

# Information Overload:

## The Cyberpunk 2020 Net.Book

Compiled and edited by Dan Bailey

*[and then Karsten deleted all the stuff now found in Chromebook 4. The full version used to be at Dan Baileys Webpage. It seems to be down, so I am rather happy to be able to provide you with a copy. Dan's a hero for being able to publish his stuff in Chrome 4! Please check Credits section of this page.]*

**Definition:** Information Overload — A psychological condition, characterized by a dazed sort of catatonia, that occurs when the human brain attempts to assimilate too much information at one time.

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## CYBERWARE

### EmeraldTech Xr Ray Vision 2000eb

The latest option in cyberoptics, developed for our IRA medics in the field. Worried that your patient might have a broken bone? Just flip on your Xr Ray vision and look for yourself. Xr Rays are actually r-neutrinos, a small particle that passes through all organic materials. This has the same effect of X-Ray technology but without the need of a transmitter or any of the harmful radiation effects. Xr ray vision allows the user to penetrate layers of any organic material, discerning what is inside to a limited effect. Unfortunately the receptors for this are so complicated, that only a small number of them can be fit into the cyberoptic. This gives the Xr Ray vision a range of only 1m (3 feet). So while you can look under someone's jacket if they're standing right next to you (and only if they are wearing non-metallic laced armor), looking through walls is pretty much out of the question. This does give medics an advantage when diagnosing or treating patients (+1 to each), which is more than worth the 2000 eb pricetag. Xr-ray vision takes up four expansion slots in a normal cybereye. Order one today and a proceed of 5% of each sale will go to help sponsor your local I.R.A. chapter. HC=1D6.

### Partial Cyberlimbs 1500eb/1000eb

Lost only part of a limb? Are you in the market for a new limb replacement, but down on your luck? Cytech gives you a new line of partial cyberlimbs – the same 'punk look at a price you can afford! Game notes: A partial cyberarm costs 1500eb, holds 2 options, and has a

HC=1D6+3. It replaces from the elbow downward and cannot be used to replace the upper arm. A partial cyberleg costs 1000eb, holds 2 options, and may not be used to replace the upper leg. Partial cyberlimbs can take 15SDP before they are useless, and 20SDP will destroy them. If a limb that is partially cybered is hit in combat, there is a 50% chance of the cybered portion being hit. Crushing damage is only 1D10 and a punch does 1D6-2. A kick does 1D6. Leaping and jumping distances are unaffected by partial cyberlegs. In addition, partial cyberlegs may not use speed-enhancing cyberleg options (Speeding Bullet and its various relatives). For all partial cyberlimbs, the SC=(MA)jor.

### Cyberblood Nanotechs 4000eb

Ever wish you had more endurance? Ever wish you could run a bit faster? When you get TechShack's Cyberblood Nanotech treatment, we drain 2 pints of your blood, and replace them with our specially-designed oxygen-carrying nanotechs, and then suppress the body's ability to replace that blood. The result: faster running and better endurance! Game notes: Cyberblood adds a +1 to the recipient's *Endurance* skill (exceeding +10 is possible), and adds a +1 to MA. HC=1D6/2. SC=N.

## Enhanced Nervous System 10,000eb

Ever wish you could get boosterware and not have to spring for a neuralware processor? The new Enhanced Nervous System bio-upgrade from Raven Microcyb allows you to! An injection of synthetics and nanotechs is all it takes. After three days, all your major nerve trunks are cross-wired allowing for faster reaction times. You can even combine it with all forms of boosterware! Game notes: This nanotech treatment gives the character a permanent +1 bonus to their REF stat. A character with an enhanced nervous system may use other types of boosterware, but they must have a neuralware processor and may use only one type (Sandevistan or Kerenzikov) and may opt for a Boostmaster. Another advantage of an enhanced nervous system is that the only place a cut spinal cord will paralyze the owner is above the shoulders. HC=1D6+1. SC=N.

## Linear Frame: Alpha 11000eb

Boost your strength and intimidation factor with the newest class of Linear Frame from Militech! Not suitable for building ACPAs, but still good enough to kick some tail in the Combat Zone. Game notes: This linear frame is only for boosting strength. ACPAs may not be built around it. It's Strength=18. HC=3D6.

## Cybertail 2000eb

Ever need a tail for a biosculpt job? Or do you just want some really unusual cyberware? The new CyberTail from Cytech is the cure for your dementia! The CyberTail is under full control of the user and can even be equipped with a wide variety of options! Game notes: A CyberTail is attached at the bottom of the spine and is under complete control of the owner. It can be used by itself as a weapon of the following stats:

MEL -1 N C 1D6 -- VR 1mA CyberTail can take 7SDP before being disabled and 10SDP will destroy it. When a character with a CyberTail is hit in a random location and the result is either leg, a roll of 1-2 on a 10-sided die indicates that the tail was actually hit. There are several upgrades available and a CyberTail has 2 option spaces. HC=3D6. SC=M.

### Options:

**Prehensile:** 1000eb, HC=1D6, counts as 2 options. The character may hang by the tail and handle simple objects (GM's call).

**Stinger:** 500eb, HC=3pts. Counts as one option, does an extra 1D6 in melee combat and may have the tip treated with poison or drugs.

**SuperChrome:** 250eb, HC=1pt. 1 option. Looks cool.  
**Armor:** 300eb, HC=2pts. One option. Armors the CyberTail to SP20.

**Thickened Myomar:** 200eb, HC=2pts. Doubles the damage done by a tail swipe (but not that of a stinger) and gives a +5 bonus to SDP.

## Mental Co-Processors (price varies)

Mental co-processors are a new technology where a biochip is planted in the brain and assists it with certain functions – like math, for example. But, unlike chipped skills, a person with a mental co-processor can still learn and increase their skill. However, some co-processors actually alter your natural attributes. Below is a list that is by no means definitive. Ask your MicroTech Dealer about others! **Math Co-processor:** Gives the user a permanent +1 bonus to their *Mathematics* skill. 2000eb, HC=1D6-1.

**Visual Cortex Co-processor:** Give the user a +1 bonus to their *Awareness* skill when using visual cues. 3000eb, HC=1D6.

**Empathy Co-processor:** Gives the user a +1 bonus to their EMP rating, using an advanced biofeedbacking system. 6000eb, HC=0pts.

**Coolness Co-processor:** Gives the user a +1 bonus to their COOL rating, using a special biofeedback system. 5000eb, HC=1D6/2.

**Spatial Awareness Co-Processor:** Gives the user a +1 bonus to their *Draw/Paint* skill. 4000eb, HC=1D6-1. [Karsten's Note: No way. I advise against using the Co-Processors which boost STATS. But boosting skills that way might be possible.]

All co-processors have an SC=CR for the reason that the biochips must be installed inside the skull physically and cannot be nano-constructed there because they are too complex. If you have a skill that is augmented by a co-processor, you may still learn and increase in that skill.

## FaceMorph System 2500eb

Now you can change your appearance at a thought! Originally developed by the KGB, the FaceMorph system has been made available outside the Soviet Union. It is upgraded from the old Soviet system, and now uses nanotechnology and simple bioware to change the structure of your face. It won't make you look like Silverhand or Eurodyne, but it will make you less recognizable.

**Game notes:** Allows you to change you original ATTR by +1 or -1 at will. When the person's ATTR has been changed, it will be more difficult for someone to recognize them. If the observer knows the user's appearance well, recognition is a Difficult (20) *Awareness* check. If the observer has only seen the user a few times, it will be a Nearly Impossible (30) check. An ATTR change takes 30 seconds to implement. HC=2d6. SC=MA.

## OldMovie Cyberoptic Option 120eb

Do you have a penchant for old movies? Just want a new perspective on real life? Another weird and fun product from StrangeTech can make your life more fun! Try it with a hit of Purple Pause and watch what happens! **Note:** StrangeTech does not advocate the use of illegal narcotics. **Game notes:** Fills half an option space in a cybereye. When this option is activated, all cybereye functions will appear in black-and-white, just like an old 1950s television. This does lead to some problems with visual input, thus a -1 penalty to the user's *Awareness* skill is applied when visual cues. However, all hallucinogenic drugs have their Strength rating cut by one point while the option is active. SC=N. HC=2pts.

## Elbow/Knee Spikes 200eb

Handy, helpful cyberweapons for use in a squeeze! Four-centimeter spikes can be packed into the elbow or knee of your cyberlimb so that when extended, they are parallel to the lower leg or forearm. The spike is a Teflon-coated titanium alloy that can carve right through most street armors! **Warning:** This item may be black-market cyber in some areas! **Game notes:** An elbow or knee spike attacks armor as if it were armor-piercing. It takes one space in a cyberlimb. HC=1d6, SC=N. As a weapon, it has the following stats: MEL 0 NA C 1d6 NA NA 1m VR

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## EQUIPMENT

### SmartArmor (+100% to cost of new armor)

Tired of being weighted down by your armor? Have you blown a quick-draw because you felt like the Michelin Man? Militech's new SmartArmors interface with your nervous system and move with your body to reduce their encumbrance! **Game notes:** SmartArmor is available for only a few types of armor. They are: Medium and Heavy Armor Jackets, Door Gunner's Vests, and MetalGear. The user needs to have an interface plug and a neuralware processor. The SP of the armor is not reduced, but the Encumbrance Value (EV) is reduced by one, however. And it is possible to have an EV=0! SmartArmor cannot be retrofitted to old armor; it must be purchased new. It also takes 24 hours to adapt to a new user, and until the initial 24-hour period is over, the armor has its standard EV value applied to it.

### Healing Armor (price varies)

Tired of shelling out tons of euro to buy new armor after every firefight? Now you can get the technology that the Army just got! Healing armor! A radical new innovation from Revolution Genetics of Antarctica! Healing armor is alive – a special bio-plastic organism capable of stopping a bullet!

Type of Armor	Covers	SP	EV	Cost
T-Shirt	Torso	10	+0	350eb
Lt. Armor Jacket	Torso, Arms	14	+0	600eb
Med. Armor Jacket	Torso, Arms	18	+1	800eb
Helmet	Head	14	+0	150eb
Hvy. Armor Jacket	Torso, Arms	20	+2	1000eb
Door Gunner's Vest	Torso	25	+3	1000eb
BioPlastic Gear	Whole Body	25	+2	2500eb

ACPA Healing Armor: 30000eb, 200kg., SP35.

Full-Body Replacement Healing Armor: cost is FBR's overall SP x 1000eb, adds no weight or HC.

**Game notes:** Healing Armor regrows 1 SP per hour. It may not be combined with SmartArmor (see previous entry). Damage from lasers and microwavers is permanent, the GM should use their discretion as to the effects of fire, acids, and bio-weapons.

### Accent Chip 250eb

Another handy gadget for operative/disguise work, an accent can put any type of accent on your native language. When ordering, specify your native language and your desired accent. Inquire about special discounts on French with Russian accent and Japanese with Portuguese accent.

### SmartGlasses 150eb + option cost

They look like normal, everyday glasses, but are actually a state-of-the-art optics system! They have one option space for cyberoptic options, which will give the user sight as if they had that option. Observers will not be able to tell the difference even when the option is in use. Also available as helmet visors, windowpanes, automotive windshields, and aircraft canopies – contact Kiroshi for details.

### Hott Everwear Fashions Security Jackets

What is it that sets a person apart in the world? Clothing, that's what. And Hott knows it. Other companies produce adequate protection in plain, boring packaging, making the wearer look like just another streetie. Sure, you want to keep from getting shot, but do you have to look like a bag lady while doing it? NEVERMORE! All Hott security jackets are available in a variety of styles, including athletic, business, and leisure looks. Never again be olive drab, be Hott instead. **Products:**

**Athletic logo jacket – most national and some local teams (SP 16): 220eb**  
**Faux military in jungle cammo, desert cammo, or urban cammo (SP 18): 250eb**  
**Blazer or suit jacket – guaranteed match to your slacks (SP 14): 300eb**  
**Swearshirt – comes in a variety of designs, inc. pop fashion (SP 12): 130eb**  
**Warm-up jacket – major sports teams and vid show logos (SP 12): 175eb**

### 911 Card (price varies)

Can't afford a Militech or Trauma Team account card? Need backup in a hurry? Now, some local police departments are offering a 911 card! You pay a flat-rate for the card and it works like this: depending on how much you pay, you can get a wide variety of response times and backup!  
 Currently available in Night City, the Minneapolis-St. Paul Metroplex, Tokyo, Berlin, New York City, Houston, and Seattle! Coming soon to Crystal Palace, Toronto, Phoenix, London, Warsaw, Moscow, and Sydney.  
**Game Notes:**

## WEAPONS

### EmeraldTech Collapsing Monokatana 1000eb

Built out of segmented parts of a Kendachi Monokatana, the boys in green have hollowed out each section with a fine crystal grinder so each consecutive piece fits inside the other. We then laced the inner layer with PolySteel (TM) fibers. Magnetizing each piece in an opposite polarity produces an astounding effect. When the magnetic field generator in the handle is activated, SNICK! the blade extends to its full length. When the field is cut off, SNICK! the inherent magnetic fibers pull back together and collapse the blade into the handle. The system is of average strength (shatters on a 4 or less on 1d10, and breaks on a 2 or less 1d10 if fumbled), and the handle still has room for your favorite neon glow. Due to the coating to protect internal parts from the monoblade edge, damage is slightly less than the original. **Game Notes:** This allows the Monokatana to be a concealability factor of P when collapsed and N when extended. Damage however is only 3d6 as compared to 4d6. Full stats are:  
 MEL +1 P/N R 3D6 ST 1m

### Bayonets (price varies by type)

**Bayonets! Weapon of the past, Weapon of the Future! Is your next Op going to involve heavy infighting? Worried about close quarters combat? Get a Militech Bayonet and survive the fight!**  
**Normal Steel Bayonet.** Basically a survival knife you attach on the end of a rifle turning it into a spear. They tend to be unweildly, but cause a great deal more damage than your average knife due to the extra weight of the rifle behind them. Unfortunately,

Card Price	Response Team	Response Time
50eb	one patrol officer	20 minutes
80eb	two patrol officers	20 minutes
100eb	officer and cyberhound	15 minutes
250eb	four-man combat patrol	15 minutes
1500eb	air unit	10 minutes
5000eb	C-SWAT	10 minutes

### DeathBat 100eb

The ultimate piece of baseball gear! This bat was used by EBM's corporate softball team to destroy their competitors, Microtech, at the Corporate Olympics in 2020. A liquid-filled titanium bat results in light weight with a substantially increased velocity! **Game notes:** It's a great softball bat! It can also be used as a melee weapon of the following stats:  
 MEL 0 J C 1d6+4 1 1 VR 1m

you cannot mount anything other than an UB microwaver in conjunction with a bladed bayonet.  
 MEL -2 U C 3d6 NA 1 VR 1m 15eb

**Monobayonet.** A mono version of the above. Causes ridiculous amounts of damage but is extremely prone to shattering, doing so on any roll of a 2 or 1. However, on a parry the blow usually hits the rifle, sparing the monoblade (only shatters on 1 on a d10).  
 MEL -2 U P 5d6 NA 1 UR 1m 250eb

**Chain Bayonet.** A miniature chainsaw hooked to the front of your rifle. Good for a terror weapon or Space Marine wannabe. Makes an annoying whirring sound when turned on, and the battery is only good for 2 hours. Turning on takes an action.  
 MEL -2 U R 5d6+2 NA 1 ST 1m 180eb

**Spike Bayonet.** This bayonet is a low profile design allowing one to mount the various other underbarrel things in addition to the bayonet. However, it is not AP and does fairly low damage. But hey, who cares when you can mount a under barrel rocket pod at the same time.  
 MEL -2 U P 2d6 NA 1 VR 1m 10eb

**Taser Bayonet.** Just a normal touch taser with a rifle mount. Impact triggered, and good for ten zaps. Changing the battery takes two turns. The battery costs 5 eb and is the same one used in the chainknife.  
 MEL -2 U P Stun 10 1 ST 1m 120eb

**Airhypo Bayonet.** Basically a standard airhypo with a rifle mount. It is impact triggered, and can hold twenty doses of any drug. All twenty doses must be of the same drug. MEL -2 U P by drug 20 1 ST 1m 200eb

**Spawnblade Bayonet.** The ultimate bayonet! At normal observation, this is a normal bayonet. Once the safety is disabled, however, the Spawnblade's memory-metal edges can fan out. On any impact that does more than 4 points of damage and bypasses the opponent's armor, the Spawnblade is triggered. It spreads into a razor-

sharp 50-degree spatula inside the hapless victim's body. This does an additional 1d6+3 damage (armor will not help). Once opened, a Spawnblade can only be removed with a *Medtech* roll of 20; any other means will cause the victim another 1d6/2 damage. MEL -2 U P 1d6+4 NA NA ST

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## NET-STUFF

### Healing DataWalls 3000eb plus 1500eb/STR point

Healing DataWalls are a new innovation in counter-intrusion systems. They can be breached normally, but only remain open for a single turn before they close up again. This puts the invading netrunner in a fix – either trapped inside or outside the datafortress. They start at STR 2 and have a maximum of 10.

### Heavy DataWalls 3000eb plus 1500eb/STR point

Heavy DataWalls are readily available on the economy these days, and are slowly becoming more and more common. To get Heavy DataWalls one must pay the specified amount, plus the extra 1500eb per STR point. The Heavy DataWalls begin with STR 2. Also, two successful intrusion rolls must be made to break through a Heavy DataWalls. Heavy DataWalls have a maximum of STR 14.

### Scotty

**Cost:** 340eb

**Class:** Evasion

**STR:** 5

**MU:** 2

**Options:** Contextural Icon

**Difficulty:** 17

When activated, Scotty automatically shifts the netrunner's position in the Net at random by 10 grid squares. This can be helpful or disastrous (GMs take note). It can be used to escape Glue or other restraining anti-personnel programs, however, the final location of the netrunner can make for worse situations... If the 'runner ends up in a DataWall, he is affected as if hit by a Hellbolt, and unceremoniously dumped to a grid square adjacent to the DataWall (God help him if he's surrounded by them on all sides). If he lands in an LDL, it activates the LDL, sending him to wherever, and charging his Internet bill. If he lands in the same square as an anti-personnel program, the program attacks him. The end location of the netrunner is up to the GM, who should note that this wonderfully fun program can place the 'runner inside a datafortress. This lovely teleport ability comes with a drawback: immediately after the

jump, the netrunner will be disoriented for 1d6 turns (-2 INT, -2 REF).

**ICON:** A copy of the transporter effect from Star Trek that envelops the 'runner as he disappears and reappears.

### Jam

**Cost:** 1230eb

**Class:** Intrusion/Anti-System

**STR:** 4

**MU:** 7

**Options:** Auto Re-Rez, Endurance, Simple ICON

**Difficulty:** 41

When placed in a gridspace where a Healing DataWall section used to be, Jam will try to prevent the Healing DataWall from closing up. It is a battle between two programs – the Healing DataWall's (STR + 1d10)-3 vs. Jam's STR + 1d10. Jam may also be used as an intrusion program.

**ICON:** A jar of strawberry jam.

### Scissors

**Cost:** 340eb

**Class:** Evasion

**STR:** 4

**MU:** 2

**Options:** Fractal ICON

Scissors "cuts" the netrunner's current grid-square location out of Netspace. To the protected 'runner, it will appear as if he is surrounded by datawalls. To the rest of Netspace, it appears as if a single datawall block has appeared in that spot. To get to the netrunner, you must first use intrusion software to knock the grid-square back into Netspace — the "datawall" is STR 4.

**ICON:** A pair of scissors, cutting along the edges of the grid-square.

## Rage

Cost: 7250eb

Class: Anti-Personnel

STR: 4

MU: 4

Options: Superrealistic ICON

Reduces victim's EMP to 0 for 1d6 hours — the effect is like cyberpsychosis, except that it wears off.

ICON: An African tribal mask with chattering teeth.

## Hurt

Cost: 5500eb

Class: Anti-Personnel

STR: 1

MU: 3

Options: Simple ICON

Hurt jolts the victim's pain centers — it does 1d6/2 of actual physical damage and causes a -2 penalty to REF for 1d6 turns.

ICON: A cartoonish knife.

## Generation

Cost: 10500eb

Class: Anti-Personnel

STR: 8

MU: 7

Options: Photorealistic ICON, Movement, Trace, Endurance

This is a rumored-to-exist Arasaka security program and

a cousin of the Liche program. It is designed to be used against female netrunners, specifically those that are pregnant. It programs an unborn fetus to kill their parent once they reach age 10. If this program does actually exist, the first fetal victims of this program will start killing their parents in 2031.

ICON: A glowing red earthworm.

## Acid

Cost: 2120eb

Class: Intrusion/Anti-IC

STR: 4

MU: 4

Options: Photorealistic ICON, Code Optimization

This intrusion program has an anti-IC subroutine for use against healing datawalls. Acid does 1d6+1 damage per attack. Healing datawalls "heal" shut in two turns, instead of one, after being breached by this program.

## Shift

Cost: 240eb

Class: Evasion

STR: 2

MU: 1

Options: -none-

This evasion program from somewhere in Eastern Europe is a cheap, yet effective piece of evasion software. It shifts the netrunner's ICON so that it is one grid-square away from his actual location.

ICON: The netrunner's ICON.

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## POWERED ARMOR

### Arasaka Wraith Powered Armor

The ultimate in light combat equipment with stealth capabilities! The Wraith is not meant to be used against other ACPAs, but against organic targets. Quiet and efficient, the ultimate killing machine! Suit Name: Wraith

Manufacturer: Arasaka

Total Weight: 491kg SIB/DFB: +3/+3

Chassis Type: Ninja, STR 20 Chassis Weight: 116kg

Punch: 2D10 Kick: 3D10 Chassis Cap./Carry: 900kg/300kg

Crush: 3D10 Total Cost: 756,250eb

Trooper Size: 115kg Toughness Mod.: -6

Head – SP40, SDP5

Militech VRI SDP15

Right Arm – SP40, SDP5

Retractable Mono PA Sword SDP15

Flechette Pistol SDP15

100-round Flechette Clip SDP10

Left Arm – SP40, SDP5

Retractable Mono PA Sword SDP15

LAW III (1 shot) SDP10

Right Leg – SP40, SDP10

Light Tool Suite SDP15

Smoke Cannister SDP15

Left Leg – SP40, SDP10

Ghost Cannister SDP10

Ghost Cannister SDP10

Extra Power Cell SDP15

Extra Power Cell SDP15

Torso – SP40, SDP15

Escape Hatch SDP30

RussianArms KwikFix SDP15

EMP Capacitor SDP10

EMP Sponge SDP30

EMP Sponge SDP30

Notes: All items are internal. Also has Low Boost and Stealthing.

## **Dynalar Atlas Powered Armor**

The newest battlefield menace from Dynalar! Big, ugly, and tough, the Atlas can go anywhere! It contains state-of-the-art operator interfaces and a wide variety of offensive and defensive systems for almost any situation! Suit Name: Atlas Manufacturer: Dynalar  
Total Weight: 1024kg SIB/DFB: +4/+3  
Chassis Type: Shogun, STR52 Chassis Weight: 250kg  
Punch: 6D10 Kick: 9D10 Chassis Cap./Carry: 2600kg/780kg  
Crush: 7D10 Total Cost: 216,570eb  
Trooper Size: 115kg Toughness Mod.: -12

### **Head – SP80, SDP13**

#### **Internal:**

Militech VRI SDP15  
Orbital Air Prime SDP20  
Flash Cannister SDP20

#### **External:**

Ribbon Cannister SP20/SDP20  
Ghost Cannister SP20/SDP10  
Ghost Cannister SP20/SDP10

### **Right Arm – SP80, SDP13**

#### **Internal:**

Retractable Mono-PA Sword SDP15  
14.5mm Heavy Machinegun SDP35  
14.5mm HMG Mag. – 100rnds. SDP20

#### **External:**

14.5mm HMG Mag. – 100rnds. SP15/SDP20  
14.5mm HMG Mag. – 100rnds. SP15/SDP20  
14.5mm HMG Mag. – 100rnds. SP15/SDP20

### **Left Arm – SP80, SDP13**

#### **Internal:**

EMP Grenadier SDP15  
EMP Grenadier SDP15  
Light Tool Suite SDP15  
M-31PA Clip – 300rnds. SDP10  
M-31PA Clip – 300rnds. SDP10

#### **External:**

IFAR 3-Pod SP20/SDP45

### **Right Leg – SP80, SDP26**

#### **Internal:**

Extra Power Cell SDP15  
Extra Power Cell SDP15  
Smoke Cannister SDP15  
Stardust Cannister SDP15  
BOM Pack – facing rear SDP10  
Powered Skate (SP20)/SDP20

#### **External:**

BRP Pack – facing right SP20/SDP20  
BRP Pack – facing rear SP20/SDP20  
BRP Pack – facing front SP20/SDP20

### **Left Leg – SP80, SDP26**

#### **Internal:**

Extra Power Cell SDP15  
Extra Power Cell SDP15  
Smoke Cannister SDP15  
Stardust Cannister SDP15  
BOM Pack – facing rear SDP10  
Powered Skate (SP20)/SDP20

#### **External:**

BRP Pack – facing left SP20/SDP20  
BRP Pack – facing rear SP20/SDP20  
BRP Pack – facing front SP20/SDP20

### **Torso – SP80, SDP39**

#### **Internal:**

Escape Hatch SDP30  
Food/Filtration SDP10  
Commo Link SDP10  
Military Radar SDP15  
LATGM Reload SDP20  
LATGM Reload SDP20  
EMP Capacitor SDP10

#### **External:**

Reloadable LATGM SP20/SDP20  
Scorpion Surface-to-Missile SP20/SDP15  
BFC-4 Pack – facing rear SP20/SDP20

Carried Items: M-31PA Rifle (SP20/SDP10/6kg)

Notes: High Boost, C2 Computer

## **London Punknaught Powered Armor**

Now you can own a replica of the armor that went bezerk in downtown London! Yes, with the original suit, Martin Leeds, a London gang member, went crazy and killed 43 people before a EuroDefense Force squad took him down! Now you can own this suit, currently being replicated by DeathTech Industries! Suit Name: London Punknaught Manufacturer: Unknown  
Total Weight: 468kg SIB/DFB: +1/+2  
Chassis Type: Ninja, STR20 Chassis Weight: 116kg  
Punch: 2D10 Kick: 3D10 Chassis Cap./Carry: 1000kg/300kg  
Crush: 3D10 Total Cost: 51610kg  
Trooper Size: 115kg Toughness Mod.: -6

### **Head – SP35, SDP5**

#### **Internal:**

Full-HUD Wideband SDP10  
RussianArms KwikFix SDP15

### **Right Arm – SP35, SDP5**

#### **Internal:**

5.56mm Light Machinegun SDP25  
5.56mm LMG Mag. – 100rnds. SDP10  
Climbers SDP15

#### **External:**

5.56mm LMG Mag. – 100rnds. SP15/SDP10  
5.56mm LMG Mag. – 100rnds. SP15/SDP10



**Left Arm – SP35, SDP5**  
**Internal:**  
**BOM Wire Pack SDP10**  
**ACPA Whip SDP20**  
**Climbers SDP15**

**Right Leg – SP35, SDP10**  
**Internal:**  
**Extra Power Cell SDP15**  
**External:**  
**Unpowered Skate SP20/SDP20**

**Left Leg – SP35, SDP10**  
**External:**  
**Unpowered Skate SP20/SDP20**

**Torso – SP35, SDP15**  
**Internal:**

### **NASA/Zetatech/Militech Armstrong Powered Armor**

The newest entry into the space battlefield, the Armstrong is the current favorite of the Militech Space Marine Corp! These suits were used successfully in a Militech hired-out operation against Biotechnica's Luna Facility, performing without a single casualty! Suit Name: Armstrong  
Manufacturer: NASA/Zetatech/Militech  
Total Weight: 899kg SIB/DFB: +4/+3  
Chassis Type: Highwayman, STR35 Chassis Weight: 180kg  
Punch: 4D10 Kick: 6D10 Crush: 5D10  
Chassis Cap./Carry: 1750kg/525kg  
Total Cost: 231,100eb  
Trooper Size: 115kg  
Toughness Mod.: -9

**Head – SP65, SDP9**  
**Internal:**  
**Militech VRI SDP15**  
**Orbital Air Prime SDP20**  
**External:**  
**Stardust Cannister SP20/SDP15**  
**Stardust Cannister SP20/SDP15**

**Right Arm – SP65, SDP9**  
**Internal:**  
**Photon Assault Cannon SDP10**  
**External:**  
**Super Rakate SP20/SDP20**  
**EMP Grenadier SP20/SDP15**

**Left Arm – SP65, SDP9**  
**Internal:**  
**Retractable Mono-PA Sword SDP15**  
**Mini-ROC6 SDP45**  
**External:**  
**Smoke Cannister SP20/SDP15**  
**EMP Grenadier SP20/SDP15**

**BFC-4 Pack – facing rear SDP20**  
**BSP Pack – Rubber Pellets -**  
**facing front SDP20**

**BSP Pack – Smoke Pellets -**  
**facing front SDP20**

**External:**  
**LAW III SP20/SDP10**

**Equipment Carried: Smart-chipped Federated Arms Light Assault 15**  
**Kendachi M-33 Power-Sword**  
**(see ChromeBook 1, page 54-55)**  
**Notes: Low Boost, Std. Commo Link, see section on ACPA Gear for more on ACPA Whips.**

**Right Leg – SP65, SDP18**  
**Internal:**  
**Self-Seal Compression \***  
**Ext. Life Support – 4hrs. SDP20**  
**Extra Power Cell SDP15**  
**Stardust Cannister SDP15**  
**External:**  
**M-31PA Clip – 300rnds. SP15/SDP10**  
**M-31PA Clip – 300rnds. SP15/SDP10**  
**BRP Pack – facing rear SP20/SDP20**

**Left Leg – SP65, SDP18**  
**Internal:**  
**Self-Seal Compression \***  
**Ext. Life Support – 4hrs. SDP20**  
**Extra Power Cell SDP15**  
**Stardust Cannister SDP15**  
**External:**  
**M-31PA Clip – 300rnds. SP15/SDP10**  
**M-31PA Clip – 300rnds. SP15/SDP10**  
**BRP Pack – facing rear SP20/SDP20**

**Torso – SP65, SDP27**  
**Internal:**  
**Self-Seal Compression SDP50**  
**Food/Filtration SDP10**  
**Extra Power Cell SDP15**  
**Electronics Package: SDP30**  
**- Scrambler**  
**- A/V Recorder**  
**- Laser Detector**  
**- Laser Comm**  
**External:**  
**Ext. Life Support – 4hrs. SP30/SDP20**  
**Ext. Life Support – 4hrs. SP30/SDP20**  
**Ext. Life Support – 4hrs. SP30/SDP20**

**Equipment Carried: M-31PA Rifle (SP20/SDP10/6kg)**  
**Notes: High Boost, Std. Commo Link; Militech Space Marines like to put ChainBayonets on their M-31PAs.**



## Militech Downtowner Powered Armor

The suit designed with C-SWAT units in mind, the Downtowner, from Militech is the ultimate in 'borg-stoppers! A wide array of weaponry, so that you will always have the firepower equivalent to the situation! Suit Name: Downtowner Manufacturer: Militech  
**Total Weight: 712kg SIB/DFB: +4/+3**  
**Chassis Type: Bushi, STR32 Chassis Weight: 166kg**  
**Punch: 3D10 Kick: 5D10 Chassis Cap./Carry: 1600kg/480kg**  
**Crush: 4D10 Total Cost: 142780eb**  
**Trooper Size: 114kg Toughness Mod.: -8**

**Head – SP50, SDP8**  
**Internal:**  
**Militech VRI SDP15**  
**Orbital Air Prime SDP20**  
**External:**  
**Sensory Extensions SP15/SDP15**  
**Stardust Cannister SP15/SDP15**

**Right Arm – SP50, SDP8**  
**Internal:**  
**Retractable Mono-PA Sword SDP15**  
**5.56mm Minigun Mag.-1000rnds. SDP20**  
**LAW III SDP10**  
**External:**  
**5.56mm Minigun SP25/SDP20**

**Left Arm – SP50, SDP8**  
**Internal:**  
**12.7mm Heavy Machinegun SDP30**  
**12.7mm Mag. – 100rnds. SDP20**  
**External:**  
**12.7mm Mag. – 100rnds. SP15/SDP20**

**Right Leg – SP50, SDP16**  
**Internal:**  
**Light Tool Suite SDP15**  
**M-31PA Clip – 300rnds. SDP10**

**M-31PA Clip – 300rnds. SDP10**  
**BFC-3 Pack – facing front SDP20**  
**External:**  
**14mm Pistol SP20/SDP15**  
**14mm Pistol Clip SP15/SDP10**  
**14mm Pistol Clip SP15/SDP10**  
**14mm Pistol Clip SP15/SDP10**

**Left Leg – SP50, SDP16**  
**Internal:**  
**EMP Sponge SDP30**  
**EMP Sponge SDP30**  
**M-31PA Clip – 300rnds. SDP10**  
**M-31PA Clip – 300rnds. SDP10**  
**BFC-3 Pack – facing front SDP20**  
**External:**  
**BIM Minelet Pack-facing rear SP20/SDP20**  
**BPL Pack – facing rear SP20/SDP10**  
**BOM Wire Pack – facing rear SP20/SDP10**

**Torso – SP50, SDP24**  
**Internal:**  
**Escape Hatch SDP30**  
**Extra Power Cell SDP15**  
**Radar SDP15**  
**BOM Wire Pack – facing rear SDP10**  
**BFC-4 Pack – facing rear SDP20**  
**Electronic Suite: SDP30**  
**- Scrambler**  
**- Cell-Phone**  
**- A/V Recorder**  
**- Laser Comm**  
**External:**  
**Smoke Cannister SP20/SDP15**  
**BFC-4 Pack – facing front SP20/SDP20**  
**BSP Pack – rubber pellets – facing rear SP20/SDP20**

**Notes: High Boost, Commo Link**  
**Equipment Carried: M-31PA Rifle**

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## ACPA GEAR

### New ACPA Armors (price varies)

More armor systems from a wide variety of manufacturers. More ways to make your ACPA into an unstoppable killing machine! Call the Edgerunners' Guide Hotline for corporate service rep points of contact.

Manufacturer	Name	SP	Wt.(kg)	Cost(eb)
Militech	Aegis	60	300	15100
EuroArms	DragonSkin 2	70	360	21200
IEC	NewGranite	75	380	23600
Mexican Metals	Endura	35	175	7600
NewSov Machines	DuraSteel 3	100	450	90000
Militech	Mono-Crystal Titanium	100	125	250000

**Note: MCT is a probable rumor; supposedly made in an orbital workshack, its existence has yet to be confirmed. Cannot be stealthed.**

## Technotronica M-40PA Pulse Rifle 4000eb

Technotronica has modified it's best-selling M-40 pulse rifle for use by ACPAs. Greater ammo capacity, better reliability, longer range, faster rate of fire – and still the same devastating effects!

## Kalashnikov AK-2020PA 2000eb

The new weapon of the Soviet Army has also been modified for use by their Powered Armor systems. It, too, is available for purchase in the West.

Name	WA	Damage	#Shots	ROF	Range	Spc.	SP	SDP	Wt.	Rel.
M-40PA	+1	EMP	100	1	100m	1	20	10	8kg	VR
AK-2020PA	+1	4D6+2	250	1/20	650m	1	20	10	7kg	VR

## Superframes price varies

The Arasaka Shogun used to be the biggest, baddest ACPA frame around. No longer! Zetatech's Overlord (STR55) and Militech's Maverick (STR57) are the newest entries into the ACPA frame market.

STR	Toughness	Dam.Mod.	Lift/Cap.Carry	Wt.(kg)	Cost(eb)
55	-13	3D10	2750/ 830	265	92350
57	-13	3D10	2900/900	280	99100

## SERVICES

### Extreme Courier Service

Need to get something to your lawyers across town and worried about your Net security? Don't want to risk your data being intercepted electronically? Send it physically! That's right! Physically! Skate and bike couriers have made a comeback! They can move through the city faster than pedestrians or traffic, and their speed is their defense! And if your package gets intercepted, we'll do everything in our power to get it back! Our couriers use the finest skating gear from RadTech and top-of-the-line urban bikes from Specialized.

**Game notes:** Using a courier to physically transport information is becoming the rage among trendy executives in many large cities. It is considered very chic to have your own personal courier on hireout from ECS. Their prices are fairly steep, but they are fairly successful at what they do. They do not charge by the size of the package (which must fit into a briefcase), but by the mileage.

Safe Corp Zone: 10eb per mile

Standard City Zone: 25eb per mile

Free Fire/Combat Zone: 75eb per mile ECS Office

Locations: Night City, Minneapolis-St. Paul Metroplex, Moscow, Philadelphia, London, Bucharest, Tokyo, Pangaea Arcology, Las Vegas, Atlanta, Paris, and Houston.

Opening in 2021: Sydney, Prague, Dallas, St. Louis, Crystal Palace L-1, O'Neill Colony 3 at L-4.

### EMP 6

**Skills:** Streetdeal+4, Awareness+3, Handgun+5, Athletics+7, Expert-Area Knowledge+8, Skate+8 or Bicycle+8.

**Equipment:** RadTech Courier Armor (see Equipment section), Monoknife, usually a small-caliber handgun, the best couriers usually have a Trauma Team card.

**Cyberware:** varies

**Typical ECS Security (Solo)**

INT 6 REF 9 TECH 5 COOL 7 ATTR ? LUCK 5 MA 8 BOD 8

### EMP 2

**Skills:** Combat Sense+7, Awareness+5, Handgun+4, SMG+4, Brawling+5, Melee+2, WeaponTech+3, Athletics+2, Rifle+5, Stealth+4, CyberTech+1, Heavy Weapons+1

**Equipment:** Sternmeyer SMG21 (see CP2020 rulebook), Med. Armor Jacket, Monoknife, usually more "personal preference weapons".

**Cyberware:** Varies, but at least one cyberlimb, and a cyberweapon of some type.

### Einstein Service

**NEW from the Swiss Clinics!!!**

Based upon a Virtuality Interfaced system which stimulates the brain, this new therapy develops your mental abilities to allow you to become as smart as Einstein!!! For only 10000eb and one month of your long life, become the new Superman of the mental! **Game Notes:** The treatment takes 1 month (16 hours a day) and costs 10000eb. It can only be done once and may add 1 INT point. Simply roll 1D10 and do less than (11-current PC's INT). In case of the dice showing a 10, reroll it again. ON 1-3, the brain has been injured and the player suffers a permanent -1 REF.

**Typical Courier (Fixer)**

INT 5 REF 8 TECH 4 COOL 10 ATTR ? LUCK 5 MA 7 BOD 5

## BigWave Surf Monitor Service

Need to know where the biggest surf is? Need a surf forecast? If you're chill enough to risk surfing in today's oceans, you're chill enough to use this service! A single phone call can tell you where the best places are for surfing in your area, and give you the potential places over the next two days!

Catch a tube, gato! Call 1-900-BIG-WAVE

*Game notes:* Costs 10eb per call.

## Smooth Operator Service

Going to be making a long haul? Remember that 90% of fatal, non-weapon involved accidents are caused by driver/pilot fatigue! This new service, developed in Japan in the late 20th century, involves a small biomonitor

(either worn or implanted) with a transceiver on the body, that reports to a central computer. The computer monitors your fatigue/alcohol/drug levels, and if you are unfit to drive, it requests that you pull over. For an extra fee, you can have it automatically shut down your automobile, should you be too tired/inebriated to think clearly. The equipment to start is relatively cheap and the monthly fee is very reasonable. The life you save may be your own!

*Game notes:*

S.O. Biomonitor Wristband: 200eb, available in a wide variety of styles and colors.

S.O. Biomonitor Implant: 250eb, SC=N, HC=1d6/2.

Monthly Base Fee: 25eb

Auto-Shutdown Fee: +10eb per month. The operator is responsible, however, for any accidents/damage when their vehicle shuts down.

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## 'Punkers Guide to the MSP Metroplex

*"Believe or not, there's a jumpin' place in Minnesota, gato. The Minneapolis-St. Paul Metroplex has been takin' up the slack from Chicago since it shut down. This place is getting hotter and hotter – you can get the chilliest cyberware, the baddest comms protocols, and high-tech weapons, if you know who to talk to..."*

The MSP Metroplex is a hardcore place now. Used to be low in crime, peaceful little place, one of the safest places in the country to live. Now, it's gotten a new makeover for the 2020s.

### Places to Go

**The WarZone Club:** Located in the Mallplex of America, in the 'burb of Bloomington, the WarZone is a great place to meet and find comrades-in-arms, or just to sit back and watch the Exotic Combat – perfectly legal, too! The drinks are good, the atmosphere chaotic, and the contacts many. Highly recommended. **A Combat Football Game:** The MSP Maulers are nothing like the Vikings of the old NFL. The Maulers are a highly vicious team, with a lot of talent – they are the number-one favorite for a Super Bowl appearance this year. If you're in town, and can catch a game, do it!

**Cliff Road:** The street to go to when looking for action, hot 'ware, a good ripperdoc, or a place to sell off those organs you just cropped. Located in the once-sleepy 'burb of Eagan, Cliff Road is a seething mass of humanity with one desire in their collective mind: your money. Anything can be found on Cliff Road.

**The Library:** Need to dig up the dirt on someone or something? The Library is the place to go. Located in the downtown Minneapolis Corp Sector, the Library has got data in all formats on the most inane things you can imagine! Info on Tibetan heavy metal stars of the late 1990s? You can actually find it!

**Mystic Lake:** This casino is still alive and kicking! They offer the best, hell, the only gambling in the state. When the Casino Wars started in early 2014, they were the

biggest of the group, and managed to not only survive, but grow as well! The extravagance of this place rivals that of some of Vegas! Make sure you check this place out! Please note that security is provided by Arasaka, and cheaters tend to "disappear" quietly.

### Places Not to Go

**Jail:** The cops in the MSP Metroplex are not very nice individuals, as they are trained and reinforced by Arasaka. Yup, the boys in black have their hand in this town too... So, watch your back. **Edina:** Always an upscale, yuppie city, Edina was one of the first walled cities in the country. The security is very tight, and security guards (from Militech) shoot first and ask questions later. Rumor has it that the security forces use ACPAs with heavy weaponry, but this has yet to be confirmed.

**Burnsville:** The suburb of Burnsville, south of Eagan, is a the Combat Zone of the MSP Metroplex. The city was heavily damaged by a large fire in 2004, and never rebuilt fully. The heavy snows and winds that winter did nothing to help the city, and it is now overrun with vagrants and gutter-trash, who try to eke out a living on the remnants of the buildings and industry.

## Things to Do

**Listen to HHH: Happy Harry Hard-On is back!** After his release from jail, he went right back to his pirate broadcasting! An independent operator in MSP gets Harry's feed live via satellite from Arizona, and broadcasts on 98.5 FM and 990 AM. You can hear Harry's anti-society, anti-corp, anti-everything diatribe every night at 11pm Central. Jamming is uncommon. Hireout: The corporations here in MSP are very busy stabbing each other in the backs – a full-scale corporate war is on the verge of erupting, and all sides are hiring at very reasonable pay!

**Get Custom Chips: An important thing for Techies to do!** Sunrise Microprocessors in the Minneapolis sector can build your custom chip design in a matter of hours! And their prices are quite reasonable. They have a service rep in the Mallplex of America that is quite helpful.

## The Pigs

Ah, now we come to the most important part for you edgerunners. The pigs. MSP Metroplex's security forces. The indigenous security forces are pretty well under-funded and poorly equipped, but they are still pretty numerous. A large Arasaka Security contingent exists, as it is on hireout from a group of corporations in the area. They will not hesitate to use deadly force if they can get away with it. They will also ticket anyone for any violation of the law.

### Typical MSP Metroplex Police Officer (Cop)

INT 5 REF 7 TECH 4 COOL 6 ATTR ? LUCK 4 MA 6 BOD 5 EMP 6

**Skills:** Authority+4, Awareness+5, Handgun+4, Human Perception+4, Athletics+4, Education+7, Brawling+3, Melee+2, Interrogation+3, Streetwise+4, First Aid+2

**Equipment:** Medium Armor Jacket, Excalibur Taser-type Nightstick (see Protect & Serve), Patrol Helmet (see Protect & Serve), handcuffs, sidearm of personal preference (usually a heavy autopistol or SMG).

**Cyberware:** Cyberoptic with Low-Lite, plus personal preference.

## How to Get Out of Town Quickly

There are multiple ways to get out of MSP quickly, which will probably be required of you at some point. There is a French TGV bullet-train link to Duluth, and security is mediocre, so this is always an option.

Dirigible and AV services connect to Chicago Port, Des Moines, Fargo, St. Louis, New York, and Night City. In May of 2021, the MagLev link to St. Louis will be completed, and in September of 2021, the spaceplane facilities at MSP International will be activated, providing service to LEO.

## Things Not to Do

**Carry A Concealed Weapon: This is a big no-no in MSP.** The cops and Arasaka will be all over you like flies on shit. Seriously, though, the police have an uncanny knack for spotting this and will bust you. You may carry any weapon out in the open, but anything larger than a heavy autopistol will get you harassed. **Sleep in the Airport: Not a good idea.** More than one traveller has disappeared after deciding to take a short nap. Rumor has it that there are cannibalistic cyberpsychos living in the access tunnels beneath the complex.

**Believe Anything in the Paper: The local paper is a load of corporate propoganda and drivel.** If you believe a single word of it, you're weak in the gray matter. The MSP area has a high amount of pirate media, most of which is not hard to get ahold of. Some of it has corporate backing, ask the locals, they'll be more than happy to tell you what's real pirate and corporate pirate.

**Pick Your Nose: But we shouldn't have to tell you that, gato. It isn't chill.**

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## NEW SKILLS

**1) PHOTO ANALYSIS:** Characters with this skill are trained in reading and interpreting reconnaissance photographs,

particularly aerial and satellite photographs. Things a good analyst can learn include camp layouts, ground features, approximate numbers and locations of personnel, weapons and equipment present, and possible identifications of rank or identity. Large details (buildings, vehicles) can be identified by an EASY skill check. Small details require, naturally, greater success. INT-based.

**2) FORWARD OBSERVER:** Characters with this skill are trained in spotting targets and adjusting fire for artillery of all types. Provided they are in contact with the firing battery or its fire control, a forward observer can attempt to adjust friendly fire. For each round of fire, the forward observer can report and adjust the fire coordinates by making a successful skill check. Each round of fire that is successfully adjusted increases the accuracy of the artillery fire by 1, up to the limit of the forward observer's skill level. If the skill check is failed, the artillery has

fired off-target, and all bonuses gained from the forward observer are lost and the process must begin again. A forward observer can also attempt to call friendly fire on a position if he is able to observe that target point. A skill check must be made to successfully relay the target coordinates. Once fire has arrived, the FO can attempt to adjust it normally. INT-based.

**3) SMALL CRAFT HANDLING:** While Driving/Boat allows a character to operate most types of motorized water vehicles, Small Craft Handling gives the character the skills needed to use small muscle-powered boats. These include inflatable rafts, canoes, collapsible kayaks, rowboats, and small landing or river crossing boats. Rapids, rough seas, darkness, rugged landing sites, and the need for speed or silence all require skill checks. The character can also attempt to make small field repairs. REF-based.

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## CORPORATIONS

### PTO Corp.

**Author's Note:** Here's an outline of a new corp. I figured in a world where information is power, the authority over who gets to use which information would be an interesting addition to play. Possible uses: PTO tries to stop your small-time drug-synthesizing enterprise on behalf of a major pharmaceuticals researcher; Team hired to destroy records at PTO during corp war over patent rights; party racing to patent a new product before bad guys steal it and patent it themselves, etc.

#### Patent and Trademark Office

Shortly before the fall of the U.S., it was decided to privatize most functions of the PTO. The databases improved as people began to be charged for their use. Firms claiming patent violations in court had to pay the new PTO to provide the data to back them up. New patents and copyrights had an accompanying fee. After the fall, the PTO began to take on the enforcement role as well. Initially bolstered by a large capital outlay from a consortium of interested corporations, the concentration of capital has been diluted over time. The PTO works for client companies. All the same, like NetWatch, it's almost universal. Competing companies pay their dues, even while trying to skirt the rules of the Office.

#### 1st Division – Liscensing/Enforcement

Lawyers/Corps: 1000  
Arbitrators: 1000  
Techies: 1000  
Netrunners: 500

Soldiers/Cops: 10000  
Misc. Staff: 6000  
Total Staff: 19500

#### 2nd Division – Patent Exploitation

Corps: 1000  
Techies: 200  
Netrunners: 100  
Soldiers/Cops: 1000  
Misc. Staff: 2000  
Total staff: 4300

On-call Researchers: 5000

They have compiled the records from all trademark offices around the world. In order for any new patent to be enforced, the holder must register it with the PTO, which must then approve it. After this point, the PTO guarantees to prevent violation of the patent, with a staff of arbitrators to decide whether there has been a violation. If you do not register your patent with the PTO, you are responsible for defending it yourself, including preventing someone else from registering it.

Payment to the PTO is based on the number of patents held, the types of restrictions required, the length of protection service, and the revenue that each patent brings in. The PTO offers two payment options:

1> An exorbitant one-time fee, based upon the estimate of the value and enforcement challenges of a particular patent. This guarantees protection for the entire term

desired.

2> An annual contract, from which a percentage of the profits from a particular patent are paid to the PTO. Under this plan, the customer signs a contract to the effect that, if ever they fail to pay, patent rights revert to the PTO itself.

## Sunrise Microprocessors

### Overview:

Sunrise is a small corporation based in the Minneapolis/St. Paul Megaplex, Minnesota, that produces microprocessors for a wide variety of items. Its main division is dedicated to the mass-production of microchips, and it has a smaller division to manufacture custom chip designs.

### When:

In 2016, a small group of discontent American engineers got together to form Sunrise Microprocesors in a small office outside of Minneapolis. Their intention was to be a "cottage industry," but as their reputation and orders increased, they acquired better fabrication facilities and increased their staff.

### How much:

Revenue is in millions of eurodollars.

Year	2019	2020
Mass-Production	103.2	115.7
Custom	19.51	32.2
Totals	122.7	147.9

NYSE Symbol: SRM

Fiscal Year Ends: Oct. 1st

### Who:

President/CEO: Jeff Stonewall (age 31)

Vice-President/Chairperson: Andrea Nelson (age 32)

V.P. of Finance: Edward Savage (age 63)

V.P. of Security: Emily Brochard (age 25)

Auditors: Friedman & Friedman (Bloomington,

MN)Employees: 1200 Troops: 150 Covert: 12

The PTO makes a good percentage of its money liscensing rights to patents that haven been acquired from deliquent customers.

### Where:

HQ: Sunrise Microprocessors, 230 Hennipen Ave. Minneapolis, MN Phone: 612-Sun-Rise FAX: 612-FAX-Rise (Public Relations) Net Access: Sunrise@sunrise.mn.com (Public Relations E-mail)Sunrise is based solely in Minnesota, USA, and their reputation is so good, that people and companies come from as far away as the Antarctic Collective to purchase and contract chip designs.

### What:

- **Products:** Custom and mass-quantity microchips are Sunrise's main staple. They have state-of-the-art facilities for manufacture and design, and are keeping up with (if not ahead of) current technologies.
- **Resources:** One AV-9 assault aerodyne, four custom ACPAs, ten Grasshopper ACPAs (see Maximum Metal), and two Osprey IIs. Their security forces have their weaponry and training provided by Militech.

Rankings: 798th in Fortune 1000 US Industrial

Cos.Competition: Microtech, Revolution Genetics Inc. (biochip division), Biotechnica (biochip division), Intel, Motorola, EBM

### Significant Contracts With:

MustangArms smartgun processor – up for re-negotiation on 9/1/2024.

United State Aerospace Force chipset for the MMU-III system – up for re-negotiation on 9/1/2026.

IEC biochip processor for HomeChef Toaster Oven Line – up for re-negotiation on 9/1/2026.

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## HighlanderPunk

>I was just wondering if anybody had any good rules on how to incorporate immortals into >CP2020. If anybody does I would appreciate it if you could send it to me. Thanks-a-bunch!!!! assume that you mean immortals a la Highlander? If so, I would use the following rules:

- failed Death Saves result in a coma for 1d6 hours per Mortal level reached.
- immortals heal 1d6 points of damage every four hours.
- immortals can sense one another's presence within 10m, but only presence and general direction, this isn't a precision power. Actually, make that 5m.
- immortals can be slain if decapitated. This would result from more than 8 points of damage to the head from a cutting weapon, or 24 from another type (knocking the head completely off another way).
- immortals become immortals after failing their first Mortal check. They are stuck at that age forever on.
- killing another immortal give you a +0.1 to a stat per power level of immortal slain.
- immortals all start with a power level of 1 (this is only for dealing with immortals and otherwise has no relation to the game). They gain 1 power level per power level of other immortal they slay.
- the Quickening results in destruction of all glass within 50m x power level of immortal slain.



---

## CREDITS

**Dan "SuperDan" Bailey (superdan@krypton .mankato.msus.edu): (site and email now dead)**

- All Cyberfinger Materials
- Partial Cyberlimbs
- Cyberblood Nanotech
- Linear Frame: Alpha
- Nano-Auditory Rebuild
- Soviet Cyberware Rules Update
- FaceMorph System
- Advanced Muscle & Bone Lace
- Elbow and Knee Spikes
- Mental Co-Processors
- Cybertail and Options
- Enhanced Nervous System
- Echolocation System Processor (with Mike McLaughlin)
- SmartArmor
- Echolocation Goggles (with Mike McLaughlin)
- Healing Armor
- Dream-Suppressant Chip
- Accent Chip
- SmartGlasses
- Pressure Trigger
- 911 Card
- DeathBat
- Protective Headgear Insert
- Taser Bayonet
- Airhypo Bayonet
- Entire NetStuff Section
- Entire Powered Armor Section
- Entire ACPA Gear Section
- Extreme Courier Services
- BigWave Surf Monitor Service
- Smooth Operator Service
- 'Punkers Guide to the MSP Metroplex
- Sunrise Microprocessors
- Sources
- CP2020 and the Mass-Media

**Britt Klein (tierna@agora.rdrop.com):**

- NiteBrite Skinstyle Logo Line Tattoos

- Hott Everwear Fashions Security Jackets

**Francois "Fu" Uldry (avi@io.com):**

- OldMovie Cybereyes
- Einstein Service

**Name Unavailable (FS337203@Sol.YorkU.CA):**

- MedCon Vein Clips

**Name Unavailable (DF7568@conrad.appstate.edu):**

- EmeraldTech Xr-Ray vision
- EmeraldTech Collapsing Monokatana

**Interface Magazine (no known e-mail address):**

- CyberVocal Systems

**J.D. Bastow (jdbastow@csupomona.edu):**

- Normal Steel Bayonet
- Monobayonet
- Chain Bayonet
- Spike Bayonet

**Name Unavailable (ACDAVI00@ukpr.uky.edu):**

- New Skills

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- HighlanderPunk

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