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H O M E FRONT



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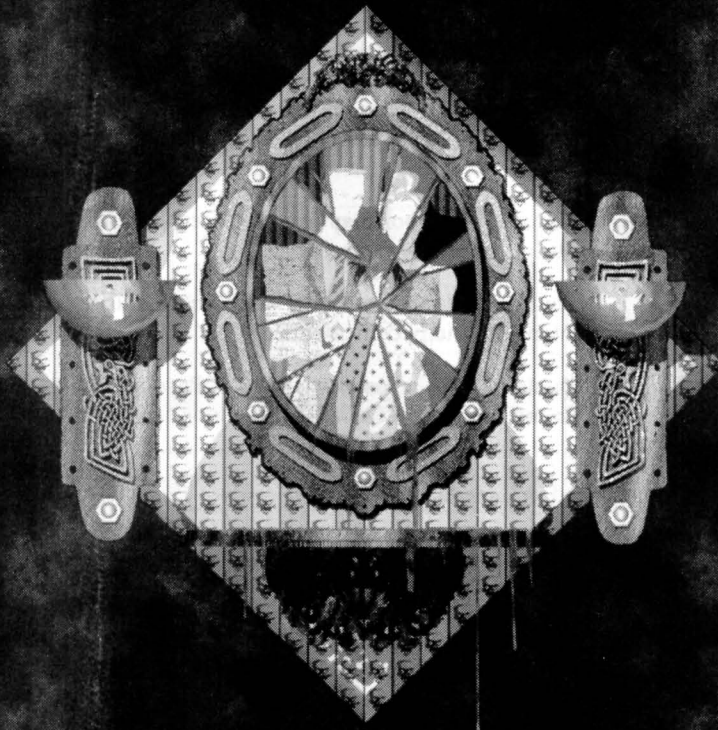
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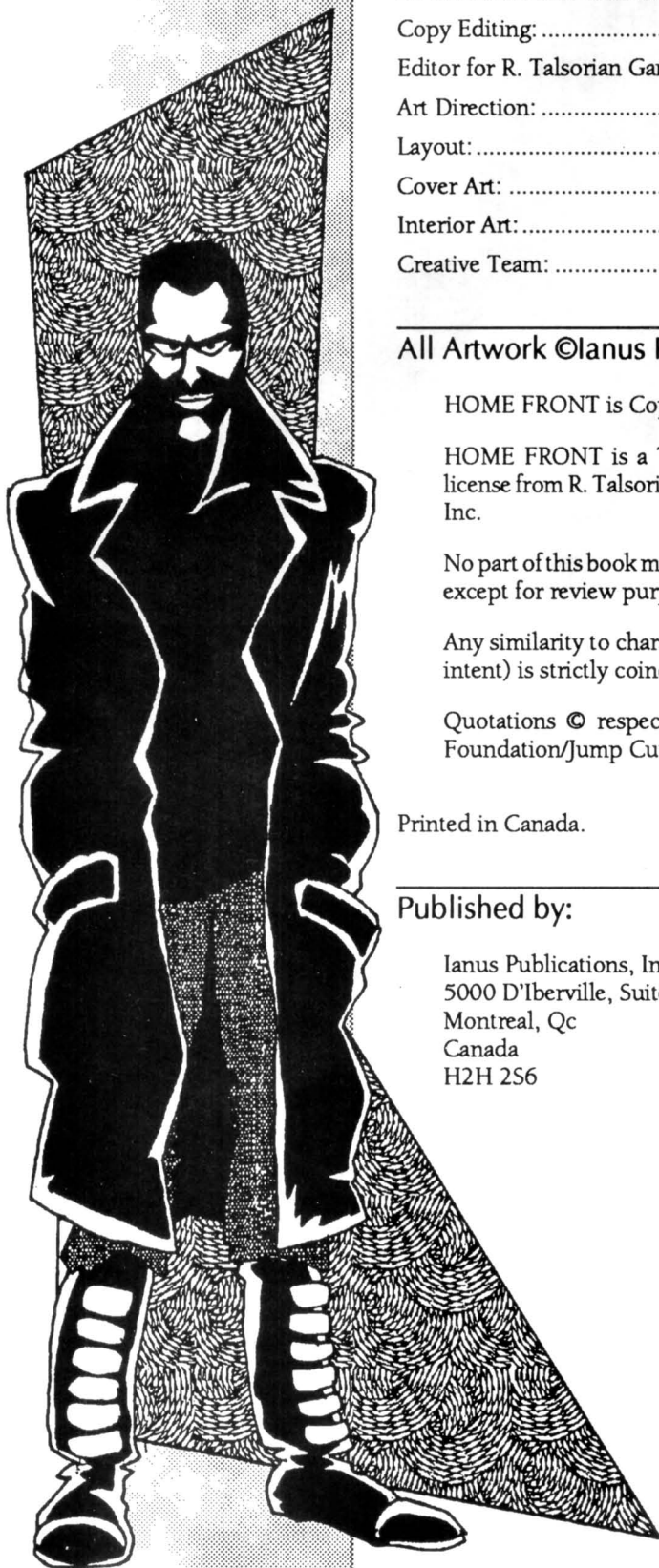
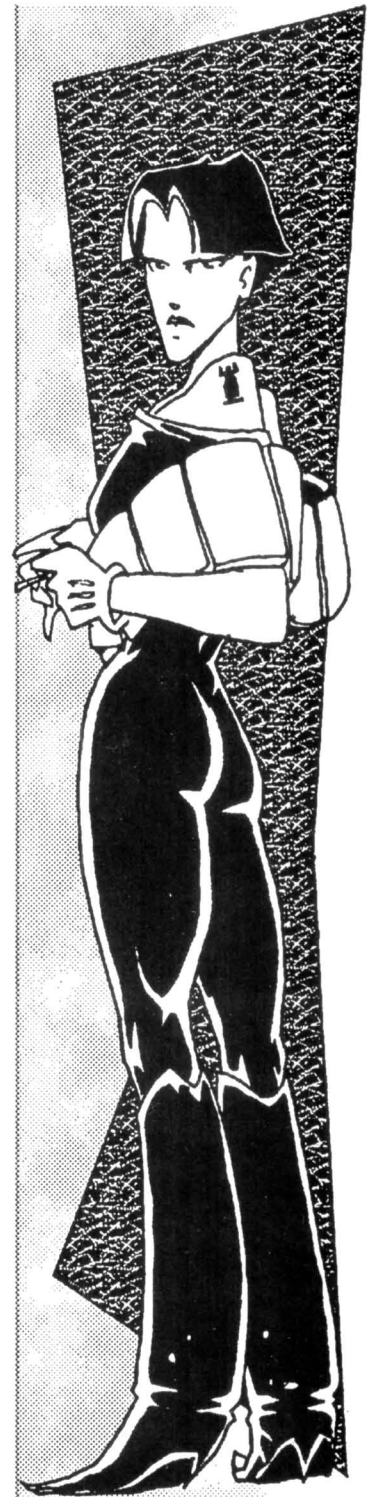


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INTRODUCTION

FOREWORD

This adventure deals with a subject that is often glanced at, but mostly overlooked: simply put, it deals with domestic violence. It is nothing glamorous and, sometimes, people feel there is little they can do about it.

It is not the intention of the author to preach to people about this, for there is nothing to preach about. Violence is bad to start off with and violence directed towards people who cannot defend themselves is even worse.

Although this scenario can be run without either of them, the Referee will find it useful to have a copy of both the Night City Sourcebook and Night's Edge. The scenario draws heavily upon both worlds: the horror of urban reality and the horror of the unknown, the surreal. It is designed to be as flexible as possible, adaptable for parties of one to six, and from almost any background.

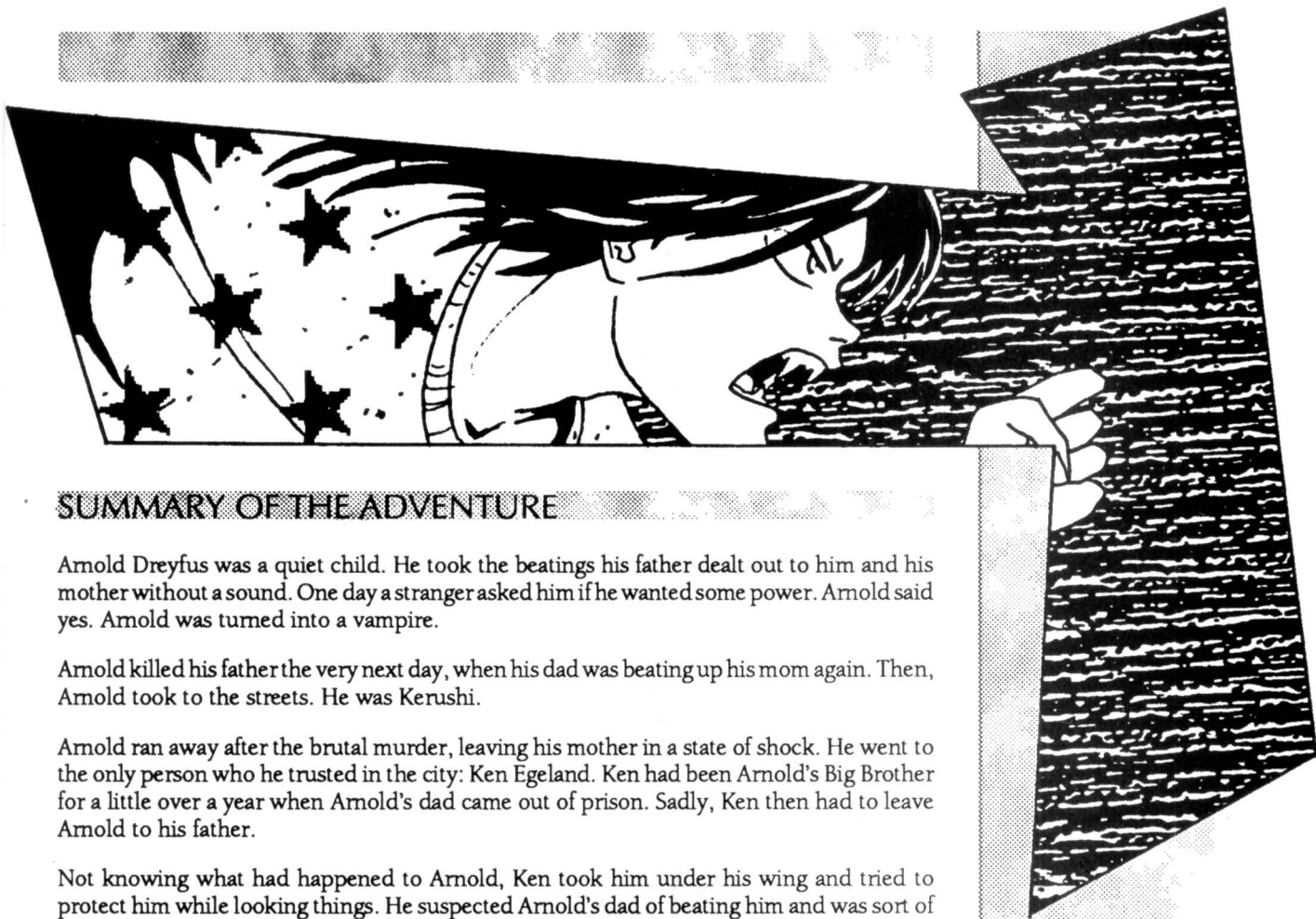
The adventure per se is divided into six part, the first five of which describe the main participants in the story, the last being the conclusion. Any group (except obviously for Arnold) can be replaced by a group of PCs (more on that in the *Hooks* section and in the individual sections). Keep in mind that because of the nature of the module, it will probably have lasting repercussions in your campaign. Also, the structure of the module allows easy inclusion in any existing campaign.

PLAY TIPS

As usual, Cyberpunk being a game of mood, music plays an important part of the game. No specific music can be recommended for specific events since some of the climatic moments of the adventure might not appear to be so to the players (or they simply might not be there). This said, here are a few of the author's favorite mood setters for any Cyberpunk games: Ben Hur by Bitch Magnet, with its soundtrack quality, is good for long, intense moments; Lurch from Steel Pole Bath Tub, with its pure aggressiveness, is excellent for club scenes or combat situations; and perennial favorites Cop Shot Cop and Ministry are good for just about any situation because of their pure Cyberpunk feel. Of course, you may want to play Dad, from NoMeansNo (off of Sex Mad) just as a subtle hint beforehand.

As usual, low lighting is recommended. It helps reduce chatter amongst players and creates a good atmosphere.





SUMMARY OF THE ADVENTURE

Arnold Dreyfus was a quiet child. He took the beatings his father dealt out to him and his mother without a sound. One day a stranger asked him if he wanted some power. Arnold said yes. Arnold was turned into a vampire.

Arnold killed his father the very next day, when his dad was beating up his mom again. Then, Arnold took to the streets. He was Kerushi.

Arnold ran away after the brutal murder, leaving his mother in a state of shock. He went to the only person who he trusted in the city: Ken Egeland. Ken had been Arnold's Big Brother for a little over a year when Arnold's dad came out of prison. Sadly, Ken then had to leave Arnold to his father.

Not knowing what had happened to Arnold, Ken took him under his wing and tried to protect him while looking things. He suspected Arnold's dad of beating him and was sort of glad to hear of his demise. He tried to convince Arnold that he should go to the police, but did not push his point too far when he saw what state Arnold was in now.

In the meantime, Arnold is still going out at night, lashing out at his "dad" again and again. Any child molestor or wife beater became "dad" in the eyes of Arnold. He stalks them mercilessly and kills them, usually with the same modus operandi: bruises cover their bodies and their necks are snapped. Also, a small amount of blood is usually drained from their bodies, but only after death has occurred in all cases.

This rash of murders has attracted the attention of three different groups: the police, who although being less than eager to go into the scummy area of town, have no choice due to public pressure; a pair of young Goths who, both as a protective measure and rite of passage, have been assigned to taking out the dangerous kerushi before someone else does and finds out about vampires being present in Night city; and a group of Vampire Hunters who have realized that this was the work of a vampire and are eager to stamp out the vampire plague from the city.

Depending on the players, the adventure can take many different aspects. For straight cops, this will be an investigation with an unusual ending. For vampires, this is a hunt for a Kerushi, always dangerous people who might expose the reality of vampirism to the general public. For Hunters, this is another case of vampirism and must be dealt with in order to stop the plague. For other groups, it might just be a young boy who comes to them for help, bringing them in a crossfire between three different groups.

No matter who they are, the lives of those who come into contact with Arnold will be changed in some way, for a long time to come.

Arnold will probably die, maybe from his own hands, because he becomes more and more sloppy in his killings, realizing slowly that he is fighting a losing battle and that he, maybe, has become no better than the ones he hunts.

INTRODUCTION

HOOKS

Here are some ideas of how to introduce the module to your group of PCs. Note that however, more in-depth hooks will be given in the appropriate sections of the module.

COPS:

- "Let's see: well, you guys could either investigate that cyberpsycho over on 2nd or check out a domestic disturbance over on Farren. Your choice." Unless the PCs are themselves psycho, the easiest course would appear to be a domestic disturbance. What was that old saying? Never trust a book...

Of course, the easiest way to handle cop characters would be to simply drop the cop NPCs and replace them with your players. Or there could be two teams assigned to the investigation.

CORPORATES:

- a philanthropic high-ranking Corp might take in young Arnold as a publicity stunt, by taking him under his wing and protecting him like any good samaritan would, and hand him over to some unsuspecting lower level grunt with strict instructions to keep him safe. Of course, this might be easier said than done.

FIXERS:

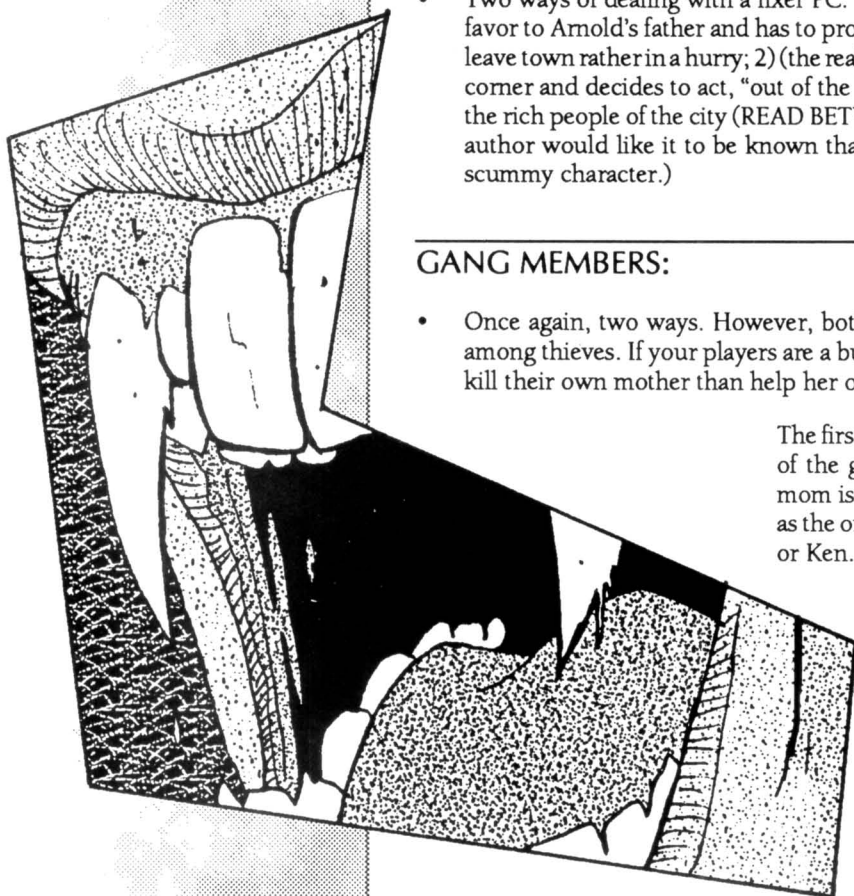
- Two ways of dealing with a fixer PC: 1) (the most honorable option) the fixer owed a favor to Arnold's father and has to protect the child or owed a favor to Ken who had to leave town rather in a hurry; 2) (the really scummy way) the fixer finds Arnold on a street corner and decides to act, "out of the kindness of his heart", as an adoption agency to the rich people of the city (READ BETWEEN THE LINES: this is not a nice option. The author would like it to be known that he would probably refuse to play with such a scummy character.)

GANG MEMBERS:

- Once again, two ways. However, both of them hinge on the fact that there is honor among thieves. If your players are a bunch of cut-throat psychopaths who would rather kill their own mother than help her out, you're on your own, chombatta.

The first option is simply that Arnold is the brother of one of the gang members and that since pops is dead and mom is in the loony bin... The other option is the same as the one for the fixer: favor owed to either Arnold's dad or Ken.

Alternatively, your group may be a chivalrous one, and the prospect of helping a child in distress might be appealing to them. So much the better, but how such a bunch of suckers managed to survive for so long is pretty much beyond the author.



MEDIAS:

- Serial killers are still (surprisingly) a rare breed in 2020, although the work of this one smells more like the work of a psychopathic vigilante. Of course, your bureau chief, always the nice one, has assigned you to the case. Maybe you, of all people, can crack this case. And who knows, maybe you'll even do it before the "keystone kops"...

This option is one of the only one that keeps all the elements of the module intact and does not drop any of the original NPCs.

NETRUNNERS:

- Arnold shows up on the steps of the netrunner and tells him that he is Focusforce. At first, the 'runner will probably not believe him, but after a few questions he'll be lead to believe that the kid is really Focusforce (or any other 'runner that the player would know of but never met). Arnold then proceeds to ask the 'runner's help since he is being chased by some corporation. He needs somewhere to hide and it would only be for a couple of days.

Of course, Arnold isn't really Focusforce, but rather his dad was. The 'runner had never seen Focusforce face to face, and there was a few cases of young wiz 'runners. This option only works by dropping Ken and the rest of the Compound.

NOMADS:

- This poor kid came to you in the middle of the night and told you that he ran away from home because his father was beating him up and he wants to join up with your pack.

Of course, if you were to pick up just any stray that came your way, you'd end up with a bloody orphanage. But there's something about that kid. Maybe it's just the fact that he knows pain. Maybe it's just something in the way he looks at you...

ROCKERBOYS:

- You've had groupies before. At least, that's what you tell the guys. But this kid just sort of showed up on your front steps. And even after you tried to get rid of him, he came back. So you finally let him in. Only for tonight. It has been a week so far. But there is something about his eyes...

SOLOS:

- A variation on the Corp theme maybe works best here. Some rich and powerful corp takes a liking to Arnold as a publicity stunt and the PCs are hired to take care of him. Once again, this plunges them in the middle of a rather bizarre crossfire.

TECHIES:

- Again, this will probably work best as an exchange of favors. Either the techie owed a favor to Arnold's dad or to Ken. The players were probably not expecting babysitting as one of the possible adventures, but indeed, these are make for different adventures in babysitting...



INTRODUCTION

MEDTECHIES:

- The players are the ones contacted to pick up the body of Arnold's dad when it is discovered. They are, again, a few days later called upon to pick up another of Arnold's victims. When the autopsy for both bodies comes back, they show an alien agent in the blood. The players are called upon to find young Arnold because the authorities believe that he might also be infected. Of course, the authorities in this case might just be the company for whom the players work, as they want to have a living organism infected with the virus. The virus is (gasp!) the vampire blood cell.

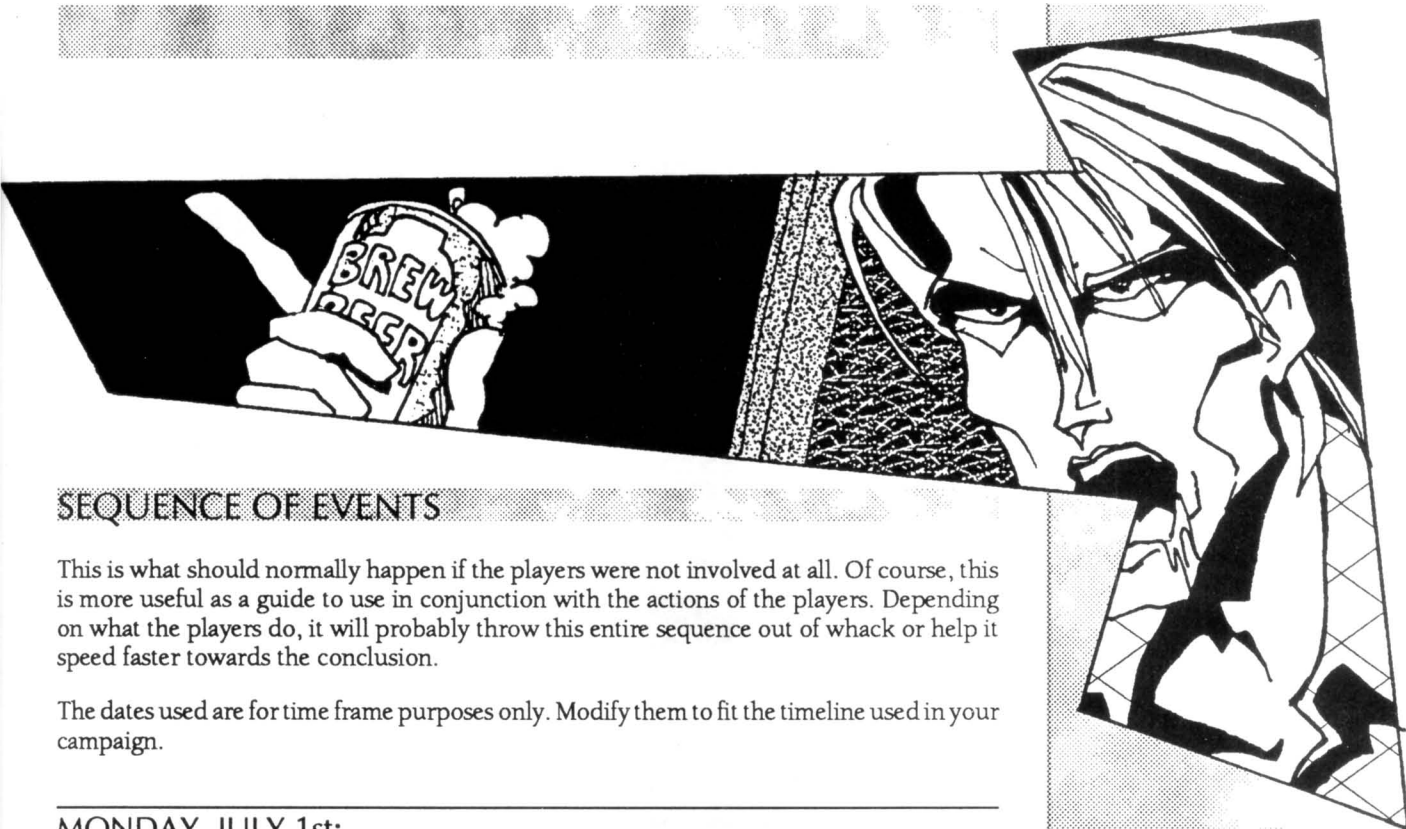
VAMPIRES:

- Either one of two options again: replace the Goths NPCs with the PCs or; have Arnold show up on the doorstep of your players' coven and ask for refuge (better yet if the PCs are ronins). This might actually save Arnold in the long run. Of course, it depends if they do take Arnold into their fold. Else...

VAMPIRE HUNTERS:

- Depending on the type of hunters (Sun Knights, Heart Burn, CSI or just Lone Wolf) that the players are, it will dictate the hook for the game. For example, Sun Knights would probably just be used instead of the NPC hunters. On the other hand, if the players were part of Heart Burn, maybe a little bit more fun can be had at the players' expense. You could use the poor child routine, having been left behind after his father was killed by a vampire. This would allow Arnold to stay one step ahead of them. Of course, your players might not see this as being funny at all, but that's their problem.





SEQUENCE OF EVENTS

This is what should normally happen if the players were not involved at all. Of course, this is more useful as a guide to use in conjunction with the actions of the players. Depending on what the players do, it will probably throw this entire sequence out of whack or help it speed faster towards the conclusion.

The dates used are for time frame purposes only. Modify them to fit the timeline used in your campaign.

MONDAY, JULY 1st:

- Arnold's dad is back in town, having been released from prison two days ago. Ken is no longer acting as Arnold's Big Brother.

TUESDAY, JULY 2nd:

- Arnold's dad, drunk, comes back home late at night and starts beating his wife and kid again. Incidentally, that was one of the counts that had sent him to prison previously. The other one was armed robbery.

MONDAY, JULY 7th:

- The stranger appears to Arnold and offers him a little power. Arnold accepts and disappears for 24 hours. His mother is quite worried and the police is notified.

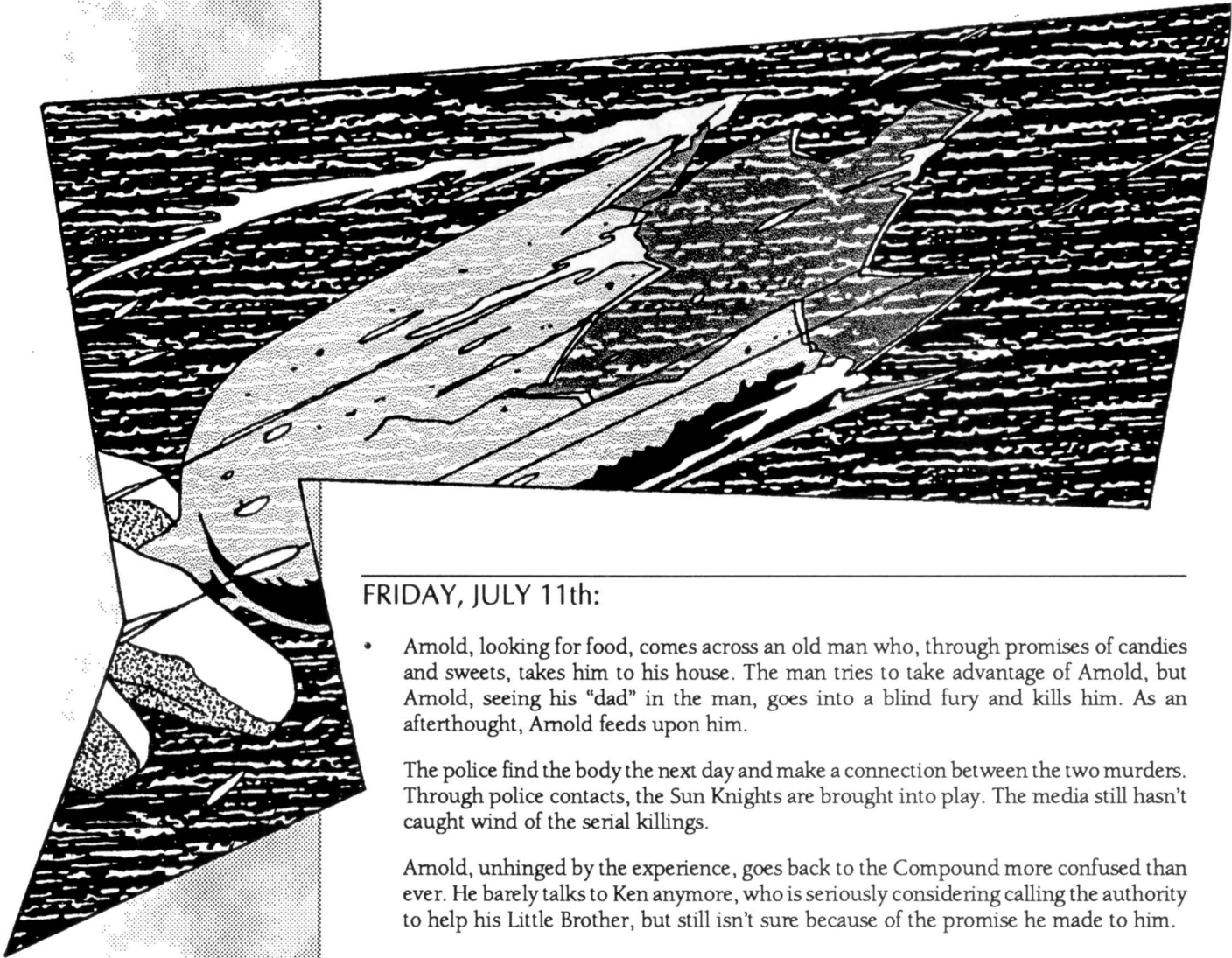
TUESDAY, JULY 8th:

- Arnold goes back home. His dad, angry because Arnold has been missing, starts to beat him up. Arnold's mom tries to interfere, and ends up by becoming the recipient of Arnold's dad's fury. Arnold gets mad and kills his dad after much struggle. Mary, Arnold's mom, goes into catalepsy. That night, Arnold takes refuge at the Compound with Ken.

WEDNESDAY, JULY 9th:

- After leaving the obviously tired Arnold to recuperate, Ken attempts to convince him to go back home. When Arnold tells Ken that his father is dead, Ken tries to convince him to go to the proper authorities. Ken, sensing that Arnold is changed somehow, does not push things further and allows Arnold to stay over for a little while.

INTRODUCTION



FRIDAY, JULY 11th:

- Arnold, looking for food, comes across an old man who, through promises of candies and sweets, takes him to his house. The man tries to take advantage of Arnold, but Arnold, seeing his “dad” in the man, goes into a blind fury and kills him. As an afterthought, Arnold feeds upon him.

The police find the body the next day and make a connection between the two murders. Through police contacts, the Sun Knights are brought into play. The media still hasn't caught wind of the serial killings.

Arnold, unhinged by the experience, goes back to the Compound more confused than ever. He barely talks to Ken anymore, who is seriously considering calling the authority to help his Little Brother, but still isn't sure because of the promise he made to him.

SUNDAY, JULY 13th:

- On the hunt for food once again, Arnold tries to feed upon a homeless person but is unable to go through with it. He goes back home, feeling completely mixed up.

MONDAY, JULY 14th:

- Feeling the urge to feed, Arnold prowls the streets of the city. He sees, through an open window, his “dad” once again. Some man is beating his wife while the kids cry in the background. Once again enraged, Arnold bursts through the door screaming at his “dad” to stop. The man barely stops for one second and Arnold is upon him, killing him.
- A ronin (Thomas “The Demon”) sees Arnold running away from the building, blood dripping from his mouth. He tries to follow the kid, but loses him in the alleyways. He then reports his finding of a Kerushi to the Saliene coven, who decide to send a couple of eager Goths on a Kerushi hunt.
- The police is notified of the murder and given a description of Arnold. They identify him as being the son of Harvey Dreifus, a known (and now dead) criminal. That information is passed on to the Sun Knights through the usual channels.

TUESDAY, JULY 15th:

- An elaborate trap is set up by the Sun Knights to capture Arnold. An apartment is rented with a few Sun Knights playing the parts of battered wife and abusive husband. The rest of the team waits in the alleyway, disguised as homeless people and winos.
- Meanwhile, the coven dispatch two Goths (Head and Meatpuppet) with strict instructions: find Arnold and bring him back alive.
- Arnold stays home, confused, and tries to make sense of what is happening to him. Ken is still unsure about his little friend and comes across a news report about Arnold. Not believing what he sees, he resolves to keep a closer eye on the kid and prepares to take off with Arnold in order to protect him.

WEDNESDAY, JULY 16th:

- Ken takes off with Arnold at around 11:00 pm. At midnight, Head and Meatpuppet show up, only to find Arnold gone. They question the few inhabitants of the Compound that they find around and then proceed to follow the trail.
- Ken stops at a garage to fill up the tank of his motorcycle. When he steps inside to pay for the gas, Arnold takes off and comes across the trap set up by the Sun Knights. Not knowing any better, he goes into the trap and is almost captured.
- Escaping, he is seen by Head and Meatpuppet. They try to convince him to come with them, but he refuses. Arnold is now more confused than ever, especially when Ken shows up and is almost killed outright by Head. He leaps at Head in blind fury and is killed in front of the dying Ken.



THE LOST BOY

THE LOST BOY

Arnold was as normal a street kid as possible considering his situation. But when the stranger approached him and offered him power, he took it because it was his only way out.

In this section, we will assume that the transformation has already taken place. However, feel free to bring Arnold into your campaign a few months before this happens. Who know, maybe it will be easier to snag the players this way.

LOCATION: THE DREIFUS' APARTMENT

"I don't know. I guess I was born here, with the rats. It's my home. It's were my parents live."

You cannot help but feel sorry for the kid as he tells you about his home, his neighborhood. As you take the scene in, a sense of desperation settles over you as you see the trashcans crawling with the only animals the kids will ever see, the rats. Maybe some of the junkies who live in the alleyway can also be considered to be animals, since their brains are so cloudy. Somehow even they have more hope for a bright future than these kids. Somehow they are the only role models for the kids. Them and the rats.

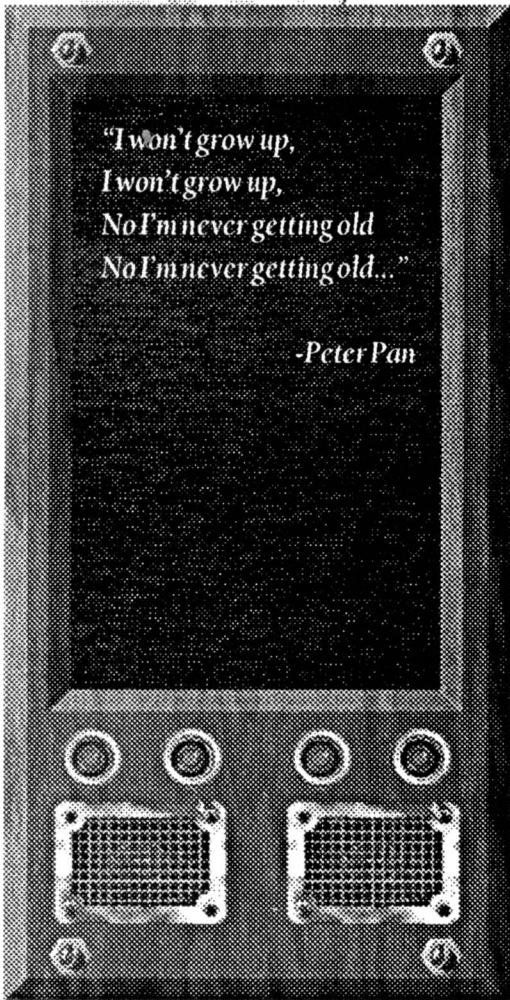
The apartment is tiny. It is scary to think that three people can live in this place, considering the overpowering stench that come with it. Smells of dampness, smells of several years' cooking, smells of human refuse, smells of desperation. The bare bulb, the only source of light, has trouble reaching out and chasing the stray shadows who hide in the corners. It is clear, with just one glance, that someone cleaned the apartment recently, if you can call recently three, four years ago.

The furniture is old, probably hand-me-downs from the alleyways. The only new piece of furniture is the television wall unit, which is easily worth more than everything else in the building put together, never mind anything else in the flat.

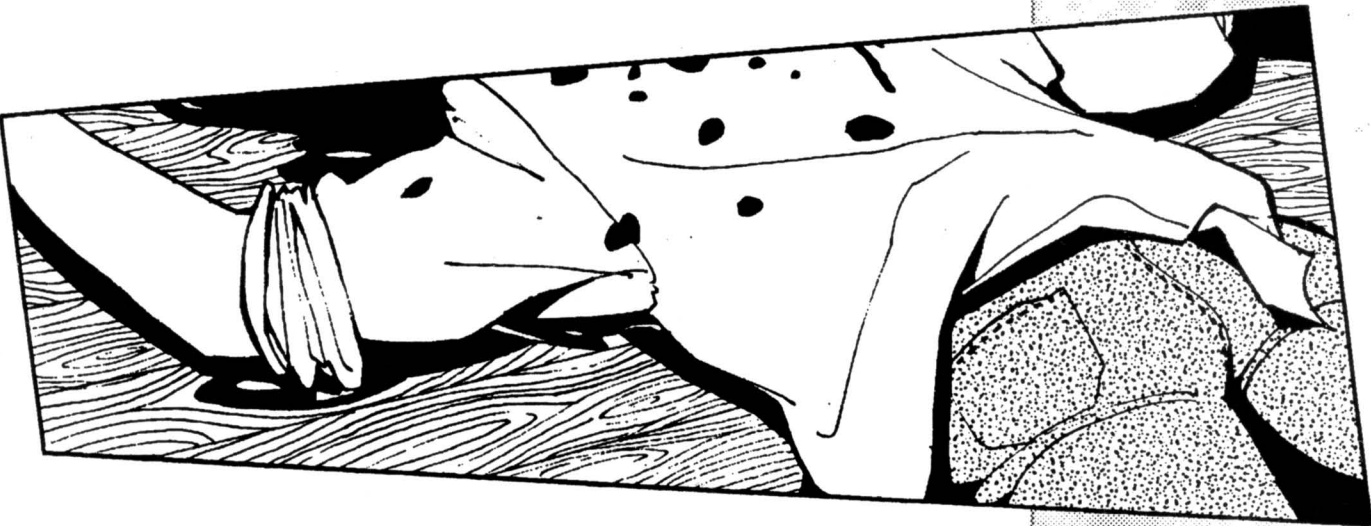
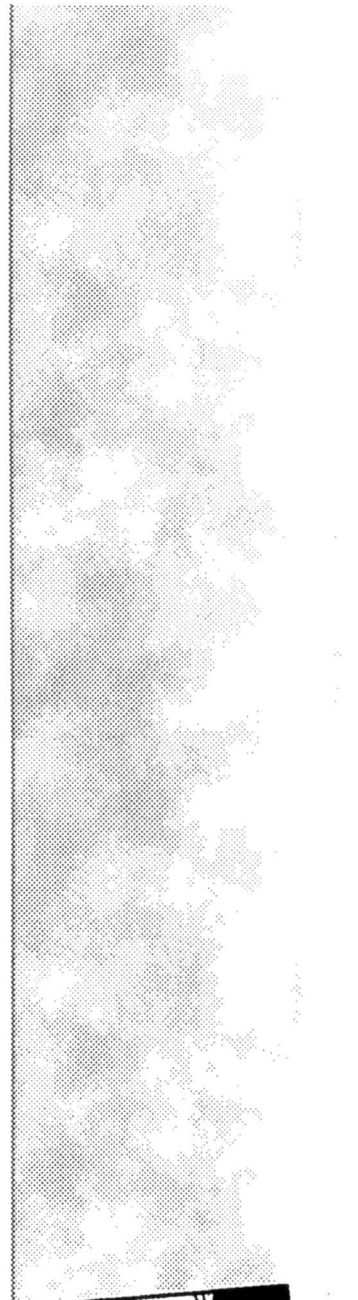
At least, that is the impression you would get if it was not for the body lying in its own blood at the foot of the dresser. The scene is messy, with what one hopes is not brain matter sprayed on the wall behind the dresser. Now, it looks just like the hundreds of apartments you see on calls like this one. It looks like a butcher shop.

Arnold's parent live on the outskirts of the combat zone in Night City. Situated on Water Drive, the small tenement building houses some of the poorest people in Night City. Several known criminal inhabit the building, but most are just small time hoods. The apartment is a single room which acts in turn as a kitchen, a bedroom and a living room, depending on the time of the day.

- The body of Harvey Dreifus (map key A) was found bruised and drained of blood. However, this was not the cause of death since a bullet wound can be found on the back of his neck. The top of Harvey's head was blown off by the exit of the bullet. A small quantity of blood can be seen on the dresser, but this does not account for the amount of blood lost.



- Mary Dreifus has been found in a deep state of cataconia. At first she was suspected of killing her husband during a domestic argument, but was later released to psychiatric care, cleared of any blame. Questioning her will yield nothing, except for a sentence that is repeated over and over: "Oh my God, he drank his blood. Oh my God."
- It was the next door neighbour, Ernest Clayburn, who called the cops. He knew that Dreifus had beaten his wife and kid in the past and did not want to be involved. He only called the cops when he heard the gunshot. Incidentally, if the characters check him out, they will find that he is still wanted on suspicion of robbery.
- Arnold is nowhere to be found.
- The weapon that was used to kill Harvey cannot be found. The ballistic experts will confirm the weapon as probably a Federated Arms 454 DA "Super Chief". Police believe that the assailant left with the weapon, and probably took Arnold with him/her.
- After a thorough search of the apartment, nothing of interest can be found, except maybe for a few "hot" items.
- Questioning the neighbors (which will prove difficult due to their past involvement with the police) will reveal that Harvey did not have many enemies. Nonetheless, there was at least one who might have pulled the killing: "Loco" Martinez. Of course, none of the neighbors saw the assailant leave the building.
- Martinez will prove difficult to find for those he wishes to hide from. Finally, he has been seen at the AfterLife. He will admit hating Harvey and even having once threatened his life during a heated argument, but will deny the killing and will present the players with an alibi. The alibi is a fake, since Martinez was on a job that night. On a Difficult Human Perception roll, the players will notice that he is probably lying. However, he is quite the good liar. Play Martinez as the cool, detached solo. Almost no cyberwear is apparent on him, but he does have a cyberarm with wolvers. He is in his mid twenties, sports a two-day beard and looks the part, with his leather jacket, black jeans and mirror shades. The sneer on his face is to make up for the fact that he is only 4' 11". He shaves his head at least once a month. If he had more hair, it would be a dark blonde color.
- The autopsy reports will reveal that Harvey was not only severely beaten after having been shot, but the blood was drained afterwards also. The ballistic reports will indicate that he was shot from lower down, from probably an angle of 20 degree. This shows that the assailant was either kneeling down, or shorter than the victim.



THE LOST BOY

LOCATION: THE CANDYMAN

"As you crash through the front door, you know already what you'll find inside. You know this kind of place, this kind of money. You know that you'll never, ever, even if you saved up all the dosh they give you at the end of a job, be able to afford a place like this. And this is only one of his pad. Welcome to the world of the filthy rich. Welcome to the world of the corps."

The apartment itself is sparsely decorated, but in good, expensive taste. The walls are white, with expensive paintings on them. In the living room, there is a large entertainment system, with a full 3-d holographic tank. In the opposite corner sits an office communication suite, along with a computer. Just by looking at them, even if you know nothing about computers and the likes, you know that they're the latest, the best money can buy.

The bedroom, like the rest of the apartment is spotless, almost as if the bed was never slept in, but just there to show what money can buy. Strangely, the bed is not a large double bed like you might expect, but rather a small cot, a single bed. Nowhere in this room are pictures or photograph that might tell you more about the man who lives here. On a small desk beside the bed is a book in French, "Sans Issue" by Jean Paul Sartre, the only clue as to who lives here.

The bathroom is a different story. Here lies the body of, maybe, the owner of the apartment, crumpled in a small ball on the floor by the toilet. However, the sight of blood is not the first thing that catches your attention, but rather the smells. As much as the rest of the apartment smelled of nothing, of clean, the bathroom smells of vomit, of vomit and blood.

This location is only used if the Candyman is killed by Arnold or if the players crash into the Candyman's place during the encounter between him and Arnold.

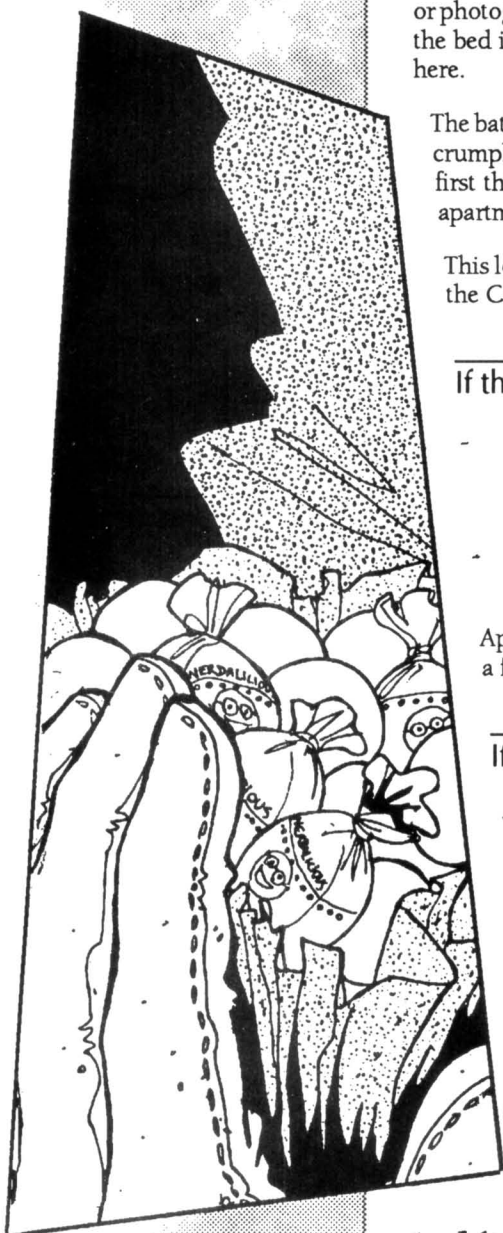
If the Candyman is alive:

- A cache of kiddie porn videotapes can be found after searching the apartment. Of course, these tapes are highly illegal and can be used to either bring the Candyman to court (since he does appear in some of them) or blackmail him.
- Some document pertaining to the illegal extraction of a highly placed executive from a rival company.

Apart from those two items, the rest of the apartment is quite clean. Some money and a few interesting items can also be found at the Referee's discretion.

If the Candyman is dead:

- The same items as above.
- His body, in the bathroom. He appears to have been beaten to death with an empty wine bottle. Some blood was drained after death. Once again, what little blood can be found on the floor and on the walls cannot account for the amount of blood lost.
- Some bloody footsteps can be seen going to the door. The security camera on that floor only show what appears to be an 8 year old boy leaving the apartment. The same boy can be seen entering the apartment with the Candyman earlier. There is no traces of anyone else entering the apartment earlier on, or since. The neighbors heard nothing, since the apartments are sound-proof.



LOCATION: SECOND THOUGHTS

"As you step into the alley, the familiar sights strike you first: the garbage strewn around, the filth, the smells. A cardboard condo, or cardbox box to anyone else, sits in the corner, feet sticking out of it. Another victim of society is sleeping off the effects of whatever he last took, completely oblivious to the bitter truth of life happening around him. All you can think of is how lucky that you're where you are and not in his place."

Any dark alley in the combat zone will do. Use whatever is more convenient, making sure to describe it as a scummy, dark alley. There will be no one else present but the homeless, sleeping in a cardboard box.

LOCATION: KNOCK DOWN

"A typical scene: a small apartment in a poor district of town. People crowding around to see what the problem is, maybe because they're hungry for blood, or maybe because it'll allow them to forget their problems for a little while.

As you step in the apartment proper, you notice something odd for the neighborhood: it is actually in good shape and was cleaned recently, maybe a few days ago. If it was not for the bloodied body on the floor, this would be a nice place to live in.

The apartment looks nice actually. It might be small, a one room type, but the space is actually used to its maximum. The furniture is not new, but well taken care of and, something else that's odd, the entertainment system in the corner is quite old. Instead, books take a good part of one of the wall. Too bad the bullets made such a mess, ending their path in the books' spines. The owners of the flat might not be rich, but they obviously know how to make the most of what they have."

Once again, use whatever location the players are in at the time. The layout is the same as the Dreifus' flat (see Map 1). You can just have Arnold wander around until the players are tired of following him around, then have him spring into action or, if the players are looking for him, have him walk onto the street just after the deed was committed, leaving the apartment in whatever neighborhood the players happen to be in.

Just keep in mind that the actions should be visible through the window from the street.

Chances are also that the players are still clueless about Arnold's action. In that case, just report the consequences.

If "Wild" Rick McGregor (wife beater) is dead:

- Nothing out of the ordinary can be found. The man is actually an honest citizen who is clean (except for his outbursts towards his wife and kids).

ACTION: DEATH OF HARVEY DREIFUS

The night that Harvey died was almost typical for the Dreifus family. Except of course for the fact that Harvey was killed that night.

Arnold came back early that night, having been missing for 24 hours (he was turned into a vampire during that time). Mary was quite glad to see him again and being relieved that he was unharmed.

THE LOST BOY

Then Harvey came home. Upon seeing his son, he was at first glad that he was unharmed, but then got mad when he heard the story his son gave him about the fact that he was missing (Arnold told him about the Stranger — Pierre Bonamie, an eccentric vampire who “helps” the needy — with little success). Harvey started to hit his son, one solid hit after another, sending him sprawling on the floor. He then took out his “Super Chief” and told his son that he was going to show him that he wasn’t “powerful”.

Mary panicked and tried to stop Harvey from shooting their son. They struggled a bit, but Harvey rapidly gained the upper hand, hitting Mary with the gun square in the jaw. Arnold took advantage of that by biting his dad on the wrist, making him drop the weapon. Arnold then seized the weapon and shot his dad in the base of the spine.

Mary started screaming when she saw the shooting. Arnold, upon seeing the blood pouring from the wound, got hungry and fed thoroughly upon his dad. That action pushed Mary over the edge, leaving her in the state the police found her in.

Panicking, Arnold ran to the Compound and brought the “Super Chief” with him. He asked Ken if he could stay and has made it his home since then.

ACTION: THE CANDYMAN

Three days later, Arnold prowls for food (although he is not sure of just what he is after) and comes across a kind old man. The old man sees that Arnold is hungry and offers him to take him home, where “I’m sure that I’ll have something to soothe your appetite...”

If no PCs are around to interfere, the events will take place as follow:

- Arnold, for all intents and purpose, is completely lost. He will accept the old man’s offer, thinking him a vampire or at least someone who can truly help him. He will follow the old man to his apartment (use the “professional apartment” from **Chromebook I**, p. 80, for floor plans) in West Hill. The apartment is situated at B1#9 (p. 92 of the **Night City Sourcebook**).
- Once home, the old man (Andrew Genet) will give Arnold a large glass of genuine milk chocolate, laced liberally with sleeping pills. He plans to knock out Arnold, so he will be able to take advantage of him when he is asleep. Afterwards, he will just kill the kid and dump his body in a Combat Zone. At least, that is the way he usually operates.
- Arnold will detect traces of a foreign substance in the chocolate milk. Not knowing better, he will try to drink it down, having to rush to the bathroom to regurgitate it a few seconds later (he cannot digest normal food anymore).
- Andrew, hearing Arnold vomiting in the bathroom, will go and see what is wrong. Upon seeing that the kid is sick, he will try to knock him out instead by sneaking up in back of him and hitting him in back of the head with an empty bottle.
- Arnold will hear the old man sneaking up on him and turn around just in time to dodge the bottle. Arnold will fly into a rage and bite the old man on the hand. Andrew, shocked, drops the bottle, which Arnold seizes and uses to beat the old man to a pulp.
- After having calmed down, Arnold will realize what he has done. Even though it repulses him, he will feed on the old man before leaving the apartment, careful to avoid being seen.

Keep in mind the it is quite unlikely that the PCs will gain access to Andrew Genet’s apartment except perhaps after he is dead due to the security of the building.

If the players try to warn the Candyman against Arnold, he will simply run, thinking that they are on to him. If he is caught, he will babble that it wasn’t him, that he doesn’t want to do

it, that it is stronger than him. If the players press him, he will admit to being a child molestor and having abused and killed about 4-5 kids in the last year (this can be checked with the police records on missing children). After a few minutes, he will almost come back to his senses and threaten the players with lawsuit and the likes. He is a powerful businessman and will try almost anything, including bribes, to get away.

In the meantime, Arnold will have run away, back to the Compound if possible. He will go that night without feeding before going back on the prowl the next night. If this happens, just move the next encounter to the next night.

ACTION: SECOND THOUGHTS

If the players are following Arnold around, on that night they will see him looking for food. Not knowing exactly what he is doing, he will be walking on the street at around midnight, staring at all the people around him, as if weighing his chance for an easy feed.

After about 15-20 minutes of such gauging, he will enter an alleyway, looking for an easy prey. He will find an old homeless man lying in a cardboard box, sound asleep. Advancing quietly towards his prey, Arnold will prepare himself for the feed.

Just as he is about to bite the man, Arnold will hesitate, unsure of his actions. The old man will stir, scaring Arnold and sending him running back to the Compound on an empty stomach.

If the PCs interfere at all, they will send Arnold scurrying back to the Compound, scared out of his wits. The homeless man knows nothing, but will take advantage of the situation and ask the PCs for some change nonetheless.



ACTION: KNOCK DOWN

The night after the aborted feeding, Arnold will prowl the street for food once again. Walking alone on the edge of the combat zone, he hears a man shouting at his wife. Looking up, he will see, through the living room window, a man beating his wife. Hunger and anger take over and Arnold, before he knows it, will enter the apartment, screaming at the man to stop.

- Once again Arnold is seeing his dad instead of the man ("Wild" Rick McGreggor). He does not know what he is doing and will use the gun on the man first, then feed.
- "Wild" Rick will not have time to react. The shot will hit him in the shoulder and send him sinking to his knees. Arnold will advance slowly, and, with careful aim, shoot him in the chest, killing him.
- The wife, Joannie McGreggor, will stop screaming after the first shot and sneak off to the neighbors, from where she will contact the police. The police will arrive within 10 turns.
- Arnold will feed for 3 turns and then clean himself hastily before departing.



THE LOST BOY

- He will be seen coming out of the building with some blood on his jacket. The Ronin who has seen him (Thomas "The Demon" from **Night's Edge**, p. 49) will report him to the Saleni coven. Arnold will go straight back to the Compound.

If no one interferes:

- Arnold will simply run back to the Compound again, lost in his thoughts, not noticing the Demon following him.
- The Demon will notify the Saleni coven, who will send out two Goths (see *Brother against brother* for more details) to deal with the Kerushi before he causes more troubles.

If the players interfere:

- "Wild" Rick will thank them for saving his life, but if questioned at all about his behavior towards his wife, will tell the players to bug off.
- The neighbors will report that "Wild" Rick has a violent temper, but apart from that, he is quite a nice guy.
- Arnold will run back to the Compound, but not right away this time. He will hide in a back alley, until he thinks that the coast is clear. He does not wish to involve Ken any more than he already has.

If "Wild" Rick is already dead:

- Joannie will be able to give a full description of Arnold, adding that he was quite the beautiful young man, but that the look in his eyes scared the living daylights out of her.
- Arnold will probably be interrupted in his feeding. He will try to find an alternate source that night, probably going back to a homeless person and taking just a little bit of blood.

REACTION

The Referee must keep one thing in mind throughout this module: Arnold's mental state is gradually worsening as events progress. At the start, just before he is turned into a vampire, he is just another scared kid, who does not know who to trust anymore: his best friend, Ken, does not come around anymore (he has been told by Harvey to stop seeing his kid), his mom is too scared of Harvey to do anything or to tell the cops — she also believes that they will not do anything — and his dad beats him up. When he is offered the chance by the stranger, he is more than eager to jump on it. Little does he realize the consequences of his actions, and Pierre Bonamie is less than willing to tell him the full truth behind his new "birth".

As time progresses and Arnold learns more about himself and his new condition (mainly that he needs blood to survive, that he is now fully on the outside looking in and that he is just like his father, prone to fits of uncontrollable violence), he begins to fold unto himself more and more, until he sees only one way out: suicide. That, and almost no other reason, is why he is getting bolder and bolder in his feeding attempts.

When Ken is killed (see *Brother against brother*), Arnold realizes that all is lost and basically commits suicide by attempting to kill Head.

When playing Arnold, his mental state must be kept in mind and also the Referee must try to avoid the movie clichés of the mentally unbalanced: please do not have Arnold look wildly around or frothing at the mouth. He should be cold, detached, almost as if he was in his own

little world, away from everyone, but at the same time giving the impression that everything that is said around him is fully absorbed and analysed.

CONTINGENCY

These are approaches that the players might take in respect to Arnold, and from this, the Referee should be able to extrapolate difficulties of other situations not covered:

If the players follow Arnold closely:

- At first, Arnold will not notice and go ahead with his attempts to feed if not interfered with. After a while, he will try to ditch the players as fast as possible, using his size and his knowledge of the back alleys to his advantage.

If the players interfere with his attempt to feed:

- He will just stop and try to run away. If he had time to feed even a little, he will go back to the Compound, first making sure he ditched the players. Else, he will ditch the players and then try to find an alternate food source (it should not be too much of a problem).

If the players capture Arnold before the climax:

- Arnold will play coy until an opportunity to escape comes up and then escape. He will lay low for a few days, and then try to leave for another city (probably South Night City) where he will resume his activities. The players should hear about it through the local news a few weeks later.

If the players try to "cure" Arnold of his problems:

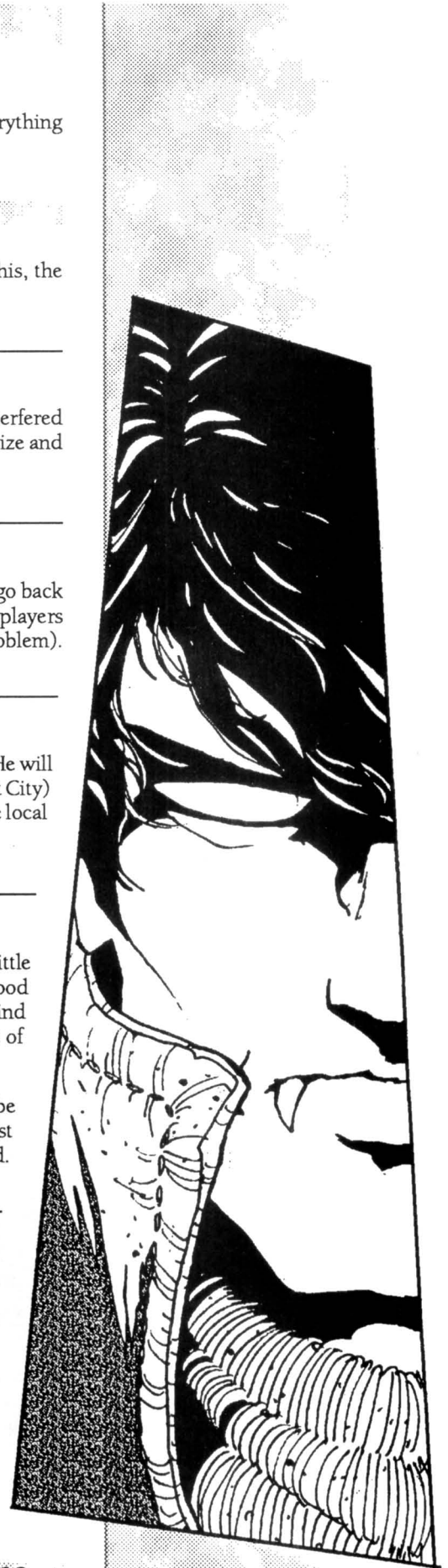
- This might actually work. It will take about a year (game time) to even make a little headway, but on the other hand it might feel extremely good and make for good roleplay. The author is not sure that most Referee or players are ready for this kind of sessions, but on the other hand, this should NOT be resolved with a couple of dice rolls.
- Arnold will be reluctant at first, but through perseverance, the players should be able to get Arnold to open up and to trust them. The person who has the highest chances of success at this is Ken because the relationship is already established.

If the players kill Ken and try to "cure" Arnold:

- Arnold will probably kill himself at the first opportunity. The players will be able to say very little that Arnold will actually believe.

If the players kill Arnold:

- Well, the adventure is over and the players have proven themselves to be totally heartless. Simply smile, say "Good going" (don't forget the heavy sarcasm) and close the books. Session is over. Of course, being a vampire, Arnold might not be so easy to kill.

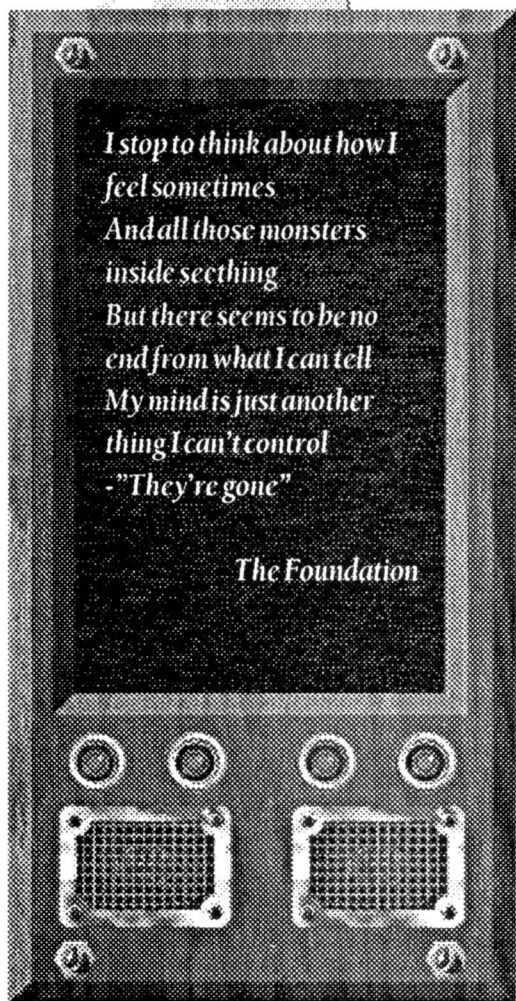


THE COMPOUND

HOME AWAY FROM HOME

Located near the combat zone, the Compound is home to a few renegade rockerboy types: the members of the band the Foundation, a lone drummer in between gigs and a collage-artist-come-filmmaker. It is more of a frat-house type of environment (even if the jocks are totally absent) than a commune, but for the people living there, it is also a collection of friends whom they know they can count on.

LOCATION: THE COMPOUND



"A two floor building, in the combat zone, the Compound is a strange sight. Being painted with what looks like stucco and turquoise paint, it looks sort of odd in the middle of an otherwise semi-industrial neighborhood. But it is once inside that you see what the Compound is really all about. Badly repaired and maintained, there is nonetheless a sense of community, of hope in the building. Maybe it's just because the people living in it are artists who want to change the world or because there's always something to drink around, you can't help but feel good about the place.

The neighbourhood proper is made of warehouses and machine shops. Goths walk pretty much everywhere along with other gangs, but everyone leaves everyone else alone."

The Compound is a two floor building, with a large backyard. Ken's Drifter (inherited from his Nomad grandpa) is parked in the rear and that is where Ken lives.

The building proper houses Painboy and Mr. Right (who live in the same apartment) on the second floor, a streetkid named Darren on the same floor, across from them. On the first floor, Doug (an aspiring filmmaker and multimedia collage artist) lives by himself. There is a large storage room on that same floor that is used by everyone.

In their apartment, Painboy and Mr. Right have a rehearsal room that they also use to make home recordings in. As with any struggling artists, there is not much of great value, except for their instruments and recording gear, and maybe some audio/visual equipment.

ACTION: ARNOLD

When Arnold first arrives at the Compound, it is to Ken's surprise. Although at first taken aback, Ken will let Arnold stay the first night (after all, Arnold does show up looking quite the worse for wear at 2:00 in the morning), and he does have the intention of bringing him to the youth authority the next day. Ken is convinced that Arnold's dad has started to beat him up again and

wants to protect his little friend.

During the following day, Arnold will sleep in Ken's bed, careful not to expose himself to sunlight. At around 9:00 p.m., Ken will wake him up and discuss the possibility of going to the youth authority and report Arnold's dad. It is only at this point that Arnold will tell Ken that his dad is dead and that his mom was taken in by the cops (Arnold stuck around, hidden, and watched the cops arriving and questioning people). Arnold will then plead to

Ken to let him stay for a couple of more nights, who will, after some thoughts, let him stay. The next day, they will be visited by cops looking for Arnold. Needless to say, they will lie through their teeth, pretending to not have seen the kid for quite a while.

Ken (and everyone else at the Compound for that matter) will not know of Arnold's little night trips. They will figure out that there is something definitively wrong with the boy, but will chalk it up to stress. Everyone at the Compound know the story and will ignore the missing children reports, preferring to let Arnold recuperate before putting him in the hands of authority. There are, however, some arguments between Chris and Ken about whether or not the authority can take proper care of Arnold. Chris believes, rightly so, that the kid will be better off with them.

Things go on as usual at the Compound until a week later, when Ken comes across an item on the news channel stating that Arnold is wanted in connection with a series of murder. It is at that point that Ken decides, for Arnold's good, to leave town with the kid. His intention is to hook up with friends of his in Seattle, and possibly make a run for Vancouver in about a week's time. He's made plans to leave the next day and has told no one of his exact destination (they only know that he is taking off with the kid and all agreed that the less they know, the better).

ACTION: HEAD AND MEATPUPPET

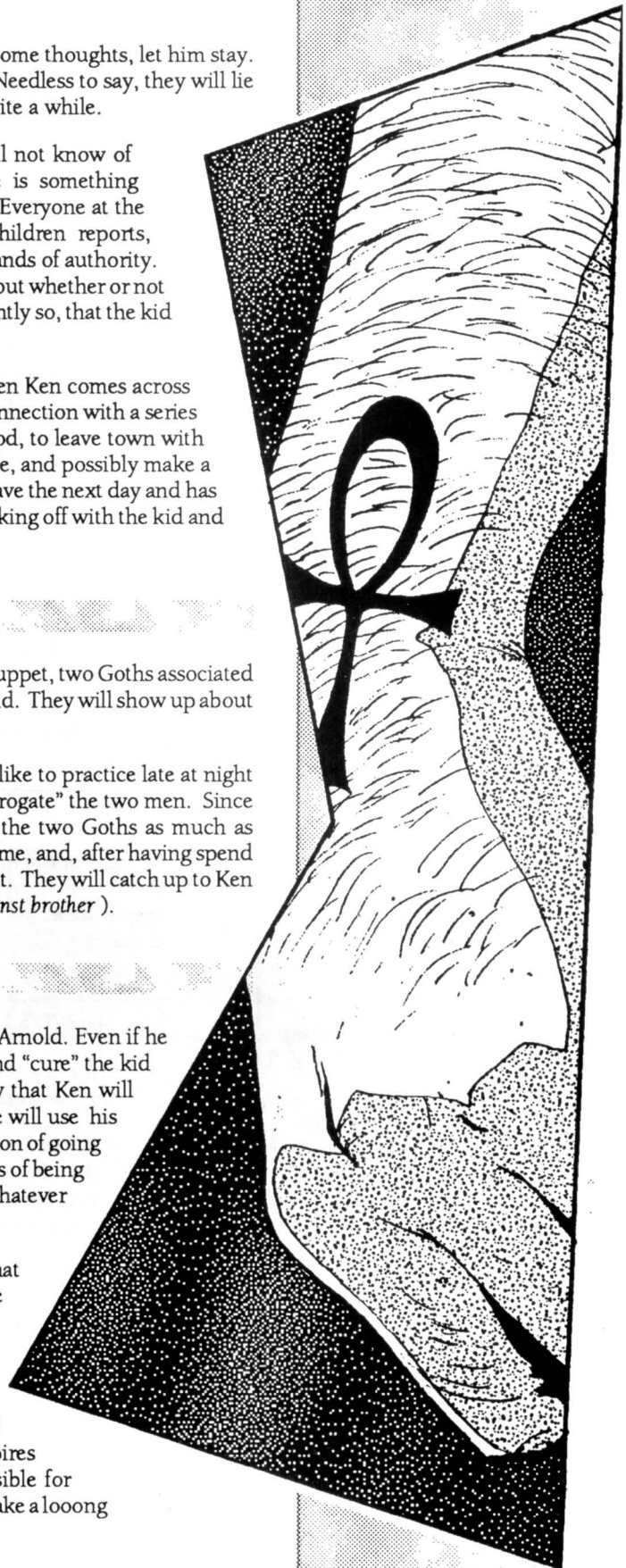
On the night Ken decides to leave with Arnold, Head and Meatpuppet, two Goths associated with the Saliene coven, come to take — and possibly kill — the kid. They will show up about an hour after Arnold and Ken have left, and will be quite mad.

They will burst into the practice room (Mr. Right and Painboy like to practice late at night even if the neighbours do not appreciate) and proceed to "interrogate" the two men. Since they know nothing of Ken's destination, they will try to stall the two Goths as much as possible. After about 1/2 hour, the Goths will tire of the little game, and, after having spend much time torturing them, will simply kill Painboy and Mr. Right. They will catch up to Ken and the kid at the gas station (for more details, see *Brother against brother*).

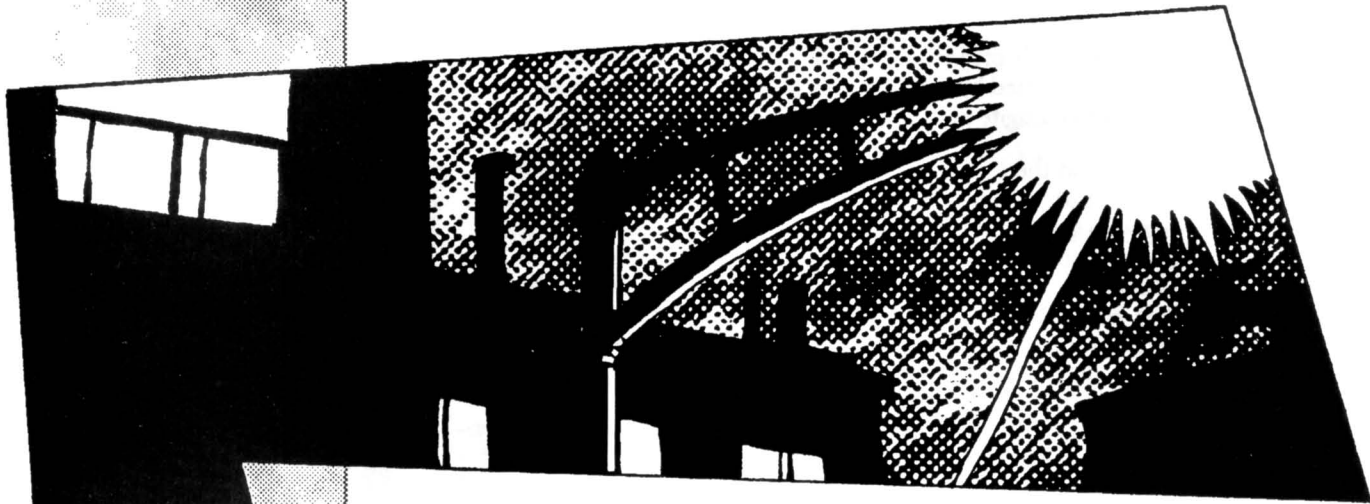
REACTIONS

Ken will pretty much do as much as he can in order to protect Arnold. Even if he becomes aware of his true nature, Ken will still try to protect and "cure" the kid through whatever means possible. However, this is not to say that Ken will ignore the actions taken by Arnold in the last week. Instead, he will use his knowledge of the situation to better deal with the kid. His intention of going to Seattle is simply to take the kid where there will be less chances of being caught (there is an APB on Arnold) in order to deal with whatever problem the kid has.

Ken does not know that Arnold is a vampire until the very end, that is, when Head and Meatpuppet tell him the full truth about the kid. If Ken survives the encounter along with Arnold, he will try as much as he can to help save Arnold from himself. This would probably mean taking the kid to the CSI (see **Night's Edge** for more details about this organization) to have them run tests and attempt curing the kid. However, if the kid is killed and Ken survives, Ken will become a Lone Wolf, hunting vampires until he finds Head and Meatpuppet, and the person responsible for Arnold being a vampire — meaning Pierre Bonamie (this could take a looong time).



THE COMPOUND



The others in the Compound (Mr. Right, Painboy, Doug and Darren) also like the kid quite a bit. They will try, to the best of their ability — as long as it does not involve their well-being — to keep the kid out of reach of the authorities. They will feign ignorance whenever questions are asked about the boy.

CONTINGENCY

These are approaches the players might take in respect to the inhabitants of the Compound, and from this, the Referee should be able to extrapolate difficulties of situations not covered:

If the players tell Ken about Arnold:

- At first Ken will not believe them and ask for proof. If the players either show him a videotape or get him to follow Arnold on one of his nightly expedition, Ken will simply leave for Seattle earlier in order to reach the CSI and solve Arnold's problems.

If the players try to kidnap Arnold:

- If they are not successful, Ken and Arnold will leave right away for Seattle. Ken will be more alert and keep an eye on Arnold at all time.
- If they are successful, Ken and the others from the Compound will search the city for any traces of Arnold. Unless the players are extremely careful, Ken should be able to find Arnold within 3 days (he still has many connections left from his days as a successful musician).

If the players use force against the Compound:

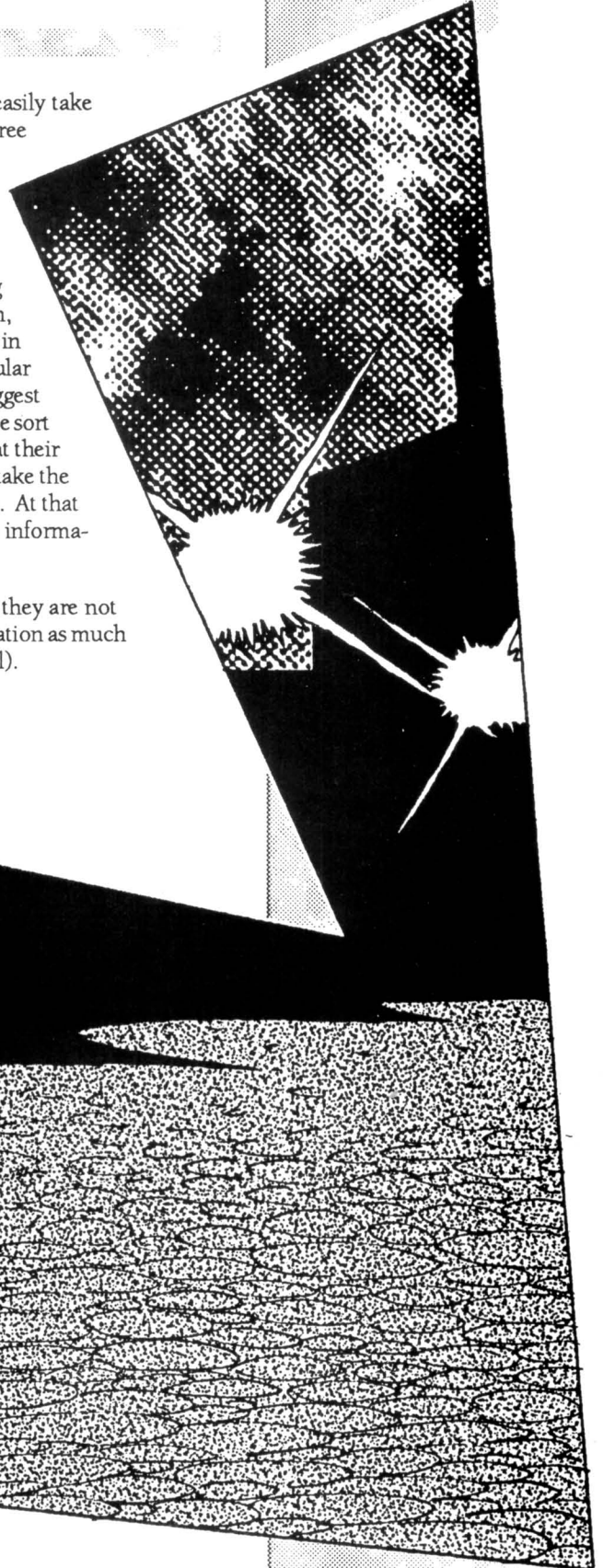
- Quite simply, pretty much everyone in the Compound will die. The people who live there are not your combat-oriented type. They will try as much as possible to defend themselves, but will ultimately lose. However, a resourceful Referee might want to have the players visited by some friends of Ken and the rest of the boys in the near future. One simply does not kill some once famous (and possibly still famous) star without expecting retaliation. Some of Night City's boostergangs quite like the music of both Spirit of '77 and the Foundation.

HOOKS ADDENDUM

It is quite possible that the players are playing characters who can easily take the place of the denizen of the Compound. Alternatively, the Referee might wish to have the players play Ken, Mr. Right and Painboy.

If the Compound is not used and the players take their place instead, a good idea might be to have them meet Arnold a few months before his dad comes out of prison. Try to have the players develop a certain friendship with the kid (the kid will end up liking whoever is nicest to him). Arnold craves a certain amount of attention, which he is not getting at all at home. If the players mistreat Arnold in any way, he will simply leave. They might read about his spectacular suicide in the news a few days later (whatever will make the biggest impression on your players; be creative). This should teach them some sort of lesson in human relations. If Arnold likes them, he will show up at their doorstep instead of Ken's and the rest of the events will pretty much take the same turn, up to and including the visit from Head and Meatpuppet. At that point, the Referee should use his discretion and improvise, with the information given to him, the rest of the adventure.

If the players end up playing Ken and company, keep in mind that they are not combat monsters, but rather musicians. They will avoid combat situation as much as possible (although they will enjoy the occasional ballroom brawl).



BROTHER AGAINST BROTHER

KERUSHI

The Salieni coven will dispatch two members of the Fistpuppets Goth krew to take care of Arnold since they believe that he is too young to make any real trouble. Of course, the fact that the coven is still recovering from the assault on Arasaka (see the **Survival of the Fittest** adventure book for details) helped the decision. Goths take orders so well...

Head and Meatpuppet are the two Goths that the Salieni coven will dispatch in order to take care of Arnold. The coven's master, Richter Boreiechi, is given here for reference reasons. Although he is extremely powerful, he will not take care of that little matter himself, but rather will dispatch two Goths take care of it. The Demon (see *Night's Edge*) will talk with Boreiechi only and will not deal with Arnold himself.

The Demon will go to the Salieni coven the same night (Monday, July 14th) that he sees Arnold and finds out that he is responsible for the mess made by the killings. Since Arnold is not covering his trails (the bodies of those he fed upon are left behind), he will be considered a threat to the Night City vampire community. Once dispatched, Head and Meatpuppet will go directly to the Compound (see *The Compound* for details) to try and bring back Arnold. Their orders are quite specific: bring the kid back alive, killing him only if necessary.

In case the players are from a different coven, the Salieni coven will only come into play if they either botch things up badly or if things are not taken care of quickly enough.

LOCATION: THE ALLEY

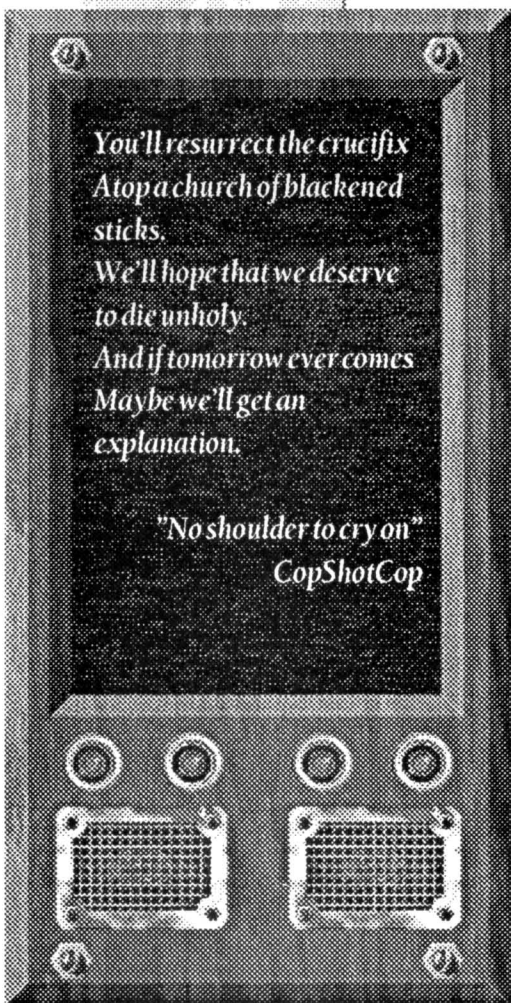
The alley used for this confrontation is your typical Cyberpunk alley: dirty, with maybe a few body parts rotting under pile of garbage. The smell is not too pleasant, but it is not for the decor that people come here after all: most of the time, they come here to take care of business, either for shady deals or to deal with people who talk too much.

Apart from the Goths, there is no one else around, a rare sight in Night City. There probably were one or two homeless people sleeping here, but when they saw Head and Meatpuppet enter the alley, they knew that there was trouble brewing.

ACTION: ASSAULT ON THE COMPOUND

Head and Meatpuppet will show up an hour after Ken and Arnold leave the Compound with the intention of just grabbing the kid as fast as possible and with as little fuss as possible. They both want to do a quick grab, and since they have specific instruction not to attract attention to themselves, do not want to use force.

Two problems will quickly arise: the kid is gone and the people who live there say that they do not know where he has gone to. Head will make veiled threats towards Mr. Right and Painboy, sensing that they are lying, but will quickly get nowhere, apart from probably in an insult match with Painboy.



Once that it is quite clear that they will not get any cooperation from the two, they will start using force and showing their true colors (torture is one of their favorite game). This also will not work since Mr. Right and Painboy know very well that they will probably be killed as soon as they give out the information (which they do not have anyway).

Once it is apparent that they do not have any information, Head will kill them in order not to leave any witnesses behind (of course, this is also done out of spite). A brief struggle will ensue, but the result will be the same: death for Mr. Right and Painboy.

ACTION: THE ALLEY

As Arnold narrowly escapes the trap set up by the Sun Knights (see *The Fearless Vampire Hunters*), he is seen by Head and Meatpuppet. They follow him into an alleyway and corner him. The rest of the events will unfold this way:

- They will try to convince him to follow him back to the Saliene coven. At first they will almost convince him, but Head will slip up and tell him of the glory of living in the night and killing mortals for their blood. Arnold will recognize the two as bullies and refuse to follow them.
- Seeing that the kid does not want to follow them, Head and Meatpuppet will try to grab him and knock him out. In the struggle with the kid (he is a little tougher than they thought, with all his biting and kicking and them trying not to hurt him), Arnold will scream out for Ken to help him.
- Ken, who had been looking for the missing Arnold, will come running into the alley and stupidly tell the Goths to leave Arnold alone. Arnold will brighten up upon seeing Ken and break free of Meatpuppet's hold, running towards him.
- Of course, Head will get mad and try another grab at the boy. Ken will try to stop him and get into a fight with Head. Head will laugh and reveal what he just did to his friends. Ken will get mad, lunge at Head and a scuffle will ensue. Head will begin to lose, but Meatpuppet will come to his rescue, nearly killing Ken with a blow to the back of the head.
- Arnold, angry, lost and feeling betrayed, attacks Head, knowing fully that it amounts to suicide. Not surprisingly, Head does kill him in front of the dying Ken.

Head and Meatpuppet will leave the body of Ken behind and bring the kid's body back to the coven to be disposed of. They did all that they could, but, nevertheless, will be punished for their failure.

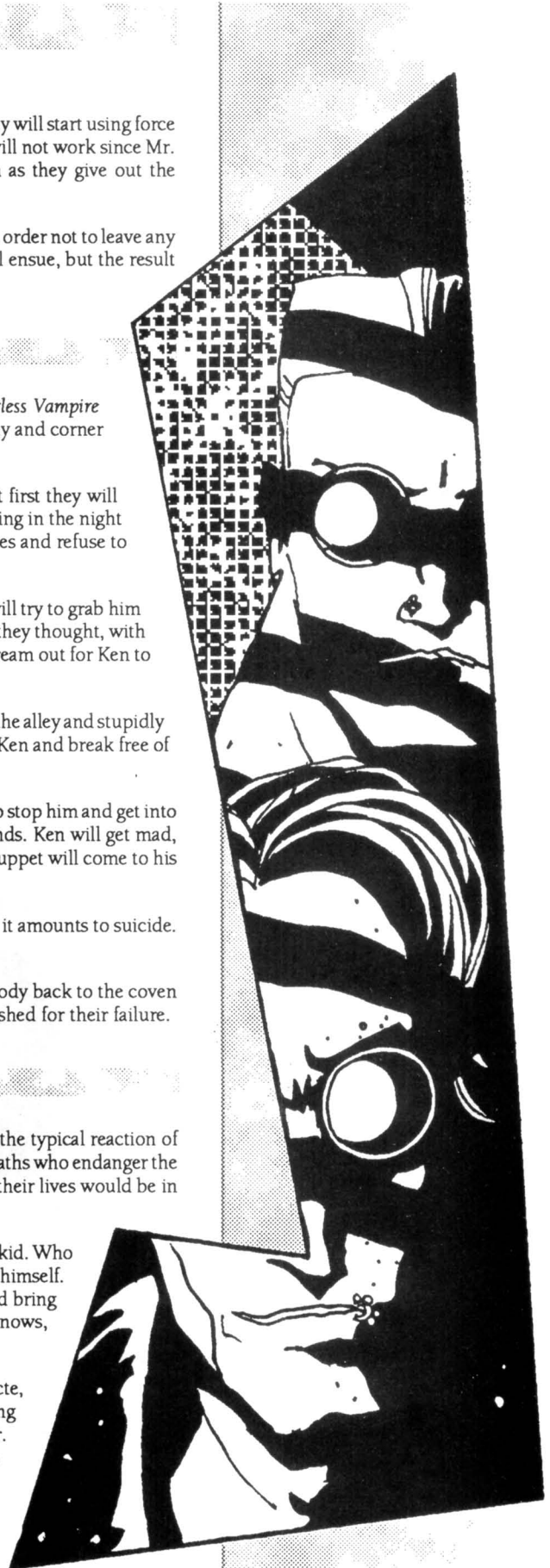
REACTION

The reaction of the Saliene coven at the rumors of a Kerushi going around are the typical reaction of any coven: seek and destroy. After all, they, the Kerushi, are dangerous psychopaths who endanger the community as a whole. If the mortals found out the truth behind the legends, their lives would be in danger.

The problem is complicated because they know that the Kerushi is only a young kid. Who knows, maybe he just does not know better, having been created by a Kerushi himself. It is with that view that Head and Meatpuppet are dispatched: find the kid and bring him back. Boriechi wants to educate the kid and take him under his wing. Who knows, if correctly taken care of, he might prove to be an asset.

The dynamics between the two Goths is quite simple: Head, as his name indicate, is the smart one, always ready with a caustic remark. He will do all the thinking and scheming and also be the one to suggest torture to make Painboy and Mr. Right talk. Meatpuppet in the brawn of the duo. Large but still quite fast, his cyberlimbs allow him to take quite a bit of damage before slowing down.

During any encounter, Head will do all the talking, with Meatpuppet giggling and grunting in the background.



BROTHER AGAINST BROTHER

ADDITIONAL NOTES: THE FISTPUPPETS

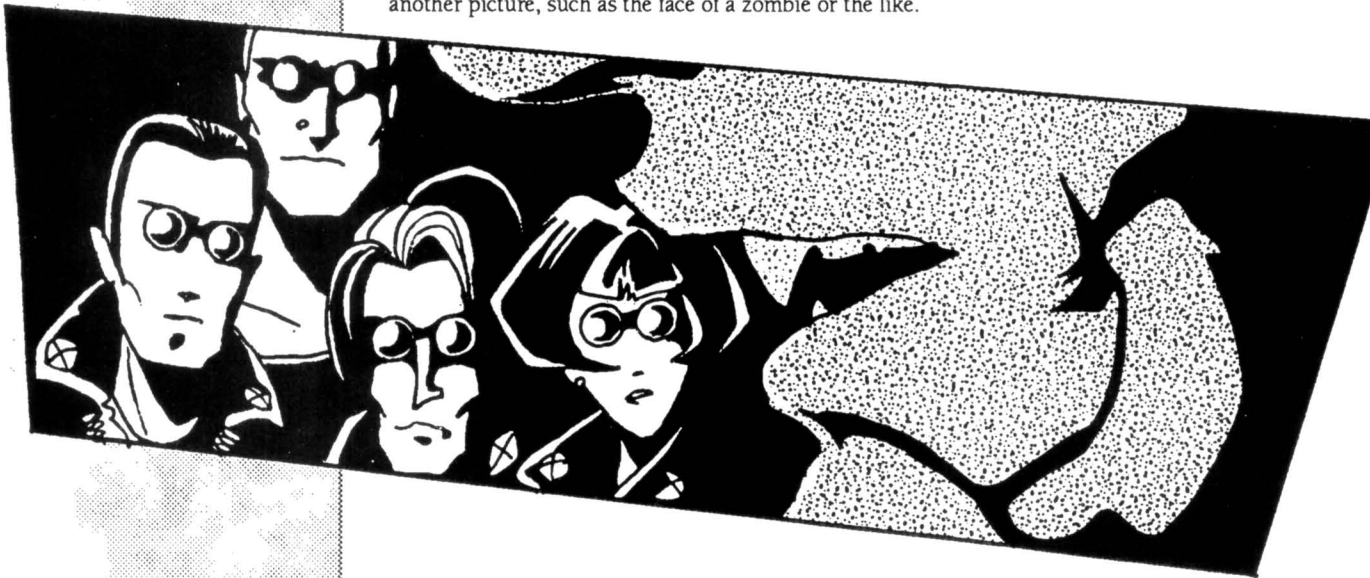
The Fistpuppets are one of the many Goth crews in Night City. They are affiliated with the Salieni coven, whom they believe are part of the Rituals vampire clan. Of course, this is not true, but the members of the coven are careful to cover their tracks in this matter.

The Fistpuppets believe that the vampire underground is at war with itself. They think that the Ritual clan is the rebel clan of the underground, a clan that believes in the glory of being vampire. The Rituals, at least according to the Fistpuppets, are trying to throw down the 'ancients' and let the young vampires take over the meatboy society and rule it with an iron fist. They will not believe any vampire whom they know is not a member of the Salieni coven, since that vampire is obviously a member of the Scarlet clan, those who want to keep the charade up. They are extremely loyal to the Salieni, to the point of taking orders that are tantamount to suicide (like finding a Kerushi).

There are 12 core members in the krew, with about another 12 being various hanger-ons and lovers. Their leader, Matt "Brains" Reiner, is the only one who has ever met Boriechi face-to-face. Most of the time, it is other members of the coven, more often than not the twins Ying and Yang, who keep contact with the krew. The krew is a very closed one, very suspicious of strangers and seeing hunters everywhere.

Brains will be the one who assigned Head and Meatpuppet to the task, with the understanding that if the mission is successful he will be made a vampire along with Head and Meatpuppet.

The krew have various hand signals, taught by the coven, to communicate among themselves in public. They also keep a large volume of "vampire lore" in their hangout. Their gang colors are predominantly black, sometimes with white t-shirts. They prefer leather to any kind of fabric. Their jackets usually bear a dagger and eye motif somewhere along a sleeve or on the back, most of the time incorporated within another picture, such as the face of a zombie or the like.



CONTINGENCY

These are approaches that the players might take in respect to Head and Meatpuppet, and from this, the Referee should be able to extrapolate difficulties of other situations not covered:

If the players try to leave town with Arnold:

- Head and Meatpuppet will be able to track them down, even if the players take great care. The problem lies with the fact that almost anywhere they take the kid to, he will still have to feed. Chances are that other vampires in that neighborhood will find out about this new vampire in town.

- However, if the players know that Arnold is a vampire and take care to procure him fresh blood (no bottled stuff, please), it is likely that Head and Meatpuppet will lose his trail. Remember that vampires have long memories: if ever the same pattern of murders happen, it will not take them long before they figure out what is going on and dispatch anew a team to take care of the Kerushi.

If the players stay put and try to deal with the Kerushi hunters:

- Ever heard of Gunfight at O.K. Coral? Chances are that the players will get killed. Head and Meatpuppet are more than willing to have a little action and will fight until things get too hot. If this happens, they will go back and bring in the heavy cavalry (either others from the crew or, if things look really bad, vampires from the coven).
- If the players manage to kill Head and Meatpuppet, they will have peace. For now. As stated before, vampires have a long memory...

If they try to reason or deal with the Kerushi Hunters:

- If they promise that they will take care of the kid, after much argument between each other, Head pretends to trust the players, with a stern warning that if things get out of hand again, there will be hell to pay. Head will then follow the players and kill them all at the first chance he gets. He will probably try it during the day, since Arnold will be sleeping.
- If they are lying, there is a good chance that Head will notice. If he does, well, just refer to the "if the players stay put..." section.

If Arnold gets killed by the Goths and the players plan a retaliation strike:

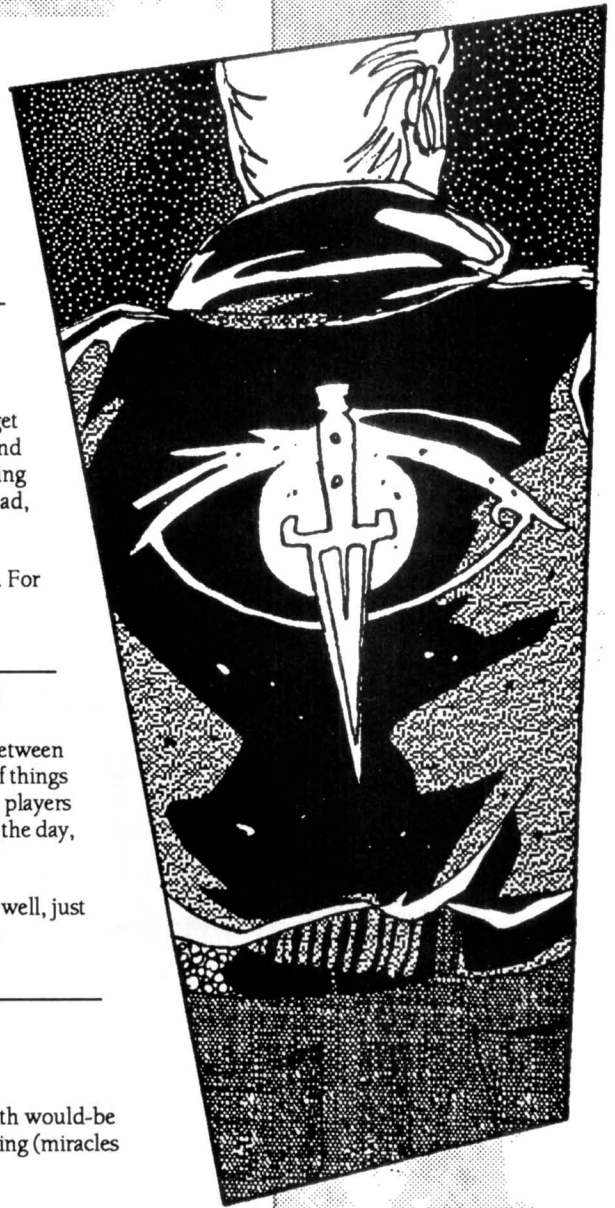
- Good luck. The crew is well equipped and more than ready to deal with would-be hunters. The Goths will give it all they can and if it looks like they are losing (miracles do happen), they will leave town and relocate to plan their revenge.

HOOKS ADDENDUM

As with the denizens of the Compound, it is quite possible that the players are playing vampires or Goths, in which case the Referee might wish to replace Head and Meatpuppet with his players. On the other hand, it might be interesting to have the players either playing a second group of Kerushi hunters or maybe even a coven that took Arnold in. The clash between the two groups should prove to be interesting.

On the other hand, the players might just want to take Head and Meatpuppet and use them as player characters. If this is done, the Referee might introduce the module to the players using the Demon. If the Demon is not used, then the Referee will have to use some other mean to introduce the players to the module. An interesting way might be to have the players blamed for what is happening: some vampires might say that Head left home because his father was beating him up. It might or might not be true, depending on the Referee's whim.

If the players are part of a hunting party, then the module will take the shape of an investigation. The subtle horror can still be weaved in with every clue that the players find by being careful.



THE FEARLESS VAMPIRE HUNTERS

THE SUN KNIGHTS

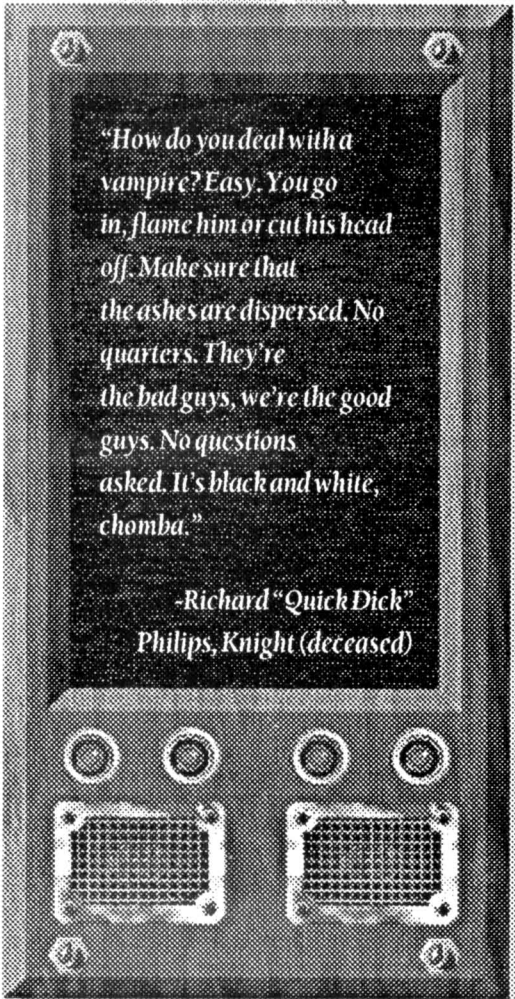
The Sun Knights come into play late in this module. They are warned of the presence of the vampire (Arnold) through their usual police contacts. The Sanctum proper does not know the informant and gets its information straight from the local Queen (Mary Stuart Hill). The local Chapel is structured along the same line as a revolutionary organization. Each cell is self-sustained and knows about the other ones on a need-to-know basis.

The information that they have on Arnold is more than what the Kerushi hunters have. They know his name, have a full description (obtained from the police file) and even several photographs from the security camera (from the murder of the Candyman; see *The Lost Boy* for details). They are fairly sure of his m.o. and the reasons of his actions, and that is why, in a surprising move, the Sanctum is asked to bring the kid in alive, if possible.

The reasons for this are twofold: first, something might be learned from the kid, such as how vampires operate (reproduction, feeding and all) and the exact correlation between age and power; the other reason is an almost humanitarian one: after all, the vamp is only a kid. Maybe he can be saved. Of course, the orders also state that if the kid becomes a danger in any fashion... rip him.

The Sun Knights will also interfere in the police investigation, not wanting them to find out the truth (the police would probably not accept the truth anyway, rather making up some sort of explanation and sending the kid to an institution) and preferring to deal with the situation themselves. They see the cops as an annoyance in this case and do not believe that they can adequately deal with the boy.

They are not aware of the Kerushi hunters. If they come across Head and Meatpuppet (or any Goths or vampires for that matter), they will try to rip them at first, and then execute a tactical withdrawl (retreat) to the safe house, thinking that they have stumbled unto a coven and that Arnold is part of it.



"How do you deal with a vampire? Easy. You go in, flame him or cut his head off. Make sure that the ashes are dispersed. No quarters. They're the bad guys, we're the good guys. No questions asked. It's black and white, chomba."

*-Richard "Quick Dick"
Philips, Knight (deceased)*



LOCATION: SAFE HOUSE

"A typical safe room, along with the typical sights of the aftermath of an operation. The yellowing wallpaper hangs down in strips from the wall, at least where the cigarette smoke doesn't cover it up. Overflowing ashtrays and operatives sit around the room, with the television set screaming at people who don't care anyway.

And this is the first day only."

Once the operation completed, or if the operation goes awry, the Sanctum has planned for a safe house, as per normal operation procedure (see **Night's Edge** for details about habitual hunting procedure, p. 11).

This safe house is located in the Widmark (A2#1, **Night City Sourcebook**, p. 62), in a room that has been booked for them for a week. The Sanctum proper does not know of the location until after the operation is terminated, and will only learn through a letter left in an unmarked locker in the Night City Transit Center. It has been paid for in advance, and a pay-off has already been left so that the manager does not "see" the Sanctum for the week. Such deals are not infrequent at the Widmark, and will not raise too much attention on the part of the manager.

It is a typically cheap room, with the usual 2 double beds (the Rat will sleep on the floor, in a sleeping bag), and the clogged up bathroom. No hot water can be had, no matter how many times they complain.

LOCATION: TRAPPED!

"As you look up from the street, you can hear people arguing, as usual, in their apartment. You briefly wonder what it could be about, and then cease to care. The same story lives everywhere in this neighborhood: frustration, anger, loss of control."

The location chosen for the trap is near Arnold's house and near the location of the third incident (see *The Lost Boy* for more details), on Water Drive, near the corner of Oak Street. Incidentally, it also happens to be near the gas station that Ken stops at to refuel his motorcycle when he decides to leave Night City for Seattle. It is near the Combat Zone, close enough to have unsavory types hanging around. The Rat and Eyeball blend quite nicely in.

The apartment itself consists of a single room, with the usual furnishings found in single-room, run-down apartments: a stove and fridge in one corner, TV set, bed and sofa in the other, and even a kitchen table. The thing that strikes one the most is the fact that the apartment does not look lived in, simply because it is TOO neat, almost as if it had been vacated just a little while ago.

Nothing unusual can be found around (that is, nothing except for the Sun Knight's ripping equipment).

THE FEARLESS VAMPIRE HUNTERS

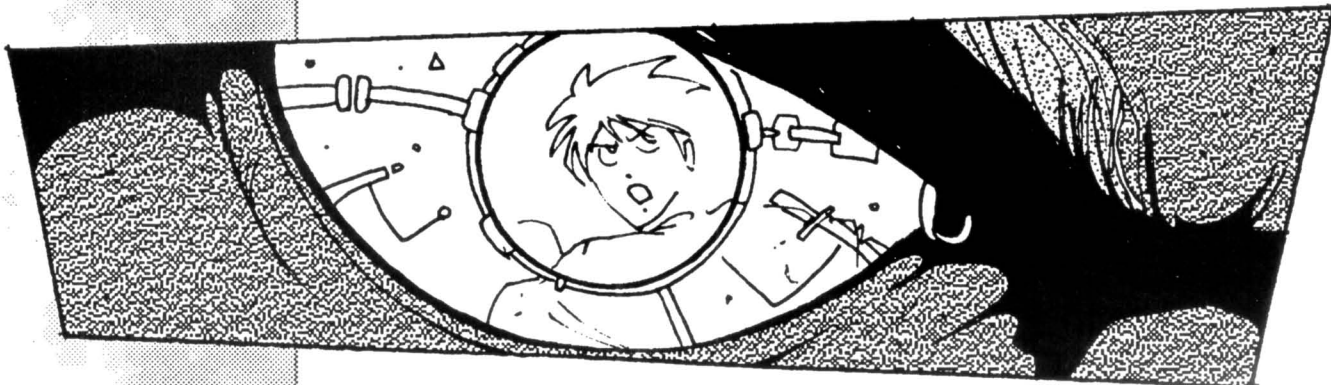
ACTION: TRAPPED!

The Sanctum's plan is really quite simple and almost foolproof. Using the two Knights (Slash and Cat) posing as husband and wife as a decoy, they will lure Arnold into the apartment and wait until he attacks Slash. At that point Cat will spring into action and either knock out the kid or kill him if he proves too tough. They have cleared the entire floor of its regular dwellers for this, by paying them quite an handsome amount (roughly 100 euros to vacate for 2 days). The only flaw in the plan lies in a certain Jimbo Rolands who, having somewhat lost track of time, has returned a little early. 24 hours early to be exact.

The events should unfold something like this:

- As soon as Arnold is spotted either by Eyeball or the Rat, Slash and Cat will go into action, playing out a full-fledge domestic dispute. Plates will fly, screams, shouts and punches and slaps exchanged. Normally, Eyeball should spot Arnold first.
- Arnold will be attracted by the noise, look up and see the fight through the window. He will make his way to the front door and walk in.
- It is at this point that the Sun Knights' plan will fall apart. Jimbo (a 30-ish white male with glasses and a small goatee, sort of plump and rather drunk) will stop the kid and ask him if "them chombas up there got the pervert who's killing 'em poor dudes". Arnold at that point shrugs, pretending not to know. Jimbo goes on to expound on the rights of a "hard working man to get mad once in a while" and proceeds to tell Arnold what he would do if he got his hands on the killer.
- While the exchange between Jimbo and Arnold take place, the Rat and Eyeball get nervous that he might have slipped through the back door since he has obviously not made his way to the apartment. Slash and Cat are getting tired of screaming at each other but will continue until either Arnold shows up or they get a counter order. Dirk will get in touch with the Rat telepathically and learn about the situation. As she steps through the back door, she will see a drunken Jimbo blabbing away with the kid.
- When Arnold sees Dirk, he will make a break for it, figuring out that this is a trap. Dirk will try to stop him, but Arnold will slip through, wounding her in the process. At this point, Dirk will mentally call (using telepathy) to the rest of the Sanctum to find Arnold and bring him back.
- Because of his head start and his knowledge of the back alleys (this is after all the neighborhood that he grew up into), Arnold will slip away quite easily, but will cross path with Head and Meatpuppet instead (see *Brother against Brother* for more on this).

The Referee, at this point, has two options: either to have the Sun Knights chancing upon Arnold in the middle of his confrontation with the Goths, or the Sun Knights can simply slink back to their safe house and plan their next trap (if the Sun Knights are PCs, see *Contingency* for more details on the results of their actions).



REACTION

The reaction of the Sanctum is a normal one, considering their beliefs; vampires, no matter what form they take, must be destroyed, since they are unnatural. But this belief is slightly thrown off-kilter since the vampire in question here is simply a child.

The main reason that they want the child alive is for examination. The Sun Knights, so far, have been unable (some would say unwilling) to capture a vampire alive, so therefore they have to go mainly by observation to fight this menace to mankind. The child-vampire offers them an unheard of opportunity: to be able to study a vampire at an (or so they guess) early stage and, moreover, be relatively safe. Yes, it is for humanitarian reasons that they save the kid. Indeed they might be able to "cure" him of his affliction. On the other hand, he poses a far less dangerous threat to their scientist than an adult vampire would. Thus, he would be easier to dispatch if something went wrong.

The Sanctum knows pretty much the reasons why the kid is to be taken alive. As with most Sun Knights, they have a thirst for revenge upon the "leeches", and, at the same time, a fear of them. Even though Arnold is a kid, they are still afraid of him, and it would probably not take much on his part for them to consider him a threat, thus tagged for ripping.

CONTINGENCY

These are approaches that the players might take in respect to the Sanctum, and from this, the Referee should be able to extrapolate difficulties of other situations not covered:

If the players oppose the Sanctum in any way:

- if the players do not fight the Sanctum, but do anything in their power to block the capture of Arnold, the Sun Knight will open a file on the characters and classify them as possible vampires. The Sun Knight will consider them, until proof to the contrary as part of the same coven as Arnold and marked them for future ripping. If the characters show themselves not to be vampires, the Sun Knights will still kill them since they are obviously traitors to the human race.

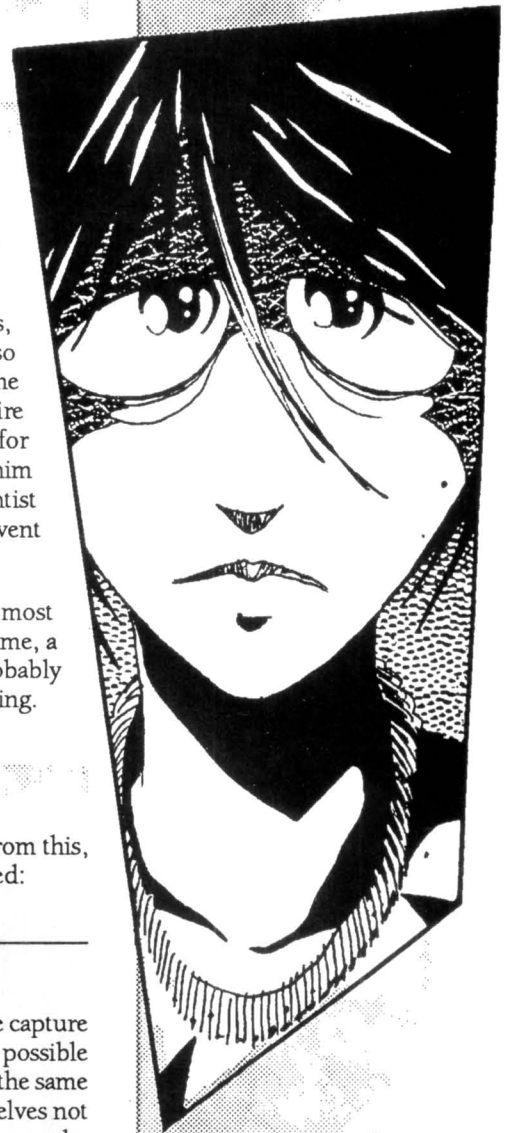
- if the players get into combat with the Sun Knights, the Sanctum will fold back to the safe house and wait a week. At that point, they will run a full investigation on the players and deal with them the same way as stated above.

HOOKS ADDENDUM

As with the previous chapters, the players might elect to play vampire hunters, or the Referee might want to have the players play that part in this module.

If the players are playing Sun Knights (or any other type of vampire hunters), simply replace the NPCs with the PCs and, using this chapter as guidelines, introduce the problem to them. An interesting idea would be to have the players play a group of Heart Burn hunters. The module might almost take a comic-tragical angle, with the players giving the comic side and the storyline being more dramatic. If the players play Hunters, a good idea would be to have them have a few close calls with Arnold before the last encounter, to build a sense of tension.

If the Referee wants, the NPCs might be used as ready-made PCs. Alternatively, the NPCs might just be another Hunter team on the trail of Arnold. In that instance, the Referee might have to do some extra work in order to tailor the adventure to this.



THE KEYSTONE COPS

THE COPS

Since the cops (whether players or NPCs) will be the last to arrive at the scene, and since they do not really have any real effect on the scenario proper aside from hurrying people along, the only information given will be in the form of clues. The Referee might wish to use this section if the case has taken an investigative aspect, providing the clues that the players might come upon.

As usual, the cops of Night City are just outclassed by not only the criminal this time, but also by others who are also looking for the perp. Keep one thing in mind: the cops do not know about Arnold's real nature or about the other Hunters who are looking for him.

LOCATION: THE DREIFUS' APARTMENT

At this point in the investigation, the case is treated as a Murder 1 or 2 rap. There is still no real suspect in mind (except maybe Martinez, but only for a day or two), and no one suspects Arnold of having done it, even though several of the clues point towards him. The force will still be looking out for him, in order to deliver him to the hands of the county juvenile authorities (for the full list of clues, see *The Lost Boy*).

LOCATION: THE CANDYMAN

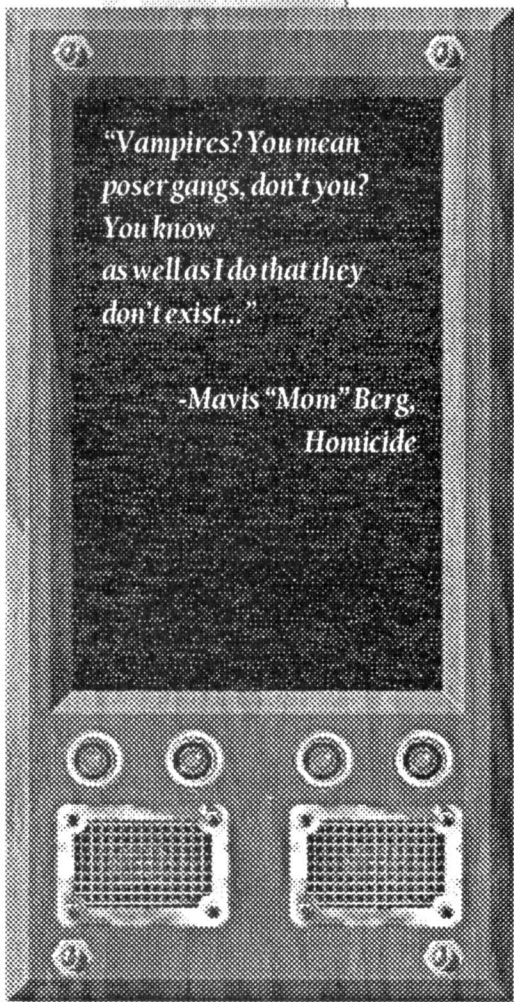
Several clues will tie Arnold to this crime. At this point, the investigation is classified as a Murder 1 rap, with Arnold as the prime suspect. The clues that tie Arnold to this crime are as follow:

- Fingerprints on the bottle that was used to beat the Candyman to death.
- The security guard recalls Arnold quite clearly. It might take a small amount of persuasion (Difficult Persuasion roll) since he is still trying to protect the reputation of Mr. Genet. Of course, he is unaware that the cops found the cache of videotapes.
- If some pressure is exerted, they will be able to obtain copies of the security camera tapes. At first, the building manager will claim Corporate immunity for Mr. Genet, but will give in in order to help the investigation along.

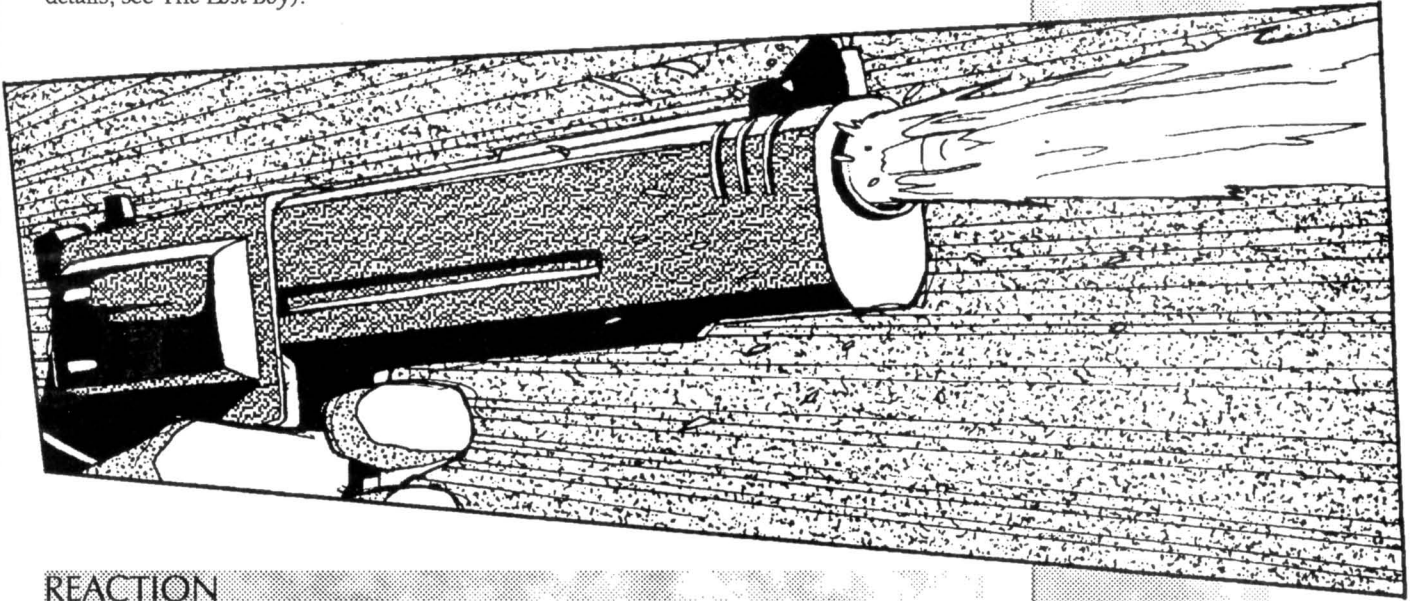
An APB on Arnold will be put out and visits will be made to people that Arnold was known to be associated with (meaning Ken from the Compound).

LOCATION: KNOCK DOWN

When the third body is found, the rap against Arnold is pushed up to a code 3 (Mass Murder). If Arnold is found after this point, he will be killed on sight (at least, the police will try).



Again, a lot of evidence is pointing at Arnold. Same modus operandi (blood drained, physical evidence of a fight with the victim being covered with bruises, shot with the same gun as Harvey Dreifus) and an eyewitness (the wife) indicate that Arnold is responsible (for more details, see *The Lost Boy*).



REACTION

Because of his age, if Arnold is caught before the third murder, he will be sent to the juvenile authorities to be dealt with. If this is accomplished, the Referee will have to decide what happens to Arnold.

On the other hand, after the third murder, the police will treat him as they would any mass murderer: kill on sight.

As stated earlier, the cops do not play a big role in this adventure and are presented simply out of a sense of completeness. If the Referee wishes, they can be used to move the action forward, by having them breathing down the neck of the players or by happening to be around at the wrong time. Since they do not know anything about the two groups chasing Arnold, they will assume that anyone seen with him is an accomplice and will be duly arrested and questioned. This might be a useful way of delaying the module or throwing extra sticks in the wheels of the players.

HOOKS ADDENDUM

As with the previous chapters, the players may already be involved in a Cop campaign or the Referee might want to have them play cops for a change. If this option is chosen, a good idea would be for the Referee to familiarize him/herself with the **Protect and Serve** police sourcebook; it contains everything he might want to know for running such a game or campaign.

Of course, the Referee might just want to hand out the NPCs to be played as characters. If the module is played out as a criminal investigation, a good idea might be to hide some of the clues to the players for a while and allow Arnold to move around and continue his action a little longer. The Referee might want to have a few red herrings thrown in to confuse things a little more. By using the guidelines provided in the module so far, a longer investigation is easily designed.

An interesting twist might be to have LEDiv agents breathing down the neck of the PCs or have some media be constantly in their way, maybe even cracking the case before they do.

CAST OF CHARACTERS

ARNOLD DREIFUS

Streetname: The kid
 Role: Vampire/Kid
 Real name: Arnold Dreifus
 Specialty: Streetkid
 INT: 7 REF: 8
 ATTR: 10 LUCK: 5
 EMP: 3 PSY: 8
 TECH: 4 COOL: 3
 MA: 7 BODY: 5 (6)

DESCRIPTION

Sex: Male
 Ethnic Origin: American
 Hair color: Brown
 Height: 4' 5"
 Eye color: Green
 Distinguishing feature: Very, very quiet
 Age(app/real): 8/8
 Age lvl: 0
 Hair style: Shaggy
 Weight: 90 lbs
 Dress & style: Jeans, t-shirt

PSYCHOLOGICAL

Motivation: Revenge Exmode: Quiet, shy
 Inmode: Hatred, fear, irrational fear of loud noises and spiders, sees "dad" in anyone who abuses the weaker, either physically or mentally
 Quirks: Strong (+1 BODY); Destruction: Bury at crossroads; Cannot enter Churches

SKILLS

Name	Level	Name	Level
Endurance	+3	Streetwise	+4
Human Perception	+4	Awareness/Notice	+5
Expert: VR Games	+4	Hide/Evade	+6
Dodge & Escape	+3	Brawling	+2
Pick Pocket	+4	Handgun	+1

EQUIPMENT

- Pocket video game console; video game cartridges; Federated Arms 454 DA "Super Chief"; Ammo for "Super Chief" (approx 20 rounds).

BACKGROUND

Arnold was a quiet kid. He was quiet for the simple reason that he knew what would happen if he made noise: He would come for him. His mom would not be able to protect him, simply because He would have went through her first. And he did not want to be hit anymore.

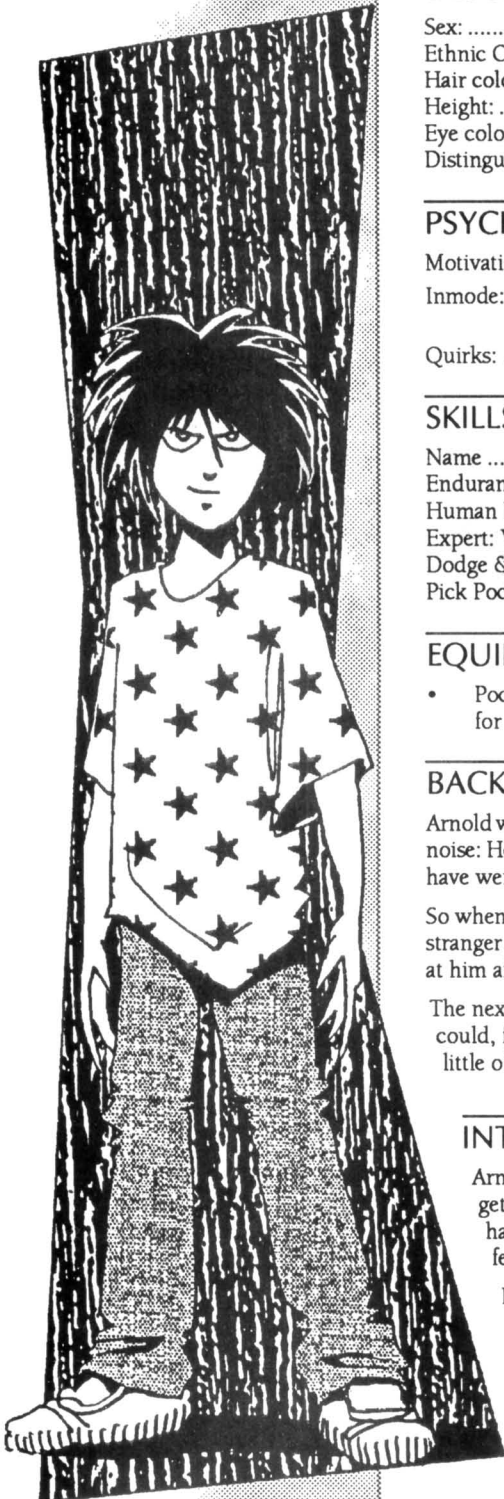
So when the stranger on the street asked him if he wanted a little bit of power, Arnold said yes. The stranger did strange things to Arnold, things that tickled his neck and stuff. And the stranger had smiled at him after, the smile of a man who has had a good meal. And Arnold felt nice afterwards.

The next night, when his dad came home and started to hit his mother again, Arnold knew that he could, for once and maybe for the last time, do something about it. He killed his dad. And drank a little of his blood because he was hungry. And it felt good. And it felt right.

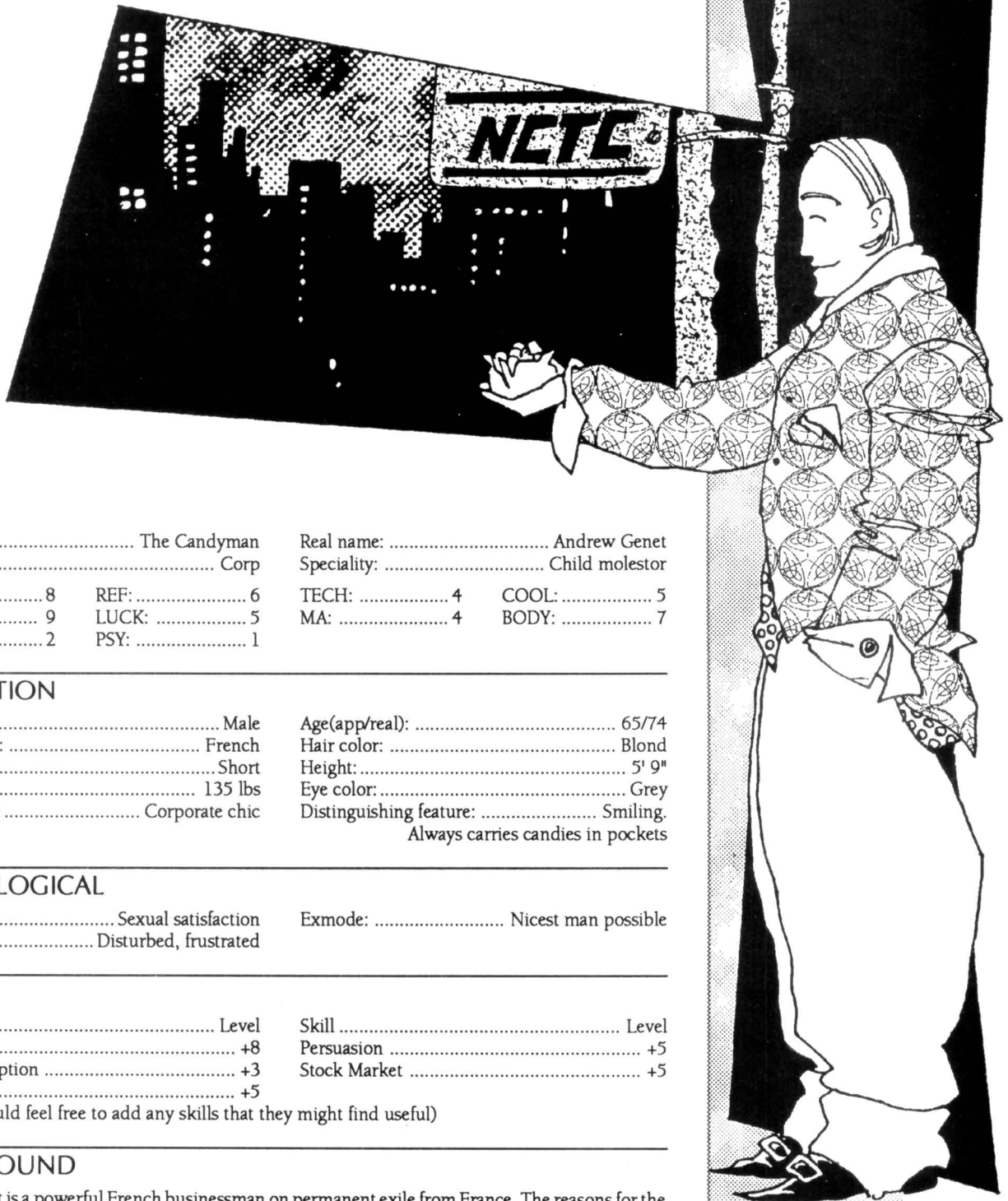
INTERACTION

Arnold is very, very quiet. Even people whom he used to be open to, Ken for example, can hardly get a word out of him. He feels very guilty about having killed his dad, but even more about what happen to his mom. He is very unsure about his situation and what it means, only that he must feed every once in a while and that what used to be normal food is not good for him anymore.

He will not feed or kill upon anyone that he sees as "innocent", but rather upon anyone who is a bully, or whom he sees his dad in. He will wait for the perfect moment, shoot the victim with his dad's gun and then proceed to beat him up. Only afterwards will he drain just as much blood as he needs to survive. Getting him to talk after a killing is impossible. Not even Ken can get a single word. Arnold will ignore everyone around him, preoccupied with the actions he has just taken.



THE CANDYMAN



Streetname: The Candyman
 Role: Corp
 INT: 8 REF: 6
 ATTR: 9 LUCK: 5
 EMP: 2 PSY: 1

Real name: Andrew Genet
 Speciality: Child molestor
 TECH: 4 COOL: 5
 MA: 4 BODY: 7

DESCRIPTION

Sex: Male
 Ethnic Origin: French
 Hair style: Short
 Weight: 135 lbs
 Dress & style: Corporate chic

Age(app/real): 65/74
 Hair color: Blond
 Height: 5' 9"
 Eye color: Grey
 Distinguishing feature: Smiling.
 Always carries candies in pockets

PSYCHOLOGICAL

Motivation: Sexual satisfaction
 Inmode: Disturbed, frustrated

Exmode: Nicest man possible

SKILLS

Name	Level	Skill	Level
RESOURCES	+8	Persuasion	+5
Human Perception	+3	Stock Market	+5
Seduction	+5		

(Referees should feel free to add any skills that they might find useful)

BACKGROUND

Andrew Genet is a powerful French businessman on permanent exile from France. The reasons for the exile are not generally known, but can be said to be of a rather... discreet nature.

Mr. Genet, or the Candyman as he is known to his "friends" in the know, has always preferred young kids. A few years ago, he was blackmailed by someone (he still does not know who) and forced into exile. However, he has kept most of his contacts in France, which provide him an edge in America.

He is a quite powerful businessman, able to crush the lives of those who stand in his path. He knows very well that another scandal would probably destroy him, however, and is ready to cut a deal with foes who might seem dangerous, planning to crush them at the first opportunity.

CAST OF CHARACTERS

STICKBOY

Streetname: Stickboy
 Role: Rockerboy
 INT: 7 REF: 6
 ATTR: 8 LUCK: 4
 EMP: 6 PSY: 2

Real name: Ken Egeland
 Specialty: Drummer
 TECH: 5 COOL: 8
 MA: 5 BODY: 7

DESCRIPTION

Sex: Male
 Ethnic Origin: American
 Hair style: Very short
 Weight: 150 lbs
 Dress & style: T-shirt and jeans

Age: 30
 Hair color: Brown
 Height: 5' 6"
 Eye color: Grey
 Distinguishing feature: Tattoo on left arm
 (Micronesian design)
 and around left ankle (barbed-wire)

PSYCHOLOGICAL

Motivation: Fun-seeker
 Inmode: Easygoing

Exmode: Extremely friendly, nice

SKILLS

Name	Level
CHARISMATIC LEADERSHIP	+3
Perform	+5
Composition	+6
Play Instrument	+6
Persuasion	+3
Swimming	+2
Social	+2
Motorcycle	+3
Driving	+2

Name	Level
Awareness/Notice	+4
Wardrobe & Style	+2
Brawling	+4
Streetwise	+5
Seduction	+5
Human Perception	+3
Education	+3
Basic Tech	+4
Handgun	+2

CYBERWEAR

- Interface plugs; Micro-recorder link; Time Square Marquee (hooked to radio link).

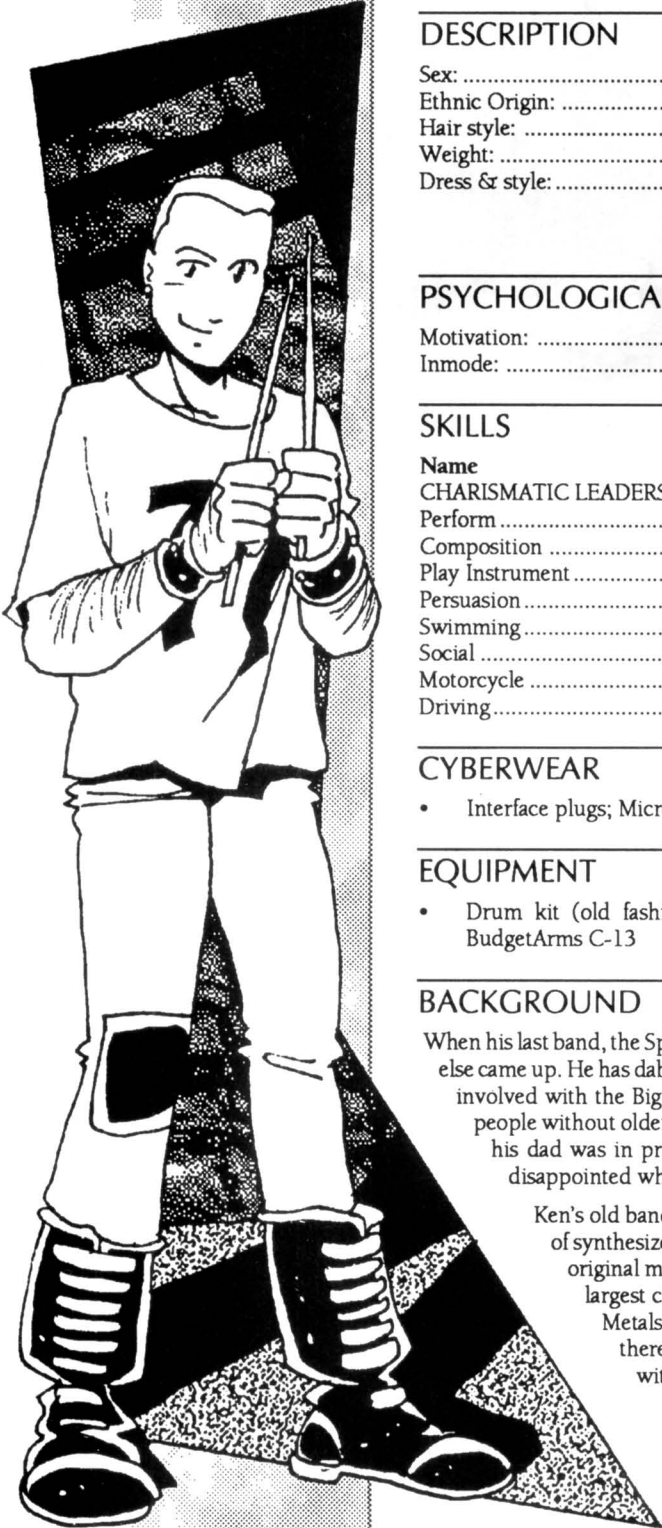
EQUIPMENT

- Drum kit (old fashion); Harley Davidson Thundergod; The Drifter mobile environment; BudgetArms C-13

BACKGROUND

When his last band, the Spirit of '77, broke up, Ken decided to lie low for a little while until something else came up. He has dabbled in a few different jobs, doing some volunteer work for fun. After being involved with the Big Brother organization (an organization that provides "siblings" for young people without older males in their families) for a while, he became Big Brother to Arnold while his dad was in prison. An honest friendship was created at that point and he was deeply disappointed when Arnold's dad forbade him to see the boy when he came out of prison.

Ken's old band played old fashioned Punk music, avoiding as much as possible any type of synthesized instrument. The '77 in the band's name referred to the banner year of the original movement. The band was a well-known entity, having played in some of the largest clubs across the States and Canada, with their farewell gig being played at Metalstorm, (they were one of the only non-Chromatic Rock bands to have played there). Needless to say, the gig was a sold-out event. He still plays for time to time with Alex and Chris in order to stay in shape.



MR. RIGHT

Streetname: Mr. Right
 Role: Rockerboy
 INT: 8 REF: 7
 ATTR: 8 LUCK: 4
 EMP: 5 PSY: 1

Real name: Alex Seliger
 Specialty: Bass player
 TECH: 3 COOL: 6
 MA: 6 BODY: 7

DESCRIPTION

Sex: Male
 Ethnic Origin: American
 Hair style: Crew cut
 Weight: 125 lbs
 Dress & style: T-shirt and jeans

Age: 23
 Hair color: Blond
 Height: 5' 7"
 Eye color: Grey
 Distinguishing feature: Tattoo on left wrist
 (an ankh-like design)

PSYCHOLOGICAL

Motivation: Music
 Inmode: Suspicious, scheming

Exmode: Cool, almost arrogant

SKILLS

Name	Level
CHARISMATIC LEADERSHIP	+4
Perform	+4
Composition	+5
Play Instrument	+6
Persuasion	+3
Social	+3
Handgun	+2
Human Perception	+2
Programming	+1

Name	Level
Awareness/Notice	+5
Wardrobe & Style	+3
Brawling	+3
Streetwise	+4
Seduction	+3
Education	+3
Endurance	+2
Language (German)	+2

CYBERWEAR

- Pacesetter Sport Heart; Interface plugs; Radio link (linked to the interface plugs to allow transmission from instrument: acts as a remote amp).

EQUIPMENT

- A Yamaha bass; Amplifier with remote transmitter; Laptop computer; Personal stereo.

BACKGROUND

Mr. Right moved out to Night City about a year ago with Painboy on the same path as any musician: looking for recognition and a decent drummer. They managed to find the drummer they had been looking for and are maybe on their way to recognition and a decent gig on a regular basis. They have begun to play some of the larger clubs in Night City and are hoping to be able to release an audio chip and CD fairly soon.

Alex's biggest shortcoming might not be a shortcoming at all: he is perhaps too honest at times and that has led him into trouble more than once. He might not look to be quite the ladies man, but somehow (some say that his hands are his greatest assets along with his honesty), he has managed to gather quite a following. He is a good musician and no one else knows quite like him how to handle Chris (Painboy).



CAST OF CHARACTERS

PAINBOY

Streetname: Painboy
 Role: Rockerboy
 INT: 8 REF: 7
 ATTR: 8 LUCK: 4
 EMP: 4 PSY: 2

Real name: Chris Weiler
 Specialty: Guitar god
 TECH: 7 COOL: 6
 MA: 6 BODY: 8

DESCRIPTION

Sex: Male
 Ethnic Origin: American
 Hair style: Very short
 Weight: 145 lbs
 Dress & style: T-shirt and jeans,
 leather jacket and bracelets

Age: 23
 Hair color: Black
 Height: 5' 7"
 Eye color: Blue
 Distinguishing feature: Sometimes wears
 leather breeches

PSYCHOLOGICAL

Motivation: Fun-seeker
 Inmode: Confused

Exmode: Alternately cold and warm

SKILLS

Name	Level
CHARISMATIC LEADERSHIP	+4
Perform	+5
Composition	+4
Play Instrument	+7
Persuasion	+3
Swimming	+2
Social	+2
Handgun	+2

Name	Level
Awareness/Notice	+5
Wardrobe & Style	+3
Brawling	+2
Streetwise	+3
Seduction	+4
Human Perception	+2
Education	+4
Electronics	+3

CYBERWEAR

- Interface plugs; Mr. Studd; Radio link (linked to the interface plugs to allow transmission from intrument. Acts as a remote amp); Speedware.

EQUIPMENT

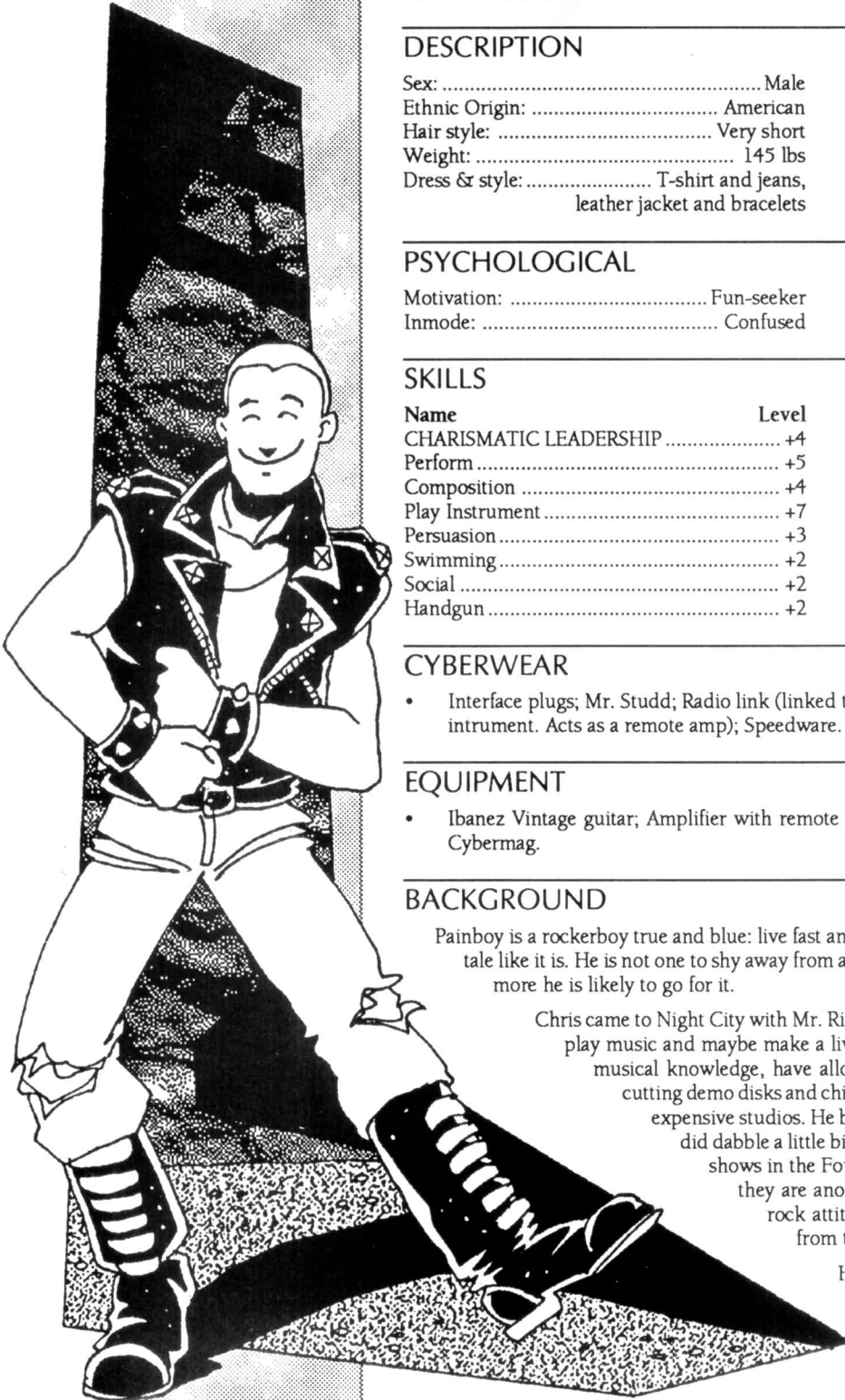
- Ibanez Vintage guitar; Amplifier with remote transmitter; Digital recording studio; Dai Lung Cybermag.

BACKGROUND

Painboy is a rockerboy true and blue: live fast and experience as much as possible, live to tell the tale like it is. He is not one to shy away from a new experience and the more out there it is, the more he is likely to go for it.

Chris came to Night City with Mr. Right a few months ago following the same dream: play music and maybe make a living off it. His technical abilities, along with his musical knowledge, have allowed him to produce a few of the area's band, cutting demo disks and chips that some say are better than some of the more expensive studios. He believes in raw and untainted music (although he did dabble a little bit in Chromatic Rock and Industrial music) and it shows in the Foundation's concerts and album. Along with Ken, they are another band that believes in the old fashion Punk rock attitude and tries to stay away as much as possible from the synthesized noise of the rest of the crowd.

He may appear cold and rash at time, but these mood swings are as much a part of his personality as his love of anything made out of leather.



DIRK

Streetname: Dirk
Role: Techie
Real name: Doreen Gold
Specialty: Rook
INT: 8 REF: 6 TECH: 8 COOL: 9
ATTR: 7 LUCK: 4 MA: 6 BODY: 7
EMP: 8 PSY: 9

DESCRIPTION

Sex: Female Age: 29
Ethnic Origin: American Hair color: Brown
Hair style: One-length, short Height: 5' 8"
Weight: 135 lbs Eye color: Blue
Dress & style: Jumpsuit Distinguishing feature: Always smoking a cigarette; a tattoo of a chess piece (black rook) on her left shoulder.

PSYCHOLOGICAL

Motivation: Revenge Exmode: Friendly Inmode: Sad, self-pity

SKILLS

Name	Level	Name	Level
JURY RIG	+6	Awareness/Notice	+4
Basic Tech	+4	CyberTech	+4
Teaching	+2	Education	+2
Electronics	+5	Weaponsmith	+4
Electronic Security	+4	Gyro Tech	+6
Vampire Lore	+2	Meditation	+3
Disguise	+4	Hide/Evade	+2
Endurance	+3	Psychic	+3

PSYCHIC POWERS

Name	Level	Name	Level
Mental	+2	Sensory	+2
Telepathy	+2		

CYBERWEAR

- Cyberarm with Flashbulb option and cutting torch; Wearman Mark II.

EQUIPMENT

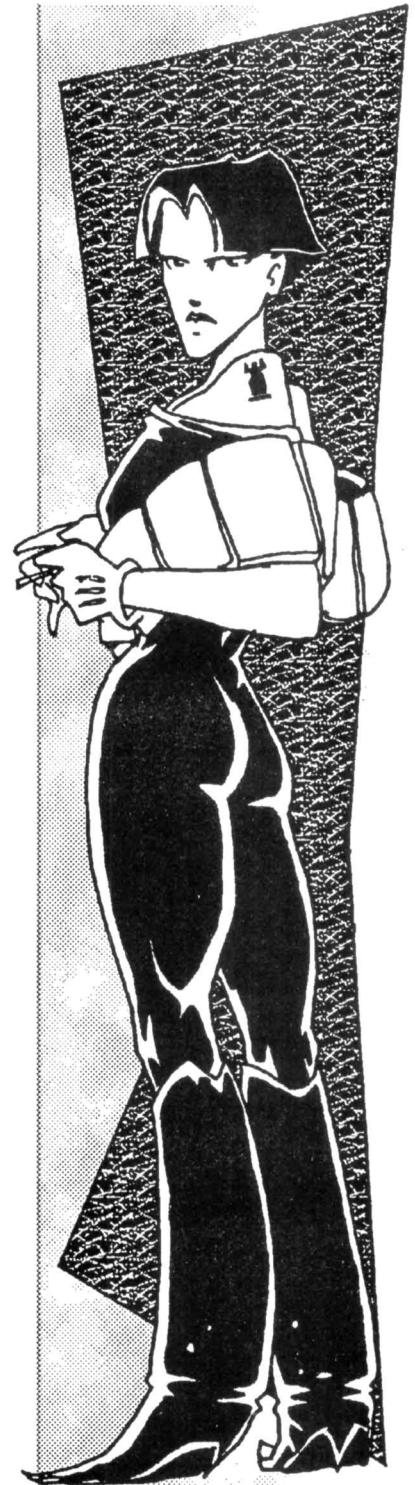
- Sternmeyer 35 w/2 clips; Kevlar jacket & pants; CityCar; Cellular Phone; Disguise kit; 6 movement sensors; Medkit.

BACKGROUND

Doreen, or Dirk to close friends, was an operative in the South American Wars. She was a Gyro mech at one of the American outposts.

Her unit was wiped out during one of the outbreaks and she wandered in the jungle looking for a friendly unit when she came across a small village that nursed her back to health. A few days later, the village was the target for another attack by the local guerillas. The unit was led by Blood Maria and the village was wiped out. Somehow (she believes that it was fate) Dirk survived and was later rescued by a Sanctum of South American Sun Knights. She asked to join the local Church when she found out more about them and was transferred to Night City about two years ago.

She is very friendly and warm, making up for the atrocities that she has seen and been through. She still believes that she is involved in a war, albeit a very different one now. She is aware of the dangers inherent to the job she is involved in and knows about the high turnover of Knights operative. She is nicer to them for that reason, trying to make what remains of their life that much easier.



EYEBALL



Streetname: Eyeball
 Role: Media
 INT: 9 REF: 6
 ATTR: 6 LUCK: 3
 EMP: 9 PSY: 2

Real name: Ian Richler
 Specialty: Bishop
 TECH: 5 COOL: 6
 MA: 5 BODY: 7

DESCRIPTION

Sex: Male
 Ethnic Origin: American
 Hair style: Messy, short
 Weight: 165 lbs
 Dress & style: Streetfashion

Age: 26
 Hair color: Blond
 Height: 5' 9"
 Eye color: Green
 Distinguishing feature: Smiles all the time
 (some would say smiles too much...)

PSYCHOLOGICAL

Motivation: Knowledge, revenge
 Inmode: Scheming, scared

Exmode: Inquisitive
 (asks too many questions)

SKILLS

Name	Level
CREDIBILITY	+3
Composition	+3
Persuasion	+4
Social	+2
Photo & Film	+5
Vampire Lore	+1
Shadow/Track	+3
Brawling	+4
Basic Tech	+3

Name	Level
Awareness/Notice	+4
Education	+2
Human Perception	+6
Streetwise	+4
Interview	+6
Meditation	+2
Psychic	+2
Handgun	+3
Seduction	+5

CYBERWEAR

- Cyberoptic (TimesSquare Plus, linked to Dataterm; targeting scope); Smartgun link; Gang jazzler.

EQUIPMENT

- Staker w/1 clip; Burner; GarlicSpray; Vid Cam; Nylon helmet; Kevlar vest; lapcomp; Cybercam EX-1; Stermeyer Type 35 (Smartlink).

BACKGROUND

Ian has always had a voyeuristic streak in him. Even as a kid, he used to watch his older sister and report what she did back to his parents. Naturally, when he grew up, he became a media.

Once out of college (Journalistic Studies, of course), he was hired by Network News 54 where he had his first encounter with the real night dwellers: vampires. When he first came across them, he thought that they were some sort of streetgang taking things maybe a little too far. That is where he was wrong, as he found out a little later. He has recently joined the Sun Knights to try and find out more about vampires, but still work for Network News 54 as a freelance reporter. He is the one who leaked the story to the press, toning it down first. The Sun Knights do not know that he did, although they suspect him of having done so.

THE RAT

Streetname: The Rat
 Role: Fixer
 INT: 9 REF: 6
 ATTR: 6 LUCK: 4
 EMP: 7 PSY: 3
 Real name: Marvin White
 Specialty: Bishop
 TECH: 4 COOL: 8
 MA: 4 BODY: 7

DESCRIPTION

Sex: Male
 Ethnic Origin: African-American
 Hair style: Short
 Weight: 115 lbs
 Dress & style: Dirty t-shirt, jeans, trench coat
 Age: 27
 Hair color: Black
 Height: 5'1"
 Eye color: Black
 Distinguishing feature: Shifty eyes, always seems on the edge, nervous

PSYCHOLOGICAL

Motivation: Greed, revenge Exmode: Friendly, nervous
 Inmode: Slightly paranoid, terratophobic (afraid of monsters)

SKILLS

Name	Level	Name	Level
STREETDEAL	+6	Awareness/Notice	+4
Forgery	+4	Handgun	+1
Brawling	+3	Melee	+1
Pick Lock	+6	Pick Pocket	+2
Intimidate	+6	Persuasion	+7
Vampire Lore	+2	Meditation	+2
Human Perception	+2	Shadow/Track	+4
Streetwise	+4	Psychic	+1
Evade/Hide	+4	Gamble	+5

CYBERWEAR

- Smartgun link; Cyberoptic (targeting scope); Slice'n'dice.

EQUIPMENT

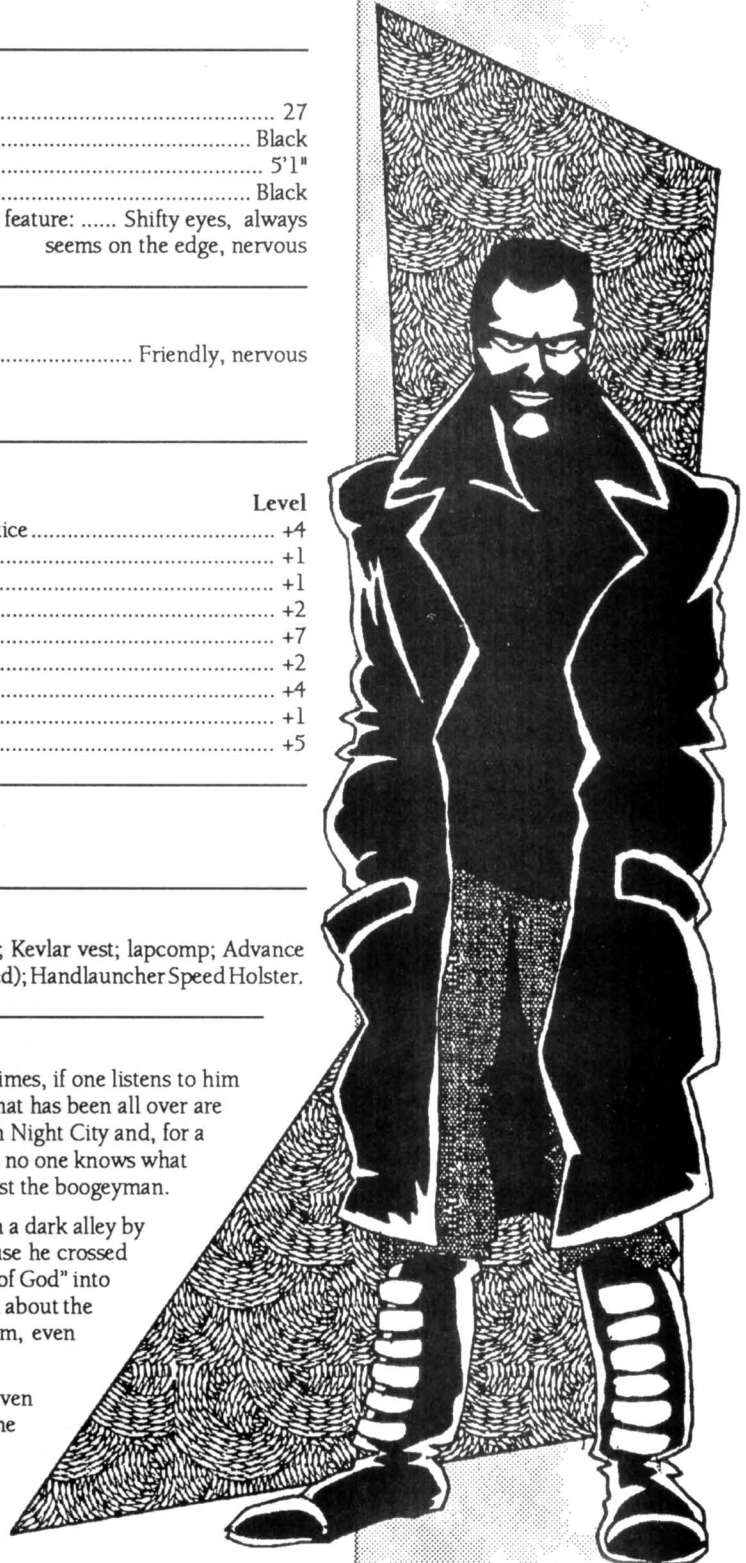
- Staker w/1 clip; Burner; GarlicSpray; Vid Cam; Nylon helmet; Kevlar vest; lapcomp; Advance alarm removal tools; B&E tools; Colt Alpha Omega 10 mm (linked); Handlauncher Speed Holster.

BACKGROUND

The Rat has never left Night City in his entire life. Of course, sometimes, if one listens to him (especially when he wants to sell something), he's been all over. What has been all over are his ears and eyes. He seems to know everything that is happening in Night City and, for a price of course, he'll tell it all. As much as he knows about everyone, no one knows what really lies behind the facade: a scared little kid, who is fighting against the boogeyman.

He joined the Sun Knights a few years back when he was attacked in a dark alley by two vampires (of course, he will never say they attacked him because he crossed them on a deal) who, instead of killing him, decided to "put the fear of God" into him. After a few days of being afraid of his own shadow, he found out about the Knights and decided that what they needed was someone like him, even though they did not know that at the time.

He has many contacts on the street, some of which still talk to him even when there is no money involved. Despite all that is said about him, he can be counted on in tight situations, reacting in the same way as his namesake when cornered.



CAST OF CHARACTERS

CAT

Streetname: Cat
 Role: Solo
 INT: 7 REF: 9
 ATTR: 9 LUCK: 3
 EMP: 3 PSY: 1

Real name: Catherine Morgan
 Specialty: Knight

TECH: 3 COOL: 9
 MA: 7 BODY: 9

DESCRIPTION

Sex: Female
 Ethnic Origin: American
 Hair style: Long, curly
 Weight: 145 lbs
 Dress & style: Jumpsuit

Age: 28
 Hair color: Red
 Height: 5' 8"
 Eye color: Green
 Distinguishing feature: Very lithe,
 as her namesake

PSYCHOLOGICAL

Motivation: Revenge, knowledge
 Inmode: Scared, confused

Exmode: Somewhat distant, but warm

SKILLS

Name	Level
COMBAT SENSE	+7
Handgun	+6
Melee	+4
Rifle	+4
Submachinegun	+3
Vampire Lore	+2
Demolition	+1
Wardrobe & Style	+3
Shadow/Track	+4

Name	Level
Awareness/Notice	+6
Brawling	+4
Kung fu	+3
Athletics	+3
Stealth	+3
Meditation	+4
Strenght Feat	+3
Heavy Weapons	+2
Disguise	+4

CYBERWEAR

- Speedware; Smartgun link; Motion detector; Voice synthesizer; Skinweave; Slice'n'Dice; Cyberoptic (targeting scope; dodgeball); right Cyberarm (Whip).

EQUIPMENT

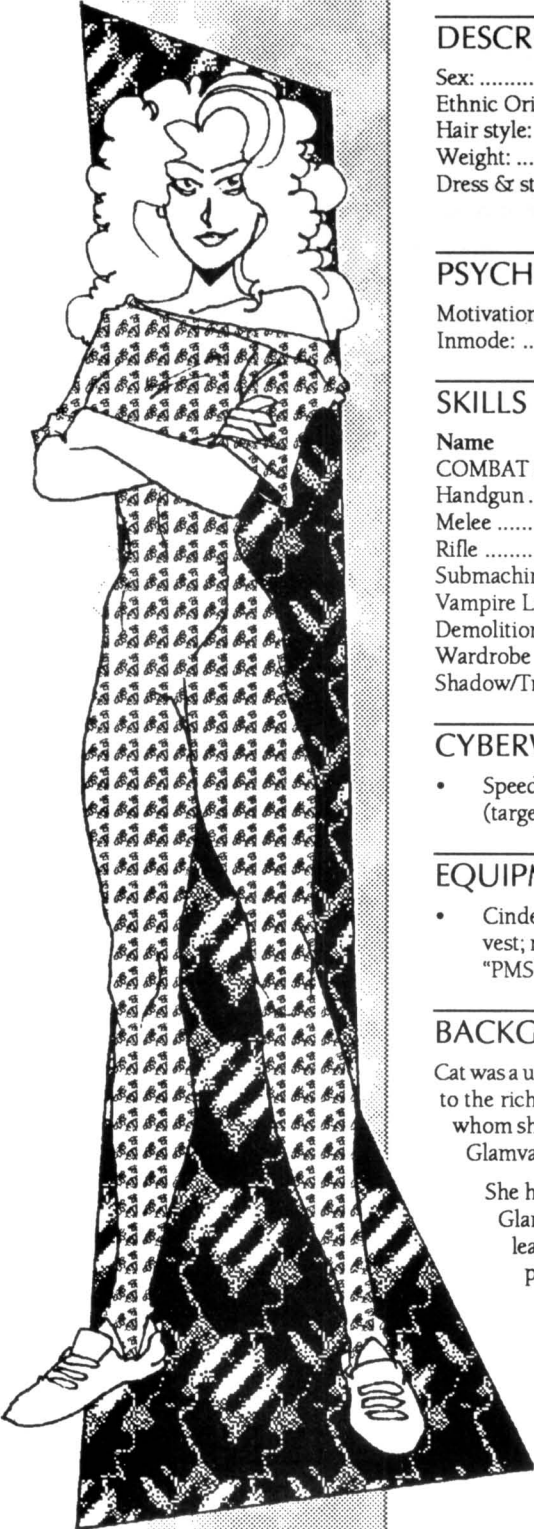
- Cinder Flamer w/2 clips; Staker w/2 clips; Blast Satch; 2 Burners; machete; wooden stake' Kevlar vest; nylon helmet with Smartgoggles and leather pants and jacket; Disguise kit; Setsuko-Arasaka "PMS" advanced sub-machine gun; Colt Alpha Omega 10mm semiauto pistol.

BACKGROUND

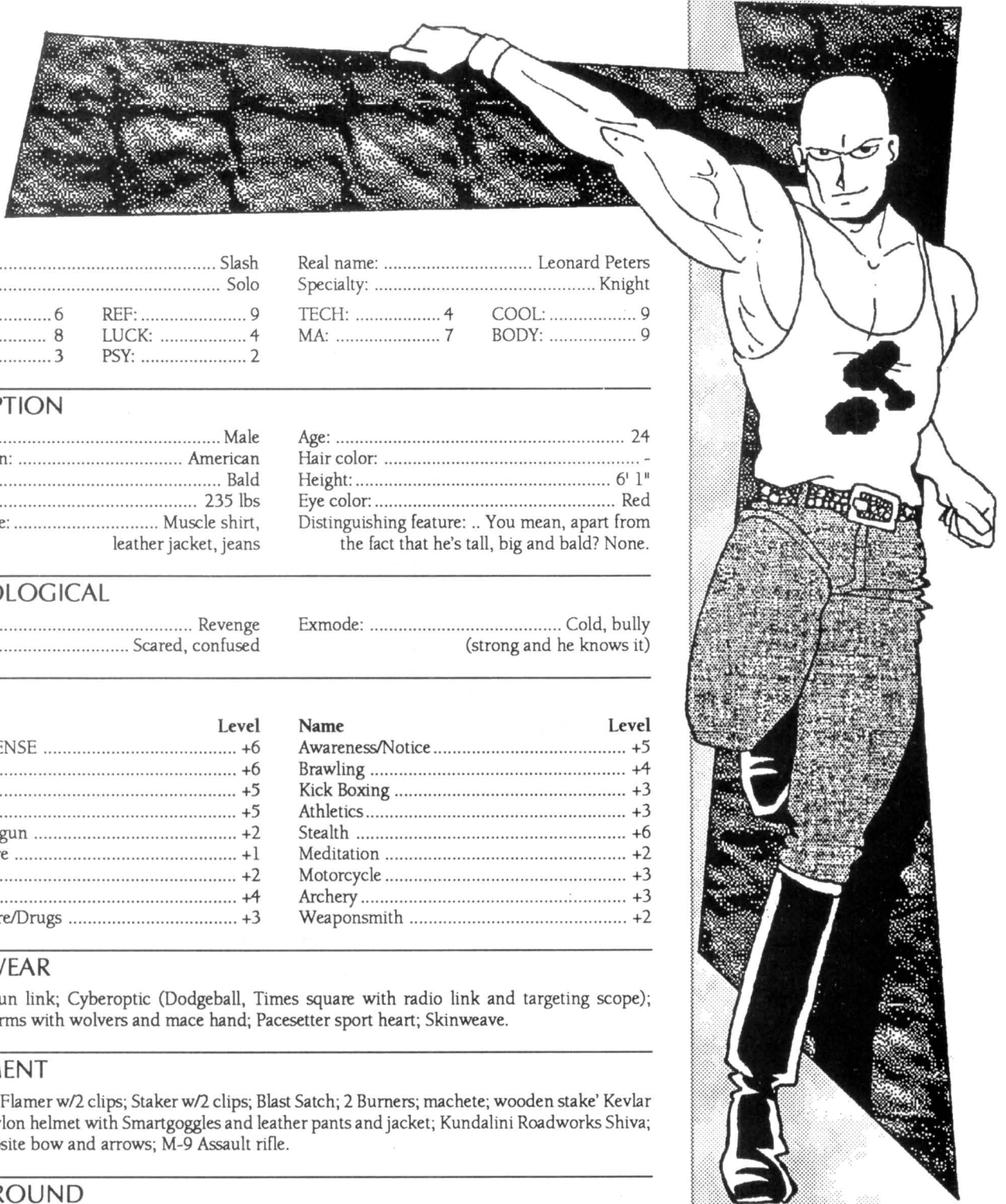
Cat was a undercover bodyguard until about 3 years ago before becoming a Knight. She was bodyguard to the rich and famous, posing most of the time as another vacuous "conquest" of the rich playboys whom she used to protect. That is, until she got burned quite badly by one of Europe's most famous Glamvamp...

She had been hired by Blood (see Bloodlust for details), one of Europe's infamous thrill-seeking Glamvamp as a security measure (he was staked at the time by some overactive groupies). At least, that what she was told. She discovered in time that he really was a vampire and that the people chasing him were a European Sanctum of the Sun Knights. As things were getting a little too crazy for her taste, she attempted quitting her assignment, but Blood would not let her. After almost being turned into a "bride" by Blood, she escaped with the help of the Sun Knights. She joined a few days later, and has been on assignment for about 6 months.

She knows that she is beautiful and uses it to her advantage. She ain't crazy about the idea of hunting down a kid, but if he's a vamp...



SLASH



Streetname: Slash
 Role: Solo
 INT: 6 REF: 9
 ATTR: 8 LUCK: 4
 EMP: 3 PSY: 2
 Real name: Leonard Peters
 Specialty: Knight
 TECH: 4 COOL: 9
 MA: 7 BODY: 9

DESCRIPTION

Sex: Male
 Ethnic Origin: American
 Hair style: Bald
 Weight: 235 lbs
 Dress & style: Muscle shirt, leather jacket, jeans
 Age: 24
 Hair color: -
 Height: 6' 1"
 Eye color: Red
 Distinguishing feature: .. You mean, apart from the fact that he's tall, big and bald? None.

PSYCHOLOGICAL

Motivation: Revenge
 Inmode: Scared, confused
 Exmode: Cold, bully (strong and he knows it)

SKILLS

Name	Level	Name	Level
COMBAT SENSE	+6	Awareness/Notice	+5
Handgun	+6	Brawling	+4
Melee	+5	Kick Boxing	+3
Rifle	+5	Athletics	+3
Submachinegun	+2	Stealth	+6
Vampire Lore	+1	Meditation	+2
Demolition	+2	Motorcycle	+3
Pilot (Gyro)	+4	Archery	+3
Resist Torture/Drugs	+3	Weaponsmith	+2

CYBERWEAR

- Smartgun link; Cyboptic (Dodgeball, Times square with radio link and targeting scope); Cyberarms with wolvers and mace hand; Pacesetter sport heart; Skinweave.

EQUIPMENT

- Cinder Flamer w/2 clips; Staker w/2 clips; Blast Satch; 2 Burners; machete; wooden stake' Kevlar vest; nylon helmet with Smartgoggles and leather pants and jacket; Kundalini Roadworks Shiva; Composite bow and arrows; M-9 Assault rifle.

BACKGROUND

"My dad was a Sun Knight. He died trying to kill one of 'em leeches."

Leonard's philosophy is simple: there are things which are not meant to be. And since he idolized his dad and his dad told him vampires were evil... If you're a vamp, just do try to make buddy-buddy with this guy.

As with any bully, Leonard is deep down scared out of his wits of the vampires he is fighting. He does it out of a sense of duty, much like the family soldiers of the mid-1900's. Not very pleasant to be around at any time, his conversation is even more corrosive than his attitude.

CAST OF CHARACTERS

BORIECHI



Streetname: Mr. Boriechi
 Role: Vampire/Corporate
 INT: 11 REF: 12
 ATTR: 12 LUCK: 7
 EMP: 1 PSY: 1

Real Name: Richter Boriechi
 Specialty: Black Market Ops
 TECH: 8 COOL: 8
 MA: 13 BODY: 8 (12)
 1

DESCRIPTION

Sex: Male
 Ethnic origin: European
 Hair color: -
 Height: 6' 1"
 Eye color(s): Grey

Age(app/real): 60/226
 Age lvl: III
 Hair style: Bald
 Weight: 160 lbs
 Dress & style: Corporate

PSYCHOLOGICAL

Motivation: Power
 Inmode: Plotting, paranoid
 Quirks: Luck (+2 Luck), Fast (+1 MA), Destruction: Immersion in water. Cannot cross running water.

Exmode: Friendly, charming

SKILLS

Name	Level
RESOURCES	+9
Intimidate	+8
Streetwise	+5
Leadership	+7
Social	+7
Accounting	+4
Body Language	+6
Eiditic Memory	+4
Language: German	+7
Language: Slavic	+7
Library Research	+8
Stock Market	+10
Archery	+6
Dodge & Escape	+4
Magic	+3
Melee	+3
Disguise	+6
Pick Pocket	+5

Name	Level
Personal Grooming	+7
Meditation	+6
Human Perception	+10
Seduction	+6
Persuasion	+10
Awareness/Notice	+10
Education	+9
Gamble	+4
Language: Japanese	+5
History	+7
Shadow/Track	+6
Vampire Lore	+8
Brawling	+6
Fencing	+5
Tai Chi	+6
Stealth	+7
Paint or Draw	+4
Weaponsmith	+5

PSYCHIC POWERS

Name	Level
Electrokinesis	+2
Psychokinesis	+2

Name	Level
Pyrokinesis	+2
Matter Alteration	+5

EQUIPMENT

- The Swan (car); E-Book; Cellular phone; Arasaka Jetsetter; Executive briefcase.

BACKGROUND

Born at the end of the 18th century, Ritcher was not made into a vampire until almost the end of his natural life. Having been a powermonger all of his (natural) life, he could not refuse the chance to live forever. In the course of his "life" as a vampire, he has travelled much and met a good deal of important people, establishing a strong network making him an extremely powerful man. In running the coven, he realizes that he is better off appearing friendly, knowing full well that a well-placed compliment works better than pure fear. This, however, does not mean that he does not punish wrongdoers, all the contrary. He is the living example of a hand of steel in a velvet glove.

HEAD

Streetname: Head Real Name: Teddy Kennedy
 Role: Solo Specialty: Goth
 INT: 8 REF: 7 TECH: 6 COOL: 7
 ATTR: 8 LUCK: 4 MA: 6 BODY: 8
 EMP: 4 PSY: 1

DESCRIPTION

Sex: Male Age: 18
 Ethnic origin: American Hair color: Black
 Hair style: Long Height: 5' 9"
 Weight: 150 lbs Eye color(s): Blue
 Dress & style: Streetfashion Distinguishing features: Skinny.
 (leather jacket), krew colors Extremely pale.

PSYCHOLOGICAL

Motivation: Becoming a vampire Exmode: Cold, sarcastic
 Inmode: Bored

SKILLS

Name	Level	Name	Level
COMBATSENSE	+7	Awareness/Notice	+6
Handgun	+3	Brawling	+6
Melee	+5	Boxing	+1
Rifle	+3	Athletics	+2
Submachinegun	+3	Stealth	+4
Vampire Lore (Rituals)	+3	Intimidate	+3
Wardrobe & Style	+3	Pick Lock	+3
Torture Techniques	+3		

CYBERWEAR

- Skinwatch; Dataterm plugs; Speedware; grafted muscles; wolvers; Wearman; fangs; Cyber optics (Infrared).

EQUIPMENT

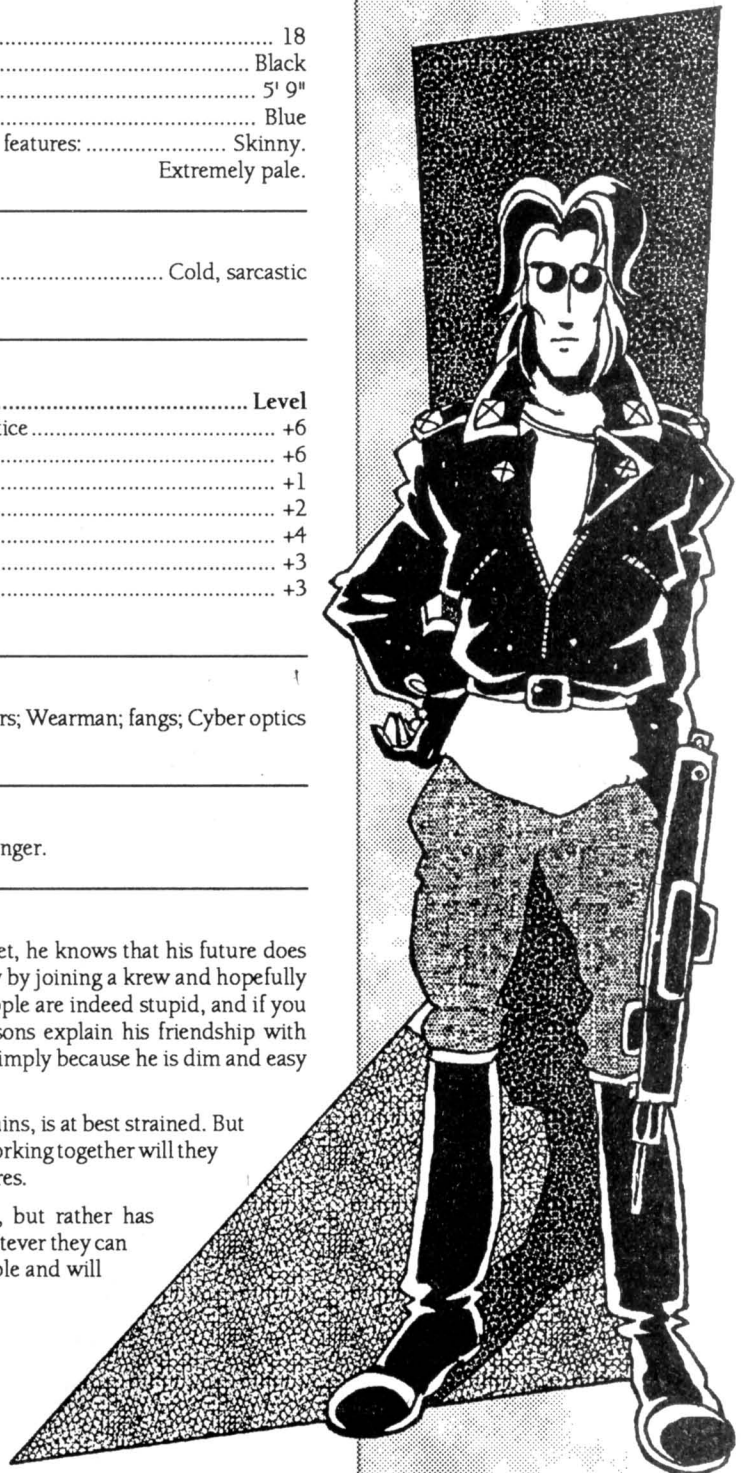
- Mirrorshades; FN-RAL Heavy Assault Rifle; Militech Arms avenger.

BACKGROUND

Head is the typical angry young man. Being brought up on the street, he knows that his future does not amount to much and has decided to make the most of it, mainly by joining a krew and hopefully becoming a vampire. His caustic tongue taught him two things: people are indeed stupid, and if you can't nail them first with a solid punch, you're history. Both reasons explain his friendship with Meatpuppet. Some people may say that he hangs around with him simply because he is dim and easy to manipulate, but Head sees it as insurance.

The relationship between Head and the leader of the Fistpuppet, Brains, is at best strained. But they leave and live with each other because they know that only by working together will they both eventually get what they really want, that is to become vampires.

Apart from Meatpuppet, Head does not really have any friends, but rather has associates, or people he enjoys exploiting for whatever reason or whatever they can give him at the time. He has a quite extensive network of such people and will not hesitate to call on any of them if the need arises.



MEATPUPPET

Streetname: Meatpuppet
 Role: Solo
 INT: 4 REF: 9
 ATTR: 6 LUCK: 6
 EMP: 5 PSY: 1

Real Name: Pete Cleaver
 Specialty: Goth
 TECH: 3 COOL: 8
 MA: 8 BODY: 10

DESCRIPTION

Sex: Male
 Ethnic origin: American
 Hair style: Crew cut
 Weight: 300 lbs
 Dress & style: Standard krew dress
 (leather jacket, black jeans,
 white t-shirt, boots)

Age(app/real): 19
 Hair color: White
 Height: 6' 6"
 Eye color(s): Grey
 Distinguishing feature: Vacant stare, except
 when violence is mentioned.
 Very large.

PSYCHOLOGICAL

Motivation: Physical pain
 Inmode: Who knows?

Exmode: Vacant

SKILLS

Name	Level
COMBATSENSE	+8
Handgun	+3
Melee	+8
Rifle	+1
Submachinegun	+1
Strength Feat	+5
Intimidate	+3

Name	Level
Awareness/Notice	+2
Brawling	+9
Wrestling	+2
Athletics	+4
Stealth	+2
Streetwise	+2
Vampirelore(Rituals)	+3

CYBERWEAR

- Speedware; muscle and bone lace; nanosurgeons; Cyberarms (X2) (mace hand, tazer grip); Cyberlegs; subdermal armor (skull); retractable vampires.

EQUIPMENT

- Sunglasses; Militech Ronin; Uzi miniauto 9.

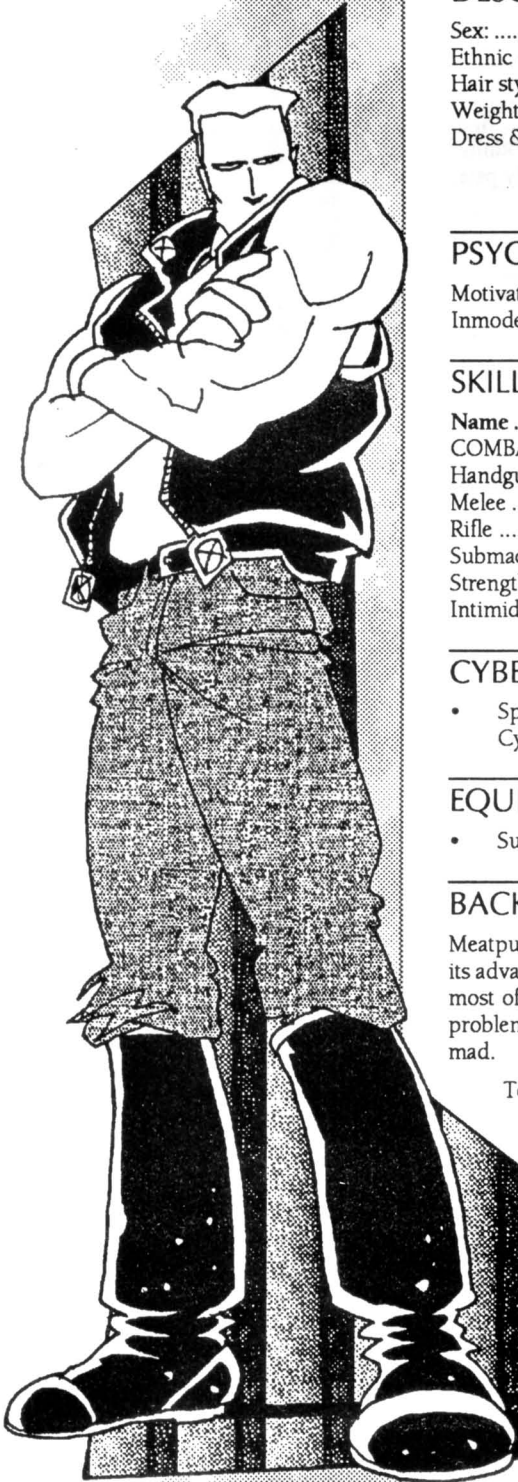
BACKGROUND

Meatpuppet is a very trusting person. Sometimes maybe too trusting. However, being big does have its advantages. For one, Meatpuppet does not care if he gets in trouble since Head can probably fix it most of the time. And if Head can't fix it, then Meatpuppet simply punches until there is no more problem. Simple. And that's the way he likes it. Anything else makes his head hurt, and that makes him mad.

To say that he is a simple kind of guy would be an understatement. He is not necessarily stupid, but he'd rather use his fists than his head, although he can butt head with anyone who wants to.

Born of simple folks, Meatpuppet never considered thinking an important part of life. He went through school like thousands of kids do everyday: simply waiting for that darn bell to ring to let him go out and play with his buddies. Never being quick on the uptake, he joined his first gang at the ripe old age of 11 simply because he was large and could easily intimidate other kids into listening to whatever his other buddies had to say.

One thing lead to another and that is how he came to join the Fistpuppet krew and met Head.



RICKO



Streetname: Ricko
Role: Cop
INT: 8 REF: 6
ATTR: 6 LUCK: 5
EMP: 4 PSY: 2

Real name: Richard Gaiman
Speciality: Detective (homicide)
TECH: 5 COOL: 9
MA: 8 BODY: 8

DESCRIPTION

Sex: Male
Ethnic Origin: American
Hair style: Short
Weight: 175 lbs
Dress & style: .. Trenchcoat, ruffled corp look

Age: 35
Hair color: Auburn
Height: 5' 9"
Eye color: Brown
Distinguishing feature: Smokes constantly

PSYCHOLOGICAL

Motivation: Love of challenges
Inmode: Always looking for different angle

Exmode: Friendly

SKILLS

Name	Level
AUTHORITY	+5
Handgun	+4
Human Perception	+6
Brawling	+3
Interrogation	+6
Intimidate	+5
Driving	+3
Expert (Law)	+4

Skill	Level
Awareness/Notice	+6
Athletics	+3
Education	+5
Melee	+3
Streetwise	+6
Shadow/Track	+2
SMG	+2
Expert (Puzzles)	+6

CYBERWEAR

- Targetting scope; Smartgun link; Motion detector; Cyberarm (Tazer grip); Chemical analyser.

EQUIPMENT

- Sternmeyer Type 35 Heavy pistol; Standard car (unmarked); Two-way radio; 2 sets of plastic cuffs; Kevlar armor jacket; Evidence bags(6); Newsviwer; laptop computer; flavored cigarettes.

BACKGROUND

Ricko has been a cop since his early 20's. Before that, in his teen, he was part of various streetgangs, like almost any kid growing up in the combat zone, or near it. He decided to become a cop when a friend was killed and another member of the gang was framed for the murder. He knew that the other guy was innocent, and tried, unsuccessfully, to prove it. Because of his love for puzzles and his sharp mind, he quickly made it to the rank of homicide detective, where he has been ever since.

He is friendly and likes to talk to people (he believes that you can get to know a lot from a person from a brief conversation).

MOM



Streetname: Mom
 Role: Cop
 INT: 7 REF: 7
 ATTR: 5 LUCK: 6
 EMP: 6 PSY: 2

Real name: Mavis Berg
 Speciality: Detective (homicide)
 TECH: 4 COOL: 8
 MA: 6 BODY: 6

DESCRIPTION

Sex: Female
 Ethnic Origin: Jewish-American
 Hair style: tight bun
 Weight: 190 lbs
 Dress & style: Jacket, prefers gray dresses with white blouse

Age: 43
 Hair Color: Salt and pepper
 Height: 5' 6"
 Eye color: Blue
 Distinguishing feature: They don't call her mom for nothing.

PSYCHOLOGICAL

Motivation: Curiosity
 Inmode: Extremely curious.
 Really cares for her friends

Exmode: Motherly nice

SKILLS

Name	Level
AUTHORITY	+4
Handgun	+4
Human Perception	+7
Brawling	+3
Interrogation	+5
Intimidate	+5
Driving	+3
Expert (Law)	+4

Skill	Level
Awareness/Notice	+6
Athletics	+2
Education	+6
Melee	+3
Streetwise	+6
Shadow/Track	+3
Rifle	+2
Persuasion	+6

CYBERWEAR

- Targetting scope; Smartgun link; Motion detector; Cyberoptic (TimeSquare Plus); Chipware Socket.

EQUIPMENT

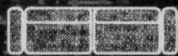
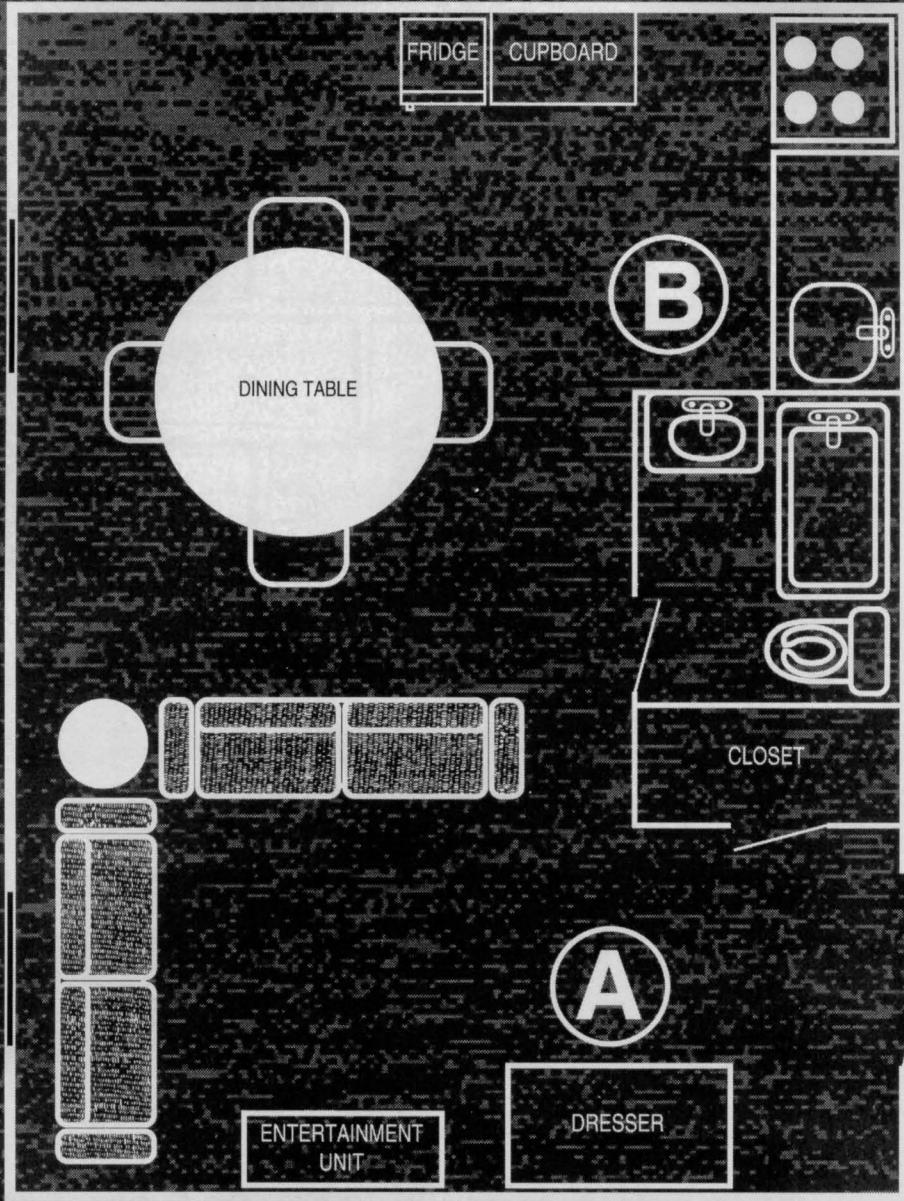
- Sternmeyer Type 35 Heavy pistol; Two-way radio; 2 sets of plastic cuffs; Kevlar armor jacket; Evidence bags(6); Cellular phone; Large shoulder bag (contains various personal effects as well as extra ammo).

BACKGROUND

A member of the NCPD for more than 15 years, Mom is one of the best detective on the force. Having a passion for murder stories since the age of 12, she decided to join the force with a single goal in mind: make it to homicide detective. She is quite happy with figuring out who did it, and does not really enjoy patrolling or doing the arrest proper (she always feel close to someone if she has been on his/her tracks for a while).

Even if Arnold is a murderer, she feels sorry for the poor boy, especially since she knows about his father beating him up.

LOCATION
THE DREIFUS' APARTMENT



SLEEPER SOFA



HARVEY DREIFUS' BODY



TABLE



MARY DREIFUS



WINDOW



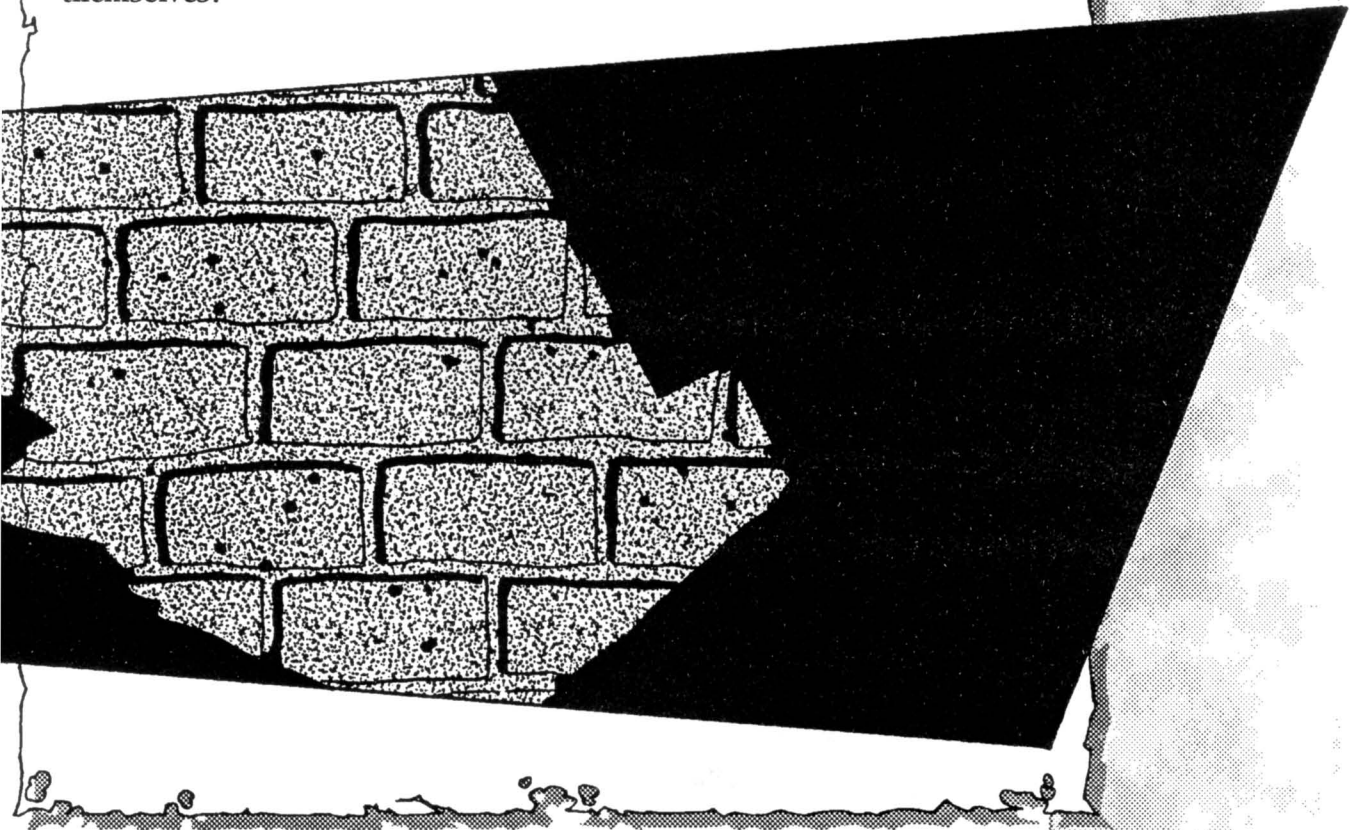
CONCLUSION

LETTING THE CHIPS FALL

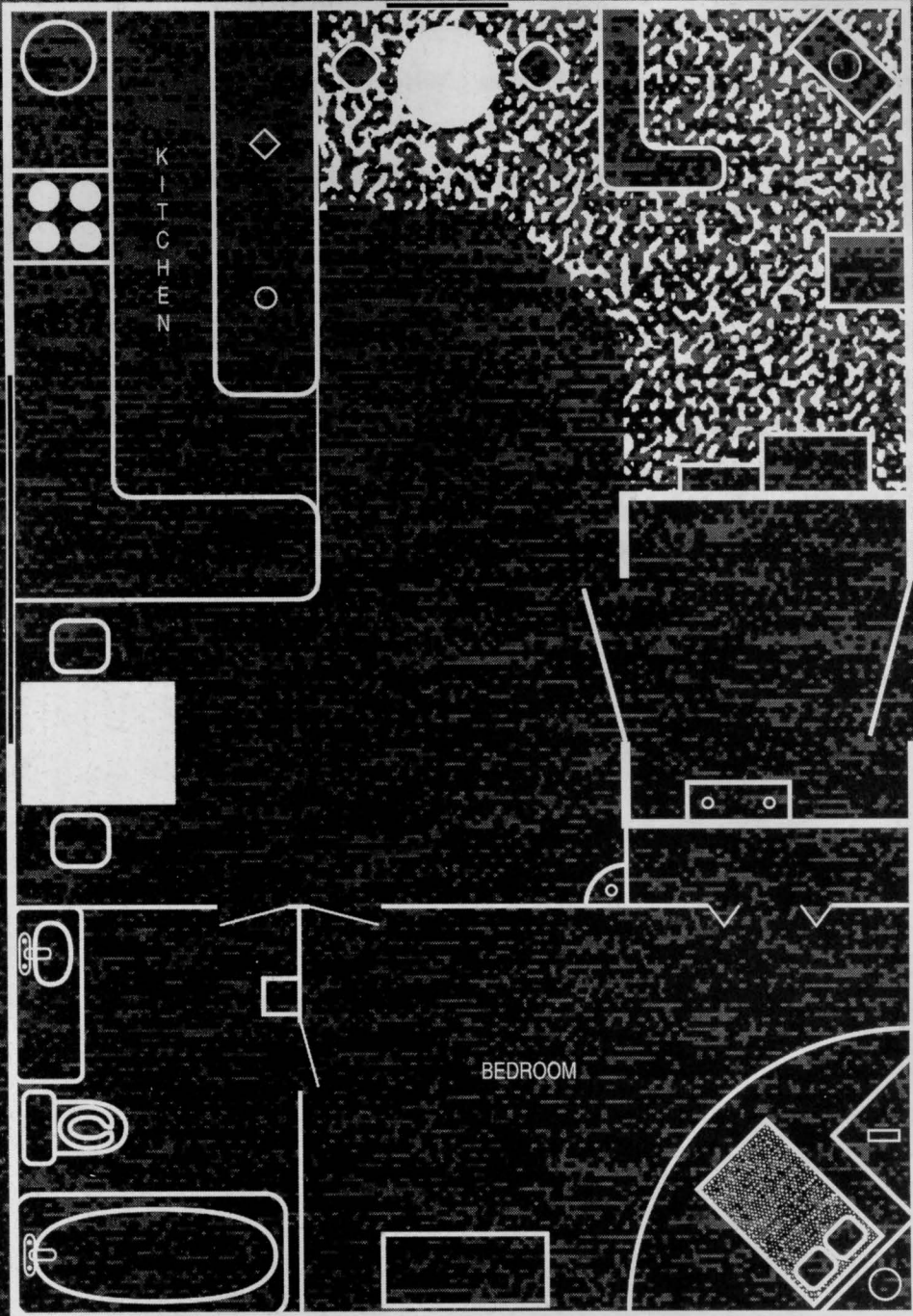
Eventually, either Arnold will be killed or be captured, but one thing is sure, he will not leave the people with whom he came in contact without some memory of him. Some things might pop up in the future of the players, depending on their actions:

- Who is Pierre Bonamie and where is he now? Why did he do the things he did?
- If Arnold is alive, will he ever be "cured" of his childhood traumas? Can his vampire nature be unmade?
- If Arnold died, will anyone try to avenge him?
- If the players are vampires, what are the repercussions of hunting one of their own?

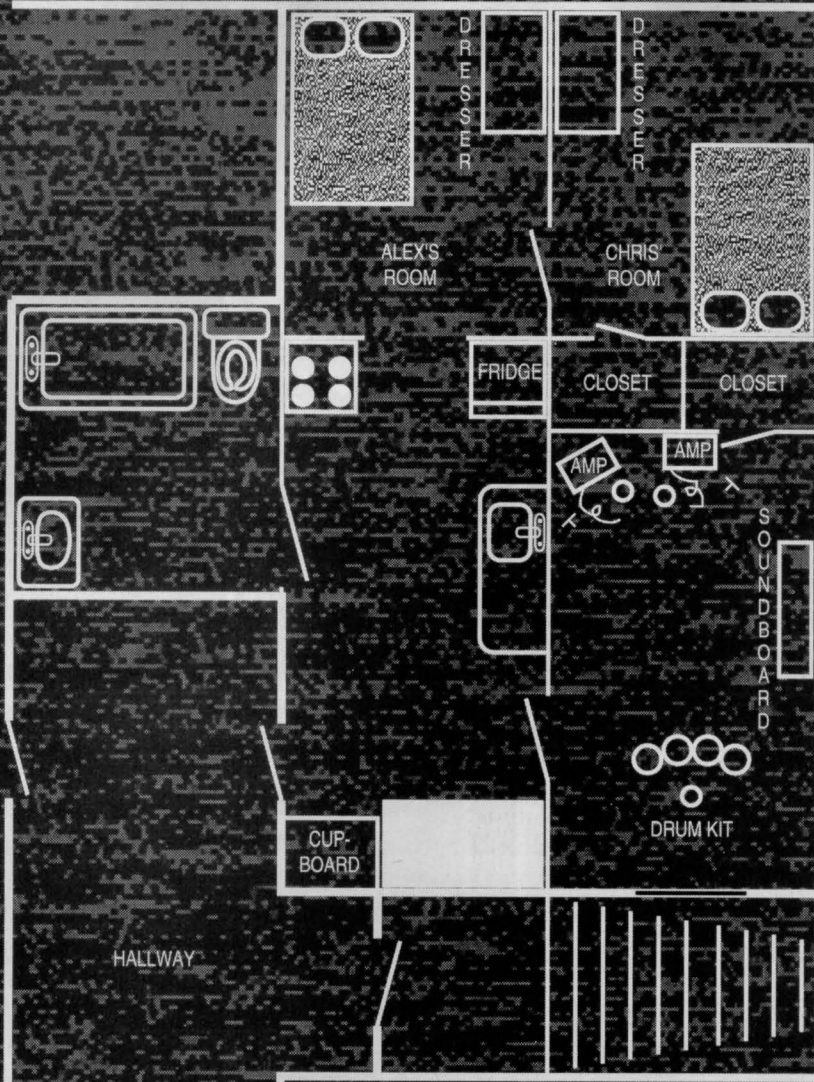
Most of the long lasting effects should be more psychological than physical. After all, even if the kid could have killed you, you do not come unscathed from the killing of a kid. Make sure that what is emphasized in this adventure is the morality of the actions of the PCs as well as those of the NPCs. Is it right to kill someone who might not be psychologically stable, even more a young kid? Who make the murderers, society or themselves?



LOCATION
THE CANDYMAN'S FLAT



LOCATION
THE COMPOUND



WINDOW

STAIRS

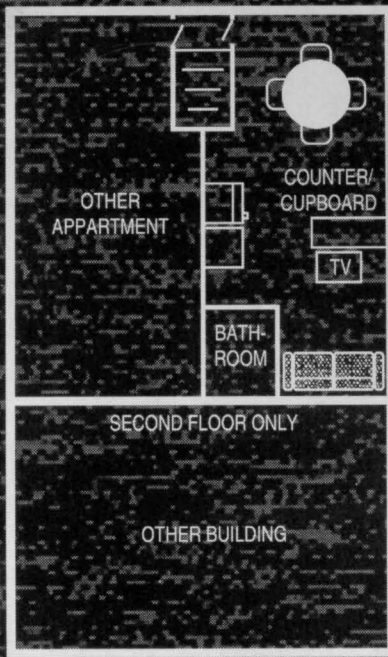
TABLE

GRAVEL ROAD

CONDITION

TRAPPED!

ALLEY



WATER DRIVE

OAK STREET

(A)

(B)

- (A) THE RAT
- (B) EYEBALL
- WINDOW
- COUCH
- TABLE
- DUMPSTER

IANUS GAMES

Sometimes home is not such a sweet place.

Sometimes one might want just a little bit of love and a little bit of control over his destiny.

Sometimes one wishes for more than they can possibly handle.

It all starts with a typical and sad case of domestic disturbance. Of course, as with anything else on this side of the Alternate Reality Universe, things are always a little bit more complicated than they seem at first.

Arnold was a quiet child. He took the beatings his father dealt out to him and his mother without a sound. One day, a stranger asked him if he wanted some power. Arnold said yes. And then Arnold looked for revenge. Against his father. Against any child molestar or wife beater. Who will stop him? The police? The vampires who want to keep secret their presence in Night City? The Hunters? All depends on you. No matter who you are, your life will be changed by this adventure.

HOME FRONT is an Alternate Reality adventure for **CYBERPUNK 2020**. It deals with domestic violence — but with a twist. It contains full background material on each group interacting in the story, and lots of characters.

RECOMMENDED FOR MATURE READERS

IANUS PUBLICATIONS, INC.

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Alternate Reality Adventure

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