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Presents:

THE NOMAD MARKET

LITE EDITION

A complete guide to Night City's Nomad Hub

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This is the Lite version, it does not contain the weapons, equipment or vehicles, all of which can be found on the full version, on separate PDF files (the Ultimate files, and the Nomad Vehicles file), or on the site. For convenience, this PDF contains active links to the Website pages containing them located in the Shopping section.

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THE NOMAD MARKET



Located just southwest of Night City, is the world renowned Nomad Market. This huge gathering is the largest open air bazaar in the world, and while many such markets exist outside other city's, Night City's is the most famous.



The idea is simple, nomads from all over the world come here to buy sell and trade with other road folk. The market is also open to the general public, and many adventurous and enterprising city dwellers come here looking for good deals on everything from fresh fruits and vegetables grown by the agricultural tribes, to fabrics and textiles newly imported from overseas. There are only two entrances into the market itself, as the entire area is surrounded by a hand made reinforced sheet metal wall, 30 feet high. One gate on the northern side is for civilians, the other gate is on the southern side and is for nomads. There



are tents and other living quarters inside the market, but most

tend to sleep in the parking lot with their vehicles if they themselves aren't actively selling. Affiliated nomads stick with their clans and families, tribal leaders and their personal entourages however, are encouraged to reside with their corresponding delegates in their Nations main tent inside the market.



The Nomad Markets were originally created by the Council to combat the ever growing number of violent incidents associated with "wilding" and the Raffan Shiv. Now, by council ruling, any tribesman who don't

have official business inside the city are politely asked to stay in the Market, both for their own safety and that of the nomad community as a whole. Anyone who violates this rule and is arrested by local authorities will be left to their own devices and neither the council, nor their own family heads are allowed to intervene. It may sound harsh, but the general publics opinion of nomads is not very favorable, seeing nomads as either marauding raiders of the road and pirates, or at the very least shifty eyed gypsies out to swindle and steal.





Finally the Markets provide a sense of community and stability that many nomad families find themselves sorely lacking. In addition to the trade area itself, the market also boasts a huge area dedicated solely as campgrounds for the tribesmen come to barter their goods. A giant tent city surrounds the southern portion



of Night Cities market, and contains everything from single man pup tents for individuals, and larger "circus" tents for families and even clans. The market area itself is simply enormous, and is made of everything from simple wooden stalls to large tent enclosed



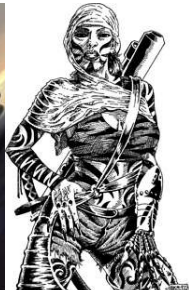
"stores." It's not uncommon to see single individuals with nothing but a blanket on the ground hawking their meager wares. The Nomad market is also a giant black market bazaar, and many urban warriors use it to buy and sell weapons and equipment, book non traceable passage and/or escorts, and of course, information itself. Corporations send scouts into the market, always looking for anything they can get a good deal in mass quantities of. In fact many designer clothing labels were originally manufactured, designed, or imported by nomads.



The ingenuity of nomads at creating whatever they need is fascinating to most city dwelling technicians, and the market is a prime place to



find to innovations and designs. Talent is also scouted here, from drivers and techies, to mercenaries. Life on the road is hard, and to survive you have to be very good at whatever it is you do. Navigating the market is very difficult, as it is always crowded and changes daily as traders come and go. There are very few landmarks, and even fewer permanent structures. There is no organization, and no guarantee whatsoever that just because you found something once that it will be there tomorrow, or even the merchant selling it.



While payment in cash is expected of outsiders, among the community trade is the more accepted form of transaction. Money doesn't come in very handy in the wastelands, but ammo, food, gear and vehicles are always needed. Outsiders are encouraged to trade as well, but also to use common sense, very few nomads will have any use for your 500eb pair of Giovanni pumps. Quality weapons, ammunition, sturdy clothes, armor, vehicles, technology, tools, camping equipment, books... etc. The rule of thumb for what a nomad generally values, simply wonder what you would want to have with you alone in the wilderness.



Outsiders be warned, just as the council has no authority in the city, neither do they accept local police in the market. If you are caught violating the rules in the Market, be warned now, nomad justice is swift, harsh, and often unusual. The nomads in the market police themselves, just as they do on the open road, with Paladins, the chosen enforcers of the nomad community. All seven of the nomad Nations have representatives here, and a council of the highest ranking headsmen from each nation meet twice a week in the center tent to cover policy and settle major disputes. Minor disputes are usually settled by the individual nation heads as they come up.





SOCIETY OF THE MARKET



Life in the Nomad market is like the desert sands, constantly moving and shifting, always changing from one day to the next. In the market itself the hustle and

bustle of people moving from one vendor to the next can be quite unnerving. If you are looking for something specific and hard to find, you can get very frustrated very quickly.

The hundreds of vendors, big and small selling everything from clothes and produce to weapons and drugs, can be an impossible maze to contend with. There is no organization in



the market as far as the merchants go, and only the larger more specialized merchants ever have permanent locations. Add to this that the Market is open 24

hours a day and you get a small taste of the chaos inherent in the Nomad Market. Haggling isn't just optional, it's a way of life here. Only the Statics accept a stated price (which for Static customers is always inflated at least 100%). The Nomad Market is the most culturally and economically diverse social

gathering place in Northern California, and as such it is a celebration of life itself. For Statics, the Market is not only a shopping center, it is a thrill. They see mingling with the nomads as exotic, and this attitude has often been compared to tourists visiting Native American locales. Hand built trinkets and items are especially prized as fashion statements by Statics looking to appear a bit on the wild side. Nomads cultivate this with a grin, knowing the real joke is on the Statics themselves. This

is yet another difference between nomads and Statics, while Statics would most likely be offended by someone ripping their culture, nomads are too pragmatic to get upset, the money generated through these sales is far more important.



Among the nomads in the Market, the actual market itself is a place of business. Trading whatever they can part with for whatever they can get in return, re-supplying for long stretches on the road, and meeting with others going the same direction to make for a larger caravan. The real



celebration is in the camp lot. It is here, among the hundreds of other nomads where the parties take place. Friends reunite, bonfires rage, stories are shared, and music plays on into the night. Many family headman and

tribal elders use this opportunity to share routes and coordinate maps. Outriders and scouts are chosen, alliances are made. In the camp lot nomad entertainment is abundant. They put up temporary theaters in tents, put on plays and concerts, wandering entertainers amuse anyone they come across. The highly social nature within the nomad community is an oddity for any outsider. Children run free through the tents and vehicles, and the parties that stretch into the early morning wild. It shouldn't come as any surprise really, life on the road can get tedious and lonely, and on the road they have



to be ever vigilant of the world around them. The camp lot of the Market is one of the few times that nomads can simply cut loose and relax. Kitchen tents are everywhere, showers and baths are set up, and portable toilets are abundant. Clinics, dentists, grooming facilities, and everything else a nomad could need can be

found. Tattoo parlors are also prevalent, and popular, from people getting their Tribes insignia, to simply expressing themselves. Public nudity is common, as the nomad sensibilities and lifestyle don't frown on such activities.





Adult themed entertainment is also present. Opium dens are common (although the drugs actually are far more varied), makeshift bars are everywhere, as are brothels and gambling tents. Gambling especially is a large part of nomad entertainment. Nomads are known to wager on just about

anything, from standard card and dice games, to the direction a bird will fly. This is fully represented in the Nomad Market. Just outside the western edge of the market are the ruins of a

suburban town, long deserted. The roads of this town and part of the surrounding area have been cordoned off to outside traffic and now serve as the



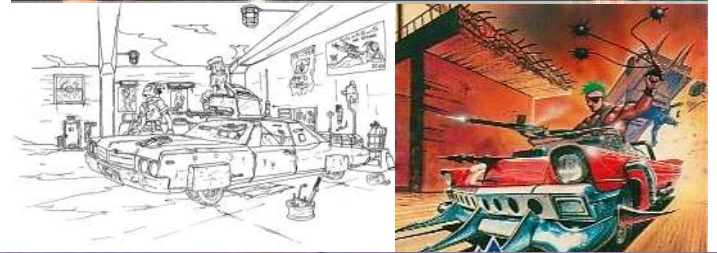
Battle Track. Battle track is a huge no holds barred race open to anyone foolhardy or skilled enough to enter. Racers drive their own vehicles, and the only rule is that and the first to cross the finish line



wins. It is a combat race, and injuries and fatalities are common. Races are held every Sunday, and are one of only two combat sports officially endorsed by the

council. During the week the track is used to settle disputes. Nomads in disagreement race to settle the score. Some see this as a safer alternative to the Dome. Recently the Council has

accepted an exclusive contract with WBN to broadcast the races globally. Wagers on the Battle Track run very high, and the nomad community expects it to generate a lot of revenue.





The Dome is the only other bloodsport officially promoted by the council. The Dome is a very large but simple structure of interconnected pipes, like a larger version of the popular playground apparatus, erected just east of the Council Aerie. Hooks are attached at various points around the dome for an ever varying and exotic selection of weapons for the combatants. Two bungee harnesses are suspended from a pivoting mount on the ceiling, combatants are strapped into these. The rules are simple, 2 men enter, one man leaves. A dome fight is one of four choices available when there is a dispute that can't be solved any other way, Battle Track is another, and for non violent means there is checkers, larger conflicts involving whole families and clans can opt for Juggling. In addition to being used to settle disputes, nightly dome fights between voluntary combatants are also popular. Anyone can enter, and opponents are picked at random from the volunteers. Only melee weapons are allowed, and combatants agree on the stakes before they enter the dome, whether it be to first blood or to the death. Spectators perch on the outside of the dome or watch on one of the many vid monitors scattered throughout the Market. It's a good way for a nomad who knows how to fight to make some quick cash, and a quick reputation, and many of the tribes actually use a persons performance in the dome as an audition for outrider or warrior positions. Deaths in volunteer matches are rare, and are usually only fought till under pre-arranged circumstances, such as first blood, first fall, or till someone concedes, though if both parties agree they can fight to the death. The current champion of the Dome is a young woman named Kim Max. Formerly a Raffen-Shiv, she is now a member of the Storm Riders. She has remained undefeated for 8 months, and has amassed a small fortune in prize money. She has announced that she will fight one more time, then retire to return to the road with the Storm Riders again.





And finally there is the official sport of the nomad community, Juggling. Juggling is a combat sport consisting of two 4 man teams, competing to put a dog skull on the other teams spike. Teams consist of a Quick (the only person

allowed to touch the dog skull, not allowed to carry a weapon, but kicking, biting, punching, and anything else is allowed to put the Skull on the spike), 3 Enforcers (armed with a variety of weapons, usually polearms, or clubs and shields, though any non bladed weapon is allowed, their job is to act as defense for their quick, and as offense to clear the way for him), and a Chain (whose only weapon is a long chain with a weight at the end, usually spiked, any variation is allowed but the chain must be at least 9 feet long, and no longer than 13, his job is to prevent the Quick



from scoring). The rules are simple, The dog skull is placed in the center of the field, the first teams quick to reach it and place it on the opposing teams pike wins. The team with the most plants before time runs out is the winner.



Time is measured in stones, and counted by the time keeper throwing the stones one at a time at a large metal gong. The rules are simple, the game is not. Strategy is every bit as important as strength, and even so the game is simply brutal. Injuries are not just common they are expected, and maiming and death is all too frequent. Most tribes have a Juggler team, and competition is fierce. There are no seasons per se as it is played year round, but there are annual championship tournaments which culminate at the major nomad Gathering. Any time two tribes meet there is usually a match. Here at the Market there are weekly matches. Non nomads are generally not permitted to watch, or participate. As stated this game is brutal, and it has been said that no two Jugglers can fuck after a match, because all you are doing is rubbing wounds together. For tribal



disputes involving more than two people juggling is also a common means of settling things. Juggling is a strictly nomad ritual, they do not allow it to be filmed.



THE LAW OF THE MARKET



In the wastelands the only law is survival of the fittest, what you can keep is yours, alternatively what you can take is yours. In the Market things are calmer, safer, and more civilized.

Through special arrangements and tenuous agreements, City, State and federal law enforcement stay out of the nomad market. The closest they come is to put up a strict checkpoint on the roads the civilians use to get in and out of the market, and a looser one on the southern road the nomads use. Unofficially the Nomad Market is a no man's land, and the government will not try to move in for fear of a full scale and possible nation wide revolt from the nomads. The nomad community and by proxy the Nomad Market have their own rules, and in the market, the only laws enforced are those laid down by the Nomad Council:



kill or rape someone, then the Tribe of the victim has the right to challenge you to combat to the death, if they forfeit that right you are banned for a year. For second offenses, you are also branded. Third offense you are banished for life. If the victim in any of these cases is a Static, you will be handed over to local authorities without question. The Council will tolerate no incident which brings Static law into the Market.



All merchants must have Tribal Sponsorship

While anyone may trade with anyone else in the Market, merchants who set up shop must have a recognized Tribe sponsor them. If you are not affiliated with a recognized Tribe, several offer temporary sponsorship for a price (varies but usually around about 1/10th the Market value of what you are selling). Sponsorship is necessary because if you sell defective products, your Tribe is held responsible.



Violence inside the Market is not permitted, especially against Statics

If you are caught fighting you will be given a choice, settle it by combat or be banished from the Market for a month. If you



Stealing inside the Market is not permitted

If you are caught stealing from anyone in the market, you will be banished for a month, and restitution will be made to the victim of your goods equaling the lost property as closely as possible.

Trading faulty goods, or misrepresenting goods, is not permitted

This is considered the same as stealing and will be dealt with the same way, if you have already left, the consequences will fall on the Tribe that sponsored you.

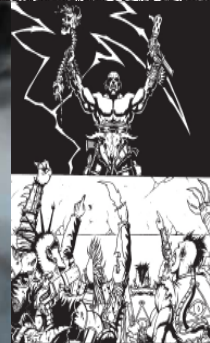
Minor disputes will be settled by the involved families, major disputes will be settled by the Council



If you can't settle a disagreement by yourselves, then your Tribal representative will step in. If the problem is between people of two different Tribes, then the problem will be taken to the council, however the council is very busy, so it had better be important. The word of the Council is final. Any dispute that cannot be solved by any other means will be settled by combat. (Either by Battle Race, The Dome, or Checkers, yes checkers..... this keeps it fair for those who are obviously outclassed. If the two in dispute can't agree which venue to take, a die will be rolled and the choice will be made for them.)

You are responsible for any illegal goods you are caught with after you leave the Market

Once you leave the Market, you are on your own and the local, state, and federal laws apply to you again. If you are caught with drugs, illegal weapons, or any other contraband then expect no help from the Council



Council law is enforced in the Market by the Lawgivers. Lawgivers have cut ties to all tribes and families, and have permanently allied themselves with the Council itself. They are easy to spot, due to their "uniform" of black leather and face masks. In addition to

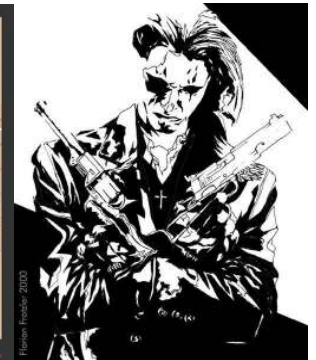


providing door security and manning the defenses on the wall, Lawgivers also roam the market in groups of no less than two at a time. Joining the Lawgivers is simple, and only requires



that you prove your ability to fight, you must have at least five people vouch for you, and you must denounce all other loyalty and swear allegiance to the Council. You must serve the minimum of at least one year (after which time you can

quit any time you wish) and you must be willing to do your job without prejudice. To ensure this, Lawgivers who have been on less than a year are always partnered with someone who has been on at least three years. The senior Lawgiver will be required to make reports to the council on the status and performance of the new member. (Lawgivers have the secondary special ability: Authority, but it only works inside the Nomad Market)





Only one group has authority over the Council, the Paladins. The first Paladin was a retired Hi-Way cop named Sean Wayne whose family was killed by Raffin-Shiv in 2011. For two years he traveled undercover with the nomads trying to find the ones who killed his family. Originally he was bent on revenge towards all nomads, but as he traveled with them he came to understand and embrace their lifestyle.



Eventually he revealed his true identity and decided it was time the nomads had their own brand of justice and order. He became the first Paladin, and wandered the roads and wastelands, helping any who needed him, fighting injustice and villainy wherever he found it. A blacksmith named

Khan forged the first Gunblade for him, presenting it as a token of gratitude for saving his daughter from a corrupt Hi-Way cop. The Gunblade would become the Paladin Badge of office. In 2014 he was wounded while fighting of a band of Raffin-Shiv marauders while the caravan he was traveling with escaped. He managed to run them off, but lost his left arm and the lower half of his right leg in the process. It would have been the end of the Paladins, but his story and his reputation had spread, and he had attracted followers who wished to take up the cause. Five men and women were in that first group, and Wayne spent a year training them. Khan agreed to craft a gunblade for each of them, and any new recruits who felt the calling. As the years passed the reputation of the Paladins grew. Now they are accepted as the only authority on the open road, the



Council has bestowed upon them their full blessings. In the nomad community Paladins have the authority to solve any dispute, enter any vehicle, and join any caravan. Even in Static society there are people who have heard of Paladins, especially among the Hi-Way, who have even been known to work with a Paladin on occasion. Raffin-Shiv on the other hand have an open bounty of 1000eb on any Paladin brought to them alive.

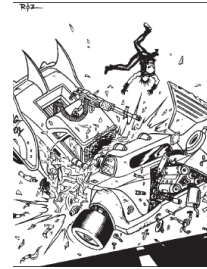


Becoming a Paladin isn't easy. First you must be accepted for training by Wayne, who evaluates you while you train for six months. During this time you are required to permanently cut all ties to family, tribe, and nation. After wards you are assigned to a senior Paladin to act as apprentice for a full 2 years before you become a full fledged Paladin. Your Gunblade is awarded to you after the first six months if you



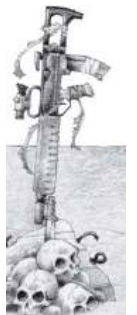
are seen as worthy. Other than the two year apprenticeship, no two Paladins ever travel together. It is a life of solitude and constant danger. It is also a life of grays. Unlike police who have a strict set of laws to guide them, Paladins are expected to

judge each and every situation on its own merits of right and wrong, and necessity. Paladins often travel with others for at least a few days before they continue on their journey, riding with a caravan, or even just another lone wanderer. Forming permanent ties is forbidden, some Paladins take it so far as to vow celibacy. If needed, a Paladin can call for backup from the others, though it rarely happens. Paladins are too scattered, and too hard to contact. Alternatively, a Paladin can "deputize" a posse if the situation requires it. All this talk of authority must be taken in context, a Paladin has no "official" power, and anyone can refuse him, but to do so brings immediate suspicion on anyone who dares, both from the Paladins, and from other nomads. In a city, or anytime he deals with Static society, a Paladin has no power whatsoever. Paladins are required to check in with Wayne for updates and possible assignments every 2 weeks.



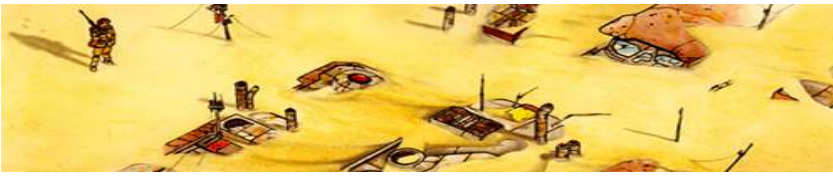
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The Gunblade a Paladin carries, while fully functional as both a firearm and a sword, is more a badge of authority than a primary weapon. It is simply too heavy to be effective (though some nomads do use it almost exclusively somehow). Instead a Paladin usually carries at least a sidearm as his primary weapon. No two Gunblades are ever the same. If a Paladin dies, his Gunblade is to be returned to Wayne Ranch in Texas. Anyone not a Paladin caught carrying a Gunblade by a Paladin may be executed.



Corruption is an ever present threat to the Paladins, and any Paladin found breaking their oath is to be hunted down and executed by the other Paladins. Paladins may retire, but once they do they must turn in their Gunblade. (Paladins have the secondary special ability: Authority, identical to the cop special ability, but it only works in the nomad community.)

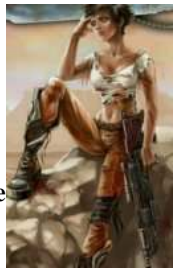




NATIONS AND TRIBES



All walks of nomad life are represented in the Market. It is required by Council that each of the Seven Nomad Nations has a permanent representative at the Nomad Market. These seven men and women are the head of the Nomad Council and are the absolute authority over everything that happens here. They meet privately in the Council Aerie, and convene over the rest of the council in the main pavilion below. All of the recognized tribes have members on the Council, and though only the the seven Nations are required to have permanent representation, many tribal representatives also reside in the Market year round. In fact, the only way for a tribe to be recognized is to have a member on the Council. Raffen-Shiv are not allowed to sit on the Council, nor are any tribes affiliated with them allowed to join.



Each Nation has its own permanent tent, this is where business that is strictly within the nation gets carried out. Tribal leaders bring their motions, complaints, and disputes here. The major tribes also have their own permanent tents, and family leaders bring their concerns and ideas to their Tribal leaders, who in turn bring it to the attention of their Nation representative. Each Nation and the families that make them up, have their own way of deciding on their next representatives, from, simple voting to contests, in some of the smaller families it is actually considered a punishment.



Council meetings themselves are held from Monday through Friday, from 10 am to 6 pm. These meetings are highly disciplined, with each effected member of any resolution getting their turn to speak if they so desire. Shouting matches often break out however, and the entire system can get bogged down very fast. Still it isn't as bad as the U.S. senate or British Parliament, and most disagreements are settled by the end of the day. Any dispute that persists is either settled by the Tribal Champion in combat, or by the Council Heads, whose word is final.





THE SNAKE NATION

The snake nation, being the most disorganized and the largest of the seven nations oddly enough has the least tribal delegates. Tribal delegates affiliated with the Snake nation comprise 8 percent of the Nomad Council. This is in line with their desire to remain free and unburdened.

They see the council as too



similar to the governments that brought about the fall. Still, while they make up only 9 percent of the Council, Snake nation affiliates make up over half over the merchants in the market.

small, with only a few dealers selling brand new wares for cash only, the rest of their presence in the market is made up of recruiters on the lookout for new talent and technology ideas. They also pour more money into the nomad community as a whole than any other source. It is for this reason that Metacorp, the smallest of Nations, has managed to control 25 percent of the Council.



THE JODES

Being the Nation that is most concerned with agriculture, it is no surprise that the Jodes have almost a complete monopoly on fresh produce, pork, sheep, and beef products. They also bring horses and camels to trade at auction. Being the leading agricultural producer, not only among the nomadic community, but in the United States, affords them a measure of influence that exceeds their actual means. While they are not typically warriors, their numbers make up for their lack of combat abilities, and they often procure protection and escort from other more conflict capable tribes. They are also one of the most ethnically and culturally diverse nations. The Jodes control 23 percent of the council.



THE ALDECALDOS



It is well known that the tribes associated with the Aldecaldos specialize in construction, from their contracts to rebuild roads in the Midwest, to their forays into New York and Pittsburgh. The Aldecaldo nation is able to maintain organization while at the same time being loose

enough to flourish as migrant workers, mostly taking on reconstruction work, rebuilding our country after the Collapse. The work is long and slow, and there is a still a long way to go, which works well for them. Because of their contractual status, outgoing attitude, and outspoken ties to the media, the Aldecaldos have managed 15 percent control over the Council.



THE BLOOD NATION

As a nation made up of former gang members and entertainers, it should come as no surprise to anyone that the Bloods control the vast majority of gambling, drugs, and brothels in the Market. The Bloods are also responsible for putting on both the Battle Race and the Dome fights. In addition they are usually the ones setting up theaters in the Camp Lot, and most of the wandering performers are Bloods as well. As far as the council goes, the Bloods tribal affiliate delegates tend to go with the majority when it comes to voting, though they do control about 15 percent of the council on an average day.



THELAS NATION



The Thelas affiliated tribes control the seas, lakes, and rivers. They are the only ones who regularly deal with the forgotten souls in Lost Angeles, (other than the Raffin-Shiv) and any of the corporations who wish to transport their goods over the seas are better

off hiring the Thelas as escorts, if not simply hiring them to do it altogether.. Even Static fisherman often end up allying themselves with the Thelas for protection. It is their importance to world shipping and the fishing industry that has allowed the Thelas to control 14 percent of the council.



METACORP

A nomad Nation only by the loosest definition, Metacorp is still by far the most financially secure. More of a large loosely structured mega corporation than than a nomadic force, Metacorp controls vast sums of money and resources, and is the number one employer of nomads outside of the agricultural field. Meta representatives scour the nomad community for innovative technology ideas, and honest and reliable warriors. Their presence in the Nomad Market is



THE FOLK

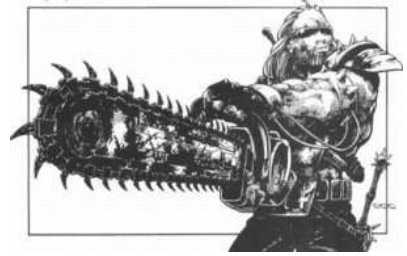
The Folk Nation is the largest force active in the rebuilding of Chicago. And while their affiliates are scattered across the northern midwest, they are mostly based in Illinois. With efforts to rebuild Chicago well underway, the Folk are getting closer to achieving their goal of rejoining Static society, and most of the tribes affiliated are either working with them in Chicago, or in other parts of the country rebuilding the cities hit hardest by the Collapse, all in the hopes of staking their property claims as citizens and owners when the work is done. They are the least active in the Council, with only 5 percent control on average, and usually only vote on matters that pertain directly to them.



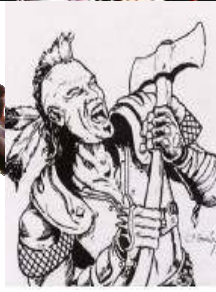
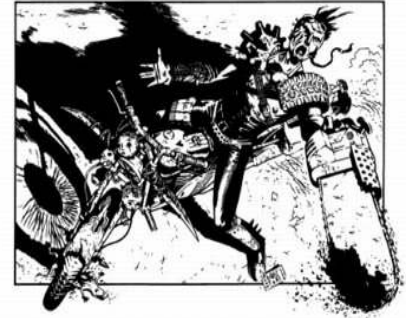


RAFFEN-SHIV

The Raffen-Shiv, both as a nation, and as individual tribes are not allowed seats on the council. This does not stop them from having an influence in the market. Many Raffen-Shiv come to the market to barter their spoils, and it can be quite tense when they are around, especially for nomads of other alliances who have had dealings with them in the past. It is only because the Raffen seem to respect the "holy ground" of the market that their presence is tolerated. That and to keep them out could possibly cause a war the nomad community as a whole can't afford to wage. Still minor problems do come up. There have been many times when normal nomads have recognized a Raffen-



Shiv who attacked them, raped them, or killed a loved one. There have been other times when Raffen have recognized their victims, some even going as far as to let on when and where they will be holding their next slave auction. Grieving parents have been known to go to these auctions and bid on their missing children, only to have the Raffen around them jack up the price so high that it's next to impossible for the parents to match. Or simply killing the parents outright, or their tribe. For this reason any Raffen who come into the Market are watched very carefully by the Lawgivers. The Raffen-Shiv are not fools, they very rarely cause any trouble inside the market, and almost never travel in groups of less than ten.



The Tribes within the varying nations are each unique unto themselves, but most have adopted similar costuming for ease of identification.



TECHNOMANCERS are instantly recognizable, not only because they all wear gas masks or air filters and long robes or coats, but also because they are loaded down with hand made tools and exotic scratch built gadgets. The Technomancers are the number one innovators of nomad technology, and their wares are highly sought after. Their numbers have grown in the last year since their new leader decided they should start actively recruiting people who show the right amount of potential. They are still exceedingly mysterious however. Due to increased funding, and exclusive contracts with Metacorp, some of the simpler Technomancer technology has begun seeing mass production and sales into Static society. Technomancers are the mechanical monks of the new world, wandering the roads in search of new ideas and ways of thinking.



THE GYPSY HEARTS are a relatively new Tribe. Originally they were all Romany, but over the years they have taken on anyone who wanted to join, especially runaways and other lost children. The main point of interest of the Gypsy Hearts is their leader, Luby Derenko, an immigrant romanian. She is gathering a reputation as one of the best Jitte fighters in the nomad community. She teaches it to every member of her tribe who is capable of learning. She personally assigns her best students to take leadership of the smaller packs of her tribe. The art of the knife is very important to the Gypsy Hearts, and you must make your own before you can be accepted as an adult in the tribe. While the knife is the primary weapon of the tribe, they do use guns, as many an unwary marauding band have found to their dismay. Each night at camp is celebrated with music and dance, and the Gypsy Hearts follow the Romany customs very strictly. The Gypsy Hearts are affiliated with the Snake Nation, but have worked with the Aldecaldo's and the Blood's quite often. They avoid tribes associated with the Folk, considering them Gaje, or false gypsies, due to their desire to rejoin static society. They maintain a close friendship with several packs in the Thelas nation, and have been known to work temporarily with Jodes in exchange for food. They spend most of their time in Oregon and Washington, but have been known to travel as far as Iowa.



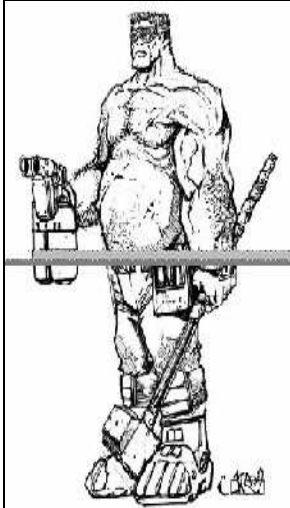
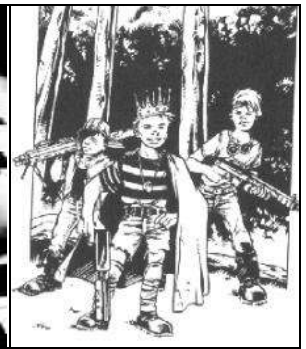


THE STORM RIDERS are one of the largest combat Tribes in the nomad community, outside of the Raffen-Shiv. Unlike the Raffen-Shiv, who are their mortal enemies, the Storm Riders generally don't cause any mayhem, and never target innocents. In fact, they almost exclusively target Raffen-Shiv, hunting down any small packs they can find. The Storm Riders often hire themselves out as escorts, and have a reputation for coming to the rescue of any nomads attacked on the road. Unfortunately they also have been known to come into conflict with Hi-Way, more often than not with deadly results. No one is quite sure of the origins of the Storm Riders, but rumors abound. Stories range from them once being suburban teenagers to former Raffen-Shiv who grew disgusted with the indiscriminate killing and cowardice. What is for sure is that they are highly skilled road warriors, and when not actually moving down the road they are partying. They live every moment of their lives as if it were there last. The Storm riders are loosely affiliated with the Aldecaddo Nation, but have worked with every nation but the Thelas. They have no home territory, but simply go where the roads take them. Their leader is a mystery, nothing is known about him outside the tribe other than his name is Logan Slade.



THE LOST SHEPHERDS are a large tribe based out of Texas, Nevada, and New Mexico. They are the largest camel and horse breeders in the United States. Their leader is an Egyptian who came across just before the mid-east meltdown named Hammid. His skill at tending and caring for camels and horses is the reason for the tribes success. Well, that and his tribes unrivaled skill as guides through the desert. Most of his tribe is made up of native americans and mexicans. They subcontract out scouts to anyone who needs them. They also have advisors on hand to help outfit vehicles and personnel for extended desert survival. The Lost Shepherds have a darker side as well, smuggling immigrants into the country and bringing them into the fold. They employ english teachers to help them blend in, and netrunners to build up fake identification and histories. They are not choosy, and will take anyone's money for this service, even slave traders and terrorists. They are also part of a large network of body smugglers, and if the Jodes find out about it there could be serious repercussions. Obviously they are allied with the Jodes, but have provided their services to every nation, even the Raffen-Shiv. They also work closely with elements of the Thelas nation in their body smuggling ring.



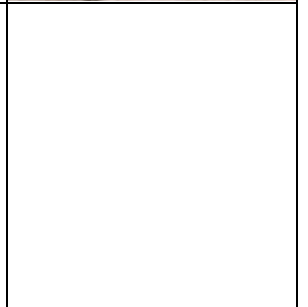
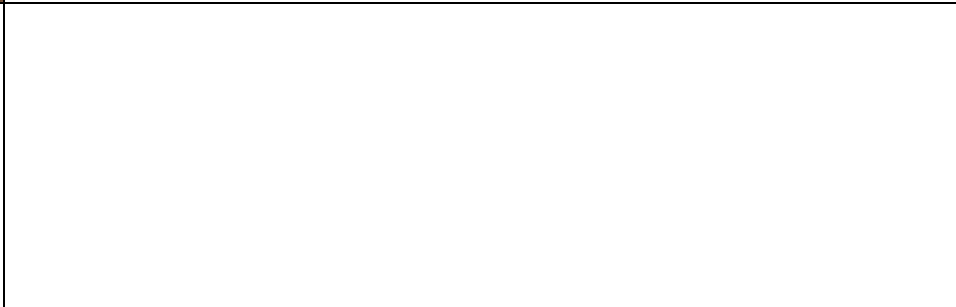
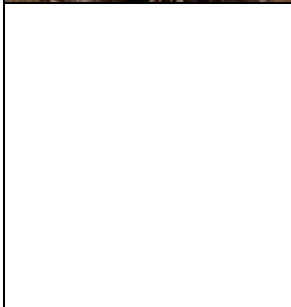


THE FORGOTTEN were originally a group of orphans in Colorado. When the rock hit Colorado Springs the blast caused the orphanage caretaker to have a stroke. When the surrounding area was being evacuated, the orphanage somehow got overlooked in the mountains. All through the region power was out and fires were raging. If that wasn't bad enough, the sky was black from all the dust for miles and miles around. When the rock fell there were 32 children, the oldest was 16, the youngest was 2 months. Convinced they should stay and wait for help, the children dug in. The only thing they could reach were a few abandoned homes and a small grocery store. After two weeks, there was no rescue. They couldn't call out because the phones and everything else was dead, and they were running out of food for the infants. It was decided that the two oldest boys, 15 and 16, should try and reach help. They set out on foot in the darkness leaving the next oldest, a 15 year old girl and a 14 year old boy, in charge. Two hours after they left, the snow started falling, no rescue ever came, and the boys never returned. After 3 days of snowing without respite, it was decided it would be too dangerous to send anyone else out. It was a heart breaking decision, because the food for the babies was gone. Things didn't clear up enough for them to leave the orphanage for 8 months. All of the babies died within the first month, and they were not the only fatalities. Of the 32 children, only 18 survived. When the snow finally cleared and the sun began to shine again, they left the orphanage seeking help at last. It was not to be. Sara, the oldest girl led them down the road, where they were found by a group of half crazed survivors looting through the rubble. Sensing the danger Sara hid the others and approached the men. It was a mistake. The men, in a fit of insanity, attacked her, brutally raped her, and left her for dead. The 14 year old boy Theo, next eldest in line, retrieved her after the men moved on and carried her back to the orphanage. They had no way of knowing that the outside world was still moving on, all they saw was the wasteland. So they snuck round, scavenging for supplies and fortified the orphanage. It was 5 years until they were found, by Malachi Jode of all people, as they were traveling through the area. It was a bitter meeting, and the news that the world outside the area was fine was a hard pill to swallow. The Forgotten, as they were now being called, traveled with the Jodes for two years, relearning how to interact with people again. Then, after an argument with Jode, Sara pulled the rest of the forgotten together and they left, opting to return to Colorado. Now, at 27 Sara is still the oldest member of the tribe and leader, Theo is intensely loyal to her, as are all the original forgotten. None of them have forgiven Static society for their plight, and are hostile to any Statics who try to cross their territories. They have taken it upon themselves to rebuild Colorado with the help of Aldecaldos affiliated tribes in the area. Mostly they act as guides and escorts through the area. They have increased their numbers by taking unwanted or lost children (some even claim they steal children). They are officially Aldecaldos, and have a single delegate at the council, whose only concern is making sure supplies and salvage are brought back and forth from Colorado by the Aldecaldos's.



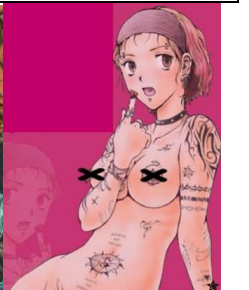
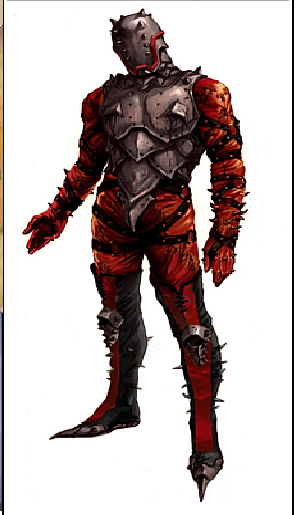


THE KINGSGUARD are a small splinter cell loosely aligned with the Folk Nation. Originally the Kingsguard was a touring renaissance company, traveling the country to the various Renaissance faires. When the collapse hit, interest in these faires died almost completely, and the disposable income to spend there died even faster. Many of these people had done nothing but follow the festivals for years. In the beginning things were rough, and most of the horses ended up as food, then the king of the troupe, a man who was only known by the name Arthur, formulated a plan for survival. They would start a new life style, true to the one they had always dreamed of living. They would live by the code of chivalry, traveling the land as Knights, lords, ladies, squires, jesters, etc., with one small change. Instead of horses, they would use motorcycles. This novelty was original enough to attract crowds to their shows once again. Not large crowds, but enough to keep them fed. And so was born the Knights Errant. Under Arthur's vision, the Knights grew, as more and more people disillusioned with the trappings of modern life and looking for a better way were attracted to the lifestyle the Knights offered. Things went well for a time, then the unthinkable happened. During a show outside of Kansas City, the Raffen Shiv attacked. Since the beginning, the Knights had sworn off firearms (one of the few issues of contention among them) and they were woefully unprepared for the marauders that beset them. In a desperate attempt to move the fight away from the civilian spectators, and non combatants, Arthur chose 3 of his Knights, and ordered the rest to stay behind and evacuate as soon as it was clear. Arthur and his 3 knights then offered themselves as bait, leading the Raffen away from the area. The plan succeeded, but at a cost, neither Arthur nor his 3 Knights survived, slaughtered on the road. The remaining Knights, and the rest of the tribe changed their name to the Kingsguard, to honor Arthur and his knights who made the ultimate sacrifice. Today the Kingsgaurd has grown, with over 200 members. It is ruled by its own council, and the only time any one man has dominion over the tribe is during times of war. The War Chief is a position only won through yearly trial by combat, with the winners of every show being tallied to decide who gets to participate. As much as they can they try to live by the ways set forth by Arthur, and still refer to him as their king, refusing to accept another leader. The knights of the Kingsgaurd wear motorcycle armor, fashioned to resemble that of midievil armor. They make their own armor and weapons, and have a crew of mechanics who maintain their vehicles, especially the bikes. They have created their own society, based on the legends of the knights of old. They generally carry only melee weapons, however they have an arsenal of firearms now, and will never let the tragedy that took Arthur come to pass again. The shows they put on are an important part of their society, jousting and mock combat, with the winners of each show being given special honors and privileges, until the next show of course.





THE HORSEMEN Prosthetic bodies are rare enough in the nomad community, the Horsemen are all full conversions, In fact they are the only recorded family made up exclusively of highly customized full cyborgs. Although they are often associated with the Raffenshiv, the Horsemen claim no nation, and have worked both sides of the fence, as raiders and as escorts. They most often ride alone, and when they do hire on with a tribe, usually as outriders and escorts, they remain only for the duration of the run. Other than being extremely violent and mercenary in nature, not much is known about them. What is known is that the majority of them ride extremely modified motorcycles, boosted for speed with reinforced frames to support their weight. They also always travel with a truck that serves as a repair and maintenance station for both the riders and their bikes. Of course being full borg, they have little requirement for food, shelter or clothing, but they likely have one or two highly skilled techs in their small number. Borg bodies are generally not suitable for the nomad lifestyle, as lack of parts and skilled cyber technicians can make life very difficult in the wastelands, but somehow the Horsemen plow on. Rumors fly in the nomad community that the Horsemen are ex-military, disillusioned vets probably from some special forces team that served in Africa or South America, or that they were once cops, or even escaped criminals who managed to undergo full conversion. Their numbers appear to be between 8 and fifteen strong. The only thing anyone knows for sure is that they will hire on for a price, and that meeting them on the open road is usually a very bad omen.





PERSONALITIES

Just a few of the men and women you may meet in the Nomad Market

CECILIA REYES

AGE: 20
 ROLE: NOMAD
 CHARACTER POINTS: 112
 INT: 5 REF: 9 TECH: 5
 COOL: 4 ATTR: 10
 LUCK: 5 MA: 6 BODY: 7
 EMP: 8

Cecilia's parents were Spanish Jews living in Compton, California. When the quake hit California, in the aftermath of fires and looting, they fled the city and took to the roads. Cecilia had a well-adjusted childhood. Her father would do odd jobs for money while her mother would tell fortunes. A gift Cecilia believes was passed on to her. Around the time she was 16, she struck up with the Gypsy Hearts. Life in the tribe suited her, almost too well. She made the mistake of challenging Lubyra for leadership and was beaten soundly. She left as soon as she could ride, in shame and defeat. Since then, she has traveled with many different groups, but has always remained a Gypsy at heart. She has returned to the Nomad Market in hopes of waiting for the Gypsies and begging to be let back in.

Cecilia is overly self-confident and likes to project an air of mystery. She believes in her fortune-telling abilities and practices openly. She is also well aware of how attractive she is and revels in it. She lives to dance and oozes sensuality in every movement. This has a tendency to get her in trouble as people mistake her body language as a come-on.



DANIEL TALLTREES

AGE: 33
 ROLE: NOMAD
 CHARACTER POINTS: 114
 INT: 7 REF: 9 TECH: 5 COOL: 9
 ATTR: 4
 LUCK: 5 MA: 6 BODY: 10 EMP: 8

Proud members of the Sleeping Wind tribe of Navajo Native Americans, Daniel grew up on a reservation in Arizona. His parents tried their best to give him a modern education, while at the same time teaching him the old ways. When the collapse hit, Daniel's people were well-suited to the change. The entire tribe was living below poverty level, so they didn't notice much.

Eventually, however, the reservation was no longer supported by the government, one of those "lost files" in government funding, and the tribe took the road. As more and more people began fleeing from smaller towns in the wake of the collapse, the Sleeping Wind tribe grew, and eventually allied itself with the Aldecaldos nation. Today the Sleeping Wind tribe is 300 strong, fully two-thirds are Native Americans.

Daniel is a shaman; he gives advice, he treats ailments, and he has visions. He keeps the old ways alive, teaching the new generation as his people taught him. His favorite activity, however, is telling stories. He tells of the great bear and the human beings. He tells of the raven and the snake. But his favorite story is of the great tribe, his people.



JIMMY "RABBIT" WEATHERS

AGE: 26
ROLE: NOMAD
CHARACTER POINTS: 134
INT: 7 REF: 9 TECH: 8 COOL: 6
ATTR: 7
LUCK: 9 MA: 7 BODY: 7 EMP: 7

Rabbit was born on the road, literally. His parents were bikers belonging to Confederate Road, and on a run his mothers water broke, so there on the side of the road, in the dirt, 50 miles from vegas, Rabbit was born. His life didn't change much after that. His parents took the motto "live to ride" seriously. Rabbit has never been inside a school, and he has never worn anything more formal than a pair of new jeans. After the collapse the Confederate Road gang allied itself with the Snake Nation, which is to say it remained independent. Rabbit could care less, he lived by no ones rules but his own. Which isn't to say he is wise, or intelligent, just that he simply cannot sit still, and has as much self control as your average spazztic.



Rabbit is always moving, even when forced to sit, he fidgets constantly. And he simply isn't happy unless he is on his bike. He does however have 2 things going for him. He knows all of the secret smuggler routes along the west coast, Nevada, Texas, and Arizona, and secondly he has the luck of the devil. He is loud, boisterous, not to bright, and usually the cause of any fight he happens to find himself in.

JOSE "ROOSTER" SANCHEZ

AGE: 25
ROLE: NOMAD
CHARACTER POINTS: 110
INT: 7 REF: 9 TECH: 7
COOL: 8 ATTR: 5
LUCK: 4 MA: 9 BOD: 10
EMP: 4

Immigrants from Mexico who found work picking fruit in the U.S., Jose has been a nomad since before anyone knew what a nomad was. His childhood was spent following the crops. It was also spent getting into trouble. He had a knack for attracting problems with local boys, almost always leading to violent altercation. When he became 16 it got so bad that as punishment his parents would force him to ride alone. Little wonder he took to the solitary life as an outrider. When he was 20, Jose's family joined the Aldecaldos nation, and things looked up for a while. But unfortunately, Jose's family was hit on the road by the Raffens Shiv, and everyone was killed, including his mother and two younger sisters, Jose only survived because he was riding point, and blames himself for the entire incident. Now he hires himself out as an outrider to anyone who can pay.



Rooster gets his name from his speed, he is almost impossible to catch, and always seems to be aware of everything around him. His temper has slowed, but when it is raised he is an explosion of violence. Normally however, he is quite, keeps to himself and between jobs he can be found here in the Market, looking for work.

JOSEPH WHITERAVEN

AGE: 34
ROLE: FIXER
CHARACTER POINTS: 129
INT: 10 REF: 9 TECH: 8 COOL: 10
ATTR: 5

LUCK: 4 MA: 6 BODY: 6 EMP: 6
Joseph Whiteraven was born on a Lakota reservation in Oklahoma. He grew up on a cattle ranch, and was riding a horse before he could read. He was happy and content, and then the crash hit. His family could no longer afford to take care of horses, so they sold the ranch for pennies. 18 at the time, Joseph was determined to help his family. He left home and began looking for work only to find the job market completely bare. However, he did find he had a knack for finding people what they wanted. Jo went into business for himself, buying and selling whatever passing nomads had to offer. He excelled at it. He had found his place. After a few years he had managed to save enough money to buy his families ranch back, but decided not to return to them. Instead he joined the nomad community. Opening up a shop in the Nomad Market, trading in goods, information, and anything else, legal or otherwise.



Joseph is cool and self assured. He is a hard man to get get a read on, and he uses that to his advantage. He adopts the affectations and mannerisms of an old gunslinger, and is never seen without his old west style gunbelt on his hip.

JOYCE NIKITA RAMONE

AGE: 16
ROLE: SOLO/NOMAD
CHARACTER POINTS: 104
INT: 10 REF: 10 TECH: 9 COOL: 7
ATTR: 7

LUCK: 4 MA: 4 BODY: 6 EMP: 8
Nikita has never known a life outside the road. She was communally raised among a small family allied with the Jodes, and has no clue who her actual parents are. A.D.D. mixed with a violent temper led her to be somewhat ostracized by other children, and the adults of the community as well. Her childhood was stained with numerous fights, until finally she was removed from the other children altogether and forced to travel with the men as the pack moved from town to town working construction and labor jobs. Soon after her 15th birthday, she was raped by one of the men. Unable to prove her claim, and finding no sympathy, she left the clan, stealing a motorcycle and running off on her own. She wandered around for a time, tagging along with whoever she could for safety. But always her temper would get the better of her and she would find herself alone again. She made her way here to the market, hoping to someday find a place she belongs.



At 16, Nikita is young, but her temper is fierce. She is very stubborn, speaks her mind at all times, and is about as far from ladylike as would seem possible. But underneath it all, she is a lost child, desperately looking for someone to keep her safe. She will latch on to anyone who shows the slightest interest, though her abrasive, demanding, and self conscious attitude is usually too much for anyone to take for long.

DARAVIEN "DAR"

AGE: 17

ROLE: SOLO

CHARACTER POINTS: 123

INT: 8 REF: 10 TECH: 5

COOL: 7 ATTR: 10

LUCK: 8 MA: 6 BODY: 6/10

EMP: 7/5

Dar is a 17 year old girl and partner to Christian Alexander. She has never told anyone where she is from or what her real name is. She has been riding with Christian since she was 15 and has been his lover since the day they met. Normally one would question a man for having relations with a girl so young but this pair are ruthless killers and to ask the wrong question will receive an answer in the form of a knife in your belly and urine on your corpse. These two are ruthless and slaughter happy. The river of blood they leave behind is vast, they only take the dirtiest jobs, and only work so long as it benefits them.

**YURIKO "PINK" HATOYA**

AGE: 20

ROLE: NOMAD

CHARACTER POINTS: 159

INT: 9 REF: 10 TECH: 4

COOL: 7 ATTR: 6

LUCK: 3 MA: 7 BOD: 6

EMP: 7

Pink grew up sailing with the Crimson Waters, a fishing tribe allied with the Thelas Nation, off the gulf of Mexico. Her parents were killed when she was young, and she was raised by the tribe at large. It was a simple life, and she revelled in the open sea. It was not to last however, as corporate fishing trawlers forced their tribe out of the gulf. In a desperate move, the entire tribe sailed to the waters of the california coast, taking up smuggling operations. They had a deal working out of Lost Angeles, and though their new life was dangerous, it was prosperous as well. Eventually Pink decided to find out what dry land had to offer, which brought her here to the Nomad Market.

Pink wants to see the world, as much of it as she possibly can. She is looking to hire on with any outfit traveling the long haul. She has become an accomplished outrider since leaving the sea (which only makes sense since thats what she did on it), and listens intently when anyone she considers knowledgable has anything to say. Pink is a curious girl, which can lead her into trouble, she is also friendly, but will not tolerate disrespect.

**SHARA "LITTLE FOX" CHEHATHA**

AGE: 25

ROLE: NOMAD/TECHIE

CHARACTER POINTS: 120

INT: 6 REF: 10 TECH: 9

COOL: 8 ATTR: 9

LUCK: 3 MA: 5 BODY: 4

EMP: 8

Shara's parents were Indian immigrants who had the misfortune of coming over just before the crash. Abject poverty combined with her parents strict Hindu beliefs made for an unpleasant childhood. Her only joy was found working on engines with her father. It focused her, since the rest of the time she was kept at home, confined to the house or school. She wasn't allowed to join any teams or clubs at school, and had to come straight home, which left her virtually no friends. When she was 15 she was told she could no longer help her father with auto repairs, it wasn't proper for a young lady. That was the final straw. She left home and has never looked back since. She immediately hooked up with a Blood circus convoy, and impressed them with her mechanical aptitude. She traveled with them for a time, learning to knife fight from one of the performers, and keeping their vehicles running. But as soon as she could afford her own bike, she set out on her own.

Shara has no ties to any tribe or nation, but usually will hire on as a mechanic to any group making a long trek. She moves from destination to destination, and will always sleep under the stars if possible. She has two loves in life, engines and the open road. She is outgoing, and makes friends easily.

**BRIAN MORGAN**

TAYLOR "VENGER"

THE BLACK PALADIN

AGE:42

ROLE: NOMAD/SOLO

CHARACTER POINTS:

239

INT: 9 REF: 10/12

TECH: 5 COOL: 10

ATTR: 5

LUCK: 4 MA: 5 BODY:

10 EMP: 6/5

No one knows where "Venger" comes from, or who he really is. One thing they do know, he is one of the most feared of all Raffen Shiv. It is rumored he used to be a Paladin, for he carries a Gunblade. But he is Paladin no more. Some estimate the bounty on his head to be over 500,000. And the Paladins actively hunt him for marring their honor. He leads the Plague, his own personal army of Raffen Shiv, and has waged war campaigns against the reconstruction efforts in Chicago, mostly by terrorizing the roads leading in and out. Why he is here in the Nomad Market is cause for wild speculation. (GM's Venger did indeed used to be a Paladin, one of the first, and according to rumor he may have been responsible for Arthur's death, betraying him out of greed and envy. Venger is a very very dangerous man.)



Venger is one of the most feared warriors on the road, his reign of terror in the midwest has left a body count rumored to be in the hundreds. He is a cold blooded slayer of men, women, and children. His crimes include murder, kidnapping, slavery, rape, and anything else that makes your skin crawl. He is always surrounded by at least 20 of his best men, all ruthless killers.

YAMA HASO

AGE: 22

ROLE: NOMAD/COP

CHARACTER POINTS: 160

INT: 9 REF: 10/8 TECH: 9

COOL: 8 ATTR: 7

LUCK: 5 MA: 7 BODY: 10

EMP: 6

Yama was born to a Korean immigrant. His mother, a prostitute at the time, never even knew the name of the father. When she found out she was pregnant she quit the life, and began saving all her money for the child. She doted on young Yama, raising him in Texas, and giving him the best childhood she could. It worked, Yama grew up with a strong sense of discipline and compassion, he knew right from wrong, and was always quick to step in when someone crossed the line. Fascinated with westerns, Yama joined the highway patrol immediately after high school. The life suited him well, but he couldn't stand the limits placed on him by the law. When word of the Paladins came to him, he quit that very day and dedicated his life to the ideals and code of the Paladins.



Yama is an idealist, he sees things in right and wrong, and he almost obsessively will work to right any injustice he sees. He has been a Paladin for 4 years now, and will most likely remain so until he dies. He is strong willed, with an easy temperament. He is half Caucasian half Korean, and speaks with a thick Texas accent, which seems almost odd.

CHESHIRE

AGE: 25?

ROLE: NOMAD/MEDIA

CHARACTER POINTS: 151

INT: 10/11 REF: 10 TECH: 10

COOL: 10 ATTR: 6

LUCK: 8 MA: 7 BODY: 7

EMP: 5

Cheshire was found unconscious on the side of the road when he was approximately 15 years old by a man named Wallace who ran a traveling bookstore. The boy had no recollection of who he was, or how he came to be on the side of the road. His body was covered with strange scars, and he was wearing a dirty white sweat suit. Not knowing what else to do, he took the boy in, and raised him like a son. Whenever his named was asked, Cheshire could only stuttter Ch-che-che, so Wallace named him Cheshire after the way he smiled whenever he read or learned anything new. The boy had a voracious appetite for books, reading constantly.



Especially Hemmingway and Kerouac. He may not have had any clue who he really was, but he definitely knew who he wanted to be... a write. Still there was something odd about the boy, his intelligence tested off the charts, and his reflexes were uncanny. He was also the most calm person anyone had ever seen. One morning he awoke to find a rattlesnake had crawled into his sleeping bag. He was bitten twice before he could get out of the bag, but never made a sound until he had calmly set the snake free and woken Wallace to drive him to the hospital. He has a smile that would win anyone over, but there is something disturbing about him, something that makes people uneasy. When Wallace died, he left Cheshire his book van and all his worldly possessions. Cheshire traded the van and most of its contents to a large family allied with the Aldecaldo's, and received a laptop with full printing capabilities, a high quality digital camera, and a small safari truck in return. Since then Cheshire has wandered the country, running his own Nomad newspaper called Dust In The Wind, available by feed as well as by the weekly papers he leaves at every rest stop and gas station he comes across. He travels where the wind takes him, writing about everything he sees. Most recently he has joined the Paladins, in order to do a lengthy story via weekly column on them. The only way he could get permission to travel with them on a long basis, was to become one.

Cheshire is friendly and outgoing, willing to talk to anyone, and genuinely interested in everything they have to say. He keeps an unbiased opinion and reserves judgment as long as possible. He only joined the Paladins for the story, but is quickly finding the life suits him.

NAPOLEAN MONTESQUIE

AGE: 26

ROLE: NOMAD

CHARACTER POINTS: 134

INT: 10 REF: 9/12 TECH: 9 COOL: 7 ATTR: 9

LUCK: 7 MA: 8 BODY: 8 EMP: 10/7

Napoleons parents were European smugglers, sailing the high seas and doing anything to turn a profit, at the age of six they traded him to an immigrant nomad community in the ruins of L.A. known as the L.A. Ramblers. He hated the water and stowed away with a land based clan the Ramblers were trading with two weeks later. Upon discovery they made him a family member and he rode with them all over both the California's and Nevada.



**CHRISTIAN
ALEXANDER**
AGE: 31
ROLE:
NOMAD/OUTRIDER/BOU
NTY HUNTER
CHARACTER POINTS:
153



INT: 10 REF: 10/13
TECH: 9 COOL: 10
ATTR: 6
LUCK: 7 MA: 9 BOD:
9/13 EMP: 9/8

Dar's partner and one of the most ruthless violent men alive. Christian was a feral child who was found by a nameless nomad clan. He was raised as best as possible, but Christian simply hated people. Upon reaching 13 he began his career as an outrider, only joining the clan when absolutely necessary. By 19 he realized he hated being tied down to the clan, so he left and worked freelance, hiring out as outrider to whoever was making the longest trips. He has ridden with most of the clans but very few know him personally, even though almost all nomads know of him. He has also become a ruthless bounty hunter, able to track down anyone with only the faintest of trails to guide him. He met Dar in a shit bar in a shit town when she was 15. She was running from some bikers intent on raping her when she bumped into his motorcycle, the bikers took one look at him and ran. Christian himself doesn't know why he decided to let the girl join him...perhaps he was lonely, or perhaps he just needed a woman, but whatever the reason he took her with him. A few miles out of town the bikers and their friends caught up to them, determined to get the girl back and show the stranger who's turf he was on. Christian attacked them, and much to his surprise Dar fought like a hellcat alongside him. The two have been partners and lovers ever since, and they are the only ones either of them can stand. Christian is an opium addict and borderline alcoholic, he is also prone to fits of rage and has only rarely left an opponent alive.

**ALEX "FENRIS"
MICKHAILOVITCH**
AGE: 38
ROLE:
NOMAD/OUTRIDER
CHARACTER POINTS:
210
INT: 8 REF: 9/12 TECH:
9 COOL: 10 ATTR: 6
LUCK: 5 MA: 4 BODY:
9/13 EMP: 7/5



Alex's parents were full blooded Czech, and when the Soviet Union fell they immigrated to America. Alex was 21 when he joined the Army and went to war in South America. When the US packed up their bags he like so many others were left behind. He survived "the long walk" home and soon fell in with a small nomad outfit in the midwest known as the Confederates. He left them because of their racist policies, he had seen to much stupidity already. He wandered from clan to clan joining for brief periods then moving on. He has traveled with every major nomad group on the land, in the air, and above and beneath the sea.

He is quiet and serious all the time, and when not on the road he becomes very restless. He also has a quirky habit of taking the weapons from defeated enemies, and usually carries a duffel bag full of assorted weapons on his bike which he will sell or trade with other nomads.

BREE SANFORD
AGE:20
ROLE: NOMAD
CHARACTER POINTS: 88
INT: 7 REF: 9 TECH: 5 COOL:
6 ATTR: 10
LUCK: 10 MA: 9 BODY: 5 EMP:
7



Bree is nomad, born and raised, her childhood was spent on the road with her family, at first traveling between events such as Burning Man and The Gathering, and the when the collapse hit, her family just kept traveling. Even as a young girl, she was beautiful, and has used her good looks to her advantage for as long as she has been aware of them. This has often led to trouble, but her family is very protective of her, so it rarely gets very far. At one time she had been set to marry the leader of an allied family, but a sneak attack by the Raffen Shiv ended that dream before it could ever begin. Since then she has led fast and free, and is somewhat less than discriminate with her partners.

Bree knows she is pretty, and uses that to its fullest advantage. However she still maintains a generous and pleasant demeanor and is often the only smiling face in a group of sour and bitter nomads.

GALEN WEZ
AGE:23
ROLE: NOMAD/SOLO
CHARACTER POINTS: 140
INT: 8 REF: 10 TECH: 7
COOL: 9 ATTR: 4
LUCK: 5 MA: 6 BODY: 9
EMP: 6



Galen and his family were beset upon by Raffen Shiv when he was a very young child. His father was killed in front of his eyes and his sister and mother were raped to death. Galen himself was spared death, but lived as a slave among the Raffen for years, trading hands between them. When he was 12, his master was caught alone by a group of Stormriders. Finally free Galen joined up with the group and began a life of freedom. Mercilessly hunting down any and all Raffen Shiv he encounters in retribution for the nightmare they made of his life.

Galen is a stern and serious individual, very quiet. He almost never smiles, and laughter from his mouth is almost unheard of. His all consuming hatred of Raffen Shiv is all that keeps him going, and will most likely get him killed.

SAMPLE NOMAD FAMILY



VAL REYNOLDS

AGE: 31

ROLE: NOMAD/SOLO

CHARACTER POINTS: 146

INT: 9 REF: 9 TECH: 4 COOL: 10 ATTR: 7

LUCK: 7 MA: 6 BODY: 7

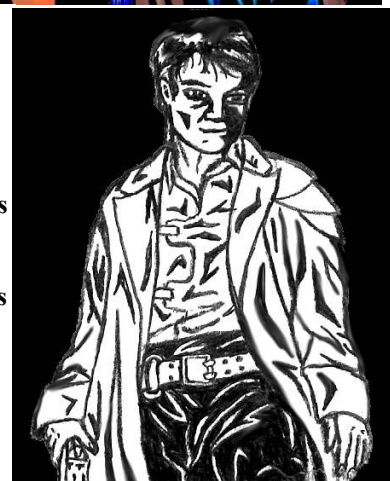
EMP: 7

Val grew up in Texas before the collapse, raised by his loving mother and a crew of about 40 ranch hands. After graduation he left his mothers ranch and enlisted in the military. When the South Am conflict began he quickly began distinguishing himself for his leadership abilities. Unfortunately, he was also one of the thousands left behind when the US pulled out of the war. Val's leadership abilities truly came to light during this period. His unit was one of the ones deployed furthest south, and was quickly cut off from the main body of returning US forces. Playing catch up with low supplies, and no support whatsoever, Val's unit was constantly under attack, and within a matter of days all his superior officers had been killed, and he had risen to the rank of captain by default. The worst losses came during the battle of Serenidad Valley in Central Costa Rica. When moving across the valley, the force of 400 was ambushed by South Am rebels, all but 40 were killed. It was by sheer will alone that Val was able to finally get his surviving men back to the relative safety of the main group for "The Long Walk" home.

After the war, Val could not go back to a society that had failed him and so many of his men. Men who had died for them.

Instead Val kept "walking", the nomad life suited his restless nearly broken soul. Chloe, ever loyal, followed Val through his journeys. After a few years of scrimping and saving, he was able to purchase his own truck which he dubbed the Serenidad. Since then he has managed to gather his own crew, a veritable smorgasboard of misfits and lost causes. Together they represent the epitome of the nomad lifestyle, taking any job that comes their way, especially smuggling runs.

Val is headstrong but cautious, and a surly mood seems to follow him like a dark cloud. Win his trust, and he will fight the demons of hell itself to stand by your side, betray that trust an god help you. Val's personal code of honor is almost idealist in nature, and hearkens back to a day when a mans word was his bond, and you looked your enemies in the face. His honor is more important to him than his life, and his crew is more important to him than anything.



CHLOE "ALLEN" NASH
AGE: 33
ROLE: NOMAD/SOLO
CHARACTER POINTS: 143
INT: 9 REF: 10 TECH: 4
COOL: 9 ATTR: 8
LUCK: 5 MA: 5 BODY: 8
EMP: 7



Chloe grew up in New York on the mean streets of Harlem. As soon as she could she followed in her fathers footsteps and joined the military, looking to go career army. She served under Val Reynolds and was the only survivor of their unit to come out of "The Long Walk." Her loyalty and discipline are unquestioned. After a rocky start, Chloe married the crews driver, Obie Nash, and the two make incredibly affectionate, though often diametrically opposed pair. The opposition between the two balances perfectly however, and they enjoy a successful and committed marriage. Like Val, Chloe no longer has any love for society, the military, or the corporations who abandoned them.

Chloe is also the counterpoint to Val. She is outgoing and affectionate, but in desperate situations she is calm and reserved, tactical in nature. Where Val thinks with his heart and his instinct, Chloe thinks with her head and trusts her experience. Her cold battlefield demeanor is testament to her combat prowess and discipline. She is Vals second in command and most trusted adviser.

OBIE NASH
AGE: 30
ROLE: NOMAD
CHARACTER POINTS: 210
INT: 8 REF: 9/12 TECH: 9
COOL: 10 ATTR: 6
LUCK: 5 MA: 4 BODY: 9/13
EMP: 7/5



Nash was raised in Detroit, and as a child all he knew were cars and pollution. His father was a freelance truck driver, and was never around much, his mother died from lung cancer when he 17. With nothing left to keep him in Detroit, and a strong desire to see the world, he took his mothers car and went on the road, traveling with no destination. He earned his money racing, both on legal tracks and on underground street racing circuits. It wasn't long before he had made a name for himself and gained a reputation as one of the finest drivers on the road, but his career didn't really take off until he started following his old mans footsteps and driving trucks. Right of the bat he had an uncanny knack for getting a truck to do exactly what he needed it to do, pushing it to its limits and beyond.

When Val hired him as the crew driver, Nash was already being courted by several other nomad outfits, but there was something about the Serinidad that called to him. And after a short time together, Nash and Chloe fell in love and were

married. Nash at times has felt a bit threatened and jealous of Chloe's loyalty and devotion to Val, but understand the reason behind it.

Nash is the joker of the crew, his affable demeanor and wacky sense of humor is as invaluable as his driving ability. He is also the first to suggest a non-violent resolution, especially if it involves running. He isn't a coward, he just values the lives of his friends and wife, and would rather them not endanger themselves any more than absolutely necessary.

HAILEY SKYE
AGE: 21
ROLE: TECHIE/NOMAD
CHARACTER POINTS: 120
INT: 8 REF: 7 TECH: 10
COOL: 5 ATTR: 9
LUCK: 8 MA: 6 BODY: 5
EMP: 10



Hailey's father was a grease monkey in Missouri, her mother was a waitress. She spent day and night in her fathers shop, often proving herself a better mechanic than he was. Somehow she just has an affinity with machines, they almost seem to talk to her. During the collapse, she dropped out of school to help her father in the shop. Diesel engines were one of the few things there was a constant need for, as the corporations were the only ones who could regularly travel. When the Serinidad pulled into her fathers shop for repairs, Val was amazed by her aptitude and affinity with the engine. He hired her on as the trucks mechanic immediately, and she has made herself invaluable ever since.

With little formal education, and always covered in grease, she was quite often mistaken for a tomboy even among the crew, however her actual personality is quite girlish, almost innocent. When not covered in oil stained overalls, she is just as likely to be found wearing pink and drawing pictures of Unicorns in front of rainbows. If Val is the head of the crew, Chloe it's right arm, and Nash its legs, Hailey is most definitely its heart. Her smile and optimistic, upbeat attitude never fail to bring warmth to any situation. She is seen almost universally as the little sister to the entire crew, and they go to great lengths to protect her and make her happy. Sue has had a crush on her from the moment they met, but Hailey and Hiram have become an item.

SUE Hobb

AGE: 29

ROLE: SOLO/OUTRIDER

CHARACTER POINTS: 125

INT: 5 REF: 10 TECH: 4 COOL: 7

ATTR: 5

LUCK: 4 MA: 5 BODY: 10

EMP: 5

Born and raised in Biloxi, Sue's parents were avid fans of Johnny Cash. Of course what his parents thought was a good idea actually served only to give reason for constant fighting for the young boy. With a name like Sue he had to be tough. He quickly developed a reputation in his town as fighter and a troublemaker, this tendency only increased with age. At 19 he fell in with a less than savory mercenary crew. Not quite Raffin Shiv, but skirting the line. It was with this group that he attempted a robbery of the Serenidad. Val was able to convince him to turn, and offered him a place on the crew, where he has served loyally (for the most part) ever since.



Sue is a brute, he is uncouth, rude, and afraid of little. However he is also quite cunning and skilled when it comes to combat. Though he would be loathe to admit it, the crew of the Serenidad is the closest thing he has ever known to a true family, other than his mother, who whom he still sends half of his shares. While



Sue is never afraid to say whatever comes to mind, and has the manners of rutting goat, he also has a much bigger heart than anyone would give him credit for. His affection, especially for Hailey, is a closely guarded secret, though his jealousy over her can be glimpsed frequently. Unfortunately, his love for money is almost as great as his love for the crew, and it is possible he may betray them if the money is right. He keeps a large assortment of weapons, and is a little too fond of explosives for Val's tastes, but if you are going to be in a fight, Sue is the man you want standing next to you.

HIRAM MAT

AGE: 22

ROLE: MEDTECH

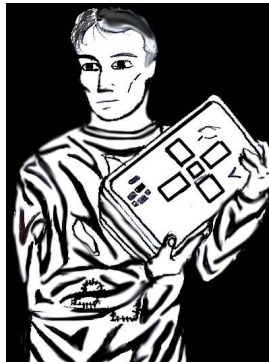
CHARACTER POINTS: 115

INT: 10 REF: 5 TECH: 10 COOL: 5

ATTR: 7

LUCK: 4 MA: 4 BODY: 4 EMP: 8

Hiram and his sister Creek led a happy and fulfilling childhood in the suburbs of Portland. Their family was wealthy and affluent, and they were afforded the finest of educations. From the beginning, Hiram was being groomed for a career in medicine. An advanced student he graduated early, completed his internship 6 months early, and had begun



a lucrative career as a surgeon. However upon hearing of his sisters predicament he dropped everything and hired a group of mercenaries to extract her. Once she was safely out of Biotechnica hands, Hiram took her on the run, with Biotechnica and the Police looking for them both actively. He hired on with the Serenidad as the crews medic in exchange for their protection of his sister.

Hiram is reserved and almost paranoid in his evadance of Biotechnica and the police. He is also very very protective of his sister. He can also be a bit snobbish, as his educated and formal background and refined tastes offer a stark contrast to the rest of the crew. All that aside, he is a gifted surgeon, and his role as the crews medic has been invaluable.

CREEK MAT

AGE: 17

ROLE:

NETRUNNER/SOLO/NOM

AD

CHARACTER POINTS: 137

INT: 10 REF: 10 TECH: 5

COOL: 8 ATTR: 9

LUCK: 5 MA: 7 BODY: 6

EMP: 10

Creek and her brother Hiram led a happy and fulfilling childhood in the suburbs of Portland. Their family was wealthy and affluent, and they were afforded the finest of educations. When she was 12, Creek and her parents were approached by a Biotechnica representative named James Laterne. Laterne offered Creek a place in an advanced new training facility, specializing in meeting the needs of intellectually gifted students and challenging them to their full potential. She would be given full scholarship and more. Seeing this as a wonderful opportunity Creeks parents gave their consent and the young girl was shipped off.



Unfortunately it was a hoax perpetrated by Biotechnica, who had been gathering several of the brightest young minds around the country. Funded by the military, the program had Creek kept in Braindance over 18 hours a day, even during her sleep she was constantly bombarded with stimuli. Hew few waking hours were spent undergoing rigorous physical conditioning, often with her in a zombie like state. Biotechnicas mistake however came when they began her training as a netrunner. It allowed her to bypass the security clearances and send a message out to her brother. It also allowed her access to Biotechnicas top secret genetics research project. When she escaped, with the aid of her brother, she did so with a head full of classified data that could potentially ruin the corporation, and they have hunted her ever since.

Unfortunately, because of the near zombie like state of her consciousness during her time with Biotechnica due to constant stimulation and lack of real sleep, Creek's memories are fragmented, and her personality itself is slightly schizophrenic, if not manic.

Creek is an enigma, going from long periods where she makes no noise at all, to outbursts of absolute childlike glee. In motion and personality she resembles a cat. She is prone to moments of utterly bizarre, and sometimes violent behavior, alternating with moments of rare insight far beyond her years. She is a mystery, and Hiram and the rest of the crew are desperate to bring solace to this young girl and keep her safe. Her skill as a netrunner is amazing, she has an almost intuitive connection to the information net. She also shows signs of incredible combat aptitude. The life of a nomad however, seems to bring a peace, the open road, the ever changing landscape, always meeting new people, these things bring out the best in her.

IRENE SARRAH

AGE: 30
ROLE: FIXER/NOMAD
CHARACTER POINTS: 130
INT: 8 REF: 5 TECH: 6 COOL:
10 ATTR: 10
LUCK: 4 MA: 4 BODY: 5 EMP:
8

Irene grew up under the tutelage of an all girls academy, from the earliest age she was groomed for life in high society and as a courtesan. To her parents, wealthy socialites from Europe, the importance of "being proper" was paramount. Irene was being groomed for marriage, her education in the arts, philosophy, and in etiquette all suited to make her the perfect socialite wife. When it was announced that she had been arranged to marry an heir to the the English throne, she rebelled. She fled her school, taking only what she could stuff into her personal AV-7 and emptying her account. Her flight brought her to America, constantly on the run from her parents. She sold the AV-7 and bought a truck, which the nomads have since heavily customized. In utter defiance of the "proper" and ordered way of life her parents had arranged for her, Irene began selling herself as a high priced escort. When she realized that they would find her if she set roots down anywhere, she decided instead to live on the road, drifting from one place to the next. But life on the road is dangerous and so she formed a contract with the Serenidad and Val. For a healthy stipend, she would



travel with them, and call the truck her home, and they would provide protection for her.

Regardless of her rebellion from her parents, Irene is well mannered, has exquisite taste, and impeccable grace. Her clients include statesmen, politicians, corporate executives, and other men and women of power and influence, which has allowed her to open doors that would otherwise be barred from the crew of the Serenidad. She has assumed an almost motherly role among the crew, and her relationship with Val, while unconsumated, is apparent for everyone but the two involved.

FLOCK "REV" PAGES

AGE: 52
ROLE: ROCKERBOY/NOMAD
CHARACTER POINTS: 210
INT: 8 REF: 7 TECH: 7
COOL: 6 ATTR: 5
LUCK: 4 MA: 3 BODY: 5
EMP: 10

Much of "Rev's" life is a secret. It is known however that he grew up in Chicago and is one of the lucky few who made it out before the disaster there. It is also rumored that he is purposely hiding something, and is running from his past. Rumors abound that he is anything from a former secret service agent or Le-Div enforcer, to a former member of special forces, and even a former top level mafia hitman. These rumors are only fueled by his apparent knowledge of martial arts, weapons training, and government procedure and protocol. He also has used his name and identification to gain access to static hospitals and even free imprisoned crewmates from static jails. What is certain is that he has embraced religion, and now sees it as his mission to bring the word of God to the nomad community. His personal beliefs however are a bit harder to define. He carried on him at all times a bible, a Quran, and a Torah, and seems to refer to all three when administering his teachings. Often when asked what religion he is, he will only reply "I am a man of God."



Rev has taken a vow on non-violence, and appears to be a master of Lee Kwan Choo, a martial art with no offensive moves. Rev is the conscience of the crew, and his wisdom and guidance a heavily relied upon during times of distress. He is passive and wise, and open to discussion with anyone of an open mind. He is the first to suggest a non-violent resolution. If conflict cannot be avoided, he will fight to wound, never to kill.

THE SERENIDAD



Top Speed:	140 mph	Acc/Decc:	12/25
Crew:	3	Range:	450mi
Passengers:	8	Cargo:	90tons
Maneuver:	-2	SDP:	140
SP:	25	Type:	Heavy Truck
Mass:	19tons	Starting Bid:	NFS

A custom built truck used by Val and his crew as both mobile home and business. The Serenidad is heavily armored and built on a Mack frame. The trailer is is mechanized and when stopped will actually widen to allow for more room. In retracted mode, the kitchen, med bay, bathroom and armory are still accessible. In its open mode there is an additional communal eating area, and 6 private rooms. The truck itself features its own bunk, slept in by Nash and Chloe, a navigation/communications suite manned by Creek, a roof mounted hatch with a pop-up M2HB manned by Chloe, and the shotgun seat manned occupied by Val, with the drivers seat left to Nash. The truck itself has many hidey holes used for smuggling, these areas are shielded and incredibly hard to spot (A/N 30). The Serenidad is more than just a home or vehicle, in many ways it is part of the crew itself, and is loved as dearly. When larger loads are required, the crew merely attaches another trailer, and it is not uncommon for the truck to be seen hauling as many as 3 extra trailers. Irene will often dock her nomad customized AV-4 to the roof of the trailer and underneath the side doors on either side of the trailer are retracting mounting brackets to hold up to four outrider bikes. Direct access is possible from the truck to trailer.

SPECIAL EQUIPMENT: Truck- fold down double bed (bunk style), fridge, microwave, military radio, radar, gps, Satellite link, cybermodem, full entertainment suite, armor plating, ram bar, roof hatch with concealed retracting M2HB turret,

Trailer - Family size distillation kit, 50 gallon water tank, exterior faucet with shower attachment, full kitchen, med bay equipped for full surgery and trauma, armor plating, under side escape hatch, roof hatch, detachable tow bar for Irene's truck.

Outrider bike 1

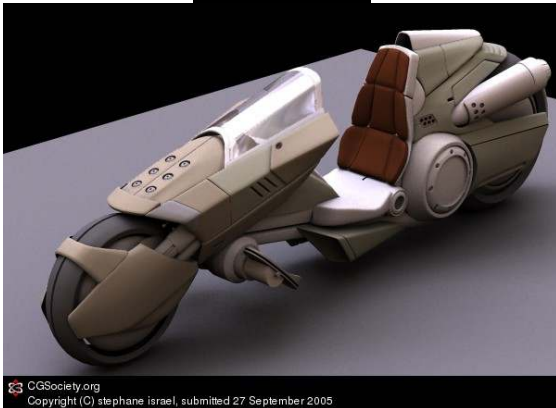


This is Sue's bike, and is heavily armed to defend the Serenidad. The weapons are removable, and are usually stored in one of the smuggling hidey holes on the truck. Sue is extremely jealous of this bike, and really hates anyone other than Hailey even touching it. Unfortunately due to abuse it is frequently in need of repair.

Top Speed:	260 mph	Acc/Decc:	33/45
Crew:	1	Range:	350mi
Passengers:	0	Cargo:	40KG
Maneuver:	+1	SDP:	40
SP:	20	Type:	cycle
Mass:	260kg	Starting bid:	NFS

SPECIAL EQUIPMENT: audio entertainment suite, digital control surface, GPS, Military radio, Cybernetic linkage, 2" rocket pods x2 (HVY / -2 / P / 6D10 / 7 / 1-7 / VR) .50cal Browning M2HB x2 (HVY / 0 / N / P / 6d10 (12.7mm) / 100 / 10 / VR).

Outrider bike 2



Val's bike, unarmed but very fast.

Top Speed:	200 mph	Acc/Decc:	35/45
Crew:	1	Range:	320mi
Passengers:	0	Cargo:	20KG
Maneuver:	+3	SDP:	40
SP:	10	Type:	cycle
Mass:	220kg	Starting bid:	NFS

SPECIAL EQUIPMENT: limited off-road capability, military radio

Outrider bike 3

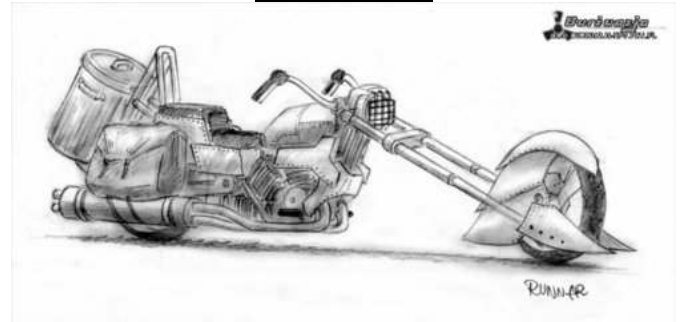


A dirt bike, frequently Sue will choose this bike over his own, especially in rough terrain.

Top Speed:	120 mph	Acc/Decc:	28/45
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	0KG
Maneuver:	+3	SDP:	40
SP:	5	Type:	cycle
Mass:	160kg	Starting bid:	NFS

SPECIAL EQUIPMENT: off-road capability, military radio

Outrider bike 4



Taken from a downed Raffen Shiv, this bike is "up-for-grabs" by any of the crew who need it.

Top Speed:	120 mph	Acc/Decc:	20/45
Crew:	1	Range:	350mi
Passengers:	1	Cargo:	120KG
Maneuver:	+1	SDP:	40
SP:	5	Type:	cycle
Mass:	160kg	Starting bid:	NFS

SPECIAL EQUIPMENT: off-road capability, military radio

IRENE'S TRUCK



Irene used to drive a van, very customized and comfortable, however after an unfortunate incident with the Raffin Shiv she has been forced to make due with this truck. She is saving her money now to buy a new Van, as meeting clients in this truck presents a very awkward situation. As soon as she can she will sell this vehicle, commonly referred to as "The Ladies Monstrosity". When Irene isn't actively using this vehicle, it is pulled along behind the Serenidad via a tow assembly.

Top Speed:	120 mph	Acc/Decc:	28/45
Crew:	1	Range:	300mi
Passengers:	1	Cargo:	0KG
Maneuver:	+3	SDP:	40
SP:	20	Type:	cycle
Mass:	160kg	Starting bid:	NFS (yet)

SPECIAL EQUIPMENT: off-road capability, military radio, armor plating,

SHOPPING



The stalls, stores, and vendors of the Nomad Market. All the wonders of the world can be found here. Enjoy a small sample of what the nomad market has to offer. Fresh fruit and produce, fresh meat and fish, imported spices and exotic cuisine. From the latest knock off fashions from Europe and Asia, to black market munitions. What follows here is just a taste, and only nomad-made items will be shown. While you can find anything in the market, these are some of the unique hand-made (or home-grown) items you won't find anywhere else in the world. Some of them are simple, jury-rigged devices, but some of them are pure art. While necessity is the cornerstone of nomad life, some of the finest artists and craftsmen are wanderers. You will see that many of the items listed in the following pages are priced, this price is just a basis to compare to, since most of the business done in the market is by trade. It is also important to note that the prices listed are very very loose guesses, as it is simply part of a nomad's nature to haggle.



CLOTHING AND ARMOR

WEAPONS

GEAR

CYBERNETICS

WANDERING JOE'S USED VEHICLE AUCTION

INSPIRATION

This page is dedicated to all the bits of inspiration I found handy or just awesome....



FILMS & TELEVISION

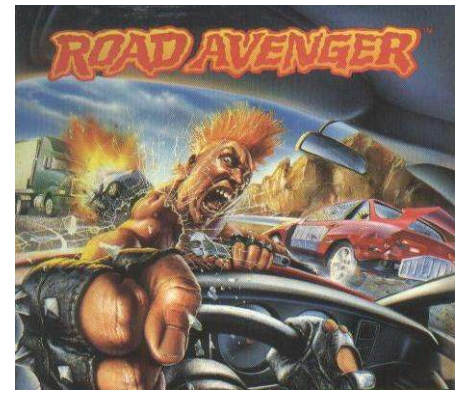
Mad Max Trilogy
 Spacehunter
 A Boy and His Dog
Metalstorm: The Destruction of Jared Synn
 Battletank
 Tank Girl
 Waterworld
 Equalizer / Defender 2000
 Interzone
 Grotesque
Rockit: Final Executioner
 Rush & Rush 2
 Postman
Warl of the Lost World
 Damnation Alley
Warlords of the 21st Century
 Death Race 2000
 Escape from New York
 The Last Warrior

Escape From LA
 Neon City
 Jeremiah
 Six String Samurai
 Cyborg
 The New Barbarians
 Stryker
 Solar Babies
 Urban Warriors
 Exterminators 3000
 Land Of The Dead
 Cherry 3000
Fist Of The North Star
 The Lawless Land
 Blood of Heroes
 Highwayman
 Knightrider 2020

ANIME
 Trigun
 Fist Of The North Star
 Dragonstaff
 Windaria
 Genesis Climber Mospeada
 Nausicaa
 Gunm
 Saiyuki
 X
 Cowboy Bebop



COMICS & MANGA
 Hex
 Waterworld
 Snake Plisskin
 Fist Of The North Star
 Legend Of Mother Sarah
 Trigon
 Jeremiah
 Scout
 Ex-Mutants
 Dragon Chiang
 Southern Cross
 Exterminators
 Grendell
 Car Warriors



Video Games
 Road Avenger
 Outlander
 Wasteland
 Twisted Metal



D20 Apocalypse
 Rifts
 Twilight 2000
 Car Wars
 Truck Battles
 Macho Women With Guns

RPG's
 Deadlands: Hell On Earth
 Mad Police
 Cyberspace
 Road War
 Redline
 Dark Future

Truck Stop
 Street Fighter
 Autoduel
 Battlecars
 Road Kill Rally
 Wreckage

Written By Deric "D" Bernier, images from Deric "D" Bernier, Mad Max, The Road Warrior, Mad Max Beyond Theunderdome, Warriors of the 21st Century, Spacehunter, Battletruck, Damnation Alley, Metalstorm: The Destruction of Jared Synn, Warriors of the Lost World, Transformers, Death Race 2000, Warhammer, Neon City, Akira, Tank Girl, Dragon Staff, Final Fantasy, Tempus Fugitive, Dragon Chiang, Nausicaa, Porco Russo, Windaria, Red Skies, Waterworld, Ghost in the Shell, GITS: Stand Alone Complex, GITS: Innocence, The Fifth Element, Ghost Rider, The Postman, The New Barbarians, Back To The Future 2, Car Warriors, GI Joe, Mad Police, Corvette Summer, Gunm, Star Wars, Applesseed, Truck Battles, Buckaroo Banzai, Solar Babies, Spy Hunter, Genesis Climber Mospeada, Urban Warriors, Exterminators 3000, Urban Warriors, Cyberpunk 2020, Deadlands: Hell On Earth, Rifts, Gurps, Macho Women With Guns, Mekton, Ratbike zone, Cyberspace, Road War, Street Fighter, D20 Future, D20 Apocalypse, Road Avenger, Redline, Dark Future, Twilight 2000, The Lawless Land, and various other unknown films, anime, comics, artists, and car customizers.

For more of the best Cyberpunk 2020 goodness available, go to

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<http://datafortress2020.110mb.com/>

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