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Jericho Jones

By Colin A. Steele

Editing and comments by Winterfrost

As the author states below, this is obviously not a "fully fleshed-out adventure." Though I have not run my players through this scenario, I have read through it and there is obviously a lot of work still to be done on the GM's part. At a glance, I would say that the NPCs are the major area in need of work. In my campaign, nothing is written in stone until I say it is, so obviously if the NPCs' stats seem in need of modification, I'll do it on-the-fly (the players haven't read the stats, right?), but in this case it is obvious that the NPCs were probably generated using CyberNPC or a similar utility. The character points are completely disproportionate to the character descriptions, the skills are ridiculous to say the least (Rocko looks like he'd be a better University professor than a fixer, and how many Solos do you know that would have *Botany* and *Paint or Draw* as skills of note?), and the cyberware is obviously limited and fairly uninventive. Don't get me wrong, I'm not trying to paint the author in a bad light -- he gives us fair warning that Jericho Jones isn't meant to be a masterpiece -- I'm just trying to give a prospective GM advance warning that a fair amount of preparation is needed. But at the very least you have a foundation to go on. If I have one criticism, though it does give the "typical" edgerunner many moments to bail out with the cash, it seems to play on the PCs' "sympathetic" sides which I just don't find very plausible, so the motivation would need a little work, at least in my campaign. I would also appreciate any additions, comments, etc. on this adventure for other GMs who may spot it on this site. Enjoy!

- Winterfrost

From the Author

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This is not meant to be a fully fleshed-out adventure. There are many gaping holes, that you, the GM, are gonna have to fill. My intention was to create a framework which was sufficiently fleshed out to be useful, but flexible enough to be adapted to your campaign. If you find this adventure useful, please let me know. It would really make me psyched. Also, if you have additions, corrections, side-plots, other characters, etc., that you use in running "Jericho Jones", or that you think would fit nicely in the story, [please send 'em this way](#). I'll incorporate them and publish them in the second edition. Thanks, and enjoy.

Jericho Jones

Rocko, a small-time fixer known to one party member, contacts the party with a "favor" to ask. He has a client, Malachi Jones, who needs to have his son returned to him. To emphasize the "favor" appeal, make one of the characters, preferably a nomad, somehow owe a favor to Malachi Jones. If the characters are stupid enough to do this as a "favor", Rocko pockets a big wad of cash. If the characters are smart, Rocko makes them the real offer. His client offers 10,000 eb for the return of Jericho Jones, the son of Malachi Jones, the chief of the Jones Tribe. Jericho is hiding out in Sky Mesa, with the tribe of nomads living in the area.

The characters accept the job and travel to Sky Mesa. They arrive in the middle of a firefight. The tribe of nomads living in Sky Mesa is getting the shit kicked out of 'em by the local wastelanders, the Fury. Jericho is

nowhere to be seen. If the characters look *specifically* at the Fury's tactics, they'll notice that the Fury is being semi-methodical, as if looking for someone. The characters join in on the side of the Sky Mesa tribe, of course, and eventually chase off the Fury. Again, if the characters are being careful and keeping their eyes open, they'll see part of the Fury gang hops in an AV-4 (an extremely odd possession for a wastelander gang). The AV-4 has no markings, and it speeds off into the night before the characters can do anything more. The rest of the Fury takes off on cyberbikes.

The massacre is a sight. Women and children are just so much lunchmeat. Many RV's and trailers are ablaze. If the characters are helpful, offering medical aid, etc., they will be taken to see Jericho. Play the massacre up for maximum compassion effect (**Edgerunners... compassionate...? Well, maybe some... - W**). When the characters meet Jericho he explains that he and his father, Malachi, had a huge falling-out last year, and Jericho has been at Sky Mesa ever since. Jericho was trying to prove to his father that **Kruger Bioprime**, a mid-size multinational, is bad news. It's obvious that Jericho is a righteous dude. He cares about people, and is trying to create a better life for the people of Sky Mesa. In fact, he's the de facto leader of the Sky Mesa tribe. You ask, "Why is Jericho down on **Kruger**, when **Kruger Bioprime** has been downright friendly with the Jones Tribe?" As part of a "multicultural activism campaign" to "improve the public's perception of **Kruger Bioprime**" they have been helping the Jones Tribe fight to regain some land titles to property in Salt Lick. Jericho never bought the corp's bullshit. He has always suspected something more sinister, but hasn't been able to prove anything. To boot, the corp has been winning some of the court battles, and the Jones Tribe now has legal rights to some property in Salt Lick. That makes it even harder for Jericho to talk sense to Malachi.

Jericho lays the cards on the table. He asks the characters to help him find the dirt on **Kruger**. If the characters are of the mind just to collect their money, Jericho will outbid his father, offering to double their fee. Of course, he's full of it. The Sky Mesa tribe can only pay about 1/2 of the 10,000 eb the characters were originally offered for the job. But anyhow, Jericho'll play both on the characters pocketbook sense, and on their sense of justice. And, he adds, if they can indeed turn the tables on **Kruger Bioprime**, the Sky Mesa tribe will "owe them". Now if the characters just want to bag Jericho, fine. Let 'em. They'll have no problem bringing him in to 'ole Pop. They'll collect their fee, and head off into the sunset. What they won't know is that the Sky Mesa tribe springs Jericho from incarceration in the Jones tribe. Much later, they'll read in the news about what **Kruger Bioprime** is really doing in Salt Lick.

The Real Fax

Kruger Bioprime is bad news. They've got Malachi Jones on the payroll, keeping him quiet and rich, while they wrestle deeds out of the legal system and into Malachi's hands. Don't even ask what they're doing to the unwitting members of the Jones tribe.

The story goes something like this: With some serious hush money, **Kruger** convinced Malachi to let them build a secret R&D/training base on one of the parcels of land. The base was completed over a year ago and code-named *Cadence Canyon*. The original purpose of the base was lost when a violent internal coup put Katherine Washington (**the former CEO? - W**) in power at **Kruger**. A smart **Kruger** exec, by the name of Charles Marsh, was bucking to get a promotion to associate VP, and took over as the *Cadence Canyon* project leader. He realized that *Cadence* is in the middle of nowhere, and has a more or less captive population. It's perfect for dumping hazardous waste, new product testing, covert op training, you name it! Mr. Marsh sent several memos around to this effect, which is perfect dirt for Jericho to dig up. If he can.

Kruger planned to use the Jones tribe for product testing/op training, and they've made good on the plan, so far. Malachi doesn't know it, but the corp has already been testing a new virus on a small segment of the Joneses. The virus hasn't broken out yet, but it's a new form of anthrax which cannot live in soil. (Perfect for military applications!) About 10% of the tribe is infected. **Kruger** plans to try out their cure on 1/2 of the infected 10%, and let the other half die to see how effective the virus is. (**Kruger** doesn't know it yet, but their manufacturing process is for shit, and this is the only run of the virus that will be useful. It'll take them about another year to produce a second batch.) Although Malachi doesn't know about the virus, he suspects something might be up. **Kruger** knows this, and when Malachi reaches the breaking point, which they know he will, they'll waste him. Then, according to some keen legalese, the deeds revert to **Kruger**. Imagine that! (**If this is the case, why don't they just kill him outright? Why do they have to wait for him to reach "the breaking point?" Perhaps it will only revert if Malachi proves to be incompetent/incapable of proper management? Obviously if he snapped, becoming violent -- which would be his obvious outlet for his frustrations as he wouldn't trust the establishment to settle such a thing -- it would prove this. I'd try something along those lines. Just a suggestion...**)

- W) Then, **Kruger** can do whatever they please with the Jones tribe. Through their two moles in the Jones tribe, **Kruger** learned that Jericho was trying to dis 'em. Wanting to protect their investment, **Kruger** ordered Malachi to "lean" on the Sky Mesa tribe (to have Jericho returned? - W). So, Malachi hired the Fury. Big mistake. The Fury was too cybered-up and psychoed-out for Malachi to control. Plus, their leader is kinda greedy. So, when **Kruger** asked them to go ahead and waste Jericho, for 10,000 eb they didn't think twice. They took it upon themselves to wipe out the Sky Mesa tribe, and put Jericho's head on a stick in front of their leader's tent. Malachi realized his mistake, and, wanting to save his son, hired the characters to kidnap him. He doesn't know that the Fury are playing both ends against the middle.

Diggin'

So, the characters team up with Jericho Jones! Now the fun starts. They've got to get some dirt on **Kruger**, ASAP. The Fury are planning another raid on Sky Mesa, and have some scouts observing the movements of the tribe. If the characters move Jericho, the Fury will know about it, and will attack at the first opportune moment. Otherwise, they'll stage an attack on the Sky Mesa camp the night following. Perceptive characters will know that a) the Fury were using an AV-4, and b) they were hunting for someone. If the characters make a point of it, one of the Sky Mesa bunch will volunteer a few digital photos of the AV-4, taken during the raid. The characters may decide to analyze these. Another clue: if there are any bodies of Furies, perceptive characters who make a coupla' skill checks will find out that the Furies are sporting some keen new cyberware. Finally, if there are any living Furies, they might be interrogated to reveal some useful clues. All of the clues will point the characters back towards a particular fixer in Night City. From that fixer, they'll be able to make the connection to **Kruger Bioprime**.

A Thousand Words

The photo analysis will yield a vehicle ID number - but only after some serious skill checks, time and cash. The characters can try it themselves, using *Photo & Film* skill a program called DigiDesigner Pro, and 8 hours. Or, they can call in some contacts to have it done, for about 2000 eb. Once they locate the contact and upload the photos, it'll take 2 hours. If they use a contact, success is guaranteed (but don't tell them this). The vehicle ID can be tracked down to a AV-4 reported stolen from a **Kruger Bioprime** branch office in Night City six months ago. Included in the NCPD files concerning the case are some interesting clues. The case notes indicate that at the scene of the crime, investigators found the tag symbol of the gang known as the Icemen. No gang members could be apprehended for questioning, so the lead was never properly pursued. In addition, a pattern of vehicle theft was developing, though not necessarily correlated with the Icemen. AVs and expensive cars were disappearing at a fairly high rate, for about 3 months around the time that this particular AV-4 was stolen.

The next step for the characters might be to find and question some Icemen. This should be fairly difficult. The Icemen are a small gang whose primary reason for existence is to supply the members with enough cash to support their drug of choice - Ice. Ice is a little-know, highly addictive hallucinogen. The users can be easily identified by one of the drug's side effects - the user's skin temperature is significantly lower than normal. With some streetdeal and some luck, they might be able to hook up with Frost, the leader, and chief junkie, of the Icemen. From her, the characters might be able to find out that Micky hired the Icemen to do most of the vehicle theft, including the AV-4 in question. Then again, Frost might just decide that the Icemen need to have some fun, and jam on the characters heads! GM's discretion on this one.

Furious

If there were any of the Fury still alive, the characters might want to squeeze a little information out of them. None of the 'dorphed out Furies is going to be of much value, but each successful *Interrogation*, *Intimidation* or other related skill check (Average difficulty - 15) will yield one of the following clues:

1. Zap was in Night City two weekends ago
2. A bunch of Furies got treated to lots of shiny new cybergear at a place called "Rael's" in Night City.
3. Zap stole the AV while he was in Night City.

4. Zap and part of the gang did a road trip to Salt Lick three weeks ago. While there, Zap said he had business to take care of and left for a couple of days.
5. Zap says we're supposed to kill Jericho Jones.
6. Zap's input, Jet, broke up with him last week and moved to Night City.

Clue #1 can be used to search police records to find that a person matching Zap's description was picked up on disturbing the peace charges in a Night City club called the **Rainbow Nights**. The characters might be able to find out from a savvy waitress that Zap was seen talking biz in the corner with Micky the fixer. Clue #6 can be used to track down Jet, and find out from her that Zap got a big wad of cash from "some fixer" to "waste Jericho Jones".

Bright Lights

If the characters check out the cyberware on the dead Furies, and make an Average (15) *CyberTech* skill check, they'll determine that it's of local manufacture, and find out its serial number. They can chase that down by either making the right connections (for 200 eb and an Average *Streetwise* or *Easy Streetdeal* skill check) or by a Difficult *CyberTech* skill check. The designer is Rael Sanchez, a Night City ripperdoc operating out of **Rael's Bodysculpting and Tattoo**. (p. 98 in *Night City Sourcebook*). Time to head into the city! Note that the Fury is too dense to report the characters' movements to **Kruger Bioprime**. Their laced-out brains are filled with only one thought -- ultraviolence on Jericho Jones. If the characters pay a visit to **Rael's Bodysculpting**, and make an Average (15) *Awareness/Notice* skill check, they'll see that Rael has some concealed security cameras. If they grease Rael's palm enough, or intimidate, or whatever, he'll let them take a peek at the footage taken when the Furies came to visit. After about 2 hours of watching the Furies bounce around the clinic, harass other customers, and have black cyberware installed, they'll catch Zap, the Furies' leader, say to Rael, "Good thing Micky gave us cash!" Hmm.

You're So Fine

Characters who are fixers and are familiar with Night City will automatically have heard of Micky. Characters with *Streetwise* skill will recognize her name on a successful skill check of Average difficulty. Micky is a fairly well-known edgerunner who works primarily out of a dingy gym on the edge of the Zone. To get info from Micky our heroes will either have to pay, bully, or hack her datasystem. It'll take some serious finagling to see Micky, in any case. If Jericho is with the characters, she'll take off and order her bodyguards to kill Jericho. If not, she'll demand 12,000 eb for the information. She can be bargained down as far as 5,000 eb. Or the characters can try *Intimidate*, *Persuasion/Fast Talk*, *Seduction*, *Interrogation*, etc. But, she's one tough cookie, and her bodyguards won't take kindly to interrogation or intimidation. The characters could also try to wrest the data from Micky's data systems. One way or another, the characters find out from Micky that Charles Marsh hired her to deal with the Fury. (Jericho's fears are indeed true!) Micky has done other work for Mr. Marsh and **Kruger Bioprime**, including the vehicle roundup carried out by the Icemen. Furthermore, she knows that Charles is working on some sort of secret base. She doesn't know where. She'll even reveal that Malachi Jones is paying the Fury to lean on the Sky Mesa tribe. Micky thinks this is a truly amusing state of affairs.

Jericho's reaction to the information Micky provides is a mixed one. Jericho is outraged at the news that his own father hired the wastelanders to rough up the Sky Mesa tribe. He also doesn't understand why. Jericho is properly justified, and not unsurprised when he learns that **Kruger Bioprime** is trying to kill him. It only hardens his resolve to make Malachi see the light. The real question is, do the characters think their job is done? If the characters are of a mind to teach **Kruger** a lesson, then just push on. Of course, Jericho feels that this is just tip of the iceberg, and that they should try to push a bit further. He'll try his best to persuade them to do so, and if he can't, he'll vow to "do it on his own" if he has to. Once again, the GM should play this up for maximum compassion/anti-establishment/potential-monetary-gain effect. If the characters bag out, fine. Jericho promises to send his brother to pay them (which he'll do, but only with 5,000 eb.) They'll read about the battle that Jericho, the Joneses, and the Sky Mesa tribe fight against the **Kruger** ops at *Cadence Canyon*. If the characters want to continue, then Jericho decides it's time to tell Malachi. He'll travel home to Salt Lick, and meet his father, who is overjoyed to see him. They'll go have a heart-to-heart. Since Malachi doesn't know that the characters are working for Jericho, unless they told him, he'll credit the characters' accounts with 10,000 eb. If they don't have an account, he'll surreptitiously slip 'em the cash. Either way, they won't find out about it until

after the next episode in the adventure. Malachi and Jericho will emerge a couple of hours later, and call an emergency meeting. The Sky Mesa tribe will travel down to Salt Lick to join in.

The War Council

The chiefs of the Jones tribe and the Sky Mesa tribe have decided to let the cat out of the bag. Malachi will announce, with great shame, the whole story about **Kruger** to the tribes. He tells them about the secret base, and about his suspicions. Jericho tells them about the **Kruger** connection to the Fury attacks. The tribes are incensed! A quick vote is taken by the tribes, and the decision is unanimous: they must rid Salt Lick of **Kruger Bioprime**. They begin to draw up their plans to do so. Malachi takes the characters aside, and thanks them for returning his son. He tells them about their payment, and tells them, gravely, that he is forever in their debt for saving Jericho. He informs them that they are not obligated to join in the battle against the *Cadence Canyon* base. He offers them a car to return them to Night City, turns on his heel, and leaves. Now, what kind of people are the characters? Here's the real test. Do they leave the battered tribes to fight alone against the sinister **Kruger Bioprime**? They might. In fact, it's really good theatrics if they do, and then have second thoughts, and come screaming back into the middle of the firefight at *Cadence Canyon*, just in time to turn the tide against the highly trained **Kruger** ops. But, if they don't, that's OK too. They'll read about the horrendous battle at the podunk town of Salt Lick, and the allegations of the Jones tribe that they were used as guinea pigs. Jericho will call them three days later from a hospital bed, and tell them that their payment is on the way. He also tells them that the tribes discovered that the corp had infected some tribe members with the virus, and that they had gotten the cure from a lab in the base. He thanks them, and hangs up. The next day, an AV-4 -- the same one that the Fury was using -- shows up, and a Sky Mesa nomad hands 'em the keys. **(As some sort of payment, I assume? I'm sure the Sky Mesa nomads could do with a good AV-4, stolen or not. - W)**

Cadence Canyon

The Jones and Sky Mesa tribes may have some difficulty in their attack, because the **Kruger** facility is well guarded. *Cadence Canyon* is at the end of a dirt road, off of what used to be highway 145. Highway 145 winds out of Salt Lick to the north, towards the foothills. It's a narrow, two lane asphalt road badly in need of repair. Boulders, rocky outcroppings, and bare earth surround the base, and the only cover is a few scraggly trees and bushes. The tribes plan to attack at 1 am. The Jones' weatherman predicts it will be a moonless night, so the nomads may be able to surprise the guards and effect a successful break-in. Jericho will lead a hand-picked band of Sky Mesa nomads in a stealthy rear attack, while Malachi will take a much larger group and use them in a frontal assault.

There are 6 guards, 2 "Section 7's" (highly trained security ops), a research team of 9, 4 administrative personnel, and 2 executives at *Cadence Canyon*. A fairly sophisticated electronic surveillance network monitors the facility at all times, which the nomads will have to defeat or circumvent in order to get in. It is a two-floor facility, with the labs on the ground floor, and the offices on the second floor. There is an AV pad on the roof, and the security team makes regular patrols in the AV (about every hour and a half). The rest of the details are up to the GM...

Cast of Characters

As I mentioned in my comments above, I'm not impressed with these NPCs. They need a lot of work if they are to have any sort of reasonably important role in the adventure. I would recommend going over them with a fine-toothed-comb before play, but I have marked what I feel are the obvious trouble spots below with an asterisk (*) or comment. - W

ROCKO

ROLE: Fixer (50 Char. Pts)

INT: 7 REF: 5 TECH: 5 COOL: 5 ATTR: 4 LUCK: 8 MA: 9 BODY: 4 EMP: 3 RUN/RND: 27 LEAP: 6 LIFT: 160 CRRY: 40 BTM: -1 IP: 0 SAVE: 4 REP: 0

CAREER SKILLS: Streetdeal: +2, Intimidate: +8, Persuasion/ Fast Talk: +4, Awareness/Notice: +3, Brawling: +2, Handgun: +3, Melee: +3, Forgery: +4, Pick Lock: +5, Pick Pocket: +6

*PICK-UP SKILLS: Interview: +1, Anthropology: +2, Composition: +1, Geology: +1, Hide/Evade: +1, Zoology: +1, Archery: +1, Martial Art(_____): +1, Pilot Gyro: +1, Cyberdeck Design: +1, Electronics: +1

CYBERWARE: CyberAudio (Radio Splice, Digital Recording Link), Slice 'n Dice: Right Hand (2D6)

ARMOR: Hvy. Armor Jacket (EV: -2, SP20) **(EV: -2 with a REF 5? Risk-taker... - W)**
WEAPONS: H&K MPK-11 (SMG +0 L C 4D6+1 30 20 ST 200m) **(And no SMG skill to use it. - W)**

MALACHI JONES

ROLE: Nomad (65 Char. Pts)

INT: 6 REF: 10 TECH: 5 COOL: 7 ATTR: 7 LUCK: 7 MA: 6 BODY: 8 EMP: 9 RUN/RND: 18 LEAP: 4 LIFT: 320 CRRY: 80 BTM: -3 IP: 0 SAVE: 8 REP: 0

CAREER SKILLS: *Family: +5, Endurance: +4, Awareness/Notice: +3, Wilderness Survival: +1, Athletics: +9, Brawling: +2, Driving: +3, Melee: +4, Rifle: +3, Basic Tech: +6

*PICK-UP SKILLS: Strength Feat: +1, Swimming: +1, Interrogation: +1, Oratory: +1, Human Perception: +1, Interview: +1, Accounting: +1, Shadow/Track: +1, Stock Market: +1, Fencing: +1, Martial Art(_____): +1, Pilot Dirigible: +1, AV Tech: +1, First Aid: +1, Forgery: +1, Pick Pocket: +1

CYBERWARE: Right CyberOptic (IR)

ARMOR: Flack Vest (EV:-1 SP20)

*WEAPONS: Dai Lung Streetmaster (PIS +0 J E 2D6+3 12 2 UR 50m), H&K MP-2013 (SMG +1 J C 2D6+3 30 32 ST 150m)

JERICHO JONES

ROLE: Nomad (65 Char. Pts)

INT: 7 REF: 10 TECH: 10 COOL: 5 ATTR: 10 LUCK: 3 MA: 8 BODY: 5 EMP: 7 RUN/RND: 24 LEAP: 6 LIFT: 200 CRRY: 50 BTM: -2 IP: 0 SAVE: 5 REP: 0

CAREER SKILLS: Family: +5, Endurance: +2, Awareness/Notice: +4, Wilderness Survival: +3, Athletics: +6, Brawling: +3, Driving: +5, Melee: +1, Rifle: +5, Basic Tech: +6

PICK-UP SKILLS: Resist Torture/Drugs: +1, Streetwise: +1, Social: +1, Accounting: +2, Hide/Evade: +3, Library Search: +1, Stock Market: +1, AV Tech: +3, Disguise: +1, Electronic Security: +3

CYBERWARE: CyberAudio (Wearman), Rippers (2D6), Right CyberOptic (IR)

*ARMOR: Kevlar T-Shirt (SP10)

*WEAPONS: Militech Arms Avenger (PIS +0 J E 2D6+1 10 2 VR 50m)

CALEB JONES (whose role in this adventure is apparently up to the GM, as he doesn't appear in the above..? - W)

ROLE: Nomad (63 Char. Pts)

INT: 6 REF: 10 TECH: 9 COOL: 4 ATTR: 2 LUCK: 9 MA: 10 BODY: 6 EMP: 7 RUN/RND: 30 LEAP: 7 LIFT: 240 CRRY: 60 BTM: -2 IP: 0 SAVE: 6 REP: 0

CAREER SKILLS: Family: +3, Endurance: +2, Awareness/Notice: +8, Wilderness Survival: +5, Athletics: +3, Brawling: +3, Driving: +3, Melee: +4, Rifle: +5, Basic Tech: +4

PICK-UP SKILLS: Strength Feat: +3, Oratory: +1, Social: +1, Botany: +1, Education & Gen. Knowledge: +1, History: +1, Stock Market: +1, System Knowledge: +1, Dodge/Escape: +1, Submachinegun: +2, Forgery: +2, Gyro Tech: +1

CYBERWARE: Right CyberOptic (Camera), Left CyberOptic (TS), Sandevistan Speedware

ARMOR: Hvy. Armor Jacket (EV: -2, SP20)

WEAPONS: H&K MPK-11 (SMG +0 L C 4D6+1 30 20 ST 200m)

MICKY THE FIXER (I believe Micky needs a fair amount of attention from the GM if you really need to know her stats. Colin describes her as a "fairly well-known edgerunner" yet she has a REF of 0, as everyone else, and a Streetdeal of +5, and at only 53 Character Points isn't likely, at least in my campaign, to be fairly well-known. Or at least not for very long... - W.)

*ROLE: Fixer (53 Char. Pts)

INT: 7 REF: 4 TECH: 6 COOL: 8 ATTR: 3 LUCK: 10 MA: 3 BODY: 2 EMP: 10 RUN/RND: 9 LEAP: 2 LIFT: 80 CRRY: 20 BTM: 0 IP: 0 SAVE: 2 REP: 0

CAREER SKILLS: Streetdeal: +5, Intimidate: +6, Persuasion/Fast Talk: +3, Awareness/Notice: +5, Brawling: +3, Handgun: +2, Melee: +3, Forgery: +4, Pick Lock: +5, Pick Pocket: +4

*PICK-UP SKILLS: Endurance: +1, Swimming: +1, Oratory: +1, Chemistry: +1, Composition: +1, Library Search: +1, Physics: +1, Programming: +1, Stock Market: +1, Martial Art(_____): +1, Pilot Gyro: +1

CYBERWARE: Right CyberOptic (IR), CyberAudio (Wearman), Rippers (2D6)

ARMOR: Spiked Leather Jacket (SP5)

WEAPONS: Federated Arms X-22 (PIS +0 J E 1D6+1 10 2 ST 50m) **(There isn't necessarily a need for a fixer to carry a gun with proper help, but if you're going to, do it in style! This is the sort of gun a junior high student carries, not a well-known street felon - W)**

MICKY'S BODYGUARDS (More proof for Micky's obvious need for Divine Intervention. These guys couldn't guard a tube of polident in an old-folks home. Maybe they're here for comic relief? - W)

ROLE: Solo (49 Char. Pts) *

INT: 9 REF: 9 TECH: 3 COOL: 3 (As it says above, "her bodyguards won't take kindly to interrogation or intimidation", obviously this is because they will get too scared themselves! - W) ATTR: 2 LUCK: 9 MA: 3 BODY: 6 EMP: 5 RUN/RND: 9 LEAP: 2 LIFT: 240 CRRY: 60 BTM: -2 IP: 0 SAVE: 6 REP: 0 (I should hope so... - W)

CAREER SKILLS: Combat Sense: +4, Awareness/Notice: +4, Athletics: +5, Handgun: +7, Martial Art(____): +5, Melee: +1, Rifle: +4, Stealth: +2, Submachinegun: +7, Weaponsmith: +1

PICK-UP SKILLS: Swimming: +1, Intimidate: +1, Seduction: +1, Social: +1, Botany: +1, Chemistry: +1, Shadow/Track: +1, Dodge/Escapes: +2, Operate Hvy. Machinery: +1, Paint or Draw: +1, Photo and Film: +1 (Paint or Draw, Botany, and Photo and Film? Puh-leeze... These are NPC Solos! - W)

CYBERWARE Right CyberOptics (IR), Kerenzikov Boosterware (+1), Vampires (1D6/3)

ARMOR: Light Armor Jacket (SP14)

WEAPONS: Fabrica D'Armes M2012 (RIF +2 N P 6D6+2 30 4 VR 400m), Dai Lung Cybermag 15 (PIS -1 P C 1D6+1 10 2 UR 50m), Sternmeyer SMG 12 (SMG -1 L E 3D6 30 15 VR 200m), H&K MP-2013 (SMG +1 J C 2D6+3 30 32 ST 150m) (Drop the Dai Lung, what's the point? - W)

RAEL SANCHEZ

ROLE: Medtechie (62 Char. Pts)

INT: 7 REF: 4 TECH: 8 COOL: 6 ATTR: 9 LUCK: 9 MA: 8 BODY: 7 EMP: 4 RUN/RND: 24 LEAP: 6 LIFT: 280 CRRY: 70 BTM: -2 IP: 0 SAVE: 7 REP: 0

CAREER SKILLS: Medical Tech: +5, Human Perception: +4, Awareness/Notice: +3, Diagnose Illness: +1, Education & Gen. Knowledge: +7, Library Search: +3, Zoology: +1, Basic Tech: +6, Cryotank Operation: +2, Pharmaceuticals: +8

PICK-UP SKILLS: Stock Market: +2, Teaching: +1, Cybertech: +8

CYBERWARE: CyberAudio (Phone Link), Rippers (2D6)

ARMOR: Med. Armor Jacket (EV:-1 SP18) (He performs surgery in this? - W)

WEAPONS: Dai Lung Streetmaster (PIS +0 J E 2D6+3 12 2 UR 50m)

ZAP

ROLE: StreetPunk (65 Char. Pts)

INT: 10 (Wow! Why the hell is he a "StreetPunk?" - W) REF: 5 TECH: 8 COOL: 7 ATTR: 4 LUCK: 10 MA: 9 *BODY: 2 *EMP: 10 RUN/RND: 27 LEAP: 6 LIFT: 80 CRRY: 20 BTM: 0 IP: 0 SAVE: 2 REP: 0

CAREER SKILLS: Intimidate: +2, Streetwise: +3, Persuasion/Fast Talk: +2, Awareness/Notice: +2, Brawling: +2, Melee: +2, Rifle: +2, Stealth: +6, Submachinegun: +4, Pharmaceuticals: +3, Pick Lock: +1

CYBERWARE: CyberAudio (AH), Vampires (1D6/3), Slice 'n Dice: Left Hand (2D6)

ARMOR: Flack Vest (EV: -1, SP20)

WEAPONS: H&K MP-2013 (SMG +1 J C 2D6+3 30 32 ST 150m)

CHARLES MARSH

ROLE: Corporate (51 Char. Pts)

INT: 7 REF: 5 TECH: 3 COOL: 2 ATTR: 7 LUCK: 7 MA: 7 BODY: 4 EMP: 9 RUN/RND: 21 LEAP: 5 LIFT: 160 CRRY: 40 BTM: -1 IP: 0 SAVE: 4 REP: 0

CAREER SKILLS: Resources: +6, Personal Grooming: +7, Wardrobe & Style: +2, Human Perception: +5, Social: +1, Persuasion/Fast Talk: +3, Awareness/Notice: +1, Education & Gen. Knowledge: +4, Library Search: +7, Stock Market: +4

PICK-UP SKILLS: Anthropology: +1, History: +1, Wilderness Survival: +2, Athletics: +1, Dance: +1, Pilot Dirigible: +1, AV pilot: +1, Submachinegun: +1, Cyberdeck Design: +1, First Aid: +1, Pick Pocket: +1

CYBERWARE: CyberAudio (AH)

ARMOR: Heavy Leather Suit (SP4) (Very stylish among all of his corporate friends, I'm sure... Try checking out the armored clothing section in Chromebook 4 - W)

WEAPONS: Arasaka Miniemi 10 (SMG +0 J E 2D6+3 40 20 VR 200m)

GENERIC JONES TRIBE NOMAD

ROLE: Nomad (50 Char. Pts)

INT: 4 REF: 6 TECH: 5 COOL: 10 ATTR: 4 LUCK: 2 MA: 4 BODY: 6 EMP: 9 RUN/RND: 12 LEAP: 3 LIFT: 240 CRRY: 60 BTM: -2 IP: 0 SAVE: 6 REP: 0

CAREER SKILLS: Family: +4, Endurance: +3, Awareness/Notice: +4, Wilderness Survival: +1, Athletics: +7, Brawling: +4, Driving: +5, Melee: +3, Rifle: +6, Basic Tech: +3

*PICK-UP SKILLS: Wardrobe & Style: +1, Intimidate: +1, Perform: +1, Anthropology: +1, Hide/Evade: +2, AV pilot: +1, Aero Tech: +1, Cybertech: +1, Pharmaceuticals: +1

CYBERWARE: Big Knucks: Right hand (1D6 + 2)

ARMOR: Spiked Leather Jacket (SP5)

WEAPONS: Kalishnikov A-80 (RIF -1 N E 6D6+2 35 25 ST 400m)

GENERIC FURY

ROLE: StreetPunk (35 Char. Pts) **(What's the point of 35 CPs? They can't possibly be a threat to the 50 Pt. Sky**

Mesas - W)

INT: 4 REF: 3 TECH: 4 COOL: 7 ATTR: 2 LUCK: 2 MA: 5 *BODY: 4 EMP: 4 RUN/RND: 15 LEAP: 3 LIFT: 160 CRRY: 40 BTM: -1 IP: 0 SAVE: 4 REP: 0

CAREER SKILLS: Intimidate: +1, Persuasion/Fast Talk: +4, Awareness/Notice: +1, Brawling: +1, Dodge/Escapes: +2, Handgun: +1, Martial Art(_____): +3, Melee: +2, Submachinegun: +1, Pick Lock: +2, Pick Pocket: +3

CYBERWARE: Right CyberArm (Heavy Pistol)

*ARMOR: Heavy Leather Suit (SP4)

*WEAPONS: Sternmeyer Type 35 (PIS +0 J C 3D6 8 2 VR 50m), Sternmeyer Stakeout 10 Shotgun (RIF -2 N R 4D6 10 2 ST 50m)

GENERIC SKY MESA NOMAD

ROLE: Nomad (50 Char. Pts)

INT: 8 REF: 6 TECH: 7 COOL: 6 ATTR: 2 LUCK: 7 MA: 3 BODY: 5 EMP: 6 RUN/RND: 9 LEAP: 2 LIFT: 200 CRRY: 50 BTM: -2 IP: 0 SAVE: 5 REP: 0

CAREER SKILLS: Family: +5, Endurance: +4, Awareness/Notice: +1, Wilderness Survival: +4, Athletics: +4, Brawling: +4, Driving: +3, Melee: +7, Rifle: +3, Basic Tech: +5

*PICK-UP SKILLS: Personal Grooming: +1, Interrogation: +1, Seduction: +1, Persuasion/Fast Talk: +1, Accounting: +1, Geology: +1, Language(_____): +1, Mathematics: +1, Programming: +1, Teaching: +2, Heavy

Weapons: +1, Pilot Dirigible: +1, Electronics: +1

CYBERWARE: Big Knucks: Right Hand (1D6 + 2), Right CyberOptics (AD)

ARMOR: Heavy Leather Jacket (SP4)

*WEAPONS: Uzi Miniauto 9 (SMG +1 J E 2D6+1 30 35 VR 150m)

GENERIC KRUGER SOLO (Now these guys could give the PCs a run for their money... - W)

ROLE: Solo (65 Char. Pts)

INT: 7 REF: 8 TECH: 6 COOL: 9 ATTR: 8 LUCK: 6 MA: 7 BODY: 6 EMP: 8 RUN/RND: 21 LEAP: 5 LIFT: 240 CRRY: 60 BTM: -2 IP: 0 SAVE: 6 REP: 0

CAREER SKILLS: Combat Sense: +5, Awareness/Notice: +4, Athletics: +4, Handgun: +6, Martial Art(_____): +3, Melee: +3, Rifle: +5, Stealth: +6, Submachinegun: +4

*PICK-UP SKILLS: Personal Grooming: +1, Strength Feat: +1, Oratory: +1, Streetwise: +1, Gamble: +2, Hide/Evade: +1, System Knowledge: +1, Archery: +1, Dance: +1, Pilot Fixed Wing: +1, Basic Tech: +1, Demolitions: +1, Play Instrument: +2

CYBERWARE: Kerezikov Boosterware (+1), Vampires (1D6/3), Right CyberOptic (IR)

*ARMOR: Kevlar T-Shirt (SP10)

WEAPONS: Uzi Miniauto 9 (SMG +1 J E 2D6+1 30 35 VR 150m), H&K MPK-11 (SMG +0 L C 4D6+1 30 20 ST 200m)

Corporate Report

KRUGER BIOPRIME

Industry: Biotech. Custom Organisms for the defense and agriculture industries.

Headquarters: Dallas

Regional Offices: Night City, Washington, D.C., Chicago, Boston

Name & Location of major shareholder: Anthony Linsky, Geneva.

Employees: 1200; Troops: 110; Covert: 6

Background: **Kruger Bioprime** was founded in 2010 and specializes in hard-to-design, hard-to-produce custom organisms for special applications. Most of its business is with the US provisional government. However, **Kruger Bioprime** is trying to diversify, and a possible buy-out by **Militech** is on the horizon. **Kruger Bioprime** went public 5 years ago, and is doing well, but not well enough to attract much new investment or interest. The Board is hoping for a breakthrough with the *Cadence Canyon* project.

Equipment and Resources: 4 AV-4's (legally owned), 2 AV-4's (illegally obtained). The home office and the Cadence Canyon facility have non-surgery capable infirmaries.

(I have excluded the section on "Micky's Datafortress" which was in the original adventure. I did this mostly just because it did not come out clearly in the format I downloaded and I didn't want to include a butchered version of it. Secondly, I really don't see a fixer having his or her own datafortress which would be accessible to the public and therefore open to infiltration. If you choose to include the fortress, please design your own. - Winterfrost)

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