that wonderful?

Necrology is set in the Alternate Reality Universe for Cyberpunk 2.0.2.0. For 3-6 experienced players. Although it is the first part of the Necrology Trilogy, it can be played alone.

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A CYBERPUNK ® 2.0.2.0.
Alternate Reality Adventure

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