

# THE QUICK FIX

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*It was raining in Night City. Hell, it was **always** raining in Night City. Never a good, clean downpour, either, something that would wash the filth and soot away, something that would sweeten the air in it's passing. No, this rain was a cold, gray drizzle, serving only to move a little more acid from the clouds back down to the city that spawned it.*

*The man in the trenchcoat paid the rain little mind. Georg knew it was just another facet of doing business on the Street. Which was, incidentally, exactly what he was doing at the moment. His team was planning a run later this evening, and it was his task to scare up the extra munitions they would need. He smiled thinly, thinking that if he could slip a few euro in his pocket along the way, so much the better.*

*Georg moved cautiously towards the streetcorner that his usual munitions supplier had staked out as a storefront. Not that he was afraid, but it never hurts to be careful. Phreez was on-station as usual, his long coat not quite hiding several large bulges beneath it.*

*"Hey there, choom. Lovely weather we're havin', neh?" the oily-looking fellow said as Georg approached.*

*"Eh. Could be worse." Georg replied, his Russian accent all-but-vanished from his speech. Only the occasional rolled "r" gave away his heritage. Not that trivial things like nationality mattered much in that universal melting pot that was the Street.*

*"You shoppin' `r sellin'?"*

*"Shopping."*

*Phreez grinned widely. "Dat's wat I likes ta hear, choom. Whatchya inna market for?"*

*Georg knew that Phreez liked to do business bluntly and quickly, so he wasted no time with niceties. "Satchel charges. Time-det, if you have 'em. And AP rounds, 7.62 mike."*

*Again that crap-eating grin. "Yer in luck, choom. I gots just th' toys yer lookin' for." Phreez glanced around, then gestured for Georg to follow him down a nearby alley. George paced behind the little man, sticking his hands in his pockets as if to warm them. Actually he was reaching through the lining in his modified armortrench, his hand coming to rest on the worn butt of his Colt 2000. He needn't have bothered, though. Phreez was usually a good contact, and today was no exception. Some haggling, ending with the obligatory complaints by both parties that the other fellow was a thief who would pimp his own sister for a fast buck; and Georg had secured a pair of 10 kilo satchel charges, as well as a case of armor-piercing rounds for the team's rifles. Georg had also managed to shave enough off the price that he could pocket a few hundred euro of the team's cash, with no one being the wiser. He walked away chuckling, noticing the rain even less. Not a bad day's work.*

*Unbeknownst to either Fixer, the time-delay fuses on one of the satchel charges was defective . . .*

Handling a good Fixer can be as rewarding as handling a good netrunner. Unfortunately for your party, it can also be as time consuming. Spending a few hours or more "making the deal" is very rewarding for the fellow playing the fixer, but the Solos in your group will be ready to bust caps on both him and you by then. Is there a way around this? Yes! The Quick Fix will not only let you spend more time playing and less time shopping, but it might even bring those twitchy Solos' blood pressure down a notch or two. Note that the rules presented here are in no way an attempt to stifle roleplaying by distilling it down to a few flavorless dice rolls. A good GM should always strike a balance between in-depth roleplaying and "moving the story along.". The Quick Fix sets out to do a little of both.



A Fixer has two primary duties as a party member. The first, of course, is cruisin' the Street, feelin' the pulse, and "acquiring" whatever the party needs. The second, and often overlooked use of a Fixer, is the generation of quick cash, through wheelin' and dealin', networking, and the like. To this end I've come up with a few tables that should make "quick and dirty" Fixer work a little easier.

## Streetdeal Rolls

For a Fixer to make a bit of fast euro, he first needs some capital. In this case, a standard streetdeal roll represents time spent on the Street making connections, jobbing out third-party goods, and some petty black marketeering. Of course, to a really good Fixer, time is of no consequence. Remember, the more cash you want to make, the tougher it is to make it quickly. And ya gotta risk big to score big!

### Capital Target Number

1-1000	eb 10
1001-2000	eb 12
2001-3000	eb 14
3001-4000	eb 16
4001-5000	eb 18
5001-6000	eb 20
6001-7000	eb 22
7001-8000	eb 24
8001-9000	eb 26
9001-10000	eb 28
10001 +	30

For each point the target number is exceeded by, add +10% to the investment.

For each point under, -10%.

Each attempted streetdeal roll takes 2 hours, no more then 6 attempts per day. Guy's gotta sleep sometime!

### Streetdeal Fumble Table

1-50	investment lost
51-70	investment lost, angry customer. 50% takes offense / 50% stomps off.
71-80	investment lost, 1-3 angry customers attempt to roll the Fixer
81-90	investment lost, The Law shows up, and questions the Fixer. Stuff is confiscated.
91-00	investment lost, Johnny Law attempts to arrest Fixer for black marketeering

Fixers also excel at locating certain "items" that the party might need. Since these toys are often firearms, that's what I based the following series of tables on. Use the fumble table as normal.

**Finding Stuff (50% base price / 50% modified price)**

Common 15 / 10-60 % cheaper

Uncommon 20 / 10-30% cheaper

Rare 25 / 10-30% more

Very rare 30 / 10-60% more

Accessories and add-ons such as magazines, weapon-specific scopes and such are as rare ( and as costly ) as the parent item. Note that common items can be purchased over the counter, uncommons have a 50% chance of being available, rare has a 15% chance, and very rare must (in most cases) be bought on the street.

Anything bought in the store is at base price. Rare items may be ordered from a store at a 10% markup, and take 1-6 weeks to be delivered. Very rare items may be ordered at a 50% markup. Assuming that most guns function better with ammo than without, use the next table to find if that streetcorner arms dealer has any rounds available for the particular toy your Fixer is interested in. Ammo, in most cases, should be purchased at base price.

**Ammo / magazines (50% available, 1-33%=ammo, 34-66%=mags, 67-00%=both)**

1-50% 1-100 loose rnds / 1-3 mags

51-90% 1-6 boxes / 2-12 mags

91-00% 1-3 cases (24 boxes per case, 20% off for wholesale) / 1-3 cases (12 clips per case, 20% off for wholesale as well)

**Condition of Item**

1-20% new in the box

21-55% slightly used

56-70% slightly damaged, 15 to repair (-15% to cost) (use whatever tech roll appropriate)

71-90% badly damaged, 20 to repair (-30% to cost)

91-00% trashed, 30 to repair, basically spare parts (-50% to cost) (10% chance of appearing new, but actually defective. Will catastrophically malfunction after 1-6 uses)

Please feel free to modify any of this data in any way you choose. It's *your* campaign, after all, choomba!