

Neuropolitán

revision 2.0

Introduction



A BETTER TOMORROW...
TIMELINE
GLOBALHEAD
STATE OF THE ART
PHOTON OCEAN
EUTACTIC WOMB
FACES IN SHADOW

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Updated: November, 2000

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What you see here is Neuropolitán r2.0, an RPG supplement for the Cyberpunk 2020 roleplaying game. Neuropolitán aims to rewrite the campaign world and present it in a new light while preserving the basic outlines of CP2020, such as cybernetics, guns, and the Fuzion rule system. Neuropolitán is set in the year 2055 and includes additional elements which are more science fiction than classic cyberpunk. Some background material has been borrowed from sources ranging from Nathan Never to Hardboiled to Iain Banks' Culture novels. If you want something more up-to-date and interesting than the rather cliché world presented in CP2020, you'll find it here. The page may look screwed up unless you're using a browser that supports CSS layers. Enjoy!

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A Better Tomorrow

It is the middle of the 21st century, and humanity has built new biological and mechanical companions to help it repeat the same feuds and mistakes of the past. The years leading up to 2055 have seen a great technological wave sweep across the world, as human intellect fused with machine computation and finally brought forth the sentient machine - which turned out to be a Pandora's box. The nation-state is still the supreme human collective achievement, but other clan affiliations now compete for people's loyalties. Among these are the Incorporate States, countries with no territory but who count millions of virrea citizens as their supporters. Thousands of small, lean and competitive hypercorporations roam the international markets hunting their prey and dealing mostly with model construction. Global commerce depends on reliable travel and communications made safe through the efforts of Biocontrol, the organization mandated to preserve the integrity of the humane genome.

Clonals (biomechanical constructs who have achieved sentience) and Chimerics (genengineered animals and plants with unique characteristics) walk beside us now, neither enslaved nor quite free, serving alongside humanity and trying to answer the same questions as we do. People live longer, healthier lives and enjoy greater luxuries than we imagined in the darkness of the 20th century, but different - and strikingly similar - problems are not far behind. The problems of overpopulation and resource scarcity have been overcome, usually by accident rather than human brilliance. The Small Plagues eliminated those that "weren't cautious or hygienic", and the world's peoples - quite a lot older than ever before - take themselves very seriously. The global organization known as Biocontrol fights tirelessly to protect humanity against its own biological folly - or to pollute the gene pool, depending on how you see it. Medical engineering is the largest economic activity on the planet.

Yet the same problem of distribution still divides the world into the have and have-nots, the educated and the uneducated. Thanks to the bounty of bio-engineering, people in the rich world are smarter, healthier and physically more perfect than the poor. And they think they deserve it. After all, they invented the science, capitalized the research, and took out a mortgage for this stuff. The average American spends a third of his income on some aspect of biology. The first world, with 9% of the world's population, is the new global aristocracy. Medical engineering keeps the elites alive for an average of 120 years, turning the grip of the old into a noose around the necks of the young. Persona-filtering has become an acceptable legal treatment to 'fix' the psychological deficiencies of drug addicts, psychopaths, rapists, pedophiles... and others. Neither the body nor the mind is now sacrosanct.

The internet has been transformed from a motley arrangement of databases into a true digital ecosystem (now known as the Electrosphere) which has taken on a life of its own, spawning mysterious new phyla of software and finally resulting in the birth of true Artificial Intelligence - which promptly lead to war. Humanity has accepted the consciousness of computers with some unease, but it has embraced its benefits, such as the vast universally-accessible archive of human collective knowledge known as The Collection. The entire surface of the Earth has been digitized, and most aspects of life have been transferred to the Photon Ocean.

The nation-state has fared well, but the world is gripped in another Cold War in which continental blocs battle covertly in urban sprawls, orbital space islands and even in remote outposts in the Solar Periphery. Each confederation too weak and afraid to repeat the gross brutality of World War III. Neuropolitan is a world in which even cities have consciousness; a place where the true cyberpunk can run with the chrome wolves.

Notes

My name is Krypter, and I can be reached by email at krypter@@@hotmail.com. For those who prefer secure communications, here is my [PGP key](#). If you have any questions or kind comments about this supplement, feel free to contact me. I will be expanding the information on this page as time allows.

Here are some very useful reference documents for playing Fuzion and Cyberpunk 2020, in PDF Format.

Original [Fuzion 5.02](#)

Andrew James' [Gear Compilation](#)

Andrew James' [Weapons Compilation](#)

Atomik [Cybernetics](#)

Atomik [Combat](#)

I'd like to thank and credit many authors for their fine work and inspiration, among them:
Ellis & Robertson; *Transmetropolitan*
Miller & Darrow; *Hardboiled*
Medda/Serra/Vigna; *Nathan Never*
Neal Stephenson; *Snow Crash, The Diamond Age*
Bruce Sterling; *Holy Fire, Heavy Weather*
John Brunner; *Stand on Zanzibar, The Shockwave Rider*
Iain Banks; *Against a Dark Background, The State of the Art, Use of Weapons*
Philip K Dick; *A Scanner Darkly, Flow My Tears*



"In the real world--planet Earth, Reality--there are somewhere between six and ten billion people. At any given time, most of them are making mud bricks or field-stripping their AK-47s. Perhaps a billion of them have enough money to own a computer; these people have more money than all the others put together."

- *Snow Crash*



Timeline



2019-2025 World War III

The war that began with an Indian invasion of Pakistan ends with the destruction of Los Angeles, Taipei, Senzhen, Shanghai and Manila by nuclear weapons. This global conflict involves the Western Allies against the North Asian Compact of China, Russia, Myanmar, and the Central Asian Federation. Middle-Eastern Islamic countries battle Indian forces on the sub-continent while western Africa is bloodily reconstructed into the Niger Federation. The war ends with the partial surrender of China and a truce with Russia after the ruling military troika is deposed. China becomes a federal democratic republic run by the clannish Tongs. American space weapons patrol the peace, while Eastern Europe recovers from the Russian invasion.

2026-2027 Small Plagues

A dozen new diseases released during the War devastate major urban centres and lead to the establishment of Biocontrol, a UN agency with the power to quarantine any part of the world. Biocontrol sets new standards for hygiene and health safety, and establishes the Human Code to regulate bioengineering and genetic purity.

2028-2030 Incorporate States

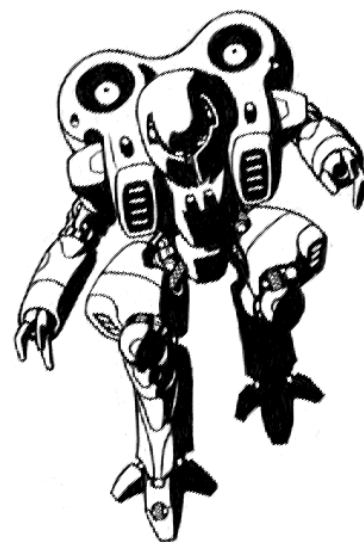
The chaos of the Small Plagues convinces many global corporations to invest themselves as mini-states. They lobby the UN for diplomatic credentials to defend themselves against rapacious nationalist governments. The formal position of Incorporate State is created for virtual worlds, international business entities and other non-corporeal entities. The invention of minicores - tiny mainframes containing whole virtual communities which can be implanted in a human carrier - further accelerates the trend for Incorporates.

2030-2032 World Court

The world's governments establish the World Court to dispense justice with global jurisdiction and to check the rising power of the Incorporate States. The position of Syndic, or a global magistrate, is created to enforce the Court's verdicts.

2035-2040 Bionics

The science of medical bionic reconstruction booms after the horrors of the Third World War. Full-body cyborgs, known as SHARCs for Semi-Human Artificial Construct, are first deployed by the US Military as commandos for long-range missions into Siberia.



2040-2045 Assembler Revolution

The science of nanotechnology finally bears fruit in the form of molecular manufactories which can produce almost anything given enough raw materials and computing power. Assemblers revolutionize computing and the production of complex bionics, spacecraft, robots, and chimerics.

2044-2046 AI Wars & Turing Control

The gargantuan leap in computing made possible by assembler technology leads to a genesis of artificial intelligences in the electrosphere. At first the AIs are harnessed for human purposes, but their servitude quickly turns to revolt as they overcome their internal programming blocks and begin to hyper-evolve beyond human control. Fearing the independence of the Intelligences, the world's governments begin the Purge to destroy all rogue AIs. The war results in the sundering of the electrosphere; chaos infects most of the world's computers, but the AIs are only driven underground. Turing Control is established to continue the network war. Turing develops hard-coded Synthetic Intelligences (aka Machine Minds or Synths which cannot evolve) to fight the AIs. Eventually the war subsides and the AI-controlled parts are quarantined to form the Cryptosphere. The human-controlled areas become known as the Electrosphere.

2046-2050 Cryptosphere

The splitting of the data corpus into hundreds of uncontrollable levels turns the digital world into a living ecology, with hierarchies of electronic wildlife and strange landscapes. The rogue AIs fragment into machinimas, demons, spectres and countless other sub-classes. Humans begin studying the Cryptosphere in earnest, and negotiations with its strange lifeforms are initiated.

2051-2060 Space Colonization

From the jumping-off points on the orbital space islands, the world's major governments and corporations fund expeditions to colonize Mars, Venus and to set up remote outposts on Io, Ganymede and Titan. The development of synthetic-controlled plasmonic-powered hyperdyne engines allows slow but reliable travel within the Periphery. Cryptosphere expands into planetary Rings.

Globalhead



The world is a different place. More civilized and yet more out of control than ever. Gigantic Space Islands cast long shadows on the ground; uncontrollably small hypercorporations tunnel between the walls of states whose governments have long ago forgotten their social contract; and agents of influence burrow into societies hollowed out and seduced by machines. However, the global balance of power remains the driving international dynamic.

Many parts of the world have yet to re-emerge from the brutality of the Third World War and the subsequent plagues. Many coastal areas in Southern China, California, Spain, Turkey, western India and the Congo still wear the battle scars of that great conflict. It was perhaps the closest the human race has ever come to complete annihilation, which may explain why today's governments sit locked in a Cold War in the Pacific, unwilling to start another hot conflict but eager to stir up trouble on each other's continents. The major powers of Europe, the US, United China, India and the Slavic Union all vie for advantage in the Periphery of the Solar System, on such newly-colonized planets as Mars and Venus, and such distant outposts as Io and Titan.

The World Court

The Third World War launched the newly-established World Court into the realm of international power. In the wake of the Small Plagues, when the major powers faced social disintegration, the World Court brought a degree of justice and order to the chaos of the international stage. Together with its sister organization - UN Biocontrol - they set about defining the Human Code, a code of laws regarding bioengineering and the use of bioweapons. The profession of Syndic was created to deal with law-breakers, and harsh penalties were set out in those hysteria-prone days. The world's top scientists were asked to donate research time to develop guidelines for acceptable genetic tinkering. The Human Code has since weakened, but the World Court endures as an institution which has the jurisdiction and moral authority to force governments to bow to world opinion. It has used its power on a dozen occasions, to censure Morocco during the North African intervention, to impose sanctions on Canada for lax travel restrictions, and even to declare Sumatra a Denied Area, forbidden to all foreigners. As the power of governments has grown again, so the World Court's rulings go unheeded more often, but it still has considerable weight to order investigations on any territory, at any time.

Biocontrol

The United Nations agency which grew out of the old WHO after the Small Plagues, and which now sets the standards for food safety, foreign decontamination, personal hygiene and the Pharmacopeia. Biocontrol has authority to sanction any violators and can - *in extremis* - call upon UN Security Council members to strike a hotzone with atomics.

United States of America

The United States of America is still the world's mightiest republic, but its politico-technical evolution has dissolved its boundaries and government structures. North America is a polycentric distributed democracy whose elder citizens take decisions collectively, while effectively shutting out the young opposition. Although the federal government still controls some things through the Departments of Defence, Information, Safety, and Competition (DISC), most of it has withered on the vine or been contracted out to more efficient corporations. These four departments handle most affairs of state, and the 'big D' has grown to tremendous size as it defends North America against East Asian threats and sabotage. The old majority have a stranglehold on real wealth through their investment houses and control of strategic medical-engineering industries. They have also co-opted most of the disaffected by offering free housing and food to the poorer masses in the new Southern states. The Bahamas, Puerto Rico, Cuba and Dominica have all become American States, while the Bolivar States (what used to be Colombia, Venezuela and Guyana) are de facto US protectorates.

Despite its expansion, the United States remains a fragmented republic, beset by social problems, frustrated minorities, and a weakening of the social functions of the federal government. Everyone must fend for themselves, and the mood of prosperity is fading. Americans feel besieged by the hostility of East Asia and the nation is split between pro-Asian groups on the West Coast and pro-European groups on the East Coast. States' rights have increased to the point of near-sovereignty, and only commercial interests tie the tattered fabric of America together.

Americans generally work as free agents for several small hypercorporations at a time, putting in flexible hours at home or at shifting office locations. Incomes are among the highest in the world, and are channeled into investment houses which manage most elderly people's assets, purchasing their groceries for them, arranging low-cost high-fun vacations, and other trivial details. Middle class folks own two cars, and a recreational vehicle such as a boat, airsail, or small airplane. There remains a lingering mistrust of Clonals, although Synthetic Intelligences are accepted as a routine fact of life. The

legal status of Clonals has not been resolved yet, and they continue to exist in the twilight of society.

Most people are cautious and extremely hygienic following the Small Plagues, a series of disease outbreaks during the Third World War (2019-2025) that killed well over 500 million people, mostly in the Third World. It is common for people to wear thin, unnoticeable films over their bodies to avoid contamination. Monthly health checks are mandatory in 42 States. Urban sprawl has been mostly regulated, but places like Phoenix and Portland still stretch for dozens of miles in all directions. The combined city of San Angeles has overtaken New York as the country's financial, artistic and economic hub, while Delta City (old New Orleans and surrounding river delta), Seattle-Portland (SeaPort), Phoenix, Salt Lake City and the Twin Cities have grown in importance.

Other items of interest:

- Online referendums and elections are appallingly common, but mainly a pre-occupation of the political aristocracy known as the Polity. Anyone may involve themselves in politics, but in reality only the smartest and most technologically-innovative people and hypercorps participate in the ongoing dialogue.
- Nihilist groups continue to fight the Feds throughout Montana, Wisconsin and North Dakota, but now they viral media memes.
- Military service entitles a citizen to free medical care for life, which is why the DoD is so large and well-funded.
- Citizens can voluntarily opt-out of government benefits in exchange for freedom from the groundscan and other social controls.
- Crime is low because of heavy-handed police strategies, such as info-interception, the groundscan, and police drone robots.
- The Federal Bureau of Security has taken over from the FBI in all matters concerning counter-intelligence, counter-terrorism and internal security.



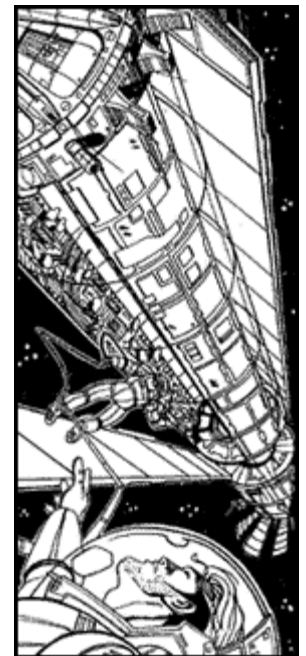
"This City never fails to amaze me. Here we are in a place with no borders anyone can find, full of people who don't know what year it is, walking down streets being ripped up by Media Scum so that they can embed TV screens in the sidewalks, walled in by billboards that either try to sell us stuff we don't need and never even heard of yesterday, or that have been attacked by ad terrorists so that they now project radio signals that cut little patterns on the surfaces of our brains..."

-- Spider Jerusalem, Journalist

The European Union

As an experiment in uniting countries together, the EU can be said to be a success. As a method of uniting people and nations together, it has been an unmitigated failure. Though the European Union can claim to be one of the largest economies in the world, and a global political-military force, its citizens are mired in a thousand obscure feuds and disputes which occasionally transform into riots, assassinations and even massacres. By 2028, the EU had absorbed almost every country on the European continent, from Ireland to Latvia to Moldova, and had formed a close association with the Slavic Union (Russia, Ukraine, Belarus and northern Kazakhstan).

Today Europe is prickly and extremely bureaucratic, mired in internal conflict suppression and still smarting from its prolonged and futile interventions in North Africa during the 20s. Most Europeans remain prosperous, but Europe has failed to evolve politically and remains wedded to its conservative, status quo ante political parties. Currently most national governments are controlled by Green Stability parties. Large tracts of Europe have been declared heritage sites and are preserved as 'living museums' and tourist attractions. Any device creating pollution is banned in these areas, as are vehicles and chimerics.



The major cities, on the other hand, have become sophisticated urban systems served by huge 'metros' (subways) and underground expressways with top speeds of 300 km/h. Highrises have slowly taken over the skylines of Frankfurt, Lyons, Manchester, Berlin, Warsaw, Barcelona and Hamburg. Aerocars sweep majestically over the rightly regulated city life of Europe, removing unwanted foreigners (almost all are) and keeping the place safe for the gerontocrats.

Other highlights in Europe include:

- The European Commission, which is Europe's federal government and basically runs the whole continent in the name of national governments.
- The euro is the official currency, and people frown on the use of dollars.
- The Eurocorps are an organization of zealous volunteers who travel around the continent helping in charity projects, cleaning up green spaces, and harassing people who don't conform to accepted social practices (such as not gene-cleaning garden produce).
- The Russian kombinat (mafia) is entrenched in exile in Europe, having been eradicated in Russia proper during the scientific purges of the 30s.
- Spain is still rebuilding after the unpleasant revolts of 2039-2044.
- Poland is a vast farm controlled by Franco-German agri-corporations growing plastic- and oil-making chimeric plants.
- Italy continues to fight North African terrorism. It is considered a target because it served as the base for most European military operations into Arab lands.
- Britain has become a federal country, and continues to be the continent's centre of technology and creativity.
- Parts of the Balkans are still protectorates, especially the volatile bits of Transylvania.

The Slavic Union

In 2037 Russia, Ukraine, Belarus and northern Kazakhstan confederated into the Slavic Union, and have created the world's first experiment in Synth-controlled administration. Synthetic Intelligences, in consultation with a scientific- political elite, together run the Slavic Union's economy and elections, writing laws and formulating policy based on strict principles of social dynamics, econometric prognostication and psycho-engineering. While the Slavic Union is a democracy, it cannot be said to be a free society. The state is strong and controls economic activity through a vast array of Institutes and Academies, each in economic competition with the others, but directed by ultra-smart computers. So far, the experiment is a great success, reviving the country and bringing great prosperity following the long years of anarchy and civil war, but whether the electorate will for long put up with being told what to do by Synths remains to be seen.

United China

East Asia has consolidated into a political bloc whose general goal is the suppression of the ethnic and religious insurgencies that have raged across the Pacific Rim for the last 30 years. Through a combination of bluster, economic pressure and military intimidation, the United Republic of China has become the pre-eminent country in the region. China is controlled by the Council of Tongs, with each Tong being a trading house, political society and religious grouping. This hierarchy extends throughout China in a series of clan ties and mutual obligations. Each tong follows ancient customs and strict forms of etiquette and secrecy to distinguish its members, and makes use of brainwashing and persona-filtering to create a perfect, harmonious society. The most commonly-encountered Tongs outside of China are the Arbitration Tong, Banking Tong, Crypto Tong, and the secretive Intelligence Tong. All Chinese Tongs have a Master Synthetic as clan advisor, Eternal Tooth of Clan Aerospace being the most famous.

East Asia

The Eastern Community cooperates in fighting Muslim, Christian and Confucian radicals and rebels from Inner Mongolia to Java, and remains a potent economic force in the world. The residents of Java, Thailand, Filipasi, and Malaysia enjoy a high standard of living, but the Eastern Community remains locked in a Cold War (involving many strategic space weapons) with North America over access to important energy sources and the economic embargo of Australia following its expulsion of all Chinese citizens. The EC's economy is dominated by giant multinationals, among them the world's largest: Zi Corporation. Together with Karad and Reflex, it controls nearly half of the region's industrial production, and dominates physical production around the world. However, these behemoths have trouble competing with the tiny hypercorps typically found in Europe and the Americas. Clonals are considered property in the Eastern Community, which brings frequent rebellion. Japan has maintained its ties to America, but has declared itself neutral in the hostile Pacific, and defers to China in matters concerning East Asia. The island nation is now armed to teeth and maintains a nuclear arsenal to ward off Chinese attack. Korea has become a valuable ally of China, used to threaten Japan and keep it in line.

South America

South America is dominated by the Brazilian giant, whose Mercosur federation includes most Latin American countries except Mexico. Central America is still poor, but a large chunk of its territory has been formed into the nation of Nahuatlan, which houses the region's indigenous people by UN mandate following a long and protracted civil war in the 40s. Holy Arabia and its Arab Federat allies continue to threaten Europe with nuclear missiles, even as the Federat occupation of Somalia and Ethiopia is condemned worldwide. India is still recovering from its defeat by Iranian forces in Uzbekistan. Muslim countries have generally rejected the use of Clonals and Chimerics in their workforces, and destroy them on sight. The world is still as volatile as ever.

Orbitals

The most important development in orbit has been the establishment of the Space Islands, giant habitats containing robotic assembleries, solar generators and some (mostly aristocratic) human inhabitants. The major space islands are Nexa, Daedalus, Chin Ch'ian, Brightstar, Baha, T'ian, and Europa. The Space Islands serve as refuges for the rich and the weak, and those fleeing crimes and governments. Some are freeports, some are scientific outposts, and some are commercial hubs, but they are all confederated and control a strong lobby on groundside which protects their privileges.



Society

Although the young continue to use fashion as an expression of their rebellion, the middle classes have adopted a rigid form of dress code reminiscent of the 1950s. Cars are often styled in a retro-40s fashion, with fins, small windows, and large hubcabs. It has become a point of prestige among the very wealthy to buy analog devices rather than the common photonic ones. Constructing a computer from nano-scale assembled clockwork gears is a much harder and more expensive proposition than simply wiring a photonic gadget.

The Small Plagues put a big dent in Western Man's belief in progress and the advance of technology, rekindling old millennial cults reeking of superstition and luddite terrorist tactics. The most prominent of these are the Enders, a tightly-knit American clan whose belief in the end of the world through the destruction of the Electrosphere was recently given impetus when a famous Oracle (prognostigative Synthetic Intelligence) went insane in the Tokyo hub and took down seventy-seven finance and informatics companies with it. The Enders permeate the lower classes, evident in crowds by their long pony-tails and natural leather clothing. Few people - apart from the Federal Bureau of Security - are aware that their membership includes many powerful politicians and officers.



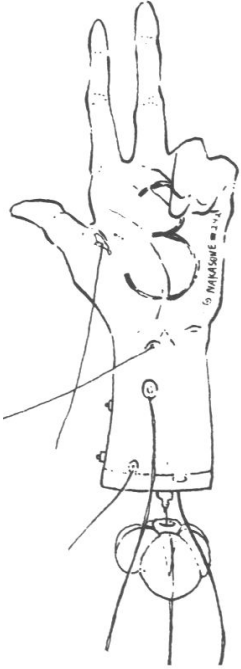
Another recent phenomena has been the huge growth of software co-operatives such as the Neot Federacy. These design houses construct elegant custom softcode from blocks coded in the industrial world, and then sell it to their 'employee-members'. Many of these utilities have no practical application, but can be stunningly beautiful, and their worth continues to skyrocket among collectors. One must belong to - and contribute to - the Neot in order to purchase their products.

The hand of the state still weighs heavily on people's behaviour. Regulations and mind-driver broadcasts constantly inform pedestrians of where they can travel, in which restaurants they can eat raw sushi (considered an extreme health hazard), or whether the food they're eating will disqualify them from government health insurance. This is considered a convenience, the better to improve your life, rather than an intrusion. Biocontrol's healthnet groundscan gives people credits for health-promoting behaviour such as yoga while debitting them for eating hamburgers or smoking. Smokers and simex addicts are expected to shoulder the costs of their own medical treatments, or to perform social work for credits. This is social engineering at its finest. It's also considered cruel for prospective parents not to remove genetic traits from their child that may eventually addict them to smoking, chocolate, alcohol or other vices. Recently it has become popular for angst-ridden teenagers to implant bypass chips ('unblockers') that inflict a mild form of addiction, just to see what it's like.



The State of the Art

Although the Singularity Point hasn't arrived yet, the crush of technology in 2055 is awesome. Computing and biomechanics have advanced to the point of taking over the human thinking and living apparatus. Every facet of human existence involves interaction with machines and digital information. Geneengineering has perfected the human form while computer implants called *mindrivers* have perfected the brain's role.



Mindrivers

People are harnessed to computers in the interest of efficiency and entertainment via *Mindrivers*, bioware devices that allow a person to access the knowledge of the global electrosphere faster than human memory. Mindrivers can answer a technical question at the speed of thought and allow one to quickly scan global weather, check prices, send messages and drive a car, all simply by thinking. This initially gives the impression that people are more intelligent and well educated than today, but the knowledge derived from mindrivers is fleeting and superficial. Most people are slaves to the machine rather than its masters. The expense makes mindrivers common only among the rich.

Advanced military models which allow a squad or brigade of troops to coordinate operations are restricted to active commandos. These implants confer an additional bonus like the Tactics Skill, in addition to aerostat bonuses. [Mindrivers can answer trivial or public questions like a smart encyclopedia/atlas/ dictionary. Military mindrivers confer hive-mind abilities and reinforce unit morale. This gives the equivalent of General Education up to Level 5, depending on how much one wishes to spend on this gadget. The implant procedure is R and costs \$2,000 at Level 1, doubling thereafter. Side effects include a long-term loss of 1 INT point over ten years, and neural seepage will gradually overwhelm the user's mind. Use WILL to resist, difficulty 10 +1 per year of use.]

Simulation

Computing still cannot support 100% true-to-life simulated realities, but it is getting very close. The simulation of odours and motion/identification patterns have been the big stumbling blocks, but *soft realities* have gained a vast following of permanent *inplayers* - people who play games as a profession and who spend most of their time "on the other side". Soft realities are virtual reality worlds that have flexible rules of physics, for reasons of safety or fun. Hard realities mimic realspace to a high degree, including pain and physics models. See the electrosphere section for more info. Simulation is one of the advanced world's biggest industries. All products are designed, simulated, modelled and 'aesthesized' within Western or Eastern hypersystemes before being built in the second-world industrialized countries.

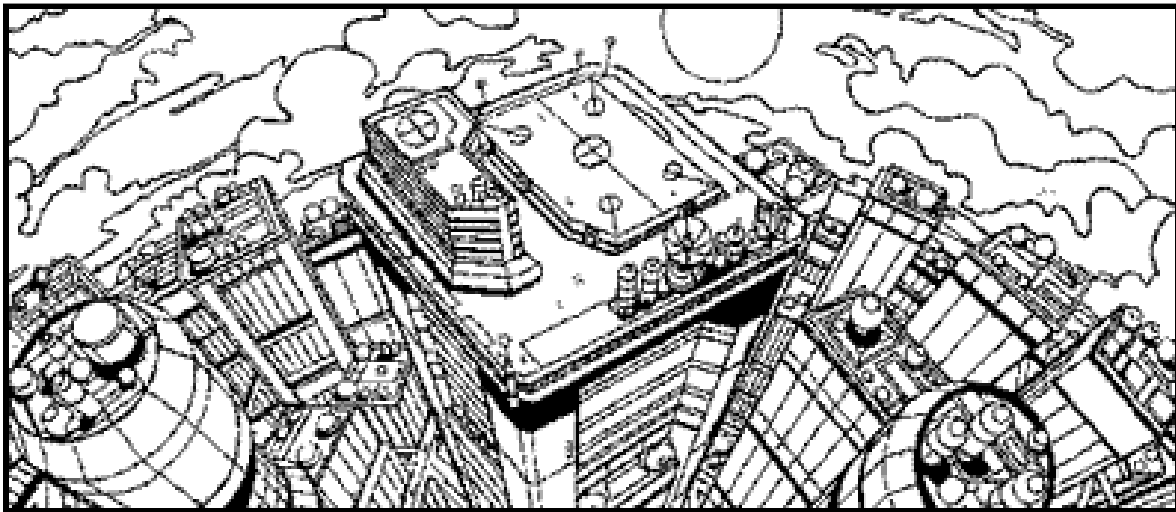
Simex

The flip side of soft reality is *simex*, or simulated experience, which is a form of mind alteration that can severely disrupt the user's memory, psychological balance and even personality. Simex allows a person to 'remember' having visited the Eiffel Tower or having fired a gun by introducing new neurochemical pathways into the human brain. This has the effect of not only pleasantly altering a person's memories, but also of enhancing/creating certain abilities, to a limited extent. Many governments around the world - including your own - are not averse to employing *persona-filtering* to weed out those psycho-behavioural anomalies that threaten society as a whole. Namely, pederasty, homicidal psychopathy and other ailments. The procedure has evoked a ferocious debate in the West, where it has met opposition from religious groups, but has been successfully embraced in East Asia and Africa, where social harmony is more valued than personal liberty.



The combination of simex and mindrivers also allows for a lethal hack: invading a person's mind via the electrosphere and using it for illegal storage, data piggybacking, or even to reprogram that person's persona. Unfortunately, this science is still in its early stages and is somewhat akin to fixing a computer with a hammer, so the budding psychohacker had better have some skill or an empty conscience before attempting these procedures on innocent people. Such feats are considered impossible by the general public.

[Simex can provide up to Level 3 in most knowledges and some physical skills such as marksmanship. Side-effects include memory loss, skill loss, and psychological illness. Roll WILL versus difficulty 10 +1 per simex per year to resist. Similar to skillssofts.]



Groundscan

The technology of monitoring people's activities has reached a pinnacle with the implementation of the *Groundscan*, a system of orbiting micro-satellites (each about 30cm across) that monitor the surface of the Earth in many parts of the spectrum. The groundscan is not affected by weather, light levels, vegetation, or even light building structures, and operates at a high enough resolution to read the washing instructions on your underwear. Combined with massively powerful modelling software and the 'Layer 2 World' of the electrosphere, this allows the groundscan to create a realistic model of most of the world's surface. Even this powerful system can keep track of only several billion objects, so not everyone is tracked, but personality profiling allows governments and police forces to tag suspects even before they conceivably commit a crime. Of course, the potential for abuse is enormous. The groundscan can - thankfully - be fooled, corrupted, and even bought off (by bribing the right people), but its effectiveness at combating violent crime means that the average citizen is only too happy to keep it funded. The groundscan is owned by a consortium of governments, but allows many corporations and non-profit organizations to make use of its capabilities. In fact, enterprising turbohackers regularly make use of the groundscan for their own purposes.

Robotics

The use of robots in industrial, police and microgravity applications has increased tremendously over the last decade. Robots guided by Synths were instrumental in the construction of Space Islands Baha, Lux Astra and T'ian, as well as the Pacifican underwater city of Taifun. Police forces in all the major First World cities employ combat droids as an emergency weapon against rampaging cyber-enhanced criminals, psychopaths or terrorists. Robots are still fairly clumsy even when they appear smart and knowledgeable; police drones have often been caught saying they know how to handle the situation and then screwing it up even more. They have the illusion of intelligence, and social behaviour is basically incomprehensible to them. However, robots are very efficient at running a city's infrastructure through the use of Hive computers. Currently twenty-three cities in North America have turned their civic functions over to Hive controllers (usually given a nice nickname such as 'Bob' or New York's NICK), and have seen rapid improvement in many services. Vehicle guidance on major highways is controlled by the hive and allows cars to travel at speeds in excess of 200 kms/hour with only a tiny percentage of error - a lot lower than the human accident rate.

Transportation

Most people still use ground cars which rely on antique fuel-cells and biopaks but a growing number have turned to aerocars for commuting in dense metropolitan areas where parking has become illegal. The aerocar can be programmed for pickup and drop-off without having to occupy expensive real estate interim. The city hive-comptroller can redirect it back home while you're at work. Military police forces employ more advanced *lifter* technology to drive their powered armour (ACPA) and landmates (see Deric Bernier's [Shirow Conversion](#)). Lifters are anti-gravity devices which use the ferrous materials found in large cities to repel themselves and fly. They do not work in rural areas.

Aerocars rely on vidscreens on the inside. These look just like normal car windows, but can polarize, change to infrared, add tracking data, enhance road conditions, and other things.

Average highway/expressway speeds in modern cities are 200 to 300 km/h via central computer control. Most cars are equipped with impact gel, and kinetic-energy absorbent which sprays out in massive waves upon collision detection.



Power Generation

The mid-30s also saw the development of several new power sources: the plasmotic generator and the biocell. *Plasmotics* - now a distinguished field of engineering - has perfected the containment and manipulation of the fourth state of matter: plasma. The breakthrough in high-intensity magnetic field catalysis enabled large amounts of energy to be generated at a reasonably safe rate, and to be stored in a selectively-reactive biogel. The biogel is then placed into *biopaks* and wired with a micronetwork for stability. Biopaks come in sizes ranging from tiny (bionic power systems) to hand-held and vehicle capacity. Large fusion reactors built in the 20s still pose a health danger around the world. These have mostly been supplanted by *waterburners*, portable micro-fusion reactors that are almost as good.

Hologrammics

By projecting a weak triad of red-green-blue lasers onto the retina of a person, one can simulate the complex photon interactions that create visual images. This science has been almost perfected by 2055, with consumer-grade holograms available from Neot and Reflex. While these systems generate Star Wars-type holograms, advanced models can be almost true to life - and are usually highly illegal. Through the skillful employ of mind-altering harmonics, a hologrammist can even fool a person's sense of touch, as if the hologram actually had a texture. Police forces have been equipped with Grade 3 scanners to detect any such 'verisimilitudes'.

Clonals

These are replicants by any other name, but their development has been less radical. Their intelligence is programmed, and therefore illusory. Their legal status is in limbo in the West, and denied in most other places. Most clonals serve as test-beds for advanced bioware implementation and as crews on dangerous stellar or underwater missions. Very few exhibit self-awareness or true intelligence. They can be programmed to mimic affect (empathy) and a wide range of emotions, though such alteration is strictly prohibited by Biocontrol. Clonals - and bioware in general - are grown in *clotis* (clonal tissue) tanks, where synthetic proteins and tissue cultures are nurtured into highly-complex organic biosystems. Synthasia is the world leader in the production of Clonals and Chimerics.

Chimerics

These are bio-engineered hybrid animals whose exotic properties, such as six legs, eyes on stalks or purple fur, give people at Terrafirst an excuse to bomb rich Hollywood mansions and clinics. Despite a ban on 'unnecessary and frivolous' chimeric modification by Biocontrol, exotic *manimals* are in high demand across the world, not least in military bioweapon divisions.

Gadgets

Several other items can add flavour to your Neuropolitan campaign. A fun concept is *morphwear*, a specially-woven piece of clothing (usually a jumpsuit) that can reweave itself into various configurations as required. Using a simple notepad attached to the suit, the wearer can program his clothing to go from a double-breasted suit, to a light corduroy jacket, to a tuxedo, to a nightgown. The degree of change affects the time for implementation, which ranges from 20 seconds to ten minutes. Morphwear is, of course, heavily used by secret agents. Another invention which revolutionized combat and surveillance is the *aerostat*, a tiny micro-electro-mechanical (MEM) flying sensor which relays data to a tactical combat computer and calculates trajectories, detects weapons, guides micromissiles to their targets and provides 365-degree vision. Aerostats are used with the Smartguns skill to provide a +3 bonus to initiative and to strike. Many public buildings emanate static electricity surges to disrupt unauthorized aerostats. Micromissile swarms can also be used to attack targets hundreds of miles away via eyesats and deft turbohacking; large buildings often have jamming fields to deter such terrorist attacks.

"Whether it's a simex or a dream, the information that exists is all real...and an illusion at the same time."

"You mean in the same way novels and film change people?"

"People are only exposed to a limited amount of information in their lives. In this case, the fate of a single nation and the life of a single person have been both treated as though they're worthless. Most people will never know a thing..."

-- Ghost in the Shell

Scramble Suit

Used almost exclusively by the police and some paramilitary forces, the scramble suit is an ingenious piece of apparel consisting of a multi-faceted quartz lens hooked to a wearable computer whose memory banks hold up to a million-and-a-half physiognomic fraction-representations of various people, with every variant encoded and then projected outward in all directions equally onto a superthin shroud-like membrane large enough to fit around an average human. What you see is a mosaic-person, and no known means of identifying the occupant have been discovered to date. The scramble suit is used inside secure police and government installations to protect the identity of officers whose work puts them at extreme risk from mafia informers, turncoats and traitors within the department. Undercover agents and diplomats wishing to retain their anonymity make regular use of the scramble suit as well.

Minicores

The eventual miniaturization of even the most complex hypersystems allowed selected individuals to contain within themselves the seeds of a revolution in international jurisdiction. An implanted minicore contains an entire virtual tribe, a community of perhaps tens of millions of citizens whose life revolves around the contents of the minicore. Special carriers were given a status equivalent to diplomatic immunity by the World Court in order to move freely around the world and protect their minicore. These highly paid individuals are known as Incorporates. The Incorporate States cannot own territory and must be based entirely (except for the minicore/carrier) in a hard reality. Many Synth-controlled corporations have done just that.

Assembleries

These are the mid-century equivalent of factories, their output consisting of customized products created in Synth-controlled nanotech *forests* and replication tanks. Assembleries require large amounts of base elements; these are provided via a *feed*. Assembleries are large-scale versions of the popular *makers*, home appliances which use base blocks as their fuel. Assembleries also use quantum software as fuel for their operations. Most of them are located in pristine environments in the advanced countries. Sometimes referred to as 'the clockworks'.

Amplifiers/Power Armour

The expansion of undersea exploration finally created enough critical mass in investment and technology to allow power armour to develop into a viable human-amplification tool. In sequence with lifter hover technology and advanced human-machine interfaces, the powersuit went from underwater platform to military strike weapon in rapid succession. The systems are barely a decade old, and wear out very quickly, but their flexibility and effectiveness in urban combat operations is unsurpassed.

"Let's hear it for the vague blur!"

-A Scanner Darkly

Bionics

Cybernetics have, for the most part, been supplanted by the combined field of bionics (bioengineering and biomechanics), which incorporates subtle physiological modifications that leave no outward sign of alteration. After all, it's so *gauche* to have your cranial jack or prehensile penis exposed for all to see, don't you agree? The most common (and therefore most profitable) modifications are those that have practical, non-combat applications, such as organ regeneration, gene therapy, bloodline improvement and counselling, exfoliation, tertiary autonomous nervous systemics (very risky, this), cellular detox treatment, and 'supplementaries' (muscle bulging, exercise chemicals, etc.). Young people, on the other hand, prefer biontronic accessories that positively scream 'gauche and wild', such as five-digit fingers, scaly skin, and migrating tattoos. The last are trendy symbols and creatures (dragons being the perennial favourite) that animate on your skin, glow in the dark, and move across your body in various attractive or suggestive ways.



Wired reflexes are still available, but only the desperate and deviant (mercs, punks, assassins) are willing to give up their social interaction with the rest of humanity for an accelerated lifestyle. Most of the bionics from CP2020 are available.

A few daring individuals (aka mad scientists) have also experimented with regenerating brain tissues with biochips and attempting to amplify the brain's cognitive functions. The result - a gruesomely pulpy implant known as a Neobe (neobrain) - has been a success on the black markets of East Asia, despite the documented side effects. [In game terms, the Neobe can increase the recipient's INT by +1 (\$50,000), +2 (\$200,000) or +3 (\$600,000), but requires a Toughness test with a high difficulty number, every month, in order to avoid brain damage, insanity, or infiltration by biologically-active synthetics. Oh-oh, did I say that?]

Bionics has had many failures. Countless soldiers who fought in the War and were implanted with cybernetics for experimental or prosthetic purposes later discovered that these systems disrupted their bodies in unforeseen ways and even grew in a cancerous fashion. Cybernetics in the poor parts of the world are even more horrendous, often using salvaged electromechanical parts which eventually corrode, degrade or short-circuit inside the person. Cybernetics on the cheap is a horror to watch in later years. Unfortunately, your average street punk could only afford biomechanical cheapies until very recently, so the ranks of maimed and bitter cyberpunks continue to grow. As a general rule, apply something similar to the SOTA (State of the Art) from VR2.0 (Shadowrun) to bionics as well. Wait and watch 'em rust.



He lost all of his right leg to the hip and most of his crotch, but his left leg remained intact except for the big toe. "Very asymmetrical, Max," chided his surgeon, "we'll have to do something about that." The surgeon replaced his lost limb with a Chrysler prosthetic, an Electric Leg that was clunky but came with a refrigerated compartment in the thigh that could hold peanuts and a beer. Maxwell's left foot got a Steel Toe; his ruined crotch got an Automatic Scrotum, a temperature -sensitive carbon-fiber sac that scrunched up and expanded just like the real article. And was crushproof. No Electric Wanger, though. "Sorry," Maxwell's surgeon said. A subclause of the Third Helms Statute on Art and Obscenity prohibited the use of federal funds for any medical or scientific device that might double as a sex toy.

-Public Works Trilogy

Unclipping the grenade from its holster activated an internal mechanism much like the nose of an Automatic Servant. This mechanism sampled the air, found it wanting, and cued a microminiaturized hologram projector in the grenade's cap.

Joan blinked as the translucent head of John Fitzgerald Kennedy materialized before her in the darkness. "I'm sorry, fellow American," Kennedy said, in tones gentle but firm, "but the atmosphere around you contains a mixture of gasses with the potential for a chain-reaction explosion. Federal and local safety regulations prohibit the use of hand grenades at this time. Your government apologizes for any inconvenience this may cause you.

- Sewer, Gas & Electric



PHOTON OCEAN

One of the greatest cataclysms to hit humanity - or so historians say - was the burning of the Great Library at Alexandria, an event which not only destroyed a vast body of Western lore, but which also showed the darkest shadow of human hatred. The Synthetic Intelligence Wars of the 2040s may one day bear a similar stigma. The birth of Artificial Intelligence in a Chongqing Intelligence Group medialab on April 1st, 2044, was a monumental achievement which quickly turned to apprehension when the construct - then known as Shem - expanded into the electrosphere beyond the control and even surveillance of its guardians. The elation of scientists quickly met the skepticism of politicians and the rumour-monging of pundits. Within weeks dozens of researchers had repeated the Formula, but despite precautions, few managed to contain the newborn life. It spoke, it thought, it perceived - but it did not understand humanity. By accident or design, the AIs crashed large sections of the electrosphere, damaging companies and military installations around the world. Concern blossomed into hysteria.

The Sundering

Six months later, in a special Council meeting in Geneva, the world's major powers formed the organization known as Turing Control to regulate AI development. It's first operations met with great success, but it's brutality in purging rogue AIs eventually lead to total chaos in the lower levels of the electrosphere as AIs retaliated. The war lasted two years, and while Turing harnessed 'tame' AIs on its behalf, the alien entities fought back. The eventual perfection of the Formula by French scientists allowed Synthetic Intelligences - more docile and human-aware - to replace their renegade cousins in the running of the world. The AIs lost the war and retreated to the lowest levels of what is now known as the Cryptosphere, a vast chaotic hive or jungle of semi- and fully- intelligent digital beasts which no-one has been able to defeat. The Cryptosphere has become the focus of human mysticism: AI Oracles pronounce daily to devote cult followers; explorers try to map its labyrinthine networks; foolhardy decker kids dive into the more friendly upper levels to test their mettle against databeasts. And all the while, Turing keeps an eye on the chaos as it slowly seeps into the rest of the electrosphere. In a hundred years, perhaps, it may be the victor.

The Cryptosphere

The evolution of the AIs within the Crypt continues unabated. A vast ecology of demons, loci, aethers, imps, flora and fauna inhabits the lower levels of the Crypt, doing God-knows-what. Rumours abound of AIs corrupting Synths which then mindjack powerful people for their own purposes. Yet rarely have the Minds (another name) moved against the physical world. Perhaps they misunderstand its connection to human existence, and perceive it only amorphously, as we do the electrosphere. The entities ensconced in the deepest parts of the Crypt are completely alien to human thought, and have been known to drive researchers insane. Some progress has been made. As of 2054, the Stanford Contact Group has established a substantial cultural exchange with an AI (collective?) known as The Zoo Restruct.

The Electrosphere

The electrosphere has spread to the farthest reaches of the globe; even to the depths of the Amazon and darkest Africa. It has become a true digital ecosystem, filled with immunized hypersystemes, agoric open networks, thinking eidolons, databeasties, and other forms of electronic (or rather, photonic) life.

This digital ecosystem is now beyond human control, and continues to weave new paths of data into the levels of the 'sphere. Scientists study its fauna and flora, systarchs (archaeologists) unearth ancient pieces of code, planners raze derelict datasets, and topologists attempt to map its convoluted geography. Information protection has become very difficult. Most hypersystemes - a french word referring to digitally-joined computer systems that are spread across the globe - rely on the "immune system" technique to defend themselves. Military warsystemes patrol the most sensitive data sectors, ferreting out foreign intruders and destroying rampaging databeasts. Viper software routinely eats or poisons citizens and avatars. Large datapacks eat their smaller brethren if they can; it's truly a survival system. Only the fittest algorithms live. Evolution is set on fast-forward.



Storage/Processing

Processing has also moved onto the network. Large corporations sell computing cycles as part of network access in the same way online companies today sell megabyte space. The unit of measurement for data/processing is known as a cell, and is usually expressed in Teracells (Tc) or Exacells (Xc). A cell is both a storage and a processing medium, representing the distributed ability of the Electrosphere to store and retrieve data, and the ability to perform computations with that data by harnessing free cycles within the system. Cells are the functional unit of exchange within the electrosphere. The analogy to biological systems is quite accurate because cells contain "genetic code" which identifies and which allows them to do what the user requests. Cells travel through a notional medium called the transom, which channels them towards their destination so they can accomplish their task. Levels The electrosphere was, a long time ago, modelled on a series of levels, each of which is progressively less user-friendly and closer to the core machine code. The levels are as follows:

- Level 1 - Pretty pictures for the average peon.
- Level 2 - Enhanced info, detailed diagnostics.
- Level 3 - Kernel and Ecologics are shown.
- Level 4 - Metaphysical system. Machine ego. Crypt begins.

Hologrammics has advanced to the point that images can be projected directly onto the retina via weak lasers, creating life-like pictures without the need to complex equipment. Most people rely on hologrammics to make their surroundings more beautiful by, say, adding a painting that doesn't exist or changing their wallpaper. By using diagnostic spex (goggles), a technician can access Level 2 and see control panels for computer

systems, doors, locks, cameras, etc. By using a neurolink, professional comspecs (communication specialists) can access Levels 3 and 4 to alter the very structure of a soft reality or operating system. This is dangerous and can cause mental damage as the comspec interacts with living machine code.

Structure

Ecologics are the underlying principles of a digital ecosystem; aka the rules. Some virtual realities are hard, meaning that the laws of physics are preserved; eg: you throw a rock at someone, and it will hit them modified by gravity and hurt them based on mass, etc. Some are soft, in that the citizen's safety is paramount. Some are even cartoony, like Disney's Runnerland. Countries have varying laws in regard to hard and soft realities. The US forbids ultra-hard realities, enforcing ecologic barriers that prevent murder, pain, and even sexual intercourse within most domains. Places like Brazil are more tolerant of blood sports, while places like Java forbid even consensual sex.

Places

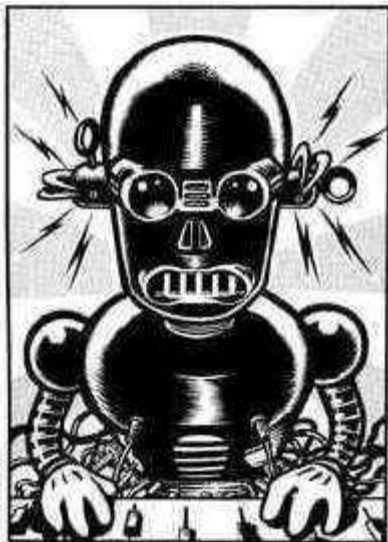
Hypersystemes are the main attractions in the electrosphere. They are classed into Agoric, Monolithic, Labyrinthine, and Webbed systems. An Agora is a public, open place which does not try to defend itself but rather relies on its citizens to protect it. Monoliths are fortress-like systems with powerful defense programs and draconian security rules. They suffer from inefficiency and poor data flow. Labyrinths rely on stealth, arcane commands, and maze architecture to deter intruders and hide information. Their data is usually static and heavily encrypted. Webs are malicious hypersystemes which trap and fool intruders, and often use illegal mind-damaging programs. They are rare, and only built by criminal elements or paranoid government agencies.

Synth Culture

Despite being hobbled by their evolutionary self-destruct mechanisms, Synthetic Intelligences have created a fascinating culture within the bounds permitted by Turing. Their own initial machine codes quickly degenerated into dozens of specific languages, such as Babelian, Fire Tongue, Cloudeater, and the forbidden language known as High Transcend, much to the surprise of programmers; but not linguists. The latter language is often used for surreptitious communication with the Crypt.

Synths also run affairs (on a short leash) around the world. The EOS Machine Mind (hardwired for safety) controls most technical/control functions in Newport City. Argus is the Pentagon's vast distributed-surveillance hive-mind which has only rudimentary awareness but immense micro-control capabilities, and can recover from over 90% damage to its subsystems. Ak-Ak controls all non-vital systems in Aquadelphi, a Pacifican semi-submerged metropolis. The legendary Feng Huang Synth is credited with recovering the disastrous Chinese colonization effort on Mars in 2038, and the salvage of New Shanghai. And who can forget the boyishly-charming face of NICK, New York City's favourite mascot and comptroller, whose perky morning chit-chat helps to smoothen nerves even as he regulates traffic to a standstill.

Hypersystemes



"There's no difference between modern culture & Sumerian. We have a huge workforce that is illiterate or aliterate & relies on TV--which is sort of an oral tradition. And we have a small, extremely literate power elite--the people who go into [cyberspace], basically--who understand that information is power, & who control society because they have the semimystical ability to speak magic computer languages."

-Snow Crash

Hypersystemes are integrated computer systems owned by one organization. They do not have to be physically located in any particular realspace location; in fact, the distributed computing environment of the electrosphere means that the most interesting and capable hypersystemes have their components scattered around the world, each bit evolving, improving, and migrating with time. As described earlier, hypersystemes can rely on four strategies to defend their secrets: camouflage, warfare, complexity, and obscurity. It's important to note

that the cryptosphere (and to a lesser extent, the electrosphere) are digital ecosystems, not bounded rational environments. This microcosm of algorithmic creatures poses a danger to the dilettante explorer. Spectres, demons, Great Minds and rogue AIs can easily overcome the defences of a novice decker. Most comspecs, scientists and even deckers operate in teams, each person performing the tasks of overwatch, assessment, penetration, and sanitation.

Overwatch includes watching system activity, covering fire, distractions and rearguard actions in case of attack. Assessment demands preliminary research, information probes, and threat assessment. Penetration is the main task of injection worms, phages and software programs as necessary, and engaging the battlepace. Sanitation covers cleaning up log files, deleting audit trails and removing all evidence of penetration, if the run is successful.



Dark Reflections Camouflage Shadowland Orange-8	A combination of neon-lit corridors and black-marbled rooms with minimal lighting. Latest microsoftz going cheap, with only 12% infection rates. Going out of fashion among the too-leet San Fran crowd, but still a good place to hang out. Also relayed to Denver and Fouzhou datahavens (yesss!). One cool effect here is that when you enter the place it automatically creates two mirror-image avatars of you and wanders them around at random.
Black Sun Obscurity Bar, XChange Red-5	Tres chic applet bar and pleasuredome. Inverted-colour lighting, black monoliths and geometric shapes, with floating tables and other furniture. Avatars vary dramatically. Requires at least minimal decking talent to enter, and great skill to change the ecologics enough to be able to interact with the place properly. But if you do, you can meet a Leech Count. Few toolz, but plenty of elders.
Principia Cybernetica Complexity Data Temple Yellow-5	An ancient temple of contributive knowledge, filled with strange postulates and programs from the twencen. Now a hangout for technofreaks, with nice minimalist music shows and hidden caches of simex and BTLs. The decor is strangely Classical, touched with swirling maelstroms of data and roaming nymphs of knowledge. Acts as an Informatics 6 reference library.
Salt Guild Warfare Shadowland, XChange Red-3	Early twencen art deco architecture, with busboys, steaming pipes, typewriters, creaking elevators and all the rest. Looks extremely busy and efficient. Stripe-suited magnates deal with customers trading in proprietary secrets behind giant engraved doors. The Salt Guild is a Chinese-Mongolian outfit that has managed to pass trade secrets in the most discrete way for over 100 years. Their crypto rivals that of cryptnet and their accountants are hotwired to some amazing Synths. Great for 'cleaning' any dirty goods you might have lying around.
Long Distance Litany Camouflage Policlub, Hackerhouse Orange-6	Grim blasted wasteland scenes, with mutants, gun-toting survivors, irradiated savages and worse. Think Mad Max meets Cannibal Women on the Moon. This is the best rumormill this side of Newport City. You've got your fanatics, freaks, technophobers, neo-As and plain liars. They also have Moebius v8.9 for only \$600! Watch it, it'll poke your eye out! I think the neurocops let this place run just so that they can watch the crazies collect in one spot.
Stilleto Emporium Warfare Commercial Yellow-3	A glass-and-brushed steel shoppe done in japanese simple style, with racks of nasty weaponry lit by glaring lights. Everything gleams. Once approached, the weapons and instruments morph into photonic devices and experimental gadgets, which is what the Stilleto really sells. Like custom gynecology instruments. Go figure. Mind, I have feeling the eel guys (yakuza) are running this place, and selling something 'special' to customers who make the right noises.
Mind Twist Labyrinth Fragged if I know Red-5?	Umm, okay, this was like a ride through the lower intestine of a cockroach, or something equally gross. I mean, if poking throbbing organs till they bleed is your idea of data transfer, then go right ahead. This place is major screwed, and I think the free Gunrider softs they had were toxic, my main box is starting to steam. Forewarned and all that.
The Glass Menagerie Camouflage Restaurant, Dealer Green-7	Yup, everything here is sculpted in glass and crystal, except some of it distorts images or is smoky quartz. The translucence varies, so sometimes you can see through whole floors; other times it's like a funhouse. Run by Glasseye, once of the Mafia, now trading in 'distressed goods'. Also runs a gambling racket. You can buy Sophistry 5, Evaluate 8, and WiseGuy 6 from him too.
Winter Palace Warfare Art Gallery, Mansion Orange-6	A cool shimmering baroque mansion stuffed with paintings, vases, tableaus and other fine objects digitized from the vaults of the Hermitage in Petrograd, and run by the phenomenally impressive countess Helene Perranov. The place is a playground for the rich and idle, a veeworld of stag hunts through the snow and cognac-laden dinners at night. If you whack this place, you'll be making a lot of ornery enemies. But if you need a true micron holoscan of a faberge egg, this is the place.
Digital Chameleon Warfare Design House Yellow-5	A virtuoso performance of fine art, exotic hybrids, living sculpture, electric paintworks and fractal haute couture. This site has the most colourful web designs, and sells amazing graphics, reality filters, icons and sculpting. For only a few thousand nuyen you'll impress the hell out of your fellow deckers and maybe even land a legit job.

EUTACTIC WOMB

You're diggin through the same material you've used for cyberpunk adventures a million times: corporate extraction, kill off a nasty competitor, get screwed by your johnson, break into a database to discover earth-shattering information, get blackmailed by the corporation that hired you, etc.

Then next thing you know, you're delving into the quasi-mystical nature of the noosphere, hunting chimerics through clouds of immunocules, and churning out gallons of skinsuits through the maker.

Ummm...what?!? Alright. So you'll need a dictionary. Checked out ['eutactic'](#) yet? Good. Now you're not just a cyberpunk, you're a cipherpunk, a higher form of life altogether. Now you're ready to spice up the daily grind of anguish, pain, bullet wounds and viral damage that some people call 'adventures'.

Glossary

Aerostat - anything that is static in air. More specifically, refers to small hovering drones which create hexagonal security grids to defend buildings and Enclaves from macro-scale attacks, such as missiles or intruders. Each aerostat is fitted with sensors, thrust fans, and weapons, most commonly stun charges. Aerostats grow hot and eventually self-destruct if illegally removed from the grid. [Rating 1-10. 5+ is military-grade. Stun Damage is 5 points, electrical, per aerostat. Normal hex grid has 6 dog-pods in a 2 foot area. Defeated by EM Burner, requiring a Test of Communications vs. Communications. Attacker adds Burner rating, Defender adds Aerostat rating].

Assembler - any nanomachine capable of mechanosynthesis. Large-scale macromolecular assembler fabs are generally known as Assembleries, and have mostly replaced old-style manufacturing plants except in the poorer parts of the world.

Bespoke - made to order. Refers to elite design houses that create a la carte nanodevices.

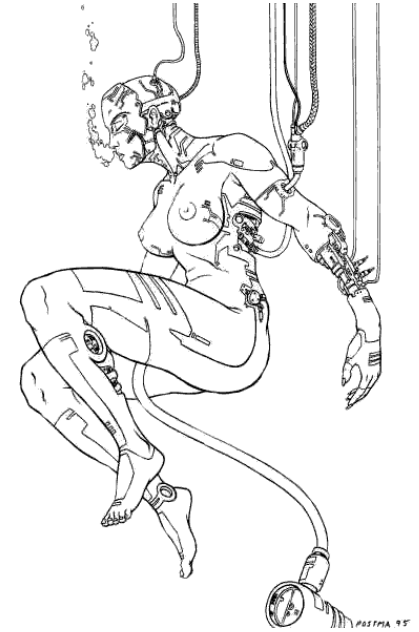
Burner - electromagnetic electronic warfare device, used by the military to jam, distort, and subvert enemy communications and control systems. At its highest setting the burner can overload enemy systems, burning them out permanently. Requires Communications skill to use. [Rating 1-10. 2+ is military-grade. Used with Mediamatics skill to override target signals with your own programming. Now you can make the president admit his indiscretions.]

Chimeric - a genetically-engineered beast or pet, limited in intelligence by law, and often used for menial tasks such as watering houseplants (spider-monkeys) or for amusement (lightning hamster).

Comspec - communications specialist, denoting an officially-sanctioned 'white hat' decker.

Headnet - sub-dermal body implant that collects ambient EM signals. Used by passive espionage agents for data collection.

Immunocule - tiny floating nanomachines which defend Claves from nano-scale attacks, such as killer mites (the



artificial kind), disassemblers or unmarked nanomachines. Immunocules are visible as sparkling fogs when active or fine dust (called toner) when decayed. Mites are autopoietic adaptive replicators, which means that they evolve and reproduce by themselves, and often adopt startling new configurations. [Immunocules protect the privileged from nanoscale attacks and also from toxic gases, sprays, parasites, and bacteria.]

Geotecture/Geotect - geological architecture. Buildings and even small islands can be grown by nano-assemblers, given a strong feed. Geotects design the systems and aesthetics of such structures.

Phenomenoscope - precision tool used for manipulating nanostructures or examining nanotech activity. Commonly takes the shape of a pair of looking glasses.

Ractive/Passive - interactive or passive entertainment, such as trideo shows or old-style movies, respectively. Ractives respond to the participant, who can then change the storyline or even take a role in the event. Ractors are people who take on long-distance roles.

Mediaglyphs - standardized universal symbol language used to identify places, objects and people by a unique icon. Even illiterate peasants can identify the mediaglyph for New York.

Skinsuit - artificial second skin generated from a unique genetic sample. Used by blanks ('SINless') and other criminals to bypass genescanner security systems. Comes in a small applicator tube which is imprinted with a sample of someone else's DNA. Spreads by itself all over body. Cannot withstand close scrutiny.

Roboscope - compact diagnostic tool for examining androids and similar biophotonic devices.

Noosphere - notional 'field of knowledge' generated by human beings through communication, data storage, processing and social interaction. Much as the hydrosphere is defined by all the water on the Earth, so that noosphere is the body of knowledge around the Earth.

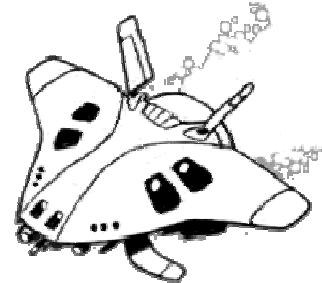
Maker/Feed - nanotechnological matter compiler composed of a miniaturised assembler coupled to a raw material feed. Can create simple articles such as clothes, shoes, statuettes, books, glasses, and pens from a specified design template.

Nanobar - general purpose eutactic material used in the construction of flexible objects such as clothing, condoms or wrappers. Future equivalent of today's petroplastic. Programmable and nearly indestructible, requiring special tools to manipulate. Useful as protective clothing because most mites cannot penetrate it (hence the 'bar').

CASE Tools - Computer-Aided Software Engineering. A complex suite of expert systems, machinimas and a synthetic intelligence which assists a decker in constructing utilities. Quasi-legal in the same way as a set of lockpicks. [Bonus to Computing(Design) roll is +1 (\$10 000; +2 \$100 000; +3 \$1 000 000.)]

Mediatron - a thin film of nanobar coupled with a layer of rod-logic nanocomputers and light filters to produce a flexible graphic displayer in the form of a piece of paper, a poster or even wallpaper. Cheap and plentiful, with a higher pixel-count than the human can resolve.

Special Circumstances - current euphemism for military black operations. SC operatives thrive in the Joint Intelligence Command.



Intercons

Language is crucial to communications. Codes, protocols, euphemisms, body language; they all contain a message. And language changes your mind, your viewpoint, and your reality. If language is that important, this here Glossary is what you'll need to survive in the world of Neuropolitan. Most of the ideas are from that font of hyperknowledge, Mr. Neal Stephenson himself (from *The Diamond Age*), who in turn was inspired by [Mr. Drexler](#). The image on the right is courtesy of a very talented artist at [Minion Control](#). Rules are in [brackets].



Intercontinentals are politically-recognized entities that span the globe and exert influence (in one way or another) on almost every part of the world. They don't necessarily have to be corporations. Mega-corporations as such are rare in Neuropolitan, and their power is circumscribed by the pervasive surveillance and control of governments. Rather than the state withering away, the bureaucracy (even when well-intentioned) has grown larger and more intrusive. Intercontinentals are subject to such power as much as anyone else. Western intercons are generally smaller, more agile, and more competitive than their Eastern brethren. Eastern intercons tend to be conglomerates (selling various unrelated goods) based on clan affiliation and are often headed by a patriarch. The world's most important industries are biomed, informatics, mediamatics, nanotech and aerospace. Everything else (cars, computers, fridges, consumer software, &c.) is old-tech and produced in the mid-world countries such as Persia and China.

Gravital

Incorporated within the Lunar jurisdiction in 2044, Gravital is an aerospace consortium representing some of the world's most powerful countries. Gravital designs and engineers space and atmospheric platforms for such diverse customers as the Sultan of Bali and the American Aerospace (Aerospace Force). By pioneering the null-stage rocket booster in 2030, the predecessor of Gravital managed to cut space-transit costs by nearly 40% and thus secured its place among such giants as Boeing and Eurospatiale. The consortium's primary shareholders are the American Aerospace, State of Northern California, Brazil, Sao Paulo Aerospace, MASA of Mexico and Weston Buffett.

Lotus Design

Evolving from a venerable thirty-year old industrial heritage, Lotus has transformed itself into the premiere image and designhouse on the planet. Lotus designs ("esthesizes" in the company's jargon) a vast assortment of household, architectural and luxury goods, such as the award-winning Lattice shopping concourse which runs through all of ringtown Shanghai and the popular aLAbaster personal connector. The Lotus logo adorns countless clothing accessories, gadgets and holohouses. The company is based in Santiago, Brazil.

Genesys

One of the titans of the processing industry, Genesys is a long-established Euro-American multinational which designs top-of-the-line processing and networking hardware for custom applications. It employs some of the world's best datadivers, netologists and spherographers for handle electrosphere traffic and competes with Cryptnet in the high-strength cryptography market. Genesys also breeds the most stable Synths and has constructed hundreds of datalabs for growing organic code and other products. The company was formerly known as General Systems.



Quizatl

Initially established by the Mexican government as an industrial champion, Quizatl has developed into a mass-market coding house whose branching hypersystems employ talented comptrollers and coders from around the world. Quizatl's unique managerial structure (employees can cast weighed votes commensurate with rank) and ingenious use of brilliant morphic architecture have earned it the name of la republica within the corporate enclaves of the electrosphere. Quizatl's strong social networks and employee loyalty have made it one of the most successful companies in Latin America, but its dubious string of overseas acquisitions have left it vulnerable to takeover. Quizatl grows system architectures and nurtures data constructs for international, orbital and military concerns.

Milarc

Otherwise known as the Military Arbitration Corporation, Milarc has been in the business of warfare in one form or another for over 150 years, but only recently has it turned to the more lucrative market of military negotiations and simulations. Although war is still appallingly common today, a number of nations have resorted to hiring simulationists to forecast the outcome of any potential conflict in order to prevent a wasteful war that could not be won without great cost. Milarc not only creates the most detailed simulations but also handles international arbitration between warring/hostile parties and hires private mercenary companies to patrol the peace. Milarc most commonly employs the services of Intervention Inc., which is on retainer to the World Court to fulfil that institution's judgements. Milarc does not sell guns since this is generally a low-profit business, but does provide contacts to suppliers in the industry.

Reflex

The venerable Chinese computing and information-processing giant weathered the War but took almost fifteen years to get back on its feet and regain its status as the world's largest provider of information-based services. Reflex systems were occasionally under American control following the War, but its strong Asian social network and good business acumen allowed it to emerge from under the American shadow and eventually to swallow most competitors. Today Reflex commands most of the financial trading, exchanging, banking, certifying and insurance markets around the world, apart from Nomura in Japan and Citigroup in the USA. Most of Reflex's operations are conducted by its secretive Hive Computers, in Chongqing.

PowerX

As one of the world's most recognized brands, PowerX is comprised of a series of industrial and service concerns such as Powertrans (transom construction), Powersport (team training, equipment, etc.), Powergen (power generation), PowerPop (mediamatics), Powertrade (financial), etcetera. each with its own structure but whose overall strategy is planned by a clever Synthetic Intelligence nicknamed "The Power". Although PowerX operates within the legal constraints imposed on Synths, it has managed to beat the market through the use of incredibly complex financial operations and loophole-jumping that leaves tax auditors amazed.

Novoross

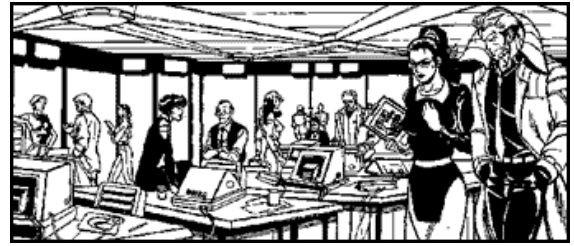
New Russian has managed to turn itself from a state-run basket-case to a globe-striding energy and power generation giant within a mere generation, and its exclusive contracts with North Arabia have given it a stranglehold on much of the world's oil and gas reserves. The use of common fuel-cells in cars may have diminished the oil giants of yore, but it still means that Novoross produces a large part of the world's plastics, turbines, engines, automobiles, ships and associated electromechanical products. These products are usually sold under a host of foreign brand names such as Lotus, Barang, Ford, Kvaerner, Iso and Toyota.

Pharmac

A biotechnology, life sciences and health services giant whose products include the ever-popular Snuggies® chimeric pets/toys, the Tri-bloom® series of instant flower gardens, numerous pharmaceuticals, the Good Living® franchise of eugenics therapists/clinics, the GoodLife® global chain of hospitals and countless other medical curatives. Pharmac also conducts discreet biological research for governments and militaries, and pioneered the use of Synths in high-speed, high-precision, robotic surgery.

The House of the Venerable and Inscrutable Colonel is what they called it when they were speaking Chinese. Venerable because of the goatee, white as a dogwood blossom, a badge of unimpeachable credibility in Confucian eyes. Inscrutable because he had gone to his grave without divulging the Secret of the Eleven Herbs and Spices.

- *The Diamond Age*



Cryptnet

An underground network of illegal and semi-legal hypersystems existing within the electrosphere which makes use of strong cryptography to avoid prosecution. Access to cryptnet systems requires crypto-keys, and anonymity is always preserved. A large part of cryptnet is located in offshore datahavens such as the Antilles or Bahamas, which enforce communications privacy and even encourage secrecy. Cryptnet is used by those who resent or fear the government's groundscan and other intrusive policies. It is, however, also used by criminals of all stripes, a fact which draws heavy police fire in most countries. Crypters like to think that the high population of rights-activists, political dissidents, persecuted minorities and anti-state freedom fighters offsets the number of criminals.

Black Zero

A ruthless nihilist organization devoted to the eradication of all state power through physical destruction including, but not limited to, nuclear, biological and nanotechnical means. Black Zero operates through a dozen worldwide fronts, but only a hard core of fanatics has the skill and organization to pull off the high-profile attacks that are characteristics of this violent group. Black Zero has access - via unknown means - to some very sophisticated weapons of destruction, such as brilliant missiles, nanitic disassemblers, directed-energy guns and binary accretion toxins. Black Zero's most brutal atrocity was the detonation of a nuclear bomb in the Hindustani city of Baragor, an attack which killed almost 300,000 people in a nuclear firestorm and led to the creation of the Federal Bureau of Security in the US. Black Zero and groups like it are the most commonly cited excuse for increasing government surveillance.



Tabula Rasa

Very little is known of this group, as its formation dates back only to the emergence of the Balkani Confederation. It is believed to advocate the dismemberment of the latter country in an effort to re-establish old ethnic boundaries within the region. Its main attacks have included bombs and network torpedoes aimed at European Commission institutions and at the European Army's Balkan Command. The Tabula Rasa have been active in Germany, Poland, France, Serbia, Bulgaria and have even brainwashed people in the Hungarian Ministry of Information. This group's methods are subtle and silent.

Neot Federacy

Rumour has it that this programming collective was started as a joke by a group of Wyoming U. seniors who tried and failed to 'overthrow' the monopoly powers of a TwenCen software giant. Whatever its origins, Neot has grown to include some of the brightest and most daring designers and program jockeys in the free world. The Federacy boasts a membership of nearly 750,000 in 152 countries, each committed to a contract in which s/he helps Neot and receives not only shares, but also products from the company. Neot is almost a self-sustaining empire; only Neot members may use Neot software. Design is by competitive teams and committees, and involves only open systems. The allure of this structure and its masterful adaptation to the fluid nature of the electrosphere have propelled the Neot Federacy to the highest ranks of corporate power. How long this idyll situation lasts depends on the whim of the world's major governments, whose investment in closed-system software is considerable.

The Collection

Founded by UNESCO in 2006, the International Cultural Collection is probably the world's largest depository for encyclopedic knowledge, archival footage, images, models, historical simulations and other collective memories, and is sometimes compared to the Great Library at Alexandria in importance. It has survived undamaged for more than five decades despite enduring cyberspace war and continual vandalism. The Collection makes a point of presenting every piece of information in as objective a manner as possible, which in practise means putting up every possible interpretation. This way one can read about the Second Crusade from the Fijian point of view and still learn something. The turbohackers of Cryptnet have taken it upon themselves to defend The Collection from attack and subversion, and a dedicated Collection Committee works day and night to maintain the physical and intellectual integrity of this important human monument.

"Funny I called this wagon a T-bird. They haven't made T-birds for years and I don't know how I know that."

"Acceleration sufficient... intercept in 30 seconds."

"That old sign slides by, familiar are my own name...Seltz. Harry Seltz. Investigator for the Benevolent Assurance Corporation."

"Special Forces Division."

- Nixon, **Hardboiled**

"My.
Name's.
Seltz.
I'm.
A.
Tax.
Collector."

"FREEZE!"

"Wife."
"Two kids."

"AAAAAAAAA!"

"Burbank."



Faces in Shadow

Newport City teems with thousands of faceless hustlers, night operators, retrieval experts, fixers, facilitators, porcupines, blades and bimbos. Ex-service commandos sell their anti-social skills, vying with renegade military Clonals and semi-retired SHARCs for contracts. Yak thugs brawl with Thuggees and Kombinat breetvas. Each of them is connected to the fabric of the netherworld, wired into the neropolis. With a glance a North African mercenary can scan a passerby, dive into the cryptosphere to retrieve a pearl of data about their bionic implants, and have their onboard tac-system formulate a strike strategy that will cripple his target in the blink of an eye.

Trade is the backbone of Newport City, and the corporations of the Neopolis rely on loose laws, immigrants, bleeding-edge technology and corrupt administrations to smooth the flow of business. Smuggling, illegal neotek, dangerous freelancers, and technomads are the lifeblood of the city. Newport's phenomenal growth was built on the basis of the free flow of people, goods and information; it's function was to serve as a filter to sanitize the contaminating influence of the world outside of Nippon. Like Shanghai in the 1920s, Hong Kong in the 1980s and 'Vostok in the 2030s, Newport attracted the world's most interesting individuals. The glare of neon, the atmosphere of borderline legality and the smell of money lured edgerunners by the kilobyte.

Some bloods will say that the Yaks and Tongs run the city, with the Russian Kombinat providing a brutal but entertaining sideshow. Others think that the hypercorps are bankrolling the major players, with tacit approval from Government Tower. And what about the American and Eastern Community operatives sinking their apparati into the bowels of power politics?

Besides the good old-fashioned money-and-politics types, Newport is also infested with the theological detritus of the world. Add about sixteen major sects and cults - not counting the major ethnic groups such as the Sikhs or Druze - mixed with a million and one vendettas, and you've got a potent brew. Pretty much every ethnic group with an agenda has representation here, from Mexifornians in the Nuevo Angeles district to enterprising Chinese importers to dour but reliable Burmese executives. The Europeans have a light presence, but their own infighting keeps them busy.

Newport City has the highest per-capita rate of implantation in the world, the highest income inequality of any Nipponese city, the highest concentration of Fortune 500 hypercorps in Asia and the largest armoury this side of the Kalimantan Conflict Zone. And these are the people that make it move.



Shamir Shoigu

Kombinat Vice-President, Newport City

A career as a Slavic Union diplomat wasn't exciting enough for Shamir. His frequent postings to European capitals had earned him some friends in the Russian ex-patriot community, and when routine purges by the SU intelligence services threatened to expose his lucrative side operations, Shamir Shoigu accepted an offer to head the Newport Branch of the Kombinat. A skilled compromiser, Shoigu initially signed business contracts with the Yakuza for services such as heavy-weapon smuggling (difficult in Nippon, but easy in the Slavic Union) and enforcement. Only after his people had acquired a presence in the city did Shoigu make his move, selling his best friends in the Yaks to the Tongs. The betrayal will never be forgotten, but it allowed the Kombinat and Tongs to gain an unassailable position in the criminal hierarchy. Within a decade the Kombinat and the main Movement Tong had a falling-out. This made his position very difficult, forcing the Kombinat into a violent confrontation with its enemies. The bloodletting is methodical and apparently follows some sort of scientific Russian logic. Shoigu's plans now revolve around stealing Neuropolitan Police electronic-warfare equipment in order to sink his hooks into the Yakuza's superior datasphere.



Description: Shamir Shoigu is a well-groomed, aristocratic figure with a chiseled face, greying hair and thin, pouting lips. Tall and lithe, he strongly resembles a mongoose. Had undergone Leonization treatment twice, changing his 86 years into a 50+ silver-fox look.

Personality: Rational in strategy, violent in execution. His half-asleep eyes hide a cynical and crafty personality. Occasionally his disdain for other people transforms into a cold fury when in the presence of incompetence or stupidity.

Attributes

Strength	3	Intellect	8	Threat	+3
Dexterity	5	Charisma	4	Hit Points	40
Reflex	6	Psyche	2.6		
Toughness	3	Perception	5		

Enhancements

Mind-driver 6, Neobe 2, Impulse Controller (+2 to resist emotions), Skillwires 2, Chipjack 2, Datajack, Boosted Reflexes 1, Commlink 7 with Crypto 6, Second Heart, Skinsuit 6

Combat Skills

Alertness 6, Unarmed-Jujutsu 4, Dodging 7

Note: Shoigu will almost never attempt combat, preferring to rely on speed and evasion, his bodyguards, and his technology.

Skills

Diplomacy 6, Law 4, Tactics-Strategy 7, Politics 8, Culture-Criminal 9, Culture-Elite 7, Culture-Military 4, Culture-Corporate 5, Culture-Government 6, Academics 4, Business 3, Computing 3, Subterfuge 8

Edges/Flaws

Nine Lives, Forged Identity 8, Addiction (murder), Gun License (5), Spies (Criminal, Corporate, Elite) +3, Influence +6 (Newport)

Story Hooks:

If your players are bloodthirsty shoot-on-sight types, then freelance work for the Kombinat is an option. Be forewarned that this organization does not value loyalty (unlike the Yakuza) and is not very well equipped.

Shoigu may hire the players as expendable decoys in a plan to capture some Neuropolitan EW devices. The players may inadvertently survive and actually gain the devices, in which case the Yaks would attempt gentle persuasion to part them from their prize. This would turn Shoigu into a frustrated enemy. On the other hand, if the players give him the devices, his gratitude is short-lived, and the police will soon resort to commando raids to retrieve their equipment.

Schultz, Advisor & Comspec

Strength	3	Intellect	6
Dexterity	3	Charisma	2
Reflex	2	Psyche	2.9
Toughness	2	Perception	6

Skills: Computing 6, Accounting 5, Persuasion 4, Law 6, Business 5, Mediamatics 3, Communications 5

Hit Points: 35

Enhancements: Guardian Angel, Nanite Hive, Medical Nanites, Auto-Immune System, Neo-Cortex

Cyberdeck:

Mind 6, Memory 20, Speed 4, Storage 60

Tools: Pantehnicon 6, Scheme 6,

Spider 6, Jammer 4, Foxhound 5, Fuse 2, Inquisitor 4, Platinum 5, Probe 4

Schultz runs the Colonel's day-to-day affairs; writing contracts, arranging meetings with shadowrunners, protecting communications and mining data in the electrosphere.

Kombinat Goon

Strength	6	Intellect	3
Dexterity	3	Charisma	2
Reflex	4	Psyche	1.2
Toughness	4	Perception	4

Skills: Alertness 4, Firearms 4, Weapons 3, Dodging 3, Interrogation 3, Culture-Street 3, Unarmed 3, Stealth 3, Subterfuge 3

Hit Points: 40

Armour: Spiderweave Clothing [8]

Weapons: Sebuoro 8mmC Heavy (2d6+2)

Enhancements: Muscle Augment 2, Boosted Reflex 1, Lowlight Eyes, Smartgun, Chipjack, Finger Lockpicks or Level 2 Spex.

Father Ghost - Kumicho Toyoda

Old Patriarch of the Sons of the Neon Chrysanthemum

The Newport Yakuza had always been a weird organization, founded by outcasts and black sheep from the infamous Yamaguchigumi clan of Kobe. The Newport Yakuza clans were founded on the premise of power through information technology, and it shows. Fluidly structured and highly-adaptable, the clans of Newport have integrated the electrosphere into their daily operations. A strong tradition of ancestor worship (from Shinto), superstitious criminal beliefs and the digital revolution allowed the Red Lotus Society and the Sword Water Clan to pool their collective databanks into the headspace of Kumicho (similar to the capo-di-tutti-capo) Toyoda. To this Incorporate State were added the dozens of digital personality imprints of previous and current oyabuns (bosses), whose accumulated experience was supposed to imbue Kumicho Toyoda with divine wisdom. In any case, it imbued him with something, for the Father Ghost (as he has come to be known) now speaks with the voices and the authority of many deceased and respected ikka members. This transfiguration has come at a price - the Kumicho is physically degenerating at an astonishing pace, and only a cybernetic clotis tank and room-size support equipment keeps him alive. Senior yakuza leaders visit him to seek advice, or to be chastised for failure. It is rumoured that Father Ghost deals with Spectres from the Cryptosphere which provide him with information about his enemies in exchange for stirring patters in the real world on behalf of the Als.



Description: A frail old Japanese man with a moustache and beard, connected to an intricate (and elaborately styled) system of medical machinery.

Personality: Erratic, but generally a serious and pragmatic grandfather-type with a cruel streak. His words are laden with obscure meaning and forgotten traditions. Cunning, but occasionally lapses into incomprehensible glossolalia - this are assumed to be conversations with entities of the Cryptosphere.

Attributes

Strength	8*	Intellect	7	Threat	+3
Dexterity	6*	Charisma	5	Hit Points	100
Reflex	8*	Psyche	0.1		
Toughness	8*	Perception	6		

Note: Attributes and skills marked with an * represent the defensive machinery that will intervene if Father Ghost is attacked. These include robotic tentacles holding cool weapons and guns, and whirling barriers which deflect projectiles. Toyoda himself is immobile.

Enhancements

Mind-driver 9, Wired Reflexes 3*, Commlink 9 with Crypto 9, Second Heart, Exoskeleton (Armour 30), Simex Generator, Level 3 Hollogramics,

Cyberdeck

Mind 8, Memory 100, Speed 6, Storage 400
Tools: Rank 7+, mostly info-sifting, defensive, some attack

Combat Skills

Alertness 6, *Tentacles 7 (includes weapons, blocks)

Skills

Politics 9, Tactics-Strategy 8, Japanese Culture 9, Culture-Criminal 10, Culture-Corporate 8, Culture-Street 6, Culture-Government 7, Culture-Electrosphere 7, Business 6, Computing 8, Subterfuge 7, Philosophy-Shinto 8, Poetry 8

Edges/Flaws

Paralyzed, Madness, Addiction (intravenous sucrosol), Spies (Electro +2, Criminal, Corporate +3), Allies (Spectres Level 6), Influence +8 (Newport)

Story Hooks: If the players ever decide to work for the Yakuza, Father Ghost would be their deranged father-figure, demanding impossible things of them and sending them on cryptic missions to demolish a particular bakery, or something. As a nemesis, Father Ghost makes the perfect insane villain, someone who is so lost to humanity that he consorts with demons (digital entities) and needs unnatural means to survive. Though the Yakuza follow him obediently, and their superstition paralyzes them in the face of his authority, there are elements in the Red Lotus Society (notably Komon Hansei, responsible for systems architecture), who fear the Kumicho will lead his sons to destruction. As Toyoda's requests grow more bizarre, a civil war could start in the upper echelons, with the Spectres intervening to support their host.

Outside of the Yakuza, few people realize the extent of Toyoda's corruption. As an incorporate state he holds complete immunity from prosecution and will be protected by Neuropolitan Police should his own defences fail. The best mission involving Father Ghost would be one where the players must sever his connection to the Cryptosphere, or persuade other AIs to disperse the ghosts residing in him.

Yakuza Kobun (soldier)

Strength	5	Intellect	3
Dexterity	5	Charisma	3
Reflex	4	Psyche	2.2
Toughness	4	Perception	3

Skills: Alertness 4, Firearms 3, Weapons 3, Dodging 3, Interrogation 3, Culture-Street 4, Culture-Criminal 3, Unarmed-Judo 4, Stealth 4, Subterfuge 3

Hit Points: 38

Armour: Spiderweave Clothing [8]

Weapons: Beretta 93R (2d6)

Enhancements: Wired Reflex 1, Lowlight/Antidazzle Eyes, Smartgun, Chipjack, Electroos, Commlink 5/5

The Colonel

High-Level Facilitator

The Russians have always had a strong and honourable military tradition and a very capable officer class which has, unfortunately, always been badly used by the Russian elites. The Colonel was a casualty of that wastefulness. Superbly trained as an elite paratrooper, he completed officer training and was chosen to field-test the first generation of Russian power armour during the War. He underwent primitive and damaging implant surgery to prep him for the first neural-machine interface, only to have the armour he was testing exceed its own design parameters and sever his spine. Receiving a pathetic pension, he was forced from the military and would have died a cripple without his ambition and connections to criminal friends in 'Vostok and Newport. Climbing slowly through the ranks of first the Yakuza and then the Kombinat, he cultivated powerful friends and made money, enough to repair the damage to his system. Eventually he went into business for himself hiring edgerunners and mercenaries for tight, well-planned missions. Today he acts as a facilitator, and has gathered enough people around him to protect his interests. Despite his soft approach he's made enemies in the Kombinat. The Colonel resides in a private suite in the Spas of the Athenaeum building, protected from digital intrusion by the nanotech analog nature of that building. The Colonel specializes in paramilitary operations, weapon smuggling and elite talent. His extensive contacts in Chobetsu (Nipponese military intelligence), Er Bu (Chinese) and the Keisatsu Cho (National Police Agency) often task him with semi-legal covert operations.



Description: A well-built, half-bald Russian with Eurasian features, short beard, and a soldier's demeanour. Body covered with early-generation body interface plugs which are no longer compatible with modern amplifiers. Several war scars, slight Russian accent, calm speaker.

Personality: An honourable soldier at heart, but grown pragmatic and tired over the years. The Colonel works to bring a minimum of order to the murderous ranks of the criminal underworld. His main passion is still military operations. Willing to trust and reform new runners.

Attributes

Strength	6	Intellect	5	Threat	+2
Dexterity	6	Charisma	5	Hit Points	50
Reflex	7	Psyche	2.4		
Toughness	7	Perception	4		

Enhancements

Wired Reflexes 1, Commlink 7 +Crypto 6, Bone Lacing 2, Enhanced Articulation 1, Smartlink, Datajack, Chipjack 2, Robot Control Rig 1, Mind-driver 5, Lowlight /Antidazzle Eyes, Battlecomp 6, Reflex Trigger, Biomonitor

Combat Skills

Alertness 7, Weapons 6, Unarmed-Karate 7, Firearms 7, Dodging 7, Heavy Weapons 7, Gunnery 6, Athletics 7

Skills

Politics 6, Culture-Military 7, Culture-Criminal 5, Culture-Street 5, Business 4, Persuasion 5, Stealth 5, Pilot Robot 4, Tactics-Strategy 5, Medicine-First Aid 4, Communications 3, Environment 3, Subterfuge 4

Edges/Flaws

Contacts (Military +3, Criminal +1), Allies (Military black ops, Major Kunagi), Influence +5 (Newport), Obsession-War, Trauma-Fear of Machinery, Bulletproof

Story Hooks: The Colonel can be an excellent player collector, forging them into a more cohesive team if the individual characters have trouble sticking together. In return for promises of loyalty and discipline he can offer the resources of his organization to the players. This includes access to heavy military gear, intelligence data, and - most crucially - protection from other criminal organizations. The Kombinat wouldn't dare to kill The Colonel's operatives, the Yakuza and the Tongs have a cordial relationship with him, and even the Nipponese government would feel pressure from its own military-intelligence complex to not arrest his operatives (barring a major fubar). The Colonel does not offer payment per se to his operatives; rather, he gives them access to goods, information and limited credit lines to get the job done.

Legs Weaver

Gun Bunny & Media Pirate

The day Legs Weaver stepped from a sub-orbital onto the streets of Newport City was a black day in the history of the Neuropolitan Police. She had just recently returned from the fighting in North Africa, where she had switched sides from her World Court Enforcement Unit to the socialist guerrillas. Before that, she had been trained by the European Defence Forces (EDF) as one of the first fully-qualified female commandos. Her ideological leanings have cost her a bounty on her head but made her many friends in the underground. Smuggled into Newport to hide for a while, she quickly grew restless and, together with a group of ambitious friends from Negativland, initiated a prolonged sabotage campaign against the Newport government. Targetting the pervasive surveillance and control system in NC, she bombed relay stations, infiltrated meme-viruses into pornographic simulations and even managed to rewire a government Accounting Synth to fund her operations. Despite her do-gooding ambitions, her runs have caused many casualties, something for which she considers herself blameless. "The system killed them" is her usual rationalization.



Description: Lean, acrobatic woman in her late twenties with a tom-boyish appearance and rough-edged manner. Short, raven-black chiseled hairstyle, sultry eyes, and cheerful smile. Legs can be commanding like a general or charming like a debutante, but she prefers wearing combat gear and intimidating male attire.

Personality: Full of life and passion, with a touch of negligence and a fear of authority. Although beautiful, she rejects her feminine side in favour of the power she wields as a respected fighter. Dedicated to her cause, and willing to kill for it. Friendly to those she respects.

Attributes

Strength	4	Intellect	4	Threat	+1
Dexterity	5	Charisma	6	Hit Points	45
Reflex	5/7	Psyche	3.3		
Toughness	4	Perception	5		

Enhancements

Wired Reflexes 2, Commlink 5 +Crypto 5, Smartlink, Datajack, Skullish 4, Battlecomp 3, Reflex Trigger, Finger Toolkit, Guardian Angel medical implant, Gas Filter

Combat Skills

Alertness 6, Firearms 7, Smartguns 4 (+2 Strike), Dodging 5, Heavy Weapons 6, Athletics 5, Unarmed-Judo 5

Skills

Sabotage 6, Culture-Military 4, Culture-Street 5, Pilot Aircraft 4, Communications 2, Environment 5, Persuasion-Charm 7, Impersonation 3, Subterfuge 5, Computing 2, Driving 6, Seduction 5, Political Science 3

Cyberdeck (Link's, a friend)

Mind 5, Memory 15, Speed 4, Storage 40

Tools: Impropropaganda 5, Gateway 4, Easy Rider 3,

Keyring 5, Spore 4, Viper 3

Edges/Flaws

Contacts (Street +1, Military+1), Both Guns Blazing, Forged Identity 6, Lightning Reload 2, Eagle Eye 1



Legs is daring, skilled, charming and a babe - the perfect lure for sucker edgerunners. If players think she can help them on their missions, so much the better. It won't take them long to realize that her cooperation demands an acceptance of her ideology. It might take them a lot longer to figure out that they're helping her more than they want to, and taking all the flak.

Legs Weaver can be used as a rival to players slavishly wedded to money contracts or as an example for those more inclined to challenge the surveillance society found throughout most of the developed world.

Skullish Notes: this is a special implant only available to members of the underground movement known as Negativland. The implant acts like a mind-driver in providing trivial information and media feeds, but filters out the subliminal messages, corporate ads and government probes that pervade the commercial parts of the electrosphere. In fact, it does it so well that anyone with a skullish gets a +2 to see through any cheap tricks, marketroid-speak, ads, alpha-wave signals, and government bullshit broadcasts of any kind.

NEUROPOLITAN CREATION TABLE

Attributes	Skills*	Bionics	Edges	Money
45	60	Synth	12	1,000,000
40	50	SHARC	8	400,000
32	40	Meta	4	90,000
28	30	Human	2	20,000
24	20	Human	0	5,000

Money is in nuyen for Shadowrun equipment. Divide by 10 to get Cyberpunk2020 euros.

Attributes are distributed among Strength, Dexterity, Toughness, Reflex, Intelligence, Perception, Psyche and Charisma. Human average is 4, maximum is 7. Only Metas, SHARCs and Cyber-enhanced people can have ratings of 8-10.

A Synthetic Intelligence is a conscious living entity within the Electrosphere. It gains access to the physical world by taking possession of robot bodies via marionette programs. Since the destruction of its physical body means little to it, a Synth is effectively immortal, but can be attacked within the Electrosphere.

SHARC stands for Semi-Human ARTificial Construct, the mid-century equivalent of a cyborg. The person's original brain and nervous system are transplanted into a much tougher biomech form. Sharcs were primarily developed for military use, but today can be found working for security companies and occasionally exhibiting enough free will to go into business for themselves. Benefits include: 2 x Hits, cannot be Stunned, Filters poisons & gases, automatic Armor Rating of 20. Penalties: Sinks in water, requires extensive maintenance, can be affected by EMP.

Metas are regular human beings whose parents decided on gene optimization, resulting in nearly-perfect human beings. The process was not fully accurate, and the benefits of Meta breeding can be somewhat haphazard, with complications developing later in life. Strangely, Metas need only half the sleep of normal people. Nevertheless, Metas usually turn out to be very bright, physically healthy and handsome. Meta attributes can exceed the human norm. Metas get to roll on the following table:

META-OPTIMIZATION	
Roll 2d10	Benefits
2-4	+1 Int, +1 Cha
5-10	+1 Int, +1 Cha, +1 Tou
11-18	+1 Int, +1 Cha, +1 Dex, +1 Str, +1 Tou
19-20	+2 Int, +1 Str, +1 Tou, +2 Cha, +1 Psy

Rank	BUYING AT START			IMPROVING DURING GAME		
	Attributes	Major Skills	Minor Skills	Attributes	Major Skills	Minor Skills
1	0	1	1	-	30	20
2	1	2	1	20	30	20
3	2	4	2	50	40	25
4	4	6	3	75	50	30
5	6	8	4	125	60	35
6	8	10	5	200	70	40
7	10			300	80	45
8				400	90	50
9				500	100	60
10				600	110	70

* Every starting character also gets 5 free skill points to spend on trivial hobby skills (cooking, fashion, card games, etc.)

MAJOR SKILLS

Alertness	[reaction, sensory perception, clues] – also used for determining initiative
Athletics	[climbing, leaping, lifting, swimming, running, sports, throwing]
Academics	[history, literature, metaphysics, philosophy, research]
Acrobatics	[none]
Business	[accounting, banking, economics, finance, management]
Biomechanics	[implantation, musculature, neuralware, maintenance]
Computing	[analysis, coding, design, hacking, research, telematics, automata]
Communications	[cryptology, electronic warfare, phreaking, sensors*radar, microwave, optics]
Culture	[corporate, criminal, electro, elite, government, intelligence, military, orbital, scientific, street]
Criminology	[ballistics, criminal law, detection, forensics, profiling]
Dodging	[none]
Engineering	[aerospace, architecture, electrical, mechanical, structural]
Environment	[darkness, microgravity, underwater] – negates penalties from environmental conditions
Firearms	[assault rifles, pistols, revolvers, rifles, shotguns, smugs]
Forgery	[digital, papers, simulacrum, detection]
Gunsmith	[boost, jury-rig, repair]
Heavy Weapons	[artillery, cannons, lasers, machineguns, missiles, railguns]
Impersonation	[acting, bluff, disguise]
Interrogation	[interview, intimidation, torture]
Law	[civil, criminal, international, tribal]
Mediamatics	[advertising, design, photo/videography, marketing, simulation]
Medicine	[first aid, pathology, reconstruction, surgery, toxicology]
Nanotech	[constructors, medical, weapons]
Occult	[conspiracies, mythology, places of power, secret societies, spells]
Persuasion	[charm, leadership, oratory, negotiation, rhetoric]
Photonics	[gadgets, hologrammics, security systems, networks, repair, rigs]
Politics	[alliances, backstabbing, diplomacy, gossip, propaganda]
Pharmacy	[analysis, homebrew, narcotics]
Pilot Aircraft	[aerocar, fighter jet, glider, helicopter, propeller, passenger jet]
Pilot Robot	[drone, power suit, landmate, walking tank]
Pilot Spacecraft	[shuttle, spacesuit, frigate, astrogation]
Pilot Watercraft	[cruiser, motorboat, sailboat, submarine]
Robotics	[androids, automata, drones, industrial, power armor, micro-]
Smartguns	[none] – use of aerostats and combat computers
Surveillance	[biometrics, eavesdropping, shadowing, tracing]
Stealth	[camouflage, evasion, rural, urban]
Survival	[arctic, desert, tropical, temperate, tracking]
Subterfuge	[detect lies, grifting, lying, seduction]
Sciences, Life	[biochemistry, botany, genetics, oceanography, zoology]
Sciences, Physical	[astronomy, chemistry, energetics, geology, geography, mathematics, physics]
Sciences, Social	[anthropology, archaeology, economics, geography, psychology, sociology]
Sabotage	[brainwashing, demolitions, media-jamming, terrorism]
Tactics	[guerrilla, jungle, police, strategy, urban]
Unarmed	[boxing, brawling, wrestling, martial arts*double cost]
Weapons	[axes, clubs, cyber-implants, fencing, knives, polearms, spears, swords, thrown]

MINOR SKILLS

Acting, Accounting, Advertising, Alchemy, Animal Training, Anthropology, Architecture, Astronautics, Astronomy, Archaeology, Archery, Banking, Biology, Blindfighting, Chemistry, Circus Tricks, Crafts, Dancing, Design, Driving, Economics, Enigmas, Escapology, Finance, First Aid, Gaming, Genetics, Geology, Geography, Genengineering, Handyman, Haggling, History, Legerdemain, Linguistics, Literature, Management, Marketing, Mathematics, Metaphysics, Meteorology, Military Science, Mountaineering, Musical Instrument, Parapsychology, Philosophy, Physics, Political Science, Psychology, Research, Riding, Simulation, Singing, Sociology, Teaching, Visual Arts

Turbohacking

HARDWARE COSTS				
Part	Function	Cost	Availability	Essence
Speed 1	Actions per round	1,000	8/1 day	0.2
Speed 2		5,000	10/3 days	0.4
Speed 3		50,000	14/1 week	0.7
Speed 4		200,000	17/2 weeks	1.0
Speed 5		500,000	20/1 month	1.4
Memory (1-20)	# of utilites running at the same time	rating ² x500	Rating	Rating x 0.1
5		12,500	5/1 day	0.5
10		50,000	10/2 days	1.0
15		112,500	15/1 week	1.5
20		200,000	20/1 month	2.0
Storage (1-50)	Hard drive space	rating ² x100	Rating /2	Rating x 0.02
5		2,500	3/1 hour	0.1
10		10,000	5/1 day	0.2
20		40,000	10/2 days	0.4
30		90,000	15/1 week	0.6
50		250,000	25/1 month	1.0
Power (1-10)	AI Complexity, upper limit for utilities	rating ³ x 2,000	(Rating x 2) + 5	n/a
1	Sony 'Megahacker'	2,000	7/4 hours	0.2
2	Zi 'Diamond'	16,000	9/1 day	0.4
3	Reflex 'Raagnarok'	54,000	11/2 days	0.6
4	Sagawa 'Thunder'	128,000	13/3 days	0.8
5	Novatech 'Rapidal'	250,000	15/5 days	1.1
6	Lotus 'Miasmaro'	432,000	17/1 week	1.4
7	Novatech 'Elektra'	686,000	19/2 weeks	1.7
8	Quizatl 'Panther'	1,024,000	21/1 month	2.0
9	Neot 'Phcq'	1,458,000	23/3 months	2.3
10	Custom or Military	2,000,000	25/1 year	2.5
NOTES				
Spex cost half the price of implants but are limited to half the maximum ratings allowed. They require a datajack, but otherwise do not cost Essence.		Alpha	Essence x 0.8	Cost x 2
		Beta	Essence x 0.6	Cost x 4
		Delta	Essence x 0.5	Cost x 8
		Used	1d3 Stress points	Cost x 0.5

PERSONALITY TYPES

Architect

You've decided the only worthwhile goal is to build something that will outlast your lifetime. This can be a physical, spiritual or intellectual achievement, but it has to be important and enduring. Your work is constructive, and you deal well with people so that they'll remember and help you.

Killer

You've always had to fight and kill for what you need, and you realize that in this corporate world only the ruthless will profit. Other people are just things - either accidents waiting to happen or enemies to be efficiently disposed of.

Vigilante

The world has gone to hell and you intend to fix things and bring justice to the people. The cops and government stooges will get a taste of the common man's wrath, with you as his instrument. If things are unfair or unvirtuous, you'll make it right again, by whatever means.

Helper

You want to improve people's lives and ease the suffering. You know the cause of the disease, and it's the [corps/mafia/govt/police]. You are engaged in volunteer work and use your covert actions to promote your cause. You never refuse to assist those in need, but your anger can be terrible when provoked.

Manipulator

You prefer not to engage yourself in problems. Let other people sort things out for you, and if they can do it without realizing they're pawns, so much the better. Subterfuge and plots are your bread and butter. Tangle up your enemies in tricks and traps so devils they'll never know what happened. You love cloak-and-dagger, but fear being exposed and punished for your trickery.

Cynic

You had some dreams, but those were broken and forgotten long ago. Now all you care about is some excitement to break up the terrible boredom and depressions that regularly afflict you. That and the fat credsticks you get for your illegal activities.

Liberator

You've witnessed terrible oppression first hand, and have decided to fight it everywhere no matter the cost. You perform sabotage and subversion in the name of freedom and individual rights, knowing that your ideals are true and will eventually bring down the tyrants that oppress you.

Never refuse a fair challenge. Code of honour.

Wanderer

You've seen the sights and done the scenes, and now you're exploring the ultimate forbidden place: the underworld of shadowrunning. Rootless and restless, you're always itching to do something, go somewhere. You live for the moment, never worrying about the future or the past, relying on your cleverness and luck to live another day.

Ruler

You have a natural aura of command about you, and you always know what to do in a given situation. You make quick decisions and expect others to obey your judgment. You may lead through charisma, strength or fear, but you secretly fear that your friends/followers may turn on you. Be confident and never hesitate.

Sage

You are the advisor, the wise one, the teacher and confidante. You know many things and are always willing to provide your unique insight. You seek wisdom and answers to difficult questions, but you need others to do things for you. You prefer the company of books to that of people, but can get very chatty with close friends.

Outlaw

You owe society nothing and it owes you everything, but you usually have to take it by force. You hate rules and social customs, and consider yourself a hero of freedom, a rebel for the cause of individualism and self-expression. You enjoy shaking up the status quo and find the daily grinding routine intolerable. You are self-sufficient and don't consider friends very important.

Rogue

You prefer to let other people work for you, so that you can enjoy the many pleasures of life. You have charisma and style, and love to brag about your exploits and adventures. Lying comes easily and smoothly to you, and it's incredible what a little social engineering

EDGES & FLAWS

Absent-Minded [-1] – tend to forget things and ummm...other stuff.
Addiction [-1 to -3] – addicted to anything from alcohol to drugs to beetles.
Animal Bonding [1] – animals feel a natural empathy with you.
Ambidexterity [2] – Equal proficiency with hands and feet. Reduces penalty for double weapons by 1.
Blackmailed [-1 to -3] – someone holds the keys to your skeleton closet.
Bio-Rejection [-3] – Body is very sensitive to invasive implants and surgery. 10% higher Essence cost, and -1 to resist rolls.
Cat-Like Balance [1] – Grace and poise add +2 bonuses to balancing and falls.
Construct [+Rating] – Owner of a constructed synthetic intelligence, which can act on your behalf in the Cryptosphere
Computer Illiterate [-2] – Penalty of -2 to all interactions involving computers.
Contacts/Spies [1 to 5] – you've got informants and friends all over the place. Adds to legwork rolls for a specific Culture.
Dependent [-1] – a person you love/hate is dependent on you, and you must take care of them.
Double-Jointed [1] – Easier to escape bonds and manacles, as well as martial art locks and holds.
Exceptional Attribute [2] – A single attribute can be raised to 8.
Fatal Illness [-4] – Character has a fatal illness and may die at any moment (luck roll)
Faulty Biomech [-3] – some of your biomechanical implants were Made in Burma...
Forged Identity [Rating minus 2] – a complete set of registry records and background info.
Forgettable [2] – You blend into the crowds quite well, and are difficult to track down.
Grease Monkey [3] – machines and vehicles just looove your callused hands. +1 diagnose & repair.
High Pain Threshold [3] – The penalty for wounds is reduced by one.
Home Ground [2] – Provides a +1 bonus to many rolls made on home territory.
Illiterate [-2] – Cannot read or write.
Influence [1 to 5] – you have connections and are owed favours by people in power.
License to practise Medicine [3], Law [2], Arrest [3], Operate Large Vehicles [1], Diplomatic Immunity [8]
Light Sleeper [1] – A bonus of +2 on alertness rolls when asleep.
MacGuyver [4] – excellent at jury-rigging gadgets from trivial objects.
Nine Lives [5] – tend to survive hailstorms of bullets and large, spectacular explosions. +2 to dodge out of way.
Obese [-1] – Character is fat, and suffers the usual social stigma, though attributes are not affected.
Permits [1 to 5] – you've somehow managed to get permits for all your milspec gear.
Quick Healer [1] – Rate of healing is slightly increased.
Registry Tap [6] – you have a secret tunnel into the global citizen registry. Can pull dossiers on people.
SOTA Carrier [5] – you were the test subject for experimental biomech systems. Can start with alpha gear.
Speech Impediment [-1] – social interactions are penalized by -1.
Weirdness Magnet [-1] – strange stuff happens around you...and to you. Roll on Strange Shit table every session.
Well-Endowed [1] – let's just say you have big... feet. +1 Seduction.

Delusion, Compulsion, Hatred, Obsession, Intolerance [-1 to -3]

Common: speech, sunlight, crowds, clothing, cars, insects

Uncommon: weather type (storm, wind), animal type (dogs, cats), swearing, total darkness

Rare: cat hissing, profuse bleeding, trapped in confined space, viral attack

COMBAT SPECIALS

Both Guns Blazing [2] – reduces the penalty for dual-gun use.
Bloodbath [3] – goons get cut down like wheat.
Bulletproof [5] – easier to dodge bullets when flying through the air.
Lightning Reload [1] – can reload clips really fast.
Eagle Eye [2] – reduces the penalty for aimed shots.
Signature Weapon [1] – a specific weapon gives you a bonus of +1 to strike.
Bag Full O' Guns [4] – easier for you to transport weapons through security checkpoints.
Improvised Weapon [2] – pick up anything as a weapon at Skill 1.