

# INTERFACE

VOLUME 1

THE MAGAZINE FOR THE CYBERPUNK™ ENTHUSIAST

ISSUE 1

CYBERPUNK

## KEEPING THE PEACE

- Walking the Beat in Night City
- Police Profile: The Givers of Pain
- Inmate Penal Corps
- OTEC: Ocean Technology & Energy Corp

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# New Cyberware

This section deals with the latest in cyberwear/newtech advances. Black Market Cyberware will be marked as such and will have a Black market cost multiplier. (BMC(x)) BMC may be anything which you feel will disturb the balance or flavor of your game.

## GRAPPLEFIST

\$1050 Eurodollars HC 2D6 (Recovery time 7/21/35)

\$300 for replacement cable.

The grapplefist, another piece of wonderware by Dynamax Cybersystems, is a cyberarm option. A 50 meter coil of molecular woven tungsten steel alloy approximately 2-3mm thick is held tightly in a shoulder reel system. This cord is connected to a launchable cyberhand that will trail the cable. Inside the cable is the neural matrix that controls the hand. The cyberhand may be jet-tionised in any number of ways, compressed air, magnetic fields, explosive bolts, etc, the special effects are up to the designer. It may be used to punch or grab at range or to swing from when fully extended. The fist is generally inaccurate receiving a -1 to hit at range. If fired, the damage done is 1D6+2 Killing. The tungsten cord has a structural rating of 10 points but anyone attacking it at range has a difficulty of 25 to hit. In hand to hand the difficulty rating is

15. It may be used at any range up to its maximum. Only cyberarms or cutting weapons will affect it. The reel and pulley system as well as the cybernetic requirements only allow one other internal options to be taken with this one as long as the mechanism is completely in the hand, like BigKnucks. Armor coating is allowed. The hand has a boosted strength option automatically built in, giving an additional 1D6 crushing damage.

## BIGRIPP

\$1850 Euro HC 3D6 meat limb tech • \$850, HC 1D6+3 for Cyberlimb option

(Recovery time 7/21/35)

The BigRipp option, designed by NovelTech, places a twelve inch triangular blade of carboglaz hidden in the forearm. A meat limb has modifications that enable the blade to be activated without causing injury. The blades tensile strength is supplemented by having a slight triangular cross-section. Designed to penetrate armor, the BigRipp halves the stopping power of any armor.

If the BigRipp is placed in a meat limb it does not get the armor piercing advantage because of the insufficient bracing arrangements involved in the meat limb. Armors which use memory plastics defend as normal (add +50% cost of

the armor). The blade is released from a seam either above or below the wrist. The carboglaz blade is available in an assortment of colors, gunmetal blue being one of the most popular. The blade does 1D6+3 + the cyberarm strength (1D6) + Martial arts ability scores (if any). This is killing damage. The skill Brawling cannot add it's damage. This is marginally legal cyberwear, in societies that permit weapons that do not have range but a permit must be presented if detected. A permit costs \$100.



The hand may be used at the strength of the user and the reel system is designed to carry twice the weight of the user.



*THESE UNUSUAL DEVICES COMES TO US FROM THE SWEDISH COMPANY RADINE LABORATORIES.*

### **BLITZKRIEG®ARC-THROWER (Recovery time 8/28/40)**

The Blitzkrieg® Arc-thrower option incorporates the use of a low energy invisible laser beam to ionize the air and guide a stream of electrons to a target, effectively creating an artificial lightning arc. The device is capable of holding 9 intensity points of stored energy. Each intensity point is equal two meters of range and 1D6 of damage. This device is capable of up to a 4 intensity point discharge. The amount of energy used determines the current range. Thus, a maximum discharge is 8 meters and 4D6 damage. Treat the attack as armor piercing. The short range signifies the device's tendency to ground out over long distances.

This option requires that there be no other cyberwear in that cyberarm and that the arm be totally extended to release the arc at range (this is to align the lasing equipment). The device need not be used at range however. An electrical discharge may be released by touch. Once the intensity points have been used up the device will need to be recharged totally before being used again, at 1 hour per intensity pip. Any cybergear exposed to the bolt must take the strength of the bolt in dice of damage and make a hardening save.

**The arc thrower construction can be modified to mount an alternate weapon:**

### **PHOTON™ MINI-LASER (Recovery time 8/28/40)**

A 40 Mega Joule laser weapon created by increasing the output of the directional laser equipment and removing the arc generator. It is limited to 9 intensity points of stored energy and it's maximum discharge is 4 intensity points without damaging the weapon. The range is 40 meters. It will function poorly in heavy fog, smoke or rain (half effect under those conditions). The advantage of this weapon is its ease of targeting. Add a +2 to the combat roll with this weapon. People or sensors with infrared vision without antidazzle of some kind will be affected for 1d6 combat reflex rounds as if flashed. This weapon is not silent. It makes a bang as it heats the air but it is very hard to trace without proper equipment (-2 to any rolls for detection).

These cyberlimbs do not offer any of the other benefits of cyberlimbs because all of their available space is used for the powerful capacitors and lasing equipment required for them to function. They have the minimum strength required to move the cyberlimb and damage that penetrates the armor renders the weapons inoperative until repaired. These limbs can be armored (20SP) as normal. They devices have been shock tempered so that the normal active life of an agent will not damage the device significantly.

All of these weapons may be connected to an energy pack that will give an additional 12 intensity points of energy. The energy pack may also be purchased for \$450 Euro. It is in the shape of a belt and has a barely noticable cross-section. It gets a -2 to notice rolls.

**Remember, an intensity point converts to 1D6 of damage. It may or may not affect the range depending on the weapon.**

**Experimental device: Rare Availability**

**Cost: \$5,000 Eurodollars for either option. Device can be armored.**

## **NEW DEFENSES**

### **HARDENING**

Hardening is a process by which electronic equipment is protected against electromagnetic phenomena, like nuclear bursts, high voltage, and hard radiation. If a device has been hardened, roll 1D10, it fails only on a roll of 1. If the hardening save is failed the Cyberwear or electronic equipment is rendered inoperative. Hardened cyberlimbs cost an additional 20% over normal cyberlimbs. A hardened cyberlimb is also immune to microwave pulse directors and EMP emulators. Black market hardening has a failure rate of 10% and costs 30% of the cost of the limb.

**Hardening +20% cost. Black Market Cost +30% Failure Rate 10%**

### **SHIELDING**

An alternative to total hardening is called shielding. Each shielding point will give a plus one to the save of cyberdevices and computer equipment. A shielding save is made by rolling over 10 minus your points in shielding. So if I have three points of shielding for my leg then I save on a seven or better roll. A shielding point costs 20 eurodollars.

**Shielding Points +1/\$20 Eurodollars**

**Black Market Cost +1/\$30 Eurodollars**

# NewTech

## Combat Agents

Combat agents (like Mace) were once used to render helpless large masses without permanent injury. They were also used in personal self defense. Agents with a potency higher than 20 are illegal except to the proper personnel. Anyone caught with these substances will be charged with a felony. Conviction is 2 to 5 in a state penitentiary, **death or permanent injury will result in Braindance, death by spare part request, or immediate execution.**

Roll against a difficulty of 15 to attempt to spray someone; +3 from surprise, -1 if they are aware of it.

Cannisters of the common agents hold 6 uses. Grenades affect a 2 meter radius.

### BLACKOUT

Powerful neurotoxin that enters the skin and attacks the brain and the motor nerves. Renders the target unconscious in seconds. Lasts about three hours. After the drug wears off the target is subject to mild hallucinations and anxiety. Reduce Humanity Index 3D6 points for 2D6 hours.

Potency 23

\$600 Euro

(Roll a 1D10+Body type vs 23 to resist effects)

### SPAZ

Based in the same neurotoxin as Blackout, Spaz attacks the motor nerves with conflicting signals that force the muscles to lock up in a rigormortis like state. Lasts for a week, three days with full blood flush and tissue regen. No dangerous side effects.

Potency 22

\$400 Euro

### JOKER

Muscle spasmotic and hallucinogenic much like Spaz, not as virulent. Causes the target to curl up in roaring laughter. Effective time 10 minutes. Int Reduced by 5, movement by 50%, Reflexes by 50%. Stats are recovered at one point per 5 minutes. After the drug wears off the target is subject to mild hallucinations

and anxiety. Reduce Humanity Index 2D6 points for 2 hours.

Potency 18

\$300 Euro

### CHEMICAL/MACE

Reduces the INT and COOL of the target to 1 and halves the REF and MA. Effects last for half an hour. Can be made in a home laboratory with a tech roll of 20 and appropriate distillation equipment.

Potency 20

\$20 Euro

### VOMIT

Effects similar to Mace except target will be puking up his guts in addition to being a helpless blubbering mass.

POTENCY 20

\$150 Euro

### BURN

Causes nasty caustic burns 1D6 per location. If roll is made only half damage occurs. No armor applies unless it offers life support or a complete skin seal.

Potency 20

\$200 Euro

### VXX NEUROTOXIN

Death. Simple, huh.

Roll of less than 15 result in death. Rolls of less than 21 result in unconsciousness. REF, COOL, are reduced to 1 and INT, and MA are halved for 3D6 hours without an antidote. An antidote will give a new roll at +3 and stat halving last only 4D6 minutes if successful.

Potency 21

\$500 Euro

Most of these agents are available to military organizations with little effort. On the street however, they have black market modifiers

BMM(x) of:

Poor availability

BMAC (x2-7) for the rare ones like Blackout and VXX, (x1.5-x2) for the others

# Medical Tech

## SKIN • REGENERATIVE COMPLEX VIRUSES TYPE 6 AND TYPE 8

### REGENERATIVE COMPLEX 6

Regen Complex 6 is the more scientific name of SKIN. It is a combination of simple transform viruses and regeneration compounds. Skin comes in cans much like a conventional aerosol. When sprayed upon wounds, the substance foams up to cover the wound. It enhances cell replication and replacement, closes small blood vessels and speeds tissue growth. It has the capability to speed muscular and bone structural repair as well, if the bones can be set properly beforehand.

Any wound up to critical can be treated with Skin with favorable results. The immediate result is that the wound will move up one damage class to a less serious injury. The long-term effects include: increased regeneration of tissue, healing in 50% of the time normally required. Once SKIN has been applied, it must remain undisturbed on the wound until the SKIN has dried. This takes about 10 minutes. Then it will form a protective coating over the wound acting as a bandage.

It will also treat the injury for basic disease carrying organisms of an aerobic nature. Anerobic (meaning microbes that do not use oxygen to survive, i.e. gangrene) organisms are not affected. Multiple applications of Skin have no effect on a wound once it has been treated with Skin. A medic's can of SKIN usually contains enough to cover 15 spaces of wounds. A leg, arm or head are considered one space, a torso or abdomen are considered two spaces.

### REGENERATIVE COMPLEX 8

A more powerful variant is listed as Regen Complex 8 and is used primarily by medical facilities combined with laser surgery, sterilization fields and limited transform viruses to close and seal surgeries that deal with massive tissue destruction or alteration, as in the installation of cyberlimbs, creation of new

nerve pathways, glial cells or cosmetic surgery. Combined with transform viruses and laser sculpting most cosmetic surgery can be completed within two hours. Regen Complex 8 takes two wound levels away from injuries and decreases healing time by 75%. This however places a great strain on the body of the subject and extreme care must be exercised. Without proper medical care (Medtech 6+) a patient may die due to stress shock. *Have anyone who is receiving Complex 8 roll a body roll vs 20. If successful the patient will heal with all the benefits of Regen 8, if not have the doctor make a roll vs 15+1D10 to save his patient who has gone into stress shock. If he fails have the patient linger on in a coma or suffer from a debilitating disease like Parkinson's Syndrome (REF 1).*

Regen Complex 8 is usually applied in Chrysalis, a state where the body is wrapped, after any surgery is completed, in Regen 8 laden fiber and the body is placed in a nutrient rich, electrochemical mixture for up to two weeks. Nervous tissue and brain matter can be regrown but this in the long run does not prevent aging. It may add however approximately 10-12 years of extended life to a total lifespan (not per treatment, consider it a way to live cleanly even if you don't) if done regularly (once a year). Chrysalis treatments for extreme injury or surgery may cost up to \$125,000 if brain or extreme nerve damage has been done. Standard treatment (anything up to limb replacement) costs from \$3000 to \$14,000 and 3 to 14 days in Chrysalis. It has another benefit in that it leaves the body free of all toxins and physical addictions. (Averaging \$1000 per day)

Regen Complex 8 is not sold over the counter and can only be purchased by qualified corporate medical personnel.

**FOR THOSE OF YOU MORE CONCERNED ABOUT IMMEDIATE MEDICAL CARE...**

**SEE PAGE 41**

# Move On Maggot!!!

WALKING A TOUGH BEAT IN NIGHT CITY

*It is understandable that the police who patrol the streets of Urban America in the year 2013, differ greatly from their modern counterparts; less tolerant and more dangerous.*

They have to cope under what would seem insurmountable odds: wacked out Dorphers who don't feel pain; razor handed Boosters, more metal than meat; unstoppable Cyber-Psychos, and perhaps as dangerous are the well-financed Solo's and Fixers running for the syndicate crimelords, just to name a few. The policemen and women of 2013 are confronted daily with incredible violence, an untrusting public, and flack from their superiors, who can sometimes be more unforgiving than anything else.

So why be a Cop in the first place? The pay for the average cop is hardly enough to cover the monthly rent at Cubicles R'Us, much less any luxury or a relationship. What does the force have to offer the average citizen who is crazy enough to want to join the ranks? And once in, what direction can one's career take within the force? The glamour of the undercover cop or the chilling danger of CyberPsycho Detail?

## **WHY THE FORCE?**

In the year of 2013 the unemployment rate is incredibly high. The possibility of finding decent work is nearly unheard of. To many, the prospect of steady pay and even a place to sleep at night is worth the day to day risk of working the trash strewn streets of Night City and many other urban sprawls. The Police force offers an average of \$1200 EuroDollars a month, more money than many people see in a year or more, and also the opportunity to bunk up in the Precinct barracks and eat three meals a day of Vita-Beef and dehydrated vegetables from the commissary.

And predictably many different types of people sign in for the eighteen weeks of basic training at the Police Military Academy, many of which, are not fit for such strenuous activity. The losers, the rejects, the undesirables, are usually out of training or die during exercises within the first two or three weeks, usually known as the "culling period".<sup>22</sup>

And predictably the violent world of police work and the hard discipline of the Academy can attract a few who could truly be described as psychopathic. Take it from their perspective: access to as many big guns as possible, all the ammo you can eat, free body armor, armored transport vehicles, AV-4's, AV-6's, military hardware, and all the heads you can kick in, and a badge to do it, legally. To some, these facts may be as potent an attractor as the lousy pay and lousy food. Some would attest that the majority of recruits drawn for these reasons unfortunately outnumber those who only want the benefits of having a job. Their level of brutality of course fluctuates from mean-spirited to downright draconian; some are just war vets who can't get enough and feel like they'd rather fight closer to home. Regardless, these are not people to mess with.

Their badge gives them the right to smash anyone who gets in their way.

But then there are some of that dwindling breed of recruit, who signed up for the hell of police training and the danger of the job because of one thing: they want to Serve and to Protect. I know, in the nightmarish city-scapes of future America the old image of the policeman as the protector has been replaced by the image of the policeman as the enforcer. But there are still those who wish to uphold the greater good and protect the innocent, enforce the laws and punish the guilty. This also includes those whose family mythology is entrenched in law enforcement, and joining is part of a tradition.

### **UP THE ACADEMY.**

And you thought living on the streets was hard. Welcome to the Academy. Applying to the Academy is easy and can even be accomplished at an automated city service terminal, (an application follows this article) where the applicant answers questions about him/herself: age, birth date, etc. The staff at the offices of Law Enforcement then do a cursory check of the potential enlistee — checking for criminal and medical record. Those who have committed a felony (or are currently being sought by the law for any reason) or are physically unfit for duty are turned down. If the applicant doesn't have an address at the time of requesting entrance, the service will request that s/he report to the nearest precinct for further information concerning the application.

The enlistee is responsible for all information concerning his/her application. If the applicant is accepted they will be transported to one of the several Academies in the state where they will begin a gruelling four and a half month training program, very close to a military boot camp.

"Welcome to the first day of the rest of your lives," is often the first thing heard once the new recruits get off the bus, cringing at the sight of their new surroundings: the concrete and monofilament containment wired monstrosity which is the Academy and the flesh and cyber-enhanced monstrosity which is their drill instructor.

The training program is very much like any other military training program, with the first two weeks (the "culling period") being almost constant activity and little sleep. Weapons training, body conditioning, discipline, vehicle training, and law enforcement (crowd suppression, law & punishment, et cetera), are all taught. And if after all of the training, flesh and mind numbing discipline, bad food and bad company, the trainee actually survives then he is ready for real police work.

Whoever said that graduation meant freedom? The force isn't done with you yet. After graduation, all graduates are required to serve at least one year as a Patrol Officer, working out of a nearby Precinct. They will be given Starter's Pay, which equates to about one-half of normal, the option of living on the Precinct base, and the opportunity of continuing service after their mandatory year's duty (that is if the Force wishes them to continue).

### **THERE'S MORE THAN JUST WALKING THE BEAT**

After serving faithfully (and if the cop isn't that much of a screw-up), in as little as two years s/he might be given a promotion to one of the other divisions of the Police Force. If the officer demonstrates or is known to possess special talents, the option is more or less tailored to what is known. Investigation, undercover, logistics, and even Cyber-Psycho Detail (though this is seldom thought of as a promotion) can be the new path for the prospective cop.



**Investigation:** These are the detectives, the fearless few who dig into a case and try to bring those responsible to justice or a messy end. Investigators research data, uncover and solve clues, interview witnesses, and survey suspects. Often you will find investigators working with other branches of the Police Force, and you will always find one or two investigators on any major crime scene. Investigation encapsulates such departments as Homicide or Internal Affairs.

**Undercover:** Next to Cyber-Psycho Detail, working undercover is probably the most dangerous assignment. The cop is constantly working under the stress of always staying within the right persona, the right act, a slip of the tongue and it's all over. The undercover cop rubs elbows with the most dangerous of criminals and psychopaths, immersing himself in their lives in order to blow them out of the water. Infiltrating a Booster gang, joining and dealing with a drug cartel, or contracting undercover with a corporation which is currently under investigation. Undercover cops however have good access to special equipment and whatever physical means (cars, clothes, or the occasional body sculpt) required to fit the role.

**Patrol Officer:** This is the bulk of the police force. They are the uniformed police officers who walk the beat and keep the peace (sort of). Patrol Officers travel in threes and are usually assigned to patrol one region of the city. Seasoned Patrol Officers know their sector like the backs of their hands, familiar with the people, places, and names. They are familiar with the streets of the city as they cruise through them in armored squadcars. They know their beat and they know what to do when the law is put on the line.

**S.W.A.T.:** Is the job too much for the average beat cop or is the Cyber-Psycho Squad too specialized? Then send in the Special Weapons Assault Team. This elite urban fighting force is responsible for handling large scale violence or violence of a far reaching and immediate order. Terrorist attacks, gang rampages, or corporate wars which spill over into the populace. S.W.A.T. members are trained in flash assault tactics, infiltration, demolitions, and heavy weapons training.

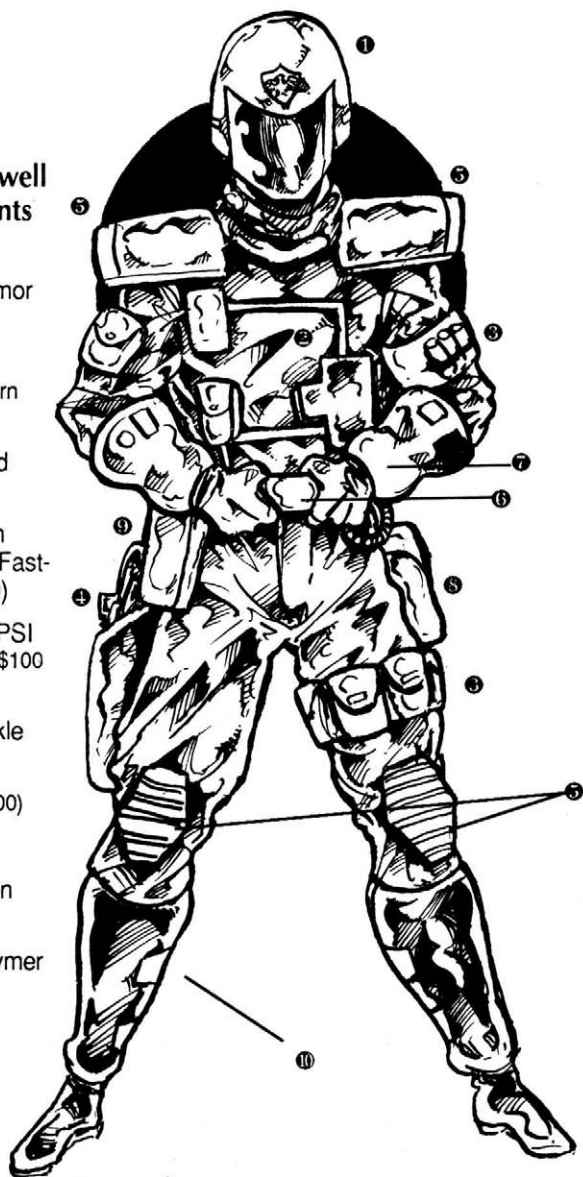
**Cyber-Psycho Squad (or Detail):** The very definition of incredibly tough and not a little bit crazy is the officer serving Cyber-Psycho Detail. With the emergence of cyber-psychosis as an increasing problem in the 21st century, the Cyber-Psycho Squad was created to terminate berserking cyber-enhanced homicidal maniacs. Naturally this job is a little hazardous. Cyber-Psycho cops have access to the best hardware and protective gear, stuff that makes S.W.A.T. step back and squeal. But then again look what they're up against. Members of the Cyber-Psycho Squad tend to be sometimes themselves a little close to the edge of insanity and cyber-psychosis, and so merit a wide birth from other cops (or other people in general). Cyber-Psycho Detail has consequently a high death rate but a low enlistment rate, making joining it a common form of punishment for overly "psychotic" officers or screw-ups. Those who actively seek out membership in this dangerous department are really, well...you know. It's only redeeming feature is that it commands a slightly higher rate of pay and benefits. Usually one and a half what the average beat cop takes home.

**Freelance Cop (FreeAgent Cop or Maverick Cop):** Some officers, after going to the Academy and doing the required year of walking the beat, decide to take the freelance option. They are allowed to keep their badge and enforce the laws on their own, taking pay like a bounty hunter would. By arresting criminals and doing the necessary paperwork at the precinct they get paid. It's not a lot and the Freelance cop doesn't get

## Cop In Full Gear

### Equipment examples for well financed police departments and corporate security.

1. Info-Helm (20 SP head armor and radio) with Lowlight, Infrared.
2. C-Ballistic Mesh (15SP) worn over Skin Tight® Body armor.
3. Mace/Flash/Paint/Frag and flare grenades. \$4-\$8 each
4. C-.41 and .357 Pistols with smart draw holster. (+2 to Fast-draw or REF action. (\$150)
5. Riot Pads/Tested to 153# PSI (+8 SP vs Bludgeoning only, \$100 full body)
6. Infrared flashlight belt buckle \$40. 2 hour battery: \$2.
7. Taser Gloves 8 charges (\$300)
8. 2 Mono Cuffs
9. Telescoping Baton Weapon \$25 (+1D6 K)
10. Sure Grip Rubberized polymer boots. \$40. With hidden spaces. \$60.



DM 90

the overt respect of most other cops on the force, but working freelance does have its advantages. They are not tied to one precinct HQ, they don't have to wear any uniform, and they may alternate between one method and another, doing investigation for one case and then going undercover for another (although often stepping on toes in the process). They are in a sense Private Detectives with a badge, occasionally hiring themselves out to one police agency or another or occasionally acting as corporate security. The up side to this is that you set your own hours and work when you want. The down side of this position is that there are no steady paychecks unless you are very good at what you do. So you'll probably want to work alot.

#### SKILL PROFILES-

##### **INVESTIGATOR:**

authority: 4-8. major skills: pistol, awareness (a priority), shadowing, interview, specific knowledge: law enforcement, martial arts, photography & film, Empathy-based and Cool-based skills a must. hardware: cyber-audio and cyber-optic primarily, boosted senses, and chipware processors.

##### **UNDERCOVER:**

authority: 4-8. major skills: martial arts (very useful when disarmed), persuasion, lie/ fast talk (part and parcel of the undercover cop), disguise, specific knowledge: law enforcement, wardrobe & style, thief, and one other skill to differentiate from the cop persona (sing or play instrument). hardware: chipware processors and interface plugs are mandatory, cyber senses with recording capability, reflex boosters (for those hairy moments).

##### **PATROL OFFICER:**

authority: 2+. major skills: streetwise (almost always number one), pistol, rifle, intimidate, specific knowledge: law enforcement, med-tech, driving, and interrogation. hardware: nothing outstanding. They have what they can afford, so it could be anything.

##### **S.W.A.T.:**

authority: 3+. major skills: pistol & rifle (their purpose in life), specific knowledge: demolitions, stealth, athletics, more than one vehicle skill and comparable tech skill. hardware: cyber-optics with targeting, IR, etc, reflex boosters, cyber audio, and the occasional smart-weapon.

##### **CYBER-PSYCHO SQUAD:**

authority: 4+. major skills: any skill that could possibly be offense related, streetwise, cybertech, shadowing, human perception (to scope out potential marks), any vehicle skill: AV-4 pilot, driving, rotorwing pilot, with appropriate tech skill, specific knowledge: cyberpsychosis. hardware: anything goes. Cyberlimbs with weapons, boosted reflexes are a must, as are smart weapons, vehicles, anything. Even the occasional piece of blackmarket cyberware (but, shhhh! Don't tell anybody).


##### **FREEAGENT COP OR MAVERICK COP**

authority: 2+. major skills: personal choice decides, but streetwise and persuasion are common. Specific knowledge: law enforcement is mandatory. hardware: as with skills, dictated by personal choice.

**Note: Anyone with any level of Authority can be a member of these groups. The noted level is only a suggestion of when to promote the person.**

# Is Your Medical Insurance Paid Up?

Here are two excellent insurance carriers of Night City.


Policy Holder _____
Policy Number _____
_____

## COVERAGES OFFERED:

### **Full Body Life Coverage**

**Monthly/Yearly Premium \$500/\$5,550**

Full Body Life Coverage is our most basic plan here at Trauma Team Inc. This plan will offer our regular service contract that needs to be paid monthly. It entitles card holders to trauma services within a given area. This low end premium does not cover cost of ammunition expended, equipment and personnel damaged during extractions. It also stipulates that the subject is to be rescued knowing that he will be taken to the nearest non corporate facility available. We guarantee our response time for these card holders to be within 10 minutes of signals received or we offer a 50% discount on munitions spent.

### **Corporate Coverage**

**Monthly/Yearly Premium \$1,500/\$16,500**

### **Corporate Exec Coverage**

**Monthly/Yearly Premium \$2,000/\$22,000**

Our Corporate Coverage Plan is designed with the busy corporate in mind. This plan offers the latest in medical technology available on the scene. Munitions costs are already partially covered and response time is within 7 minutes. Persons with this coverage are taken to corporate medical centers for recovery. With the corporate exec package, all ammo and fuel costs are covered.

### **High Priority Coverage**

**Yearly Premium \$34,000**

The High Priority Coverage Plan offers the fastest response that money can buy! To the holders of the Golden Trauma Team Inc. card (see above template) we offer a 3 to 5 minute response time! The best time in the business. All of our clients who use this card have carte blanche with ammo and fuel used on their behalf. Persons with this card will be taken to the finest of the corporate hospitals for recovery. This membership is on a year only basis.

We offer a six percent discount for anyone who pays for a year of insurance when initially signing with us. If you recommend new clients we offer you an additional four percent discount in three months, if we retain the client.

Our trauma team members are used to working under fire and with tight deadlines. When you sign with Trauma Team International you are signing with the fastest, most reasonable strike medical service in the world.

## And for those who can afford the very best...



Here at RSVP we don't have multiple coverage plans to suit different clients, we treat all of our clients the same way, with respect and prompt service. We are the leader in defensive medical practices and offer services the others cannot hope to match.

- **Body Guard Services:** We put at your disposal, not one but two superior body guards who are trained specialists in the martial arts, ranged combat, terrorist tactics, and urban strategies. These elite fighting machines hear nothing but what you want them to and place your life above their own. Equipped with the latest in detection devices, and armed with the best weapons and cyber-assisted technology, they are more than a match for any threat.
- **Armored Personal Vehicles:** The sleekest and newest cars, boat and hovervehicles covered in the toughest body armor available.
- **Personal Status indicator:** Gone are the days of the Trauma Card for us. We actually monitor your bodily functions and transmit the signals to our nearest Trauma Station. If your signals become erratic or unusually stress laden a vehicle is warmed up and prepared to arrive on your location in mere minutes. (This feature may be turned off at any time.) We also will offer a trauma card for any that desire them.
- **The Best medical care money can buy.** All of our strike medical personnel are trained for well over twelve years in the latest medical techniques. (MedTech 7+) Even the solos that protect them, in an emergency are as good as other companies medical personnel. (MedTech 4+)
- **Regen Complex 8 healing** within the safety of any corporate megacity anywhere in the world.

Our plan costs \$150,000 yearly and should we fail to be able to resuscitate you will we will insure you for over \$1.5 million to your next of kin.

At RSVP we are not just a defensive medical practice we are a way of life.

# Altered States

You guessed it. Here in Altered States, we will discuss all the new and exciting ways one may get to have new existential experiences through better pharmacological living.

## Hype:

A combat drug which increases the COOL, Body type and Reflexes of the user +1, and his ability to perceive pain is reduced. Any wound level is perceived as one wound class less than it really is. Unless the user is killed outright he will continue to perform as close to normal considering his injuries.

Hype lasts for one hour before it wears off. The user may continue to use this drug, but for every use after the first he loses 2 points of INT except in relating to the particular mission engaged on. An army strung out on Hype is singleminded, fanatical, and hard to kill. This drug is mildly addictive at first but with continual use it can reach a full fledged addiction in short order.

**Cost: (Medical & Military) \$50/hit**

**Availability: Common**

**BMC(x3-7)**

**Purpose: Combat**

**Temporary Humanity Loss 2D6/hit for 2D6 hours**

## WhiteLace:

A combat drug similar to but not as powerful as Blacklace but without the physically addictive qualities. It increases the COOL and Body type of the user +1, and his ability to perceive pain is reduced. Any wound level is perceived as one wound class less than it really is. It is psychologically addictive.

**Cost: Military \$60/hit**

**Availability Limited to Common**

**Purpose: Combat/Recreation**

**Temporary Humanity Loss 2D6/hit for 3D6 hours**

## Speakeasy:

Designed as a truth serum, this drug was discovered to have true aphrodesiac properties. Speakeasy is used primarily in the certified brothels in certain megacities to gain access to valued information carried by corporates and other persons of power. A powerful truth serum, it tends to function best when the subject is engaged in the sexual act, as it reacts to the hormonal imbalances found at this time. An insidious medicinal, the subject will only be aware that something is wrong with him or her on a difficulty roll of 25 versus his INT and human psychology or medtech roll. If a person has found out that he has injected the drug he may attempt to keep his mouth shut on a roll of Body + COOL +1D10 vs 30. The black market variety of these drugs are usually not as potent as the straight form and thus the difficulty roll may be made as easy as 15.

It is sold in many forms; one of the favorite is to make it into an incense and have the subjects wait while being exposed to the vapors for approximately 15 minutes.

Speakeasy may be taken for its aphrodesiac qualities alone as it stimulates all but the dead into a sexual frenzy. It also increases sexual potency. It is found primarily in pills and in liquid forms. It takes less than 10 minutes for any form that enters the stomach, and will take effect in seconds if it enters directly into the bloodstream.

**Cost: (Medical) \$60/hit**

**Availability: Common**

**BMC(x2-4)**

**Purpose: Information Recovery/Recreation**  
**Temporary Humanity Loss 2D6/hit for 2D6 hours**

A hit is enough for a single user for a single high/effect. The amount of drug this entails is left to GM's Discretion.

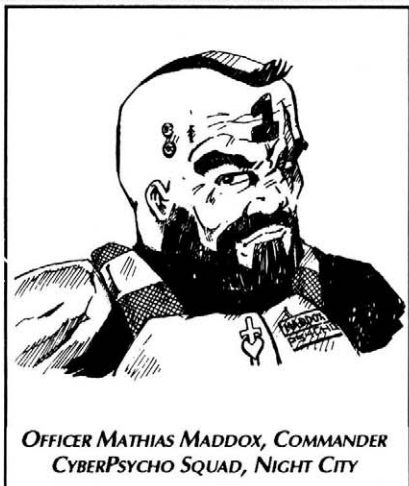
# Subject:

# TERMINATED.

TELEX BY OFFICER MATHIAS MADDOX

"...Quiet down ya pukers and listen up, or I might have to be writin' home to yer mummies explainin' how you bought it on your first Cyberpsycho detail!

I dinna care how ya got here, whether ya were a screw-up or a tough guy with a promotion. You belong to me, I own you for the twelve hours that you work for me. I am your god and your worst bloody nightmare. You *will* pay attention or you're gonna be historical.



OFFICER MATHIAS MADDOX, COMMANDER  
CYBERPSYCHO SQUAD, NIGHT CITY

***“ The first step is to remember that anyone can be stricken by cyberpsychosis: your friends, your family, your boss. Nobody is exempt. Not even you.”***

Well..., now that I've got your bleedin' little minds in focus I'll begin yer briefing on dealing with and surviving the termination of Cyberpsychos.

The first step to is remember that anyone can be stricken by cyberpsychosis: your friends, your family, your boss. Nobody is exempt. Not even you.

Step Two: Not all Cyberpsychos are "wared-out" two legged weapons platforms; some may have very little cybernetic enhancement at all. For example, if a termination request came in and described a five-foot ninety-eight pound corporate dweeb who had been acting kind of flakey

all of a sudden, and a list of his known cyberwear were all minor enhancements such as a chipware processor, two interface plugs, biomonitor and a skin watch. Would ye take the report seriously? Probably not, right? How about if he also had cyberaudio and few options as well as reflex boosterware for those exciting lunchtime racketball games? Would ye cringe in fear or shake wit' laughter? If ye chose to laugh like our former captain did, ye might as well follow his lead and blow your brains out right now, because that little bastard I just described was a real person named Jason Jay Everet. Jason was head netrunner in the disbursement and accounting division at the now

bankrupt Hamma Corporation.

He had access to everything, even restricted information that was not available to anyone under the company vice-presidency level. He was very good at what he did and never got caught doing it. Two months ago, Everet's termination papers came in and the captain backlogged it because he thought of it as a bleeding joke.

I hadn't seen the papers until after it was too late.

Everet had succeeded in beating his boss to death with his racketball racket before retiring to the locker room to pick up his gym bag loaded with submachine guns and fragmentation grenades. He then proceeded to kill twenty-four other employees before barricading himself in the Corp's Communication/Satellite core room.

By the time me squad and I got there, an hour and a half had passed. Our AV-4 were in for refit and we had to van it there.

During this time Everet had liquidated the assets of the company (a sum on the order of five and a half billion Euro) destroyed the Communication satellite with the proper self-destruct code, and left a very nasty virus that took the rest of the Hamma techs a good five months to eradicate.

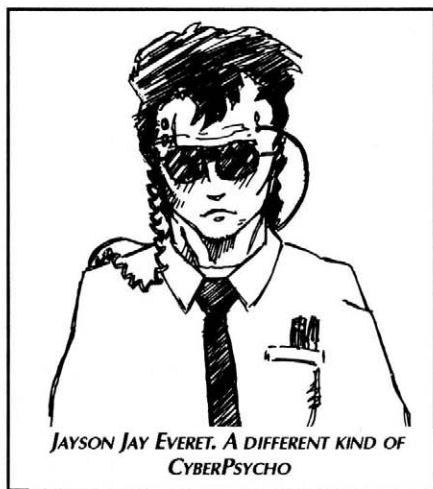
Ay, Jason Everet had not only killed twenty-five people before we sent him a love letter through the head, he had killed an up and coming corporation. He was my first Accountant CyberPsycho in the ten years I've been on the force, and fairly danger-

ous and unstable individual. It might make you think twice before you 'muscle over' some wimpy lookin' maggot.

That me boyos, was the strangest termination subject I've encountered, and there are, and will be more just like him unless they make psychiatric evaluations mandatory before and after all cyber enhancements and replacement surgery. It would be great, but common sense laws and corporate laws don't often mix well at all.

Step Three: Always learn all you can about your termination subject because 'knowledge is power, not having a clue is death.' Real catchy eh?

Step Four: Equip yerself efficiently and effectively on all assignments. First and foremost, I recommend a clip or two of that high caliber DPU for the pistol or rifle that yer best with. Don't give me that look, I know they're not sanctioned armament but in this detail, there aren't many rules



JAYSON JAY EVERET. A DIFFERENT KIND OF  
CYBERPSYCHO



or questions. DPU tends to cut through the toughest body plated nut-case.

Metal Gear or SKINTIGHT body armors are the only types of armor worn on this detail. With easy access to boosted cyberware, a lot of these monsters will punch you like a LAW rocket, ripping that kevlar to ribbons in short order. Wear Kevlar and Die. Metal Gear costs about a third of SKINTIGHT. Both are excellent.

If ye are partial to grenades, I'd suggest that ye take the new Combat glove that launches up to six different grenade types. They offer mace, vomit, joker, spaz and frag grenades

been set up to use a minigrenade launcher like the Combat glove that can be activated by using the jaw trigger.

One of its most useful functions is the Magnetic Field Detector. Not only does it 'tag' a wared-out cyberpsycho hiding in a trash heap, you can now spot these new high energy weapons like railguns and high energy-lasers.

We could've used a MFD when my detail was assigned to deliver term papers to Jack "The Beast" Maddox. Before most of your times, I'm happy to say. He was an infamous maverick cyber-cop hiring himself out to corporation military divisions to train or

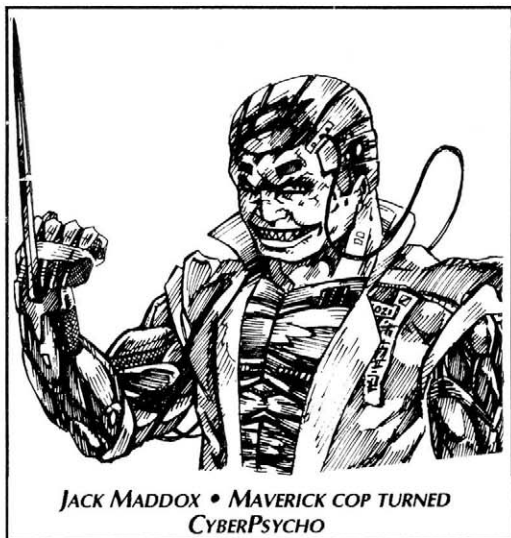
***“ Jack's list of cyber-enhancements was astounding; he had so much metal grafted to his body, he'd drown in a wadin' pool. ”***

as well as a few other speciality types. The taser option is nice for that upclose work. Paint grenades are also nice. They won't hurt the sucker but they will tend to blind and set 'im up for the rest of the squad. Don't rely on grenades too much for close work as they tend to be slow to use and dangerous in closed quarters. You don't want to be armin' one and get stuck dustin' yerself and yer buds instead.

The latest piece o' technowonder is the Info-helm. We just got our first shipment of these beasties today and they have many of the functions of Cyberoptics like targeting, lowlight and infrared. But there is none of the danger of CyberPsychosis involved. There is one of these that has also

lead personnel. When things were real slow, he'd hire out for Cyber-Psycho duty at other precincts. The Beast was extremely dangerous, armed or unarmed, ye neve' knew what he would do next. It was a shame to have to terminate an operative of his caliber and skill but you know the drill; when we're called after someone he's no longer a man.

Jack's list of cyber-enhancements was astounding; he had so much metal grafted to his body, he'd drown in a wadin' pool. Listen to this: Cyberarm buzzsaw with armor, Cyberarm with BigRipp, Speeding Bullet cyberlegs, Sharkgrin special, Cyberoptics with dart gun, anti-dazzle, thermograph, mini-camera, targeting scope. In addition, he also had a chip proces-



sor, reflex booster, interface plugs and a smartgun attachment. All of this and he hadn't gone over the edge... yet.

Jack wore a rubber werewolf mask and scarred his victims with pentagrams and other mystic symbols, the 'mark of the beast' as it were. His downfall was that no matter how much cyberwear he got he wasn't the best. He kept pushing the envelope of cyborg development. Then he got into that new Bang called Hype. Commonly used to boost his reflexes, it focused his mind and destroyed his body, what little meat there was left.

What's Bang? Where are you from recruit, the West Kansas Corporate States? Bang or War are terms that describe the latest in designer combat drugs. Amphetamines were once combats drugs in the 70's to the 90's, but speed is to the newest Bang, what caffine was to speed. It's not even in the same class.

Anyway, rumor had it that the Beast had cold-racked at least eight Givers of Pain and had no problem with crossin' their turf again. It was no surprise that eye-witnesses say that the Beast was jacked by surprise by forty or so Givers and left to be sponged off the streets. Right after the fight the body of the Beast was absconded by a yet unidentified meatwagon, staffed by techs in red and black. A few minutes later, a licensed meatwagon flew over, rather pissed off that a high paying client was nowhere to be found.

Well, we thought that ended the illustrious career of the Beast, but about eight months later lots of bodies began to turn up, mangled and shredded. A lot of them were Givers of Pain so we weren't too distraught. We first thought this was just the receipt left for damages done by some other rampaging boosters. Then the pentagrams started appearing on some of the newer bodies and they weren't always the Givers anymore. An attack on a police SWAT (Special Weapons Assault Team) transport was the first clue. The entire SWAT team and their pickup of six boosters was gutted and pentagrams drawn on their heads. Luckily, several of the Team had recording cyberwear so we reviewed their disks.

It wasn't pretty.

Something huge ripped the cargo doors off their hinges and a frag was tossed inside killing the boosters and their guards. The cop we were reviewing switches to thermograph

and the last things the first guy saw were rapidly cooling bodies and a cool blue shell with a glowing buzz-saw ripping through his bowels. Then we switched to someone in the back of the transport who had opened up with his 5.56 Nirokivi-Smith and Wesson. Heat dents showed up on the target head and chest alike but didn't even slow him down. Then a booming came from the cyborg and the sound of a .477 Boomer Buster mowed down the rest of the Team like bloody butterflies. Looked like the tales of the Beast's death were greatly exaggerated. We got there with the Squad before the bodies got

three, one spotter and two hitters. The spotter wore the sensory enhancing equipment that we kept for the detail and the hitters carried Faraneli-Fabrini 7.62 DPU or Sabot rounds guaranteed to keep the flies from getting too comfortable as we attempted to hand this technojunk its term-papers. The spotters began to sweep the alley with passive infrared but he was 'borged-out so he wasn't likely to display a large heat trace. Launching a few lightbulbs down the alley turned up nothing but trash and feral cats with attitude problems.

The alley ended in a dead end T. No broken doors or windows big enough

***“ ...two greenies had just starting poking the huge pile of trash when a BigRipp erupted out of the trash and took one squarely in the chest. ”***

cold, viewed the disks and began the hunt.

As if on cue, an explosion echoed up from the end of the block. Laddies, the devil gave us our curtain call and this time we were ready. The Beast, Jack was gone now, he howled out with a Boise speaker enhanced voice, the call of a wounded and dangerous animal gone mad. I just about shivered myself. When we reached the scene of the explosion some winos and cats had just been fragged. I saw the Beast spray gun fire down an adjacent alley and duck in. Running after him, he was nowhere to be seen. The streetpeople population had just dropped another fifteen. I thought to myself, the body lottery was gonna be wild tommorrow.

We broke up into three groups of

to put a hulking seven foot five cyborg through, and no walls for him to jump over, so where was he?

I knew, as I turned, where he was when I heard the screams. A bloody trash heap. I wanted to scream "get away from there", but no words came. The two greenies had just starting poking the huge pile of trash when a BigRipp erupted out of the trash and took one squarely in the chest. The other greenie fell back against the wall and opened up on him, taking out the 'borgs Heinweller assault rifle. It was good, but not the ticket as the Beast drew his .44 and the thumping sound of DPU was heard. The greenie exploded against the wall, the stink of burning flesh and heating body armor, his final mark in this world. The second hitter

barely had time to scream before he had the BigRipp splatter his brains all over the alley. He had been with the squad for all of six months.

Three down and three to go. The spotter in our group, an old vet named Davis, unlimbered a grenade and shoved it straight into the 'borg's face. An flash of flourescent green covered the 'borg and set the rest of us up quite nicely. Desperate act, let me tell you, but it worked. That's what the squad is about. The Beast flailed around the alley with his chainsaw and BigRipp slicing the air and moaning in quadra-stereo. Me spotter, me hitter and m'self emptied our clips of DPU, teflon coated steel and sabot ammo into that bastard, attempting to finally deprogram him for good. Body plating or no, with that much heavy metal flying he was going down, and by God dropped like a stone. Gave ya a rush to watch! I called in. Subject: Terminated 04-28-2013, 10:33 p.m.

There ya have it laddies, two events, two Squad details, from the supposedly harmless to the deadliest o' the bunch. Ye want to know the scariest thing of it all? I wouldn't trade this position for the poshest corporate security job there is. I live for the excitment, living on the edge. You don't get that from security duty.

That's all there is to me little briefing. I hope for yer sakes it sinks in because the best guns and the best ammo don't and won't replace the best weapon, a brain, be it big or small, armed with the right knowledge. I'll tell ye one more thing, don't ever cross me. I don't wear more

cyberwear than I need and I recommend that you don't either. Don't get me wrong, any edge helps but that can go too far. Before this detail is over, we will be like family but I won't hesitate to terminate any of you. Me brother Jack Maddox, first born and favorite of me mother, he was the best at what he did.

I was just better at what I did.

On yer feet boyos, a set of term papers just came in 'ere. We hit the streets in five!

**END ORIENTATION BRIEFING**  
**RECORDING AND FILING UNDER DISC #0003**  
**MADDOX, M-222-90**  
**SGT. WALTER MATHIAS MADDOX**  
**COMMANDER CYBERPSYCHO SQUAD**  
**34TH PRECINCT-NIGHT CITY**

**Maverick Officer Jack Maddox was killed in the line of duty and buried with honors.**

#### **Officer Maddox**

Handle: Mad Ox • Class: CyberPsycho Cop  
INT: 8 COOL: 9 BOD: 10  
TECH: 7 LUCK: 8 EMP: 6  
REF: 9/11 ATT: 5 MA: 9  
Authority (+7), Athletics (+7), Awareness (+6), Streetwise (+6), Pistol (+6), Rifle (+8), Martial Arts (+5), CitySpeak (+5), City Knowledge (+6), Cadre (+4)

#### **Jason Jay Everett**

Handle: JayWalker • Class: Netrunner  
INT: 10 COOL: 5 BOD: 6  
TECH: 8 LUCK: 7 EMP: 3/1  
REF: 6/8 ATT: 5 MA: 6  
Interface (+9), Athletics (+3), Computer Programming (+8), Software Design (+8), Computer Tech (+3), Computer Lang.: Complex; RLISP(+4), Awareness (+5), Japanese (+4), Martial Arts (+3), Pistol (+2)

#### **Jack Maddox**

AKA: The Beast • Class: Maverick Police Officer  
INT: 7 COOL: 7 BOD: 10  
TECH: 6 LUCK: 5 EMP: 6/3  
REF: 10/13 ATT: 4 MA: 7/13  
Combat Sense (+6), Awareness (+7)  
Atheletics (+7), Martial Arts (+8), Rifle (+6), Pistol (+6), Streetwise (+7), Melee Weapons (+5), Stealth (+5) CitySpeak (+4), General Knowledge (+4)

# Lifepath Modification

## The Ex-convict

These are new rules to add life to your lifepath creation tables. They may add some complexity to character creation. But they also add hooks for scenarios.

GM's: These are optional rules.

Prisons need not be just places where souls linger in braindance. Imagine a prison system where murderers are swiftly put to death. Or braindanced into not being able to harm others. The prisons would not be the overcrowded warrens that they are now. They could then be put to the task of rehabilitation. These are skills gained in prison and are applied for every two year stint. Only one 1 point skill can be gained per year incarcerated. Periods of less than one year gain no skills. Periods longer than 10 gain no more skills. A skill can be taken more than once per year but not more than three times in the same 10 years.

### *The less savory skills available are:*

**Thief, Interrogate, Torture, Intimidate, Awareness, Body Conditioning, Brawling, Gambling, Martial Arts\*, Melee Weapons\*, CitySpeak, Streetwise, Contacts, Favors.**

On a roll of 1-4 on D10 or if the character class is involved with a corporation He has been incarcerated in an enlightened prison where the following skills can also be gained.

**Basic Tech, Compose or Write, Simple Language, Paint or Draw, Personal Vehicle Tech, AV-4 Tech, Specific Skills, i.e. Law, Basic medicine, a basic science, (human psychology).**

Note \*This skill is never gained higher than +2.

Ex: Billy the Hand gets sent to jail in his lifepath of Disaster Strikes. He gets five years in prison. He may take 5 skill points from the above list.

The skills he takes are:

**Thief +1**, This reflects his ability to filch things from his fellow inmates, his workstations and the guards.

**Martial Arts +2**, Having time on his hands he learns martial arts from a fellow inmate. (There are always martial artists in prison.)

**Awareness +1**, This is gained from always being on the edge and in of from his fellow inmates

**Basic Tech +1**, This is part of the rehabilitation that the prison gives to the inmates in order for them to lead useful lives on the outside.

### **New Skills: CitySpeak**

This is a simple pseudo language that developed in the cultural and racial amalgams of megacities and arcologies. Experience in this skill is either picked up from the region that it is spoken, and indeed it has regional variations (-1 to -3 determined by the G.M.), or taught by the lowerclasses that speak it. Skill in this 'language' is found primarily among poorer city dwellers and people who have to interact with them (i.e. cops, social workers). Place it as an option for the *Streetkid* and *Nomad* lifepaths. It may also be placed in the *Pickup skills* list at +2.

## **UNDESIRABLE TRAITS (OPTIONAL RULES)**

Because of the dehumanizing and brutal conditions of prisons, leaving prison may also leave a person with certain undesirable characteristics and tendencies. We list a few here:

Roll 1D3 Undesirable Traits on the following chart (Player's choice of which traits he gets):

- |                        |   |
|------------------------|---|
| 1. Lessened Cool       | -2 to cool rolls when provoked  |
| 2. Intense Body Odor   | -2 to attractiveness  |
| 3. Scars               | -1 to -3 to attractiveness  |
| 4. Fearsome Aura       | -3 to attractiveness based skills +2 to intimidation skills   |
| 5. Hatred of Authority | -2 reactions to authority figures   |
| 6. Minor Braindance    | -3 reaction vs subject brainburned against; death save vs mortal wound (using INT instead of Body) or be stunned for 2D6 rounds |
| 7. Major Braindance    | -5 vs subject; death save vs INT instead of Body mortal wound or be stunned for 2D6 minutes.                                    |
| 8. Complete Braindance | -8 vs subject; death save vs mortal wound (using INT) or be stunned for 2D6 hours   |

## Spotlighting: The Inmate Penal Corps/IPC

This group of unfortunates are conscripted to serve the public good by becoming members of the Inmate Penal Corps. Time served on the Corps will reduce their sentence by a one to one ratio. For every one day served, one is removed from the sentence. Of course a person may be killed because of the severity of the conflicts the Corps is selected for and the low quality of the arms that they use. Any person can become a member of the Inmate Penal Corp on a roll of 2-4 on 2D10. This selection is once a year while in prison. The death roll is a 2-5 on 2D10 for each two years you are a member. Corpsmen may receive any two skills at +2 per year in the Corps. Once a member of the Corps, one is enlisted for a minimum of two years.

Money earned by the prisons is used to make the facilities livable and to pay any debts the prison might collect since government funding is limited or even non-existent. Corporations are interested in seeing prisons support themselves, hence their interest in the IPC.

Cooperation in the Corps is ensured by the placement of a band of powerful explosives around the necks of the newer members of the IPC. Older members who achieve rank may be absolved of the necklace if they prove they can be trusted. This necklace is keyed to a particular individual or group of leading individuals life signs. If their life signs are interrupted, the necklaces explode, killing

their owners. Hence the IPC has a high regard for their officers lives and don't kill them out of hand. The officers may also trigger or release them through cybernetic command.

### **Skills acquired in the Corps are:**

Body Conditioning, Rifle, Pistol, Awareness, Thief, Interrogate, Torture, Intimidate, Brawling, Gambling, Melee Weapons, CitySpeak, Streetwise, Connections, Favors. Basic Tech, Gunsmith, Guerrilla Warfare, Medicine, Stealth, a simple language.

### **Soldiers who manage to get Rank in the Corps may also learn the following skills.**

Diplomacy, AV-4 Tech, AV-4 Pilot, Rotor Wing Pilot, Specific Knowledge (Country), Cybertech, Rotor Wing Tech, Heavy Weapons, Heavy Weapons Tech.

### **The nonpaying ranks in the IPC are**

Private.....60  
Private First Class .....20  
Corporal.....5

### **The next paying ranks are**

Sergeant .....6  
Sergeant First Class.....2  
Master Sergeant.....2

### **The senior officer ranks are**

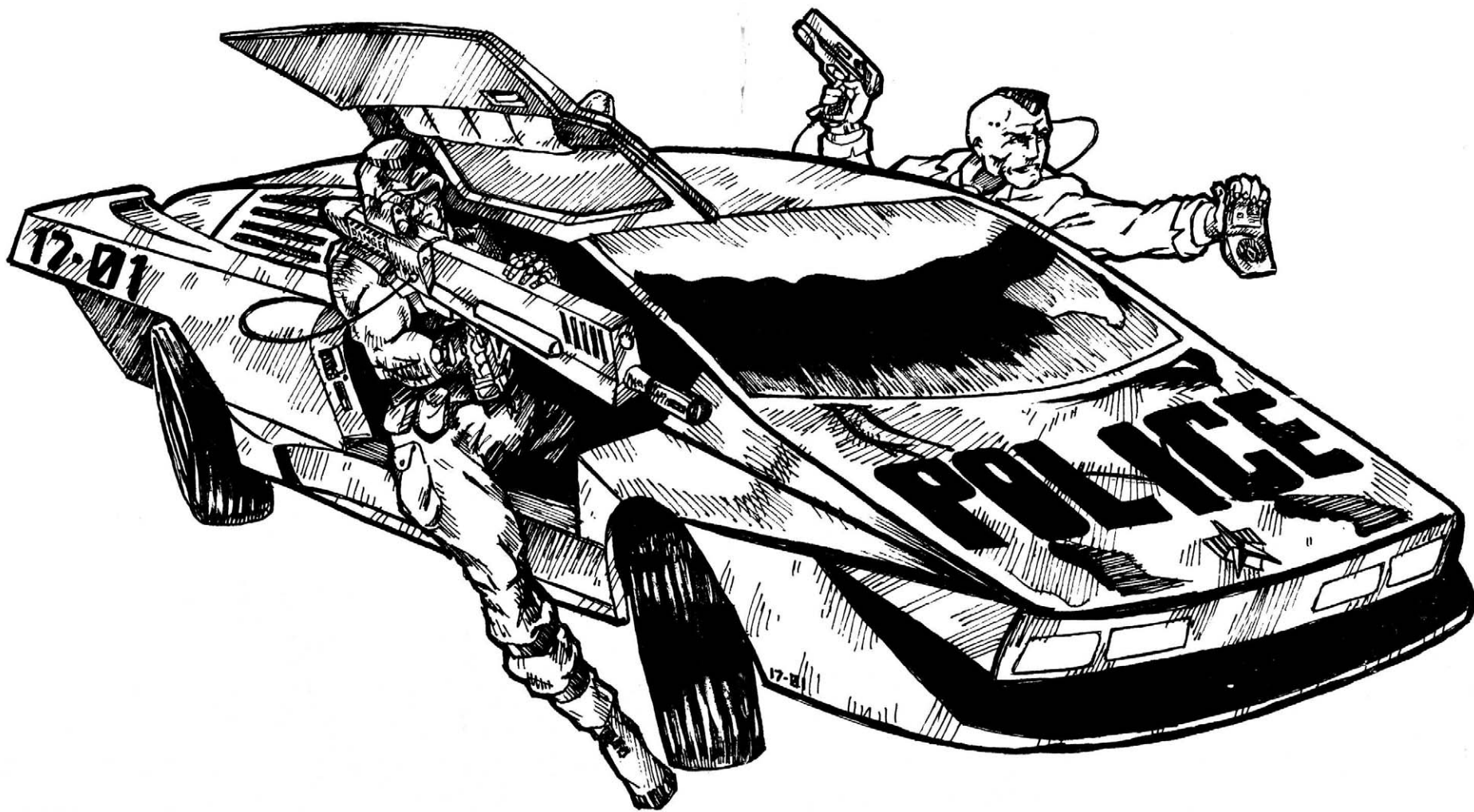
Lieutenant .....4  
Major .....1  
Colonel .....1

Standard complement of troops is listed beside rank

(con't on page 26)



**Inmates on Patrol**



**To serve and protect those not capable of doing it right...**

# LAWTECH UNLIMITED

## InfoHelm

### HEADS UP DISPLAY

This HUD unit assists an officer in determining the range from a quarry and assists in targeting as well (+2 to hit up to medium range). The helmet offers 20 SP points of head armor. If more than 20 points are taken roll randomly to determine which electronic function is lost per hit.

Regular radio communication gear is standard. Advanced versions of this unit (read expensive) will also offer infrared and low-light options as well as the Magnetic Field Detector (MFD) built into the helm.

Cost .....\$300  
(HUD targeting option w/ armor)

Lowlight.....\$100  
Infrared.....\$100  
MFD.....\$500  
Cellular.....\$200  
SecureComm Laser.....\$350  
Air filtration.....\$50  
Self contained (15 min).....\$150

**Any helm may only have up to four options not counting standard gear (armor & radio).**

**Availability: Limited to Poor**

**BMAC: Limited to Poor; x2-x4**

## Combat Helm

In addition to the visual and audio enhancements there are two weapon enhancements that are also available. The weapons are activated by a jaw based trigger.

### MICROGRENADE LAUNCHERS.

These marble sized grenades can be fired up to 20 meters and can only be fired in the direction that the wearer is currently looking. They may fire any of the other listed combat agents as well (small) grenade. The grenades cause 2D6 of fragmentation damage and effect a 6 foot radius. This combat helm may carry up to 6 microgrenades/agents of any type. This option costs \$450 Euro.

### MICROGUN

This device may carry a .41 (9mm) caliber gun with recoilless rounds. Its rate of fire is three and the number of rounds carried is 20. It may be fired in addition to any other firearm but only in the same direction that the other weapon is facing. This device is favored

by motorcycle policemen (and criminals). It has a total -1 to hit because of weapon instability and this does take targeting into account. This option costs +450 Euro

### DPU OR DPU SABOTED CLIP (THUMPERS)

Unofficially sanctioned in most police stations is the use of DPU or DPU sabotored rounds. DPU rounds cause special damage. Treat rounds as armor piercing, add damage vs armor and then multiply the total damage by one quarter vs flesh. (i.e., using 7.62 Nato, close range, 11D6; a large caliber, add +5D6+3 for DPU. Assume 30 pts of armor; roll damage, you roll 38+18 = 56 total. AP means only 15 SP pts of armor defend the target, 56-15=41. 41/4 = 10 points of damage to the target's flesh. Still a dangerous wound.)

+3D6 .....SMALL CALIBER,  
+4D6+3.....MEDIUM CALIBER  
+5D6+3.....LARGE CALIBER

They also, if striking metal armor cause that armor to heat. Make under BOD roll or be forced to shed armor due to excess heat. If armor is not shed take 1D10 per round. Armor does not defend against this damage.

These rounds are not sanctioned because of the McGrimmon Act that prohibited the use of excessive force in the 2003 police riots. Almost every officer carries one clip of his favorite ammo as a DPU clip also known as a Thumper. It was coined because of the thumping sound characterized as the round penetrates the armor of the opponent. The Thumper clip is bought by officers on a catch-as-catch-can of basis. DPU is relatively scarce and very expensive. Most officers buy it a round or two at a time, and will only use it if they know nothing else will do. (Read that as about to buy real estate) Police departments that use Thumpers have noticed a decrease in police related deaths in their area, as cop killers tend to make cops load their Thumpers all the time...

**Cost Average per three rounds**

Small .....\$30

Medium.....\$40

Large.....\$50

**Availability Limited to poor**

**BMAC (x2-x5) Limited to poor**



## LawTech (con't)

Robo-hounds are modular computerized dogs that are created to assist in police work and corporate security work. Because the units are modular there are types to suit every purpose. They have been popularized because of their ease of use and relative inexpensiveness compared to hired manpower.

**Frames (may come in any size without additional cost, except for extra spaces)**

### Metal

This metal frame is the heaviest and cheapest of the frame types. It is generally made of high grade aluminum and steel alloys. (+2 to notice roll)

Cost \$500

### Ceramet

Made of ceramic and metal alloys, this frame is lighter and as strong as the steel frame.

(+1 to notice roll)

Cost \$750

### Triplastics

This is the lightest of the frames and used in stealth model dogs. It is as strong as either of the other models and gets no bonuses to being noticed if disguised.

Cost \$1000

## Mechanical Performance Specs

### Security Model

Bod: 8

Ref: 8

MA: 32

Armor: 10SP

Cost: \$500

### Police Model

Bod: 10

Ref: 10

MA: 40

Armor: 15SP

Cost: \$1000

### Elite Model

Bod: 11

Ref: 11

MA: 44

Armor: 15SP

Cost: \$1500

### Military Model

Bod: 12

Ref: 12

MA: 48

Armor: 20SP

Cost: \$2000

Additional armor costs \$20/1pt SP. Max of 30 SP. Any frame can meet any of the mechanical performance Specs.

## Weapon Space Allocation

### Toy Dog

# of Spaces: 1/2

Max Spaces: 1

Added Cost for  
1/2 space :\$350

### Poodle size

# of Spaces: 1

Max Spaces: 1 1/2

Added Cost for 1/2  
space :\$350

### Shepard

# of Spaces: 2

Max Spaces: 1

Added Cost for  
1/2 space :\$350

### Great Dane

# of Spaces: 2

Max Spaces: 4

Added Cost for  
1/2 space :\$350

All dogs may carry half their internal space value in external weapons without affecting their performance.

## Cyber Options (all options cost 1/4 point in space unless otherwise noted)

Same as for players at only 1/2 cost (no metal to meat connections)

Remote control option \$300

Disguise Option covers frame with fur and realistic appearance. Cost \$100 Euro/(-1) to awareness roll (no space needed)

## Programs

XXX

\$200

\$50

\$150

\$100

\$175

\$50-300

\$100

\$1000

Dog Behavior (standard) sit, fetch, stay, come.

Track (using Sniffer hardware)

Threaten (growl, bark)

Attack (delay, maim) (encompasses Threaten program)

Patrol area (encompasses previous two)

Kill (encompasses previous three programs)

Extra programming (depending on number of Lines)

Targeting

Decision Logic circuitry (makes logical simple decisions ) INT 2



## A Hull of a cermet Robohound

### Augmentware for Robohounds

#### **MICROCKET LAUNCHER (1 1/2 SPACES)**

A multiple rocket rack that can carry up to 30 Microrockets with a rate of fire up to 10. Each missile will affect a two meter radius with a load that can cause up to 4D6 of killing per rocket hit. (Load weight varies with mission.) They may be used in a manner similar to machine gun fire. (Suppression, snap shots, cover) Rockets are dumb and cannot be affected by Electronic Counter Measures (ECM). Used mostly for anti personal and ghetto/slum warfare.

#### **MINIGUN (5.56 CASELESS) (1 1/2 SPACES)**

Same as 5.56 automatic rifle with caseless rounds. Drum fed, 100 rounds. Flash suppressor built in. Silencer extra \$300 Euro.

#### **MINILASER (1 1/2 SPACES)**

Same as 4 intensity point laser (4D6 damage). Advantages include invisible to normal sight (IR), speed of light targeting (+2 to hit), low weight allowance, easily renewable resource. 10 intensity points of stored power. Connect to normal outlet for unlimited power supply.

#### **INCREASED STR (1/4 SPACE PER 1D6)**

(+1D6 damage with bite, Increase MA by 3) Up to an additional 4D6 with bite. (The maximum with bite is 6D6) \$300 per 1D6

#### **CARBOGLAS TEETH (1/4 SPACE)**

Exceptionally sharp teeth of carbo-glas causing severe wounds with the hound's bite. 2D6 killing Armor piercing damage per bite. \$250 Euro

#### **CHEMICAL, BIOLOGICAL SENSORS AKA SNIFFERS (1/2 SPACE)**

Molecular Sensor that duplicates the molecular matching system found in the olfactory tissues found in dogs. This device can track a target based on chemical traces left by the target. It may also be programmed with a list of pre-existing signatures of drugs, chemicals, etc. It has a limited computer that assists in identification and tracking.

#### **SHARP WIRE® NET LAUNCHER (1 SPACE)**

This is a weighted macro-filament wire net launched over the target. It reduces the MA of a target to zero if he fails his athletic dodge roll. It also receives a +2 to hit because it covers an area. It is only effective up to 10 meters. If the target attempts to break free using raw strength, divide the targets BOD by three and apply this as dice of damage as the macrofilament begins to cut into the target. Treat filament wire as AP. If the target uses a knife or chainsaw, he will be delayed for 12- his REF in rounds.

#### **MINIGRENADE LAUNCHERS (1 SPACE)**

Same effects as the Combat helm listed in LawTech.

## Sample Robohound

### Design Requirements:

Inner city: (New Miami) drug detection, stealth, quiet termination abilities, riot work. Opposition is lightly armed, ambush oriented.

### Design Specs:

Police Model, Shepard size.....	\$1000	.....	Good solid model, fast and strong
Triplastic Frame.....	\$1000	.....	Light, quiet
Stealth pad feet (0 space) .....	\$50	.....	Quiet's movement
Mini grenade Launchers (1) .....	\$350	.....	Good all-purpose weapon
Carboglas Teeth (1/4) .....	\$100	.....	For up close work
Lowlight (1/4).....	\$50	.....	Night time
Infrared Vision (1/4).....	\$50	.....	Tracking/infrared trap detection
Recording Cyberoptics (1/4).....	\$50	.....	Legality
Programs:			
Record Mission .....	\$50		
Threaten.....	\$50	.....	Hold at bay
Track Drugs.....	\$50	.....	Find drug caches
Restrain with nonlethal gas .....	\$50	.....	Crowd control/Auxillary function
Use Neuroagents to kill.....	\$150	.....	For assasination/termination sequences
Total Cost is	\$3000	Euro	

Robo-hounds are difficult for the general populace to get, and the laws stipulate that anyone injured by a personally owned Robohound without just cause, shall be punished to the fullest extent of the law allowable. This may mean up to 30 years imprisonment or death by spare part request. The GM may feel free to add up to 30% to the cost of any personally bought Robo-hound. Most augementware will not be available to the common man. The GM has final say in this matter.

### Inmate Penal Corp (con't)

There are over 100 IPC units world wide. Many of these are found in the United States because there, criminals are executed less often than anywhere else. As a result the IPC is big business when grunts are needed for intercontinental corporate actions.

IPC group units are comprised of one hundred men called a centron. An entire centron once created is not added to until it reaches less than 20 men. These 20 are then raised in rank and restructured into the next forming centron. In some nations, this process is believed to create soldiers of higher quality and men or women who have been know to survive several centrons have a wide assortment of jobs available to them upon release.

Enlisted staff of IPC units are not aware of who hires them. This prevents retaliation on individuals. They are given instructions and a

mission objective. Pay is determined by an Artificial intelligence that determines their odds and chances of success. It ranges from fifty thousand Euro for relatively easy jobs with Incident/Death ratios of 20%/5% to five million Euro for insane missions with I/D levels of 90%/70%. This percentage indicates the chance of something occurring not part of planning and the second number indicates the acceptable loss percentage of members of the IPC Centron unit. This is done by computer comparisons of previous missions and statistical data gathered on the particular IPC Centron Unit in question.

**Next Issue:** We will interview the top IPC unit's colonel, Butch Schaffer of the Predators, and will list the top 20 IPC units worldwide. We will make public their earnings, their statistical data, and their officers. Until then, keep you head low and try not to be part of the acceptable loss percentage.

## **New Programs:**

### **From New Image Software**

**The best in counter intrusion and evasion software. Try out the Black Mask and squeeze past the SySop looking like a random data bundle, or befuddle the mem out of that invading Net Runner with the all new Disguise software. Show him how effective a code-cracker is against a disguised Data Wall. Download a copy from a New Image data outlet. Euro credit accepted.**

**DISGUISE I THRU V**  
**CLASS: COUNTER INTRUSION**  
**STRENGTH: 1 THRU 5**

The Disguise counter intrusion program is a net defense program and cannot be carried by a netrunner. What the Disguise program can do is make a program appear like another of its class. A Watchdog can be made to appear like a Hell Hound, or a Data Wall can look like a Code Wall. The program can only convert programs of a similar species of program. This program can be very effective in making an intruding netrunner waste time and programs.

**BLACK MASK**  
**CLASS: EVASION PROGRAM**  
**STRENGTH: 1 THRU 5**

This is a variation of the Disguise program in that it can disguise the Net Runner to appear like another program or even a mass of incoming data. The Net Runner will appear and read as the program he is imitating. How the Net Runner acts while this program is up, however, can be the

key to success, acting accordingly so as to not raise suspicion. For instance, "What is that accounting retrieval program doing in our scientific research files?" Unlike other programs this program takes up all available memory and thus is the only program the Net Runner can use at the time.

**LOOKING GLASS**  
**CLASS: COUNTER INTRUSION**  
**STRENGTH: 1 THRU 6**

Looking Glass is the counter program for Invisibility, Disguise, and Black Mask. This program is most often seen used by Net Runners set to guard a certain part of the net or defense frame, scanning the area or incoming data. The Strength of the Looking Glass is applied to the defense program; success means the Looking Glass has penetrated the guise.

**DISGUISE I THRU VI: \$400 PER LEVEL**  
**BLACK MASK: \$200 PER LEVEL**  
**LOOKING GLASS: \$120 PER LEVEL**

### **SWITCH-HITTER<sup>®</sup> AMBIDEXTERITY CHIP**

Primary hand missing? Once upon a time, that was a problem. But no more!!! Now get that off-hand online with

**SWITCH-HITTER<sup>®</sup>**  
**FROM OCNOR INDUSTRIES**  
**MAKERS OF FINE CHIPWARE.**

This chip will allow a user to use both hands effectively in any situation. It mimics the normal handedness in the user for the other hand. In combat this will not allow the user to get more attacks than he is entitled to but he can alternate between weapons with no penalty. Look, with a .454 Davis Phoenix in your left hand and a .177 Suranam machine pistol in your right, you'll have 'em diving for cover in no time!

**Only \$200 Euro!!!**

**Order Now!!!**

# New Weapon Specs

These specifications are a compendium of popular weapons listed in other magazines, compiled here for your convenience.

Weapon Name	Type	Acc	Con	Ava	Ammo	#	RT	Rel	Cost
.477 Boomer Buster	R	1	N	E	.477	4	2	VR	700
Budgetarms C-41(9mm)	P	1	J	J	.41/9mm	10	3	VR	350
Flechette MA1.6	P	2	J	P	1.6-12mm	50	4	ST	550
Glock 17	P	2	J	C	9mm	17	2	VR	250
High Power 15	RIF	2	N	E	9 mm CL	180	10	R	1000
LAW XCL	P	-1	L	P	30 mm	3	1	ST	450
Ninja	RIF	1	N	E	9mm-H	30	30	VR	750
454 Magnum (disposable)	P	1	P	P	.454	2	2	VR	90
454 Magnum (Revolver)	P	1	J	R	.454	5	2	VR	900
Fabrica De Armes M-2012 (BP)	RIF	2	N	P	6.5 CL/7.62	30	4	VR	1400
Fabrica De Armes (Fully Auto)(BP)	RIF	2	N	P	6.5 CL/7.62	100	20	ST	1600
Sternmeyer M95A	RIF	1	N	P	5.56 CL	90	48	VR	1400

## New Round Information

Round	Point/Short	Range			Availability	Suggested cost
		Medium	Long			
.454	4D6+3	3D6+3	2D6	P	\$50/10	
.577	5D6	3D6+4	2D6	P	\$50/5	
.41CL/9 mm	2D6-1	1D6+3	1D6	G	\$50/200	
•12mm Flechette	2D6+special	2D6 +	1D6-1+	P	\$20/100	
MicroRocket	4D6	4D6	4D6	P	\$50/1	
§MicroMissile	4D10	6D10	3D10	N	\$200+/1	
†9 mm Hollow Point	1D6+1	1D6	1D6-1	AV	\$50/200	
6.5CL/7.62 Nato	11D6	9D6	7D6G	AV	\$50/10	
Shotgun solid slug	6D6+2	4D6+3	2D6	P	\$50/5	
Light Gauss Pellet	4D10	2D10	1D10	G	\$50/50	
Heavy Gauss Pellet	8D10	6D10	4D10	P	\$50/25	

• These are armor piercing; damage caused determines armor penetration. Flechettes are measured by bore diameter then length (1.6-12mm means the bore diameter is 1.6mm and the length is 12mm.) The damage listed for flechettes is only for purposes of armor penetration. The actual damage is based on the nature of the flechette.

Any A.P round will cause on the average of 1.5x the basic damage to armor but only .5 damage to the tissue on the other side of the armor.

† Hollow points tend to cause only .5 damage to armor but any thing that gets through causes 1.5x the tissue damage.

§ This round is smart (+2) but is affected by ECM measures which subtract from its roll to hit. It also needs to build speed to gain maximum damage capacity. Smarter micromissiles costs (\$200+/1)/missile.

Sabot rounds are a variant of armor piercing rounds. Sabot rounds tend to cause great damage only at short range. Multiply by 1.7 at short range-1.5 at med range- and 1.3 at long range.

Rockets are considered dumb and are not affected by ECM (Electromagnetic Counter Measures)

CL: Caseless

# Cyber-Reviews

Welcome to the Review section of Interface. We will offer a review of books and movies that we feel exhibit CYBERPUNK characteristics. Our rating system will be star related and carry information as to which Cyberpunk roles can benefit from reading this book.

★★★★★

Most Triumphant

★★★★

Excellent

★★★

Savory

★★

Bogus

★

Most Heinous

## Streetlethal—★★★★★

by Steven Barnes

Ace 0-441-79068-2 2.95

Steven Barnes' Streetlethal has no cyberware to speak of. So how is it that we dare to rate this as a Most Triumphant novel of CYBERPUNK?

Easily. Barnes creates a Los Angeles of the 2020's that has been nearly devastated by The Great Quake. This is a place where despair runs high, hope is almost lost, where winding up in a body bank, piece by piece, as spare parts, might not be anyone's idea but your own. A city where the government is pitifully weak, thus corrupt criminal Families own virtually everything. Addiction to grubs, and camps where the plague-marked are left to die are the legacies 2022's City of Angels.

Now add a man, driven to revenge through betrayal and treachery. Fill him with passion and paint him with a stoic, even frightening exterior, sprinkle him with a bit of humanity, and complete the recipe with a healthy dose of Nullboxing, a popular and deadly zero-g martial art and you have Aubrey Knight, a catalyst of change.

Pair him with an ex-whore, a disillusioned Exotic Dancer and student of the unusual cult of Ephesus, and you have Promise. The woman that helps him with coming to terms with himself and his world.

Barnes' backdrop is complex and well thought out, but his characterizations of Aubrey Knight and Promise as well as Thomaso Ortega make them live and breath. The book also has an excellent supporting cast, each as interesting as the main players. The story moves at a pace quick enough to keep you interested but slow enough for you to experience the changes that take place in all the players. The lack of cyberware is not a problem in this must-read novel that is definitely CYBERPUNK.

**Solos** The solo class will enjoy the well written action scenes and especially the martial engagements. Nullboxing sounds like an interesting occupation...

**Fixers** Will find the Ortegas to be perfect examples of high powered Fixers. Note the complexity of the family relationships involved.

**Techies** Should find themselves in heaven with all the talk of medical science and addictions.

**Nomads** The Scavengers while not exactly being nomadic are examples of a Pack/Family and its ethics.

## Vacuum Flowers

by Michael Swanwick

Ace 0-441-85876-7 2.95

★★★1/2 (Savory Plus)

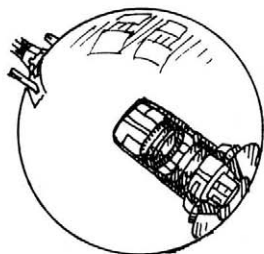
Michael Swanwick's *Vacuum Flowers* is strangely **CYBERPUNK**. Again, the lack of any real cyberware does little to stop this crisply told story from taking you away. Where the hardware is lacking, there is plenty going on the mind based arts. Having one's mind programmed is as normal and natural as breathing. Imagine a place where being a bodyguard, surfer, or geisha isn't a matter of training but of wetware programming.

There's no lack of corporate machinations though. Artificial intelligences, back-stabbing, mysterious benefactors, and a new element, the hive intelligence add spice to the life of the heroine, Rebel Elizabeth (Eucrasia) Mudlark. Rebel shares her mind with the owner of her present body, Eucrasia, whom Rebel feels may retake control at any moment. Like most cyberpunk protagonists, she is on the run from herself and her environment, pausing only long enough to get into more trouble. How she manages to get out of this trouble in her right mind(s) is what this book is all about.

*Vacuum Flowers'* story is curiously told almost completely in space in such a convincing manner, you are transported there, and made to feel at home in it. By the time we actually get to Earth, it is just as uninviting and strange to us as it was to Rebel. The book starts off slow because one has to get use to the language spoken by the characters. Not to worry. Soon you'll be speaking wetpaint and rude boys like you grew up with them. By the way, don't get caught up in looking for a significance to the title of the book in relation to the story. There isn't one. This book rates a Savory Plus and is in this reviewers opinion, capable of wearing proudly the badge of **CYBERPUNK**.

**Techies** Without doubt, medtechs will find the talk of wetware, wetpaint, mind programming, hypercubing and other such as enlightening. It's only a matter of time before we begin seeing this kind of science everywhere...

**GM's** This is a primo environment to study from to get your Cyberpunk adventures off-planet. Study the Comprise. An interesting antagonist.



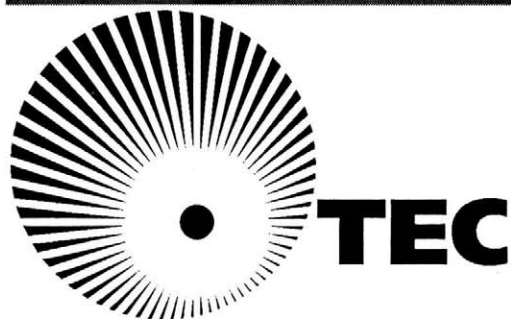
### *REPLAY™ VIDEO RECORD/PLAYBACK OPTION FOR CYBEROPTIC*

This is a micro-video recorder assembly which is housed in the cavity behind the eye. It uses a specially designed digital analog chip (DAC) which can record up to thirty minutes of imagery seen by the user. There is a cyber-relay to allow for more storage to be accessed. Up to three DACs may be held in one cyberoptic without replacing the DACs. When played back the image will appear to hover three feet in front of the user's head. This picture can be in color or in black and white, and will take up about 30% of the user's field of vision. The image may be accessed and viewed by the user

like a VCR tape but cannot be edited without a sophisticated video laboratory. (Police who use this unit cannot edit their DAC at all, so it is admissible in court as evidence.) With a set of interface cables and a video jack this visual information can be recorded to other means or even played directly into a television set. This option does not have sound capability but with the Microrecorder option for Cyberaudio the image may have sound related to it as well.

\$350 Euro HC=2 (Recovery Time 10/30/50)

# Corporate Review



## *Ocean Technology & Energy Corporation*

### **Ocean Sciences and Technology**

**Main Office:** AquaDelphi, Hawaiian Islands

**Regional Offices Near:** London, Spain, Morocco, North America (4), Central America (2) Australia (3) Mid Atlantic Ridge (2 underwater)

**Stock:** 112,785,989

**Available on Market:** 13,534,318 (12%)

**Name and location of Major Stockholder:** Amanda Russell, AquaDelphi, holding 22% (24,812,917) of all shares.

**Troops:** 2000 spread out among the 12 platform cities and 1 underwater city across the world. All staff are cross-trained in secondary military duties, so an additional 1000 troops can be made available on short notice.

**Covert Operatives:** 250 as above. (approximately 6-10 covert agents per station)

**Equipment and Resources:** Dispersed among the floating cities are: Over

100 small ocean transports, 30 large ocean transports, 30 AV-4s, 30 Submersible Vehicles-2 (Transport), 15 Submersible Air Vehicles (At sea/air combat) 5 SEV-1 (Surface Effect Vehicles, Top Secret Stealth Attack Craft), 30 Attack helicopters 10 transport helicopters, and other non-military transport vehicles.

130 Shoreline Oil Rigs, 13 Tidal Flux Converter Stations, 12 Thermal Variance Stations, 3 Underwater Metal Extraction stations, 4 Deep Sea Oil Rigs, 8 Genetic Engineering Laboratories, 2 Nuclear Reactors, 1 Fusion Reactor, 2 orbital stations in Low Earth Orbit, 1 solar/microwave converter beaming station, 1 Satellite Stations in LaGrange Orbit.

**Background:** OTEC is an extremely large Multinational Megacorporation that has been in existence for over 35 years. They began as a group of at-sea oil drilling companies that were bought out by billionaire Damon Russell with the intent that at-sea colonization would start with the ownership of the ocean's vast energy resources.

As early as 1993 Russell began aqua-



culture and mariculture on an immense scale and introduced processed Krill to the diet of millions worldwide. His attempts at genetically engineering sea plant and animal life resulted in the creation of new foods and other organic products for consumption. Their greatest creation is the floating synthetic plastic known as Crypropalan. Made from the remains of genetically engineered microfauna, it is what many of the floating cities rest on. Strong, incredibly bouyant, light and derived from a renewable natural source, it was a breakthrough in construction science.

In 1996 Russell's scientists perfected their tidal energy converters and thermal variance converters and began beaming energy to the power-hungry masses in major cities of the world.

Damon Russell was killed in an extraction attempt in 2006 by OTEC's largest rival, Unified Ocean Sciences, a hostile takeover attempt by Sean Lowell, head of UOS. Amanda Russell, Damon's wife has run the company since his death and has expanded OTEC's earnings by thirty percent in seven years.

Since then OTEC has been the undisputed leader in ocean technological advances and continues to rule the seas. They have been under media assault in recent years because of the fact that they have attempted to nationalize their floating islands and stations. This would give them more claim to the surrounding resources than they already have.

The corporation has, however, been a large source of food, plastics,

petroleum products, liquid hydrogen production, stress science technology, (which gets used in space exploration as well as underwater colonization) genetic engineering, and motion energy sciences. Space exploration and colonization is their next field of endeavor and they are currently seeking an energy source with greater energy return per pound than fusion.

**Corporate Personality:** Relatively benign, less so since Amanda Russell and her current Board of Directors have been in office.

Not ruthless unless forced to be, they are content to make a profit and try to continue on like their founder desired; to benefit mankind. Information is what makes them powerful. They have strong ties with think tanks like Infocomp and the Information Treasury as well as Orbital Air, who makes use of their liquid hydrogen for rockets and Low Earth Orbit (LEO) vehicles.

They use little outside help, thus preventing as much espionage as possible. They have a poor opinion of the security measures of Arasaka because they were the corporation used when Damon Russell was killed. It was believed that an inside man made it possible. They do not forget favors and do not forgive insult.

As far as corporate policy goes, they attempt to woo scientists with the freedom and financial largess which is theirs to offer. Important scientists are allowed and encouraged to experiment, given the best care, facilities and protection money can buy. The best. Extract from OTEC at your peril.

# SPECIAL PROFILE

## Noir: Leader of The Givers of Pain

INT: 10  
TECH: 6  
REF: 10/12  
CL: 10  
BODY: 9

LUCK: 8  
ATT: 3/6  
MA: 7  
EMP: 5



### Skills:

Rank (+10), Awareness (+6), Streetwise (+7), Athletics (+8), Thief (+5), Intimidate (+6), Martial Arts (+10), Pistol (+6), Melee Weapons (+6), Motorcycle (+5), Stealth (+4), General Knowledge (+5), Rifle (+5), Play Guitar (+5), Cadre (+4), Specific Knowledge: Torture (+7), Basic Tech (+5) CyberTech (+3) Contacts (+6), Favors (+4), Specific Knowledge: Organized Crime (+5), Complex Language: Japanese (+5), Simple Language: Spanish (+4), CitySpeak (+5)

### Hardware

Reflex Boost, Left Cyberarm with Kevlar coating and +2d6 boosted strength option and Rippers, Right cyberarm with the hammerhand option and a .357 mag mount. Both cyberoptic with targeting, infrared, micro/telescopic, and thermograph. Also interface plugs in the back of the head and a chipware processor.

### Background

37 year old caucasian/japanese male. Height: 6'3" Weight:295 with cybergear Eyes: Grey. Hair: Black. Born Martin Calder, New Tokyo. Spent most of his youth in a street gang until a desire to find an edge in ascending the internal ladders of the gang heirarchy forced him to join the military. He served eight years fighting in the jungles of South and Central America. After his return home, his sister "Streamline" is killed as an example by the leader of his gang. Martin, calling himself "Noir", stages a coup and becomes the new ganglord. Teaching the members what he learned in the warcamps in Peru and Nicaragua, he renames the Night Shift "The Givers of Pain".

### Motivations:

Since the Night of the Long Knives, when the real control of Night City was taken by the corporate power of Arasaka, Noir has wanted in on that action. He has created an army through his gang connections and seeks greater ties with Arasaka. He is a cunning adversary and has learned to use his resources well. He is often underestimated, but his extreme natural intelligence and his officers, Rip Thrash and Twisted Memories are excellent in their respective fields of enforcement and data gathering, and are part of the reason that Noir is the success that he is.



# Police File:



**FILED BY** Lt. Owen J. Braddock, 34th Prct. NIGHT CITY

**DATE:** 7/3/13

**SUBJECT:** Booster Gang: THE GIVERS OF PAIN

**KNOWN DATA:**

**#of members:** 100-175+

**Present Leader:** Martin Calder; common alias "Noir"

**Area of Operation:** Night City, southside Combat Zone

**Suspected H.Q.:** The All Saints Cathedral, an abandoned church which has extensive catacombs.

**Motto:** "Peace is the dream. Pain is the reality."

**Appearance:** Black leather and matte black cyberlimbs with gold nails, studs, etc. Almost always are bald and adorn themselves in black eye make-up and skullstuds (either gold or silver). They favor the common Booster Gang hardware: rippers, bigripps, and buzzsaws. Vampires or sharkgrin specials are always present in all Givers of Pain members.

**Insignia:** a clawed cyber hand leaving bloody tracks.

**Comments:** The Givers of Pain are one of the more notable booster gangs in Night City and in the state. Their reputation for excessive brutality (even for booster gang standards) and their skill in torture has made them one of the most admired and reviled booster gangs known. Their size, rumored to push 300, their savage territoriality, and Noir's effective skills as a leader and enforcer have given them power in the southside combat zone contested only by a few other gangs: the chromer/punk gang The Phantoms, led by Lady Maim; and the booster gang The Black, led by "the Contingent," to name a few.

**Modus Operandi:** The Givers of Pain do minor drug dealing throughout Night City but gain most of their revenue by hiring themselves out as torturers and interrogators; a skill at which they have no equal. The Givers of Pain now pose a greater threat when as of last year (see report C-2379 G) a large group of them entered the Kizamasu Inc. complex, killing over 34 security personnel and making away with over one million Euro worth of InfoKeys and assorted data. In the following year the strikes have been increasingly frequent, one of which involved a random streak of killings in a corporate suburb.

**ACTIONS OF THE GIVERS OF PAIN HAS WARRENTED A DECLARATION OF MAXIMUM EFFECT WHEN DEALING WITH GIVERS OF PAIN - RELATED CRIMES.**

## KNOWN ASSOCIATIONS

The power wielded by Noir and The Givers of Pain has given them sway over several smaller local booster gangs: the Metal Souls, The Howlers, and most notably and closely related to the Givers of Pain are The Blood and Chrome Brothers. It is suspected that several large corporations use the talents the Givers of Pain possess. This remains unsubstantiated.

## ENEMIES

Most notably is the chromer/punk gang The Phantoms led by Lady Maim. The rivalry between Lady Maim and Noir (who, it is rumored, were once lovers) over control of the combat zone is common knowledge. It is also rumored that Rip Thrash, Noir's second hand man, is planning a coup.

## COMMON GIVERS OF PAIN SLANG:

**Bloodmate:** a common term used to describe a fellow member.

**Sado Mass-X:** a word used to describe incredible pain or pleasure.

**Zero:** worthless; not worth the trouble.

**Baptized:** means to be initiated into the gang. Taken from the fact that the body is so covered in blood that it looks as though it had been "baptized" in it.

**"Been Clived,"** or **"Did it Clive's way,"** any time "Clive" is used to describe someone killed, it means the body was literally torn to pieces.

**The Illuminated:** a cyberspycho.

**Shrack** or **"Shrack me":** a common expletive.

**"Go Morton"** term used to describe someone who becomes extremely angry, enough to attack.

**Milkies:** any pain killing drug. Used as an insult.

**Beef run:** any time a few Bloodmates go out to "acquire" bodies and surplus limbs for sale to a Body Bank or ripperdoc.

## GANG MEMBER PROFILES:

### THE AVERAGE BLOODMATE:

RANK: 2-4.

MAJOR SKILLS: Athletics, Martial Arts, Melee Weapons, Pistol, Intimidate, Streetwise, Interrogation, Specific Knowledge: Torture, Motorcycle. All around skill levels 4-7

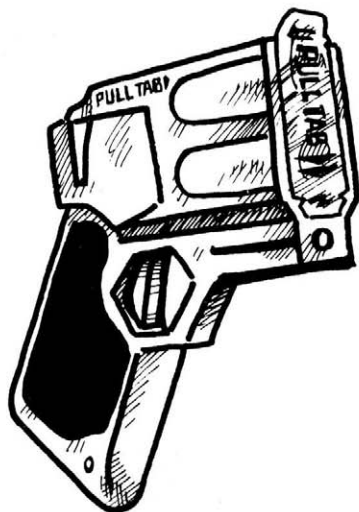
COMMON HARDWARE: Will always have rippers or a sharkgrin special. Interface plugs, one or two cyberoptics. One or two cyberlimbs.

### LIEUTENANTS AND HIGH MEMBERS:

RANK: 4-8

MAJOR SKILLS: as above but including such skills as Thief, Drive, Med Tech, Cyber Tech, General Education, Fast talk Rifle, Stealth, Photo & Film, Play Instrument, Shadowing. All around 4-9

COMMON HARDWARE: One or both sets of limbs are cyber. Both eyes are cyberoptics loaded with options. Their bodies are rife with blackmarket cyberware right out of the labs of the group's ripperdoc. Chipware processors and two or more sets of interface plugs.



### 454 Magnum Disposable

P 1 J R .454 2 2 VR \$100

A 2 shot disposable holdout. Favored for its extreme reliability. Pull tab opens over/under configuration. Uses caseless ammo and carbon fiber case.



Rip Thrash, Lieutenant of Noir

Continued from page 27

### **SKIN TIGHT®**

Skin Tight® Tri-Polyaramide is a personal armor system based on the science of memory plastics and cybernetic muscle tissue responses. In short, the suits "muscles" contract and expand rhythmically to distribute the energy evenly over the wearers body. The memory plastics allow the outer shell to be pliant without tearing, thus preventing penetration except by the largest rounds. This translates into converting killing damage, after armor if any, into bludgeoning damage. The only real drawback is that the user is at -3 to all reflex based skill for the first of his reflex actions and -2 for his second after that hit. In the third reflex action after a hit, the armor returns to normal. This is the armor compensating for the spread of kinetic energy.

This armor is very expensive and only currently sold to military organizations and police departments. Police departments with low funding only buy a certain number and rotate them among the staff or recommend their cops to buy their own if they can afford them. Almost all undercover cops will wear them with light concealable supplementary armor.

**Cost \$2000**

**Availability: Limited**

**BMAC: Limited; x3**

### **NEUROCUFFS WITH LASERKEYS**

An answer to the powerful cyberlimbs and the puny handcuff conundrum. Once these cuffs are placed on the cyberlimbs they generate an electrical field that interrupts the smooth flow of synaptic nerve flow to the limbs. Since this affects the brain and not the limb it works on noncyberlimbs as well. This renders the limb immobile, without damaging it. Neurocuffs also come with laser keys so that they may be activated or deactivated at range. Keys may hold up to three Neurocuff combinations and can be reset to open others if the code is known.

**\$75 Euro.**

### **MONOCUFFS**

For the department that doesn't have to deal with boosters with two cyberarms as often, the less expensive Monocuff is just the thing. A single unit weighing in at .25 Kilos (.55 pounds) slides over the wrists of the miscre-

ant. Once activated the unit tightens over the fingers and holds a band of Macrofilament wire at the wrist. Any tension causes the macrofilament to tighten. With enough tension the macrofilament will simply and smoothly sever the wrists of the troublemaker. **\$25 Euro.**

### **CYBERLEG RESTRAINT SYSTEMS**

This unit is designed for the cyberleg owner in mind. The device is in three pieces. The first two are manaclelike restraints on the legs with a steel bar in the middle, hold the legs at about one and a half feet apart. The third is a piezo electric generator strapped around the neck with a proper gel conductor or jacked into the wearer. Any strain on the brace will result in a powerful electric shock similar to a taser.

**\$200 Euro**

## **Covert Ops Equipment**

### **LIGHT ENHANCEMENT MIRRORSHADES/VISORS**

Automatically dim in bright light, as anti-dazzle option (2 nanosecond response time) and act as infrared and computer enhancers in dim light (+2 to night or darkness perception)

This unit has a 2 in 6 chance of spotting the energy signature of high energy weapons, and targeting units attached to conventional weapons.

**Cost \$400**

**Availability: Limited**

**Black Market Availability and Cost Multiplier. Limited; x2**

### **LIGHTMESH - LIGHT & FASHIONABLE BODY ARMOR**

Ever wish that the body armor that you wear came in designer colors? Tired of making those important meetings with everyone around you knowing that you're armored to the teeth? Well not anymore with the advances of ceramic metallic alloys comes LightMesh™ light combat armor.

It's lighter than kevlar and stronger than steel. It protects the wearer from high impact, laser, maser, and kinetic kill weapons better than any light armor to date. For heavy combat use the combat variant called C-Ballistic Mesh is available for \$400 for upper body and \$300

Continued on page 42

# New Skills and Lifepath Options

## New Skills

### **BODY CONDITIONING**

This skill allows you to attempt to increase the BODY stat by 1 every two months or until a successful roll is made. The BODY stat may only be raised 2 times in a year through this method.

The rolls for this skill tend to be done during prison stays. If you have an extremely long game it is possible to roll for these during play. Usually allow only one roll to start the game if someone begins play with this skill. If for any reason, a person is unable to continue his training, (extended time in zero-g, lost in the desert, etc) the body conditioning will be lost at one point per 4 months, until the person is back to his beginning stat value. *BODY CONDITIONING* does not have a skill rating. The specific knowledge of Body Building can subtract it's value from the difficulty roll of 1D10, but never for the 1D6 roll for superhuman BODY types (10+). 13 is the non genetically engineered human limit.

### **BODY ROLL**

1-3 2-7 ON D10

4-6 2-5 ON D10

7-9 2-3 ON D10

10 2 ON D10

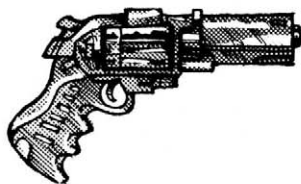
11+ 2 ON D10 AND 1 ON D6

A roll of 1 is a fumble and you have strained a random location. Roll 2D6 for the number of weeks you will be hindered in that location. GM's be imaginative!

### **FAVORS**

You have a certain flair with meeting people and having them owe you favors. Add your skill in *FAVORS* to your *STREETWISE* OR *HIGH SOCIETY* skills to convince them to help you.

GM's: You may use this skill to allow your players to know someone in an unusual place. There is no such thing as coincidence, anyway!



## Life Path Options

### **OCEAN CITY SKILLS**

These are skills gained through life in the new oceanic arcologies. These skills could belong to any lifepath choice. He must take at least four years here. He may choose any five skills at +2. There is no roll required.

**Swimming, SCUBA diving, undersea equipment, submersible pilot, rifle, pistol, melee weapon, submersible tech, marine science, underwater combat, underwater mining, flying sub, flying sub tech, marine agriculture, pressure suit tech, first aid, underwater combat, shockstaves (1D6+3), Air/Gas projectiles (gyrojet).** Specific knowledges: pressure suit, pressure procedures, marine life, Chemistry, Chemical Engineering.

### **POLICE ACADEMY**

Entrance to this lifepath basically entails four months of training at the Academy, the mandatory year as a patrol cadet officer and an additional three years of police work. Unless the character chooses to play a cop this lifepath doesn't give the character the skill of Authority, it has just been an occupational growth experience.

The education chance for getting into the police Academy is a 4+ for all origin paths. If you enter, spend four years doing police work and adding +2 to any 6 skills of your choice.

**Pistol, Rifle, Melee Weapon, Driving, Athletics, Martial Arts, Awareness.** Specific Knowledge: Law Enforcement, Stealth, Basic Tech, Med Tech, Human Perception, Interrogation, Interview, Medtech, Streetwise. Specific Knowledge: Criminology, Intimidate, Basic research, Investigative procedures.

### **454 Magnum (Revolver)**

P 1 J R .454 5 2 VR \$1000

A very powerful handgun by Ameritech Arms. Carbon composite construction, capable of being smart chipped and laser sighted.



## Recovery Time

This is the time that it takes to recover from the cybernetic operations required to mesh meat to metal. In addition, it also covers the time it takes to learn the biofeedback techniques to interface with your cyberware effectively. These times do not mean total hospitalization. Consider hospitalization to be one third the total time.

In any recovery times listed there are three entries like this: 7/21/35

7/21/35

The first assumes that you receive artificial and accelerated healing from start to finish and have access to the most advanced biofeedback equipment. If all of these things are true then you will heal and be operational in about one third the normal time required. This usually entails time spent with Regenerative Complex 8, sterilization fields, expert medical attention (MedTech 7+, CyberTech 5+), Chrysalis treatment, and advanced biofeedback techniques, costing anywhere from \$60,000 to \$205,000 Eurodollars.

7/21/35

The second assumes that you are not able to afford anything other than the basic specialized healing required to replace meat or cyberlimbs.

This may entail time with decent medical care (MedTech +4-6, Cybertech 4+), Regenerative Complex 6 or 8, possible sterilization fields, and basic biofeedback, where available. Care of this type can cost from \$2000 to \$20,000 depending on the nature of the surgery. Nerve tissue replacement, brain tissue replacement, and spinal tissue transplants are usually on the higher cost end.

7/21/35

The third time is the limit it would take if by a ripperdoc of fair to medium quality (Medtech +3-4) and whatever equipment he has available. He will have access to at least Regen 6 and sterilizer fields. Costs will run from \$1000 to \$6000.

### DIAGNOSTIC REPAIR KIT FOR CYBERLIMBS

This kit offers a bonus of +3 to Cyberlimb diagnosis and repair. It checks the electronic

pathways and confirms muscle integrity. It also carries replacement muscle plastics and basic electronic patch kits, near microscopic viewing attachments and armatures. This kit is small enough to be retained within a cyber-arm or leg space.

### MED-KITS AND THEIR EQUIPMENT

A normal medkit will usually contain:  
1 can of skin; 10 spaces of wound coverage  
10 injection ampules of Regen 6  
Antiseptic and Antibiotic creams  
Regurgitants  
Wake-up Capsules  
A Bones McCoy or other drug administrator  
Plastiskin bandages  
Slow Drug Patches aka Derms  
Various Drugs for pain, or inflammation.  
ExoCrutch (2) \$20 Extra  
Collapsible backboards, splints and stretchers  
Air compressor/rebreather

### \$200 Eurodollars

#### A COMBAT KIT WILL CARRY IN ADDITION:

20 Doses of Hype  
10 Doses of Whitelace  
30 spaces of Regen 6  
20 1 area ampules of Regen 6  
Surgical Kit  
Bioscanner (Measures life signs like respiration, heart rate, blood pressure)  
This kit is only available to military units.

### \$500 Eurodollars

### EXO-CRUTCH

An Exo-Crutch is a collapsible exoskeleton placed onto limbs that have limited mobility. The device resembles little more than a sleeve of memory mesh and interface plastics. Placed around a damaged limb they may allow (if the wound is anything less than a mortal injury) the limb to be supported enough to walk on. This is accomplished by interfacing the memory mesh with a micro computer that has analysed the subjects walking pattern and has it held as a simple program. This may also be accomplished by interfacing directly if the subject has interface plugs. Other programs may include running, jumping or even skiing. Be advised that the injury that forced the wearing of this device is still in effect and this should be used only as a last resort to escape. For every 5 minutes of use this device lowers the body type consciousness save of the user 1 point. If the body type reaches zero the user is unconscious.

for the lower body. It's protection value is 15 SP. The military version offers numerous clips for equipment and rounds and is extremely lightweight; only 1.1 kilos per top or bottom. A martial artists version is also available for an additional \$50 Eurodollars. This offers an extended crotch and special folds and clips for hidden martial art weapons.

For the executive needing discrete protection we offer the Socialite, a suit of fashionable, light armor. This totally ceramic armor will not trigger metal detectors in airports, supermarkets or shopping malls, yet offers incredible protection, and still retains the appearance of cloth. The suit (for men) and the Jump-suit (for women) offers 10 pts of fashionable protection. There is also a shirt or blouse combination that will offer an additional +5 points. The suit costs \$475.99 and the shirt or blouse costs \$95.99. All colors and styles are available. Designed by the fashion greats, Eau sanLauran, GHitano, and Giordash, subsidiaries of MegaFashion Inc.

#### **MAGNETIC FIELD DETECTOR (MFD)**

Comes in a fedora with a visor field that drops down over the eyes and targets intense magnetic fields using head up display technology. Used primarily to detect for mini rail guns, fusion weapons, plasma weapons and high energy hand weapons. Will not detect the lower energy hand lasers (3 intensity points or smaller) or chemical explosive weapons. Triggering devices on bombs and high energy laser-scopes have a 2 in 6 chance of discovery. Will also detect the presence of Cyber-

#### **STUNNING CLOTHING**

NeuraWeave fashions introduces their latest in protective covert wear, the Discovery line. The Discovery line has been created with NeuraWeave's latest microconducting fabric. This fabric can, once activated, stun anyone touching the wearer, much like a taser (1D10+ BOD roll vs 25). The Voyager jumpsuit holds enough charge for six fully grown men and has been tested under the most rigorous of climates. A battery charge will last if undischarged and left on approximately 1 week. If the unit is totally discharged the internal selenium/lithium soft-layer battery can be replaced with little problem. To lightly armor any of these without loss of style and taste (+6SP) will cost \$225 Euro.

NeuraWeave has several pieces that make up the Discovery line listed below:

<b>Clothing</b>	<b>Makes/colors</b>	<b>Cost</b>	<b>Charges</b>	<b>Battery Life<sup>3</sup></b>	<b>Battery Cost</b>
Shirt	(4)	125.00	3	1 month	\$50.00
Jacket	(3) <sup>1</sup>	750.00	5	2 weeks	\$75.00
Jump-suit	(5) <sup>1</sup>	900.00	6	1 week	\$100.00
2 Piece	(4) <sup>2</sup>	1500.00	4	1 week	\$200.00

1. Jackets are weather-proof and the unit may be left on in the rain.

2. Suit unit is capable of passing detector tests.

3. If left on and unused. The unit will retain enough charge and when the charge left is unable to perform it will signal that it needs to be replaced.

wear on a roll of INT + 1D10 vs 18.

Comes also as a crusher, baseball cap, motorcycle helmet, mirror shades, police riot gear, and can be adapted to other headgear at a minor additional cost.

**Cost \$500**

**Availability: Limited**

**Black Market Availability and Cost Multiplier: Limited; x2**

#### **MEMORY PLASTICS**

Memory plastics are high density plastics with great structural integrity when an electrical current is forced through the material. When the current is removed the material collapses upon itself and is easily folded and made malleable. They have many uses in society, medicine, vehicle design, weapon design and armor enhancements. When used in any form of powered armor the plastic is highly resistant to penetration of any kind. This counts as defense against any attack that is armor piercing. However, if the armor takes half of it's stopping power in damage it is no longer capable of retaining proper molecular configuration and collapses. Then the armor piercing protection is lost. Memory plastics have to be intergrated on a molecular level with a micro-power source. This adds 50% to the cost of any armor.

**Availability: Limited**

**Cost: 50% of armor value**

**BMC: (x2-x3)**

**Weapons created with memory plastics will be discussed in our next issue featuring new covert weaponry. (editor)**

# Chipping In...

We want to welcome you to the first issue of INTERFACE created by PROMETHEUS. The staff of PROMETHEUS consists of Thaddeus Howze, Chris Hockabout and Kevin DeAntonio. (Chipping In will be a letter column in the next issue, provided we get any mail).

We got together with R. Talsorian Games to bring about a magazine that would be published with more regularity than the supplements that R. Tal was currently working on and with a mind to what the gamers wanted to see. R. Tal was receiving large quantities of mail that were gamers who wanted to see if what they were doing was up to the standards of CYBERPUNK.

R. Talsorian could not answer these people directly, so in response an INTERFACE was created to deal with the players ideas and questions.

Yes, this means that we want to hear from you. But there must be an order to the madness and an understanding about what we want to see.

1. A self addressed stamped envelope (for you people overseas, send a mail credit or SASE equivalent) if you want your material back. Send us copies, our mailroom ogres are not too bright and we would hate to lose your only copy.
2. If you must send us material, double space and neatly typed is the rule. Unless you've got printing like a computer, type it or we send it back unread.
3. There is to be an understanding that anything you send to us to print will become property of INTERFACE magazine. We are accepting unpaid contributions only, as we have an extremely small budget and as a result only token payments are being paid even for the best material. What we offer is fame for the new writer or artist because this mag will be international. If all of you buy more copies than we can keep in stock, then perhaps we can one day pay you what you are worth. (We will be sending anyone who writes or draws for us a more exacting submissions contribution sheet).
4. We want the future, culturally, technically, fashion and stylewise, religiously, financially, and globally. Give us a slice of your world. If it's good, we'll help you rebake it for the world at large. Use this mag as a template to format your ideas.
5. If you have questions you want answered, keep them so that they can be answered with a yes or a no or at least as simply as possible so we can include as many as possible. Our connection to R. Talsorian will confer with them on any rule arguments.

This magazine will not always agree with CYBERPUNK in everything. If something we do is a variant of something already appearing in CYBERPUNK, we will let you know. Mike Pondsmith said he would do the same with any new supplements that come out. Thanks for taking the time to buy and face with something new. We won't disappoint you.

Thaddeus Howze,  
Editor

## Transitions, Changes and Errata:

Okay, you got us; some of these options were created before the advent of the new *Cyberpunk 2020* rules. But we thought they were pretty cool anyway and decided to give you *CP 2020* and *CP1* stats just in case.

### CYBERWEAR

**Grapplefist:** Note that this is a far more powerful (damage wise) design than the grapple hand in *CP 2020*.

**BigRipp:** This design uses monoblade tech, giving it all advantages of the monoblades in *CP 2020*, pg.102.

**Photon:** A more powerful laser than the device in *CP 2020*. It is also more accurate.

**Hardening:** This type of hardening works against all EMP type effects, including solar flares, nuclear bursts, etc. The hardening in *CP 2020* works against Microwavers only.

**Replay:** This cyberoptic option has a full video option that runs longer than the standard version in *CP 2020*. It takes 1 option space, and has it's own built-in internal recorder.

### RECOVERY TIME (pg. 41)

While its a different system than what's in use in *CP 2020*, it makes an interesting variation. Your choice. Conversions to *2020* as follows:

First number = **Minor**. Second number=**MAjor** Third number= **CRITICAL**

### NEW PROGRAMS (pg.28)

Note that these programs tend to be self-inclusive; *Disguise* and *Mask* are countered by *Looking Glass*. *SeeYa* is designed to see invisible **ICONS**, not disguised ones, whereas *Hidden Virtue* detects real things hidden in virtual realities.

### LIFEPATH OPTIONS

In *CP 2020*, the skills are separated from the Lifepath system, and replaced by Career Skill Packages. We've given you the standardized Career Skill Packages for the three groups mentioned in this issue (Ocean City, Convict and IPC). Note that the Police Skills Section defaults to the Cop Skill Package in *CP 2020*, pg. 34, with Specialist Skills (pg. 10 of *Interface*) added as Pickup Skills:

#### Ocean City Skills

Swimming  
SCUBA  
Sub Pilot  
Submersible Tech  
Pressure Suit  
Undersea Equipment  
Flying Sub  
Flying Sub Tech  
Marine Science  
**Special Ability:**  
**Underwater combat.**

#### Convict Skills

Melee  
Awareness  
Brawling  
Gambling  
Streetwise  
Intimidate  
Persuasion  
Pick Pocket  
Pick Lock  
**Special Ability:**  
**Thief (the ability to plan crimes, steal things, etc.)**

#### IPC Skills

Rifle  
Pistol  
Awareness  
Melee  
Streetwise  
Stealth  
Basic Tech  
Medical Tech  
Interrogate  
**Special Ability:**  
**Street Tactics (Knowledge of planning ambushes, SWAT tactics, gang warfare)**



*See this guy?*

*He didn't by the première issue of The Cyberpunk INTERFACE. Don't commit that same crime. Help keep Night City safe.*

*In INTERFACE you'll see the latest in cyberpunk expression written by fans like you.*

*New Tech  
Different Lifepath Options  
Mod Cybertech  
Gangs/Rock Groups/Nomad Families  
Powerful Megacorporations  
Cutting Edge Net Software  
Puny Banana Republics  
Terrifying Religions  
Genetic Engineering*

*In this issue:*

*"Move On Maggot!!!" Cops walking a tough beat in Night City*

*Police Gang Profile: The Givers of Pain*

*Corporation Profile: OTEC—Barons of the High Seas*

*ALSO: Details of the Cyber Psycho Squad by Officer Maddox*

*Book Reviews: Streetlethal and Vacuum Flowers*

*Don't just stand there wirehead! Fork over the Euro!*

# PROMETHEUS

*Bringing Light To a Dark Future*

*210 Ironwood Dr., Alameda, CA., 94501*

Another Quality Scan by:

**AKRITERA**