INTERFACE™

Cyberpunk™

POLICE PROFILES ON RIPPERDOCS
Getting Along; Cool and Empathy in Cyberpunk
Hardware Closeup: The SEV-1
Subordinate/Alternate Character Classes

INTERFACE

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New Cyberware

HIGH FIVE: aka Palm Bomb-Cyberlimb option
HC:1d6, price: 350eb, I.D. CODE: HIFI
BMAC - Uncommon (x2-3) (Black Market Availability and Cost Multiplier)

This cyberlimb option was originally brought out of Israel by Palestinian terrorists. It was used primarily by select groups of PLO assassins specializing in martial arts and close combat; based on adapted Soviet designs, it is rugged, durable and simple.

The Palm Bomb as it was called then, was first used in the U.S. by a PLO assassin who came to the New York Megaplex to kill a visiting Israeli dignitary. He was later shot by the dignitary's personal bodyguards, after a successful assassination.

Considered for illegal status that same month, various cybertech manufacturers applied for a patent. The now designated High Five circulated across America, into Mexico, and finally into Europe, where it's still considered a brutal assassin's tool.
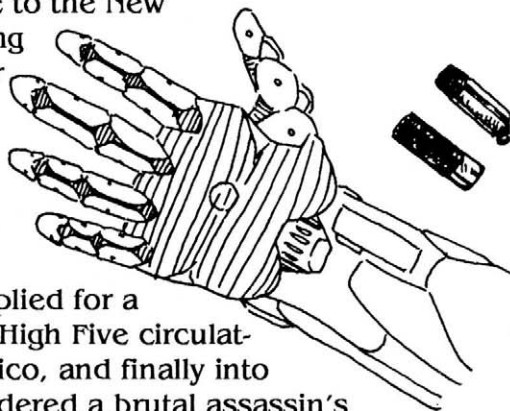
The device is a chamber housed in the wrist and exiting through the palm which can carry either a single .577 or 12 Gauge round. With a solid strike or HTH attack using the palm, the chambered round will fire point blank into the target (no second to-hit roll is needed). The damage is applied as a separate attack for purposes of determining armor penetration, and since it is considered a second attack it is possible to lower an armors value by two if both the HTH and fired round penetrate. A wrist port allows for quick and easy reloading. Another bonus to this option is that fact that it is impossible to detect (DIF 30) at a glance and difficult to detect upon inspection (DIF 20) because of the simplicity of its design and load/lock port. An automatic safety is standard.

STINGER: Body Weapon or cyberhand option
HC: 1d6+3, price: 400eb, I.D. CODE: STNG
(Black Market Availability and Cost) BMAC - Rare (x2-3)

New to the world of cybertechnology, this bit of hardware is considered black market primarily
because of its current misuse (boosters
loading it with poisons, etc) and its newness.
Basically, it is an inch long hypodermic needle
which extends from the fingertip. The needle is connected by a flexible tube to a cartridge in the
palm. The cartridge is encased in myomar fiber
which contracts upon command, expelling the
contents. Memory plastic seals allow for an airtight seal. The needle is carboglas, used for its durability. The cartridge will hold about three doses of a liquid chemical or drug. If installed in a cyberlimb, larger ten, twenty, or thirty dose cartridges may be housed in the limb. This is an extra 50eb, 100eb, 150eb cost respectively.
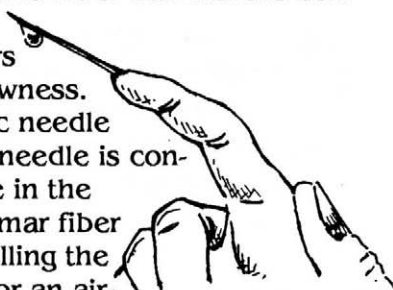
MEDICAL MODULAR HAND - cyberhand option
Developed by Donner & Savage Medical Technologies
HC = 3 pts., price = 375eb, I.D. CODE: MEDH

New from Donner & Savage, the makers of the home skin grafting kit and the organ donor home referral service, comes the Medical Modular Hand. Using the latest in modular finger technologies, the Medical Modular Hand includes five tools for use with every medical emergency. It comes with
1) Monofilament scalpel
(1d6/2 damage if used in combat), 2) 2 dose air-hypo, 3) dermal
stapler, 4) clamp/forceps, 5)
biomonitor; when applied
to patient's skin gives
audio readout of body
temp, heart rate, blood
pressure (takes ten seconds for analysis). This
modular unit is capable of
accepting modular fingers
from compatible manufacturers.
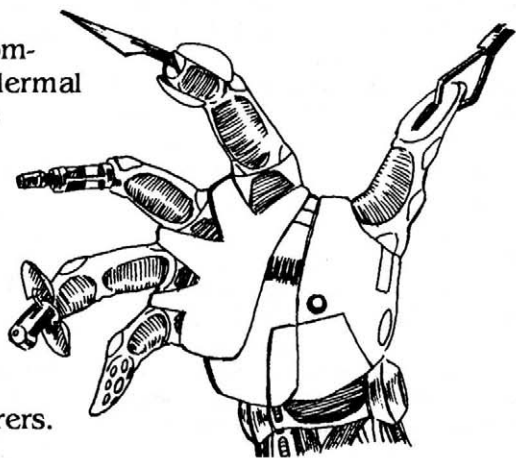
Getting Along

Interpersonal Relationships in Cyberpunk

By Peter Christian

All too often in Cyberpunk, Empathy is treated as a sort of non-replenishable bank from which you draw humanity to purchase cyberware. A player often gets as close to the limit of cyberpsychosis as possible without his or her character going insane and being taken away by the gamemaster. At a recent convention, I was astonished at the number of Empathy 2 and 3 characters floating around; Solos you might expect that from, but Fixers, Nomads or Rockerboys?!

Part of the reason so many players buy as much cyberware as they can carry is the orientation of the game. A cyberarm seems so much more useful, so much more *punk,* than the ability to hold a normal conversation. To cap it off, very few of the GM's I encountered paid any attention to Empathy when NPC's were talking to the players. An Empathy 3 Solo found it just as easy to win people's confidence as an Empathy 8 Corporate. This doesn't seem quite right.

Every attribute a character has influences how effectively he deals with people. Three attributes are especially important: Empathy, Cool and Appearance. A character's relationship with people around him largely depends on the relative value of these three attributes.

A person with low Empathy and low Cool is an outcast in society. He is unable to understand others and lacks the self control needed to refrain from acting in an inappropriate manner. Low Empathy indicates that he is a selfish individual, (he cares little **for** others), although he may care what others think of him. He cannot predict the way people will react to his behavior, and therefore he cannot take actions that will lead to other's approval. He literally doesn't know what it means to be a normal human being.

Most likely this character will develop a persecution complex, and insist that other people try to understand *him;* if the character has a high Intelligence and Technical aptitude then he is the classic computer nerd. If he has a high Body then he is the stereotypical bully. He is a lonely, often unhappy, individual who will either always try to be liked (and miserably fail) or pretend that he doesn't care–and go into a tantrum that shows the world he does care.

If he has a high Appearance attribute he may make a good first impression, but he cannot sustain that impression. This character is really not suitable for a player character. Other people will not listen to his advice, respect his opinions, or believe that he is competent, regardless of his capabilities.

*(Corporal Hudson in **Aliens** was such an individual. Ed-)*

A person with a low Empathy and an average Cool is similar to the above individual, but he is better equipped to cope with others. This person has enough self control to avoid embarrassing situations that the person with low Cool gets into. Again, he is

selfish and human relations are an outside study for him. He can form short term relationships, especially if he is attractive, but long term friendships are rare. What few friendships he forms will be valued greatly, simply because they are so rare for him. Outside of such rare occurrences this character is leading a lonely, troubled life. If this character is intelligent or highly competent in his profession he will be respected; however he is not generally liked, nor is he a leader. Other people will say that he is a 'cold fish'. At parties he stands in a corner, and wonders what's the big deal.

The low Empathy, high Cool individual is perhaps the most common Cyberpunk character. This person claims he doesn't care what the world thinks of him, and means it. He is selfish, willing to kill, and has too much self control to to let the world into his shell. He has shut the world out and marches to his own drummer.

This character may seem ideal for the gritty, bloody, miserable world of Cyberpunk, but he's only at home when exercising his profession, whether it's repairing a truck or looking down the barrel of a gun at some hapless target. This character may be respected for professional competence, and admired by pre-pubescent boys for his swaggering self-confidence, but like the other low empathy characters he is unable to really understand what makes people work.

He is a poor leader (although a cool-headed one) regardless of tactical ability, because he cannot motivate his troops. The people who like him best are the ones who know him by reputation only. If he is good looking and highly competent, then he will attract a certain class of woman - the ones who want to be associated with him because he's 'bad'. Most relationships that he forms will be short term.

Average Empathy characters do not need much discussion. If this person has a low Cool attribute, then he is likable, but has little self control. Any respect he gets will be due to his professional ability, not for personality. This person is most likely going to feel the need to 'prove himself' to show the world that he is not just an ordinary person.

A person with average Empathy and Cool does not stand out in a crowd, unless some of his other attributes or skills are outstanding. Most of the NPC's in a Cyberpunk game will have average Empathy and Cool.

A person with average Empathy but high Cool is able to relate to people, and is in tight control of himself. He may be a good leader, if he has the right skills. He could also be a successful con man, having just enough Empathy to relate to people, and pull off the con, but not so much that he oversympathizes with his victim.

For average Empathy characters, attractiveness is very important in forming relationships with members of the opposite sex. Unless the character has some outstanding and desirable characteristic, attractiveness is about the only thing that makes a difference when trying to get a date. Whether a person with an average Empathy can maintain a long term relationship or not depends on mutual compatibility.

Average individuals either settle for a life of mediocrity, or strive to stand out in a crowd in some other way. In Cyberpunk this can take several forms.

An average Empathy individual might bodysculpt his or her Appearance or join a gang, especially a poser gang and attempt to cover up their 'ordinary' life by adopting the identity of someone famous. Another may become a groupie, clinging to performing stars and trying to obtain fame by associa-

tion. He might join an organization with uniforms and passwords, like the military or a street gang, trying to rise above the herd by association with his organization. Most dangerous of all, the individual might decide that excessive cyberware is the way out of mediocrity. Starting with average empathy, this person is likely to go cyberpsychotic.

All of a character's attempts to rise above the sheep are reflected in role-playing situations. While people who are average in Appearance and Empathy are most likely to feel the need to stand out, they are not the only ones. All characters and NPC's will either try to rise above the crowd, in search of fame, professional recognition, money or whatever, or will try to sink into the

mon to insist that the hero's input have high empathy. She will need it to be willing to put up with the bastard.

A person with high Empathy but low Cool is a stereotypical 'sensitive' individual. This person is long on sympathy but inclined to go to pieces when trouble starts. He has many friends, and people will lend him money or crash space. However, these friends will have learned not to count on him in a crisis.

A person with high Empathy and average Cool is perceived as warm, likable and respectable. This person is invited to parties and is often the life of them. He makes friends and girlfriends easily even if he is not good looking. As a leader this person inspires loyalty, because his workers or soldiers know

But baby, I have seduction at +6!

HUMPH!

Chris Hockabout

crowd and avoid confrontations and complications in life. People of the latter stamp are common as NPC's, but make poor player characters.

High Empathy characters are characterized as caring, loving people. It is not 'cool' to have high Empathy in a 'macho blood and guns' oriented game. However, it is very com-

that he cares about their well-being. Despite this trait, he must earn the respect of his peers by personal ability and skills. When playing or portraying a character of this type, remember that the character does more than just make people believe that he cares about them; he does care, and must be played or portrayed accordingly.

The person with a high Empathy and Cool is a born leader. In control of himself, he understands others well and is therefore capable of motivating and encouraging them. If he is attractive, the party will come to him; attractive or not he will have many friends and loyal followers. This character need not yet prove himself, as others will assume that he is highly competent, unless they receive proof to the contrary. Even then, it is hard to think ill of a high Empathy, high Cool person.

Individuals with high Empathy are rarely gunslingers or thieves. They are too skilled at seeing the potential victim's point of view to be successful or willing to do either. Likewise, they rarely have personal enemies because most people like them. Attractiveness tends to be irrelevant to high Empathy individuals, although it is useful in making a first impression.

A person who is Attractive, Cool and Empathic may have to beat their admirers off with a stick. A person with low Empathy will be naturally drawn to a person with high empathy. He will feel, with justification, that his high empathy friend 'understands' him. The high empathy individual is, of course, friends with everybody, but for the low empathy individual this is a rare and precious friendship - perhaps the only one in his life. The low empathy individual will be loyal to his friend, an intense, fierce and often protective loyalty that is often reciprocated because of its intensity and which confuses people who wonder just what these two individuals have in common.

This example of what high Empathy is, and how it affects people is from Jack McKinney's novelization of the ROBOTECH series, book #3 "Homecoming" (Ballantine Books, 1987).

"'Congratulations on your safe return!' Minmei's winsome smile and enthusiastic manner were difficult to resist. She had a way of breaking through resistance, so that whomever she was talking to virtually had to respond in kind. Lisa simply couldn't think badly of Minmei and found herself saying, "Thank you very much," and meaning it and even returning the bright smile. Minmei surprised her by shaking her hand warmly, then went on to Rick, taking another bouquet.

Lisa closed the hand into a tight fist. In those seconds Minmei had made her feel like a friend, as if she was all-important to Minmei. Lisa had to admit that that would be a very bad thing for anybody to resist-especially a man'.

In every generation there are a few individuals who are natural leaders, men and women who can inspire their followers to travel to hell and back. Cyberpunk does have a leadership attribute, but the ability to really lead is can also be derived by looking at a character's Cool, Empathy and Intelligence. (Intelligence—is he bright enough to lead them in the correct direction and have the skills necessary to perform the tasks required; when all is said and done, soldiers will follow another soldier, executives will follow an outstanding executive.)

Overall skill competence counts as well, as does Luck. While a great leader may be a physical wimp, or technologically incompetent, it is unlikely. In game terms, if a *Cyberpunk* character has a very high (9-10) Cool and Empathy, and has at least average in all other attributes (6) and at least two skills relevant to their profession at 6 or higher then he or she has the "Look of Eagles", a born leader whom others will follow to hell and back. This person is trusted by his superiors, respected by his peers, and worshipped by his followers.

The danger this person faces is that his enemies will have an exaggerated (but appropriate) fear of him and will try to kill him off quickly, to demoralize his followers. Ω

Police Profile

Frank R. Roubichek:
Renegade Doctor
By the Jack of Shadows

> PSYCHOLOGICAL PROFILE
Excerpts from Doctor Fredrich Glausenstein's reports:

Frances Roubichek is a survivor of the death camps of Nazi Germany of over 72 years ago. He claims that his entire family was killed and experimented on to develop a youth serum that would retard cellular degeneration and maintain vigor and vitality for the Fuhrer. He believes himself to have also been experimented on and has lived to his current age and vitality because of the success of the serum.

In my examinations, he appears to be no more than a man in excellent physical and mental condition. In my opinion, Roubichek exhibits a classic persecution complex behavior coupled with a messianic complex thrown in for good measure. He believes himself to be the savior of the remaining Jewish factions in the United States since the current incarnation of the Nazi Supremacy Party has resurfaced in 2017.

He says that he has recreated a variant of this serum from his own body tissues that would enhance the healing capabilities of anyone with the proper religious origin.

Being a doctor myself, I find that the idea of genetic science and religious fanaticism having anything to do with one another preposterous. Furthermore I think that it is dangerous to allow the patient the free reign he enjoys in this facility.
Fredrich Glausenstein, Ph.D. Mahkra Asylum, New Manhattan, New York

Frances Roubichek left Mahkra Asylum in 2012 after he was pronounced cured by a doctor William Bennett. Dr. Glausenstein suffered a mysterious illness and died a few months before Roubichek's release.

Chris Hockabout

Frank Roubichek and his Sabre guardians.

> CYBERNETIC/BIO-ORGANIC MODIFICATION:
All of the following modifications resemble the existing 2020 modifications in all ways save their implementation. Roubichek's muscle and bone tissue have been enhanced and are stronger and more dense than unaugmented flesh. He is much more resiliant than a man of eighty-seven should be. Treat this like the following biomodifications:

Grafted Muscle +2
Muscle and Bone Lace +2
Nanosurgeons

These follow modifications are normal bio-organic implementations using 2016 techniques.

Toxin Binders
Skin Weave (12SP)

> MODUS OPERANDI
Roubichek works with the religious underground movement, The Eternal Sabras. Where ever he goes he spreads the news of his success with the Sabre serum and offers

his services as a doctor to the group in their battles with the Nazi Supremacy Party and the Aryan Brotherhood. He is never seen with at least two of his Sabre satellites hovering nearby. He is a highly charismatic man who is convinced that he is correct in his actions. He can stir crowds almost a well as any Rocker can when discussing actions needed to rout the Fascist element from society. He will settle for little less than the absolute destruction of the Nazi Supremacy Party and their ilk.

> HISTORY

Little is known about Frank R. Roubichek before his incarceration in the Nazi death camps in the early 1940's. Roubichek survived the terrors of the death camps and left Europe in the late 40's to go to the United States.

Receiving a scholarship in chemistry to a prestigious college, he graduated with honors and was soon working for one of that days large chemical corporations. Roubichek was extremely successful in those early years and had several patents in his name by the late fifties. He then returned to school to learn his true love, biochemistry.

After that time records of his life become very sketchy and little is known about that period in his life. He reappears to the public eye in the year 1992, leading a pseudo religious organization called the Eternal Sabras, that felt that the current rise in the skinhead population required action of a different nature. This group advocated surgical violence and was alleged to have eliminated key members of fascist groups during the Fascist Purge Wars of the mid and late nineties.

Contrary to popular belief, Roubichek is a very capable biochemist and bioengineer. With the monies he raised with his patents and working with the The Eternal Sabras he had time and resources to perfect his Saber Serum.

>THE SABRE SERUM

This genetic cocktail is a mixture of gene modifying RNA and other unknown catalysts. He has isolated the serum from his own blood and tissue and recreated it using more advanced chemical techniques of the early 2000's. Since his serum came into it effects over five years, the transformation of his cellular material occurred at a much slower rate. He induces the change in the Saber warriors in as little as six months.

Most Sabers if they are not killed in action, usually die in as little as two years or in a many as four. No Saber has lived beyond four years. If they do, they usually suffer from complete neural and mental deterioration, respiratory failure or other vital organ failure. The benefits of the procedure are as follows:

Increased physical endurance,	**+2 MA**
2x muscle mass/bone density,	**+3 to body**
Increase Neural Firing,	**+2 to reflexes**
Improved Antibodies,	**2x Healing Rate**

The initial transformation takes almost sixty days before the effects begin to take place. There is a one year period in which the serum functions at peak efficiency with no side effects. After the first year the transform viruses begin to destroy the body and the following results will occur:

After the first year:
roll 1D10 twice that year, on a roll of 1 or 2 roll 1D6 and subtract that value from one stat, randomly rolled.

After second year:
Loss of Nanosurgeons, Roll 1D10 every month, on a roll of 1-3 roll 1D6/2 and subtract that value from two stats, randomly rolled. If it is empathy, roll twice on cyberpsychosis table. The first psychosis that the Sabres suffer from is that there is nothing wrong with them or their abilities. They will believe this emphatically and will react violently to any who say they are anything less than perfect, despite appearances to the contrary.

After third year:
Roll 1D10 every month, on a roll of 1–5 roll 1D6/2 and subtract that value from two stats, randomly rolled. If it is empathy, roll twice on cyberpsychosis table.

After fourth year:
If this guy is still functioning at this point, be amazed, it can't be long now. Make rolls as for year three.

Be aware that while these additions don't seem like much they will work with all other bioware and they are **cumulative** with other bioware packages. Those other attribute additions will be destroyed just like any other attribute when the Sabre serum begins to degenerate.

Other notes. The serum in Roubichek's body

has stabilized and will now retard any cellular degeneration he should experience. As a result he will appear to age very slowly, if at all. So baring accidental or violent death, Roubichek should outlive most, if not all, of the party members. This makes how the GM plays Roubichek very important. Roubichek is a very patient and calculating fellow. He is aware of his relative immortality and will do very little to endanger that status. His only weakness is the savage hatred of the Unified Fascists Groups which include the Nazi Supremacy Party and their ilk.

He creates the Sabres from young men who are easily swayed by his persuasive manner and power that he offers. He cares little for most of them and considers them to be expendable. These supermen for reasons currently unknown hold Roubichek in great regard and will lay down their lives for him unquestioningly. The Eternal Sabres currently has about 50,000 active members and 150,000 followers who contribute to the cause.

This report was tapped from Police HQ and downloaded to a public board by the netrunner known as the Jack of Shadows. He reports that the whereabouts of Frank Roubichek are currently unknown.

Hooks

1. Our messiah is missing...
Have the Sabres hire the party for it's investigative skills. Roubichek has disappeared and now the Nazi Supremacy Party has a new supercharismatic spokesman that claims to be the Fuhrer and is immortal... Has Roubichek been captured and brainwashed? Or has he gone over to the other side? Have fun with this one.

2. He can't be dead...
Hire the party to find Roubichek and offer him money for his serum to save a dying corporate CEO or local mobster kingpin. Finding him is half the fun. Of course he won't cooperate. Add a little tension by making it a corporation or service that no one likes but everyone needs, and if this fellow dies, all hell breaks loose all over the city as everyone scrambles for the reins of power.

3. Right city, wrong holy war...
Roubichek has purified the serum (no side effects) and now he has a near immortal army with an attitude, ready to deal with the Unified Fascist Groups once and for all. Players could be the ones who arrange the actions or they could just be in the wrong place at the wrong time.

4. You're the good guys, right?
Our heroes are mistakenly (or maybe not so) identified as sympathizers with the Nazi Supremacy party. Have them meet with the Eternal Sabras for an explosive encounter. Now

the Sabres are particularly vague about why they want the heroes. Have the the Nazis offer them succor. Of course the Nazis are well spoken, crafty and quiet and don't openly advertise. Have the Nazis befriend them, feed them, and wait to the last second to let them in on a little secret. These guys are just as crazy as the hyperthyroid gorillas from the Eternal sabres. And maybe they were just a bit hasty with their judgments. Ω

Frank Roubichek–Ripperdoc

INT	10	REF	5	TECH	10
COOL	8	ATTR	7	LUCK	8
MA	6	BODY	2/6	EMP	9/7
Run	30	Leap	1	Lift	30

Physical Profile
Ht: 5'6" Wt: 165
Hair: Brown, Eyes: Black
Severe bodily scars
Date & Place of Birth: 12-7-1930, Germany

Skill Profile
Medical Tech +9, Biology +8, Chemistry +8, Basic Tech +8, Expert: Genetic Engineering +7, Education +7, Library Search +7, Human Perception +7, Persuasion +7, Oratory +6, Leadership +6, Diagnose Illness +5, Cybertech +5, Cryotank Operations +5, Pharmeceuticals +5, Social +5, Martial Arts +4, Melee +3.

Cyberware and Bioware Profile
Interface Plugs, Chip Processor.
Toxin Binders, Skin Weave, Grafted Muscle +2, Muscle and Bone Lace +2, Nanosurgeouns.

Roubichek Guardian Sabres (Solos:2)

INT	7	REF	8/10	TECH	6
COOL	9	ATTR	7	LUCK	7
MA	9/11	BODY	8/11	EMP	8/6
Run	55	Leap	4	Lift	55

Physical Profile
Ht: 6'0" Wt: 225
varies, usually less than 26 years of age.

Skill Profile
Combat Sense +6, Awareness +8, Basic Tech +8, Human Perception +7, Education +6, SMG +6, Education +6, Library Search +6, Martial Arts +5, Melee +5, Cryotank Operations +5, Athletics +5, Streetwise +4, Pharmeceuticals +3, Social +3,

Cyberware and Bioware Profile
Interface Plugs, Chip Processor.
Toxin Binders, Skin Weave, Grafted Muscle +2, Muscle and Bone Lace +2, Enhanced Antibodies/ Nanosurgeons, +2 Reflexes.

These two gentlemen double as laboratory assistants as well as bodyguards. There is always one of them around at all times. They are able to get the best in military equipment. They are fanatically loyal to Roubichek and cannot be bought. Ω

Police Profile
Spider Lady
Ripperdoc
By Chris Hockabout

Wanted For:
Kidnapping, illegal
cyberware manufacture
& distribution, prac-
ticing medicine w/out
licence. Suspected of
illegal use of unwill-
ing subjects for
experimentation,
infringements upon the
DeClark Genetic
Regulatory Act of
2014.

KNOWN DATA:

Area of Operation:
Night City, southside
Combat Zone

Suspected H.Q.: Hidden
shop underneath aban-
doned warehouse.

Spider Lady; our only photo from some unfortunate's cyberoptic.

Referred to as her "Parlor." May have others scattered around
city.

Resources: Well armed solo escort, at least 2, possibly more.
Shop capability: cyberwear design, cyberwear installment, genet-
ic engineering, bioware installment, full O.R. capacity.

Appearance: Female, approx. mid 30's, 6' 5" to 9 in. tall.
Weight unknown, approx 200+ with cybernetics. Long robes, modu-
lar metal gear, obvious cyberoptics: two pair, extra shoulder
mount with mounted cyberarms, options unknown. (see photo
enclosed). "TechHair" of cables and jack bases, Spider tattoo on
left cheek.

Comments: Spider Lady is wanted in the kidnapping and subsequent
experimentation on five trauma card holders. Spider Lady is
known to be associated with numerous Booster Gangs and even the
Corporation. She is very territorial and will defend her area
quickly, cleanly, and permanently. She is as hard to get to as
her namesake, and meetings are arranged only by proxy. Personal
audiences are decided by her. Attempts to reach her have failed.
Photo included is only one known to exist. Taken by unknown per-
son. Photo retrieved from cyberoptic bought from her shop by
persons unknown. Photo submitted anonymously with note detailing
origins. Validity of photo unsubstantiated, unchallenged.

Headquarters, or "Parlor" supposedly guarded by large cybernetic or genetically engineered "spiders" and small compliment of solo guards (details submitted by anon. - 3-10-19)

Case Status: Investigation regarding Spider Lady given third priority due to current decrease of overt illegal activity. Last abduction of Trauma Team card holder 9-26-19. Street sound reveals continuing service to Boostergangs, primarily the Givers of Pain, the Howlers, and The Seraphim Brotherhood. Orders follow: apprehend subject for questioning and subsequent prosecution. Use extreme caution.

End file: no. 6.15.20.772/11-3

Capt. Clayton DeSalvo - 34th Prct. Night City

The Real SPIDER LADY

The mysterious woman known as "Spider Lady" first appeared in Night City and set up shop in 2010, from locations unknown. Rumor has it she went from sleazy bar to crummy dive, (the last time she's really been seen outside of her Parlor), looking for a small number of solos to act as bodyguards. Most of the original eight solos have been with her ever since. Two died off in an assault upon her headquarters in 2013 and have since been replaced. Occasionally one or more of these eight can be seen in the usual hang outs, but only those who have "been around" can truly identify them.

No one is sure of Spider Lady's real name or her place of origin. Some believe it to be the radioactive wastes of Nevada, others believe she's an export from the Antarctican Collective. Other conjectures are that she's an artificial construct which escaped from some synth hatchery or robot farm. Her unidentifiable accent and propensity to start speaking French, without warning,continues to baffle those who have met with her.

She is very secretive and appointments are made when the "grapevine" hears that one wishes to see her. That person is then con-

tacted by at least two solos and one strangely displaced corporate geek to act as proxy. Whether or not that person gets to see Spider Lady depends on the need of the applicant and what they can offer. Continued successful meetings with her may lead to an ongoing contact without the need of proxies.

Spider Lady has gained a high level of pull within the Combat Zone and among the gangs she has dealings with. This is due to her role as more than just a supplier of cybernetic parts. She also designs cybernetics and brews genetic alterations for those who can afford it and who she deems 'worthy' (whatever that is). Some of her designs have become the norm among certain gangs and one or two of her inventions have been pirated by one corporation or another. She could care less. Spider Lady charges high fees for her work and uses that money to expand her facilities and her own personal research in genetics and entomology, primarily arachnids.

Due to her various cybernetic enhancements her mind presses the fold of cyberpsychosis and because of this she has gained the reputation of having a rather cold "bed side manner." To say the least. This means in actual terms that she has little empathy toward the suffering of her patients. Spider Lady will only use an anaesthetic if the shock of the surgery would kill the patient. Thus any cybernetics with a MINOR surgical code will get no anaesthetic and an extra 1d6 of surgical damage will be applied. Some Booster gangs actually prefer it that way.

In the past (and who's to say not again) Spider Lady has abducted subjects for some of her experiments in cybernetics and genetics. By listening in on Trauma Team transmissions she chooses a target that is close by and by AV-4 flies in and takes the card holder before the real Trauma Team can arrive. People say those she captures are people she has had past contact with. While still others say she's insane and a cannibal (all the people she's captured have been male). No one knows for sure.

Her Parlor is a series of underground cement and ferro-crete corridors and chambers, centered by her O.R., various small labs and a private

chamber. Some think that the cables and plugs studding her head is merely "tech-hair" as can be found in any mall shop. But in actuality they plug into the Parlors security system. Controlled from her private "lair," Spider Lady, when plugged in, can see through any of the numerous cameras and sound systems which form her security/surveillance system. She can perform no complex action when linked in with the security system, and lies in a large canopied bed when doing so, or so the rumor goes.

Spider Lady is chillingly curt and to the point. Her conversational mood can shift from blunt, cruelly honest and very businesslike, to very conversational and almost personable, but in a vague, threatening manner. Audiences with her tend to include two or more of her personal eight solos, strictly in the background, and a host of spiders which cling to the shadows, mostly shifting silhouettes ranging in size from normal spiders, to hand-sized, and even dog-sized monsters. Someone once said that they had thought they had seen something move in the shadows behind her that could have been the size of a small car. Spider Lady is very protective of her "children" and any action against them can be disastrous. Occasionally, Spider Lady will become attached to a man she meets. From then on she will be kind toward him and his friends (in her own macabre/quirky way) and may grant special concessions toward him. Such attachments tend to be a mixed blessing.

At all audiences the corp geek will be present. He introduces himself as Reggie Schreck. This fool's just a mouthpiece.

HOOKS

1) Trauma Team is ranked off about Spider Lady's eight run extraction rate from a year ago. Those were their card holders and that's money lost. They want you to either go in and kill the bug, or tell Trauma Team where they can find her.

2) Your friend just got fragged but luckily he had Trauma Team coverage. You were happy when they arrived, and boy did they come fast. "Yeah, yeah... we're taking him to the hospital. The hospital, yeah right..."

3) Network 54/NCPD want pictures and a location of Spider Lady's Parlor for possible inter-

view/arrest. Pay should be good. (q.v. *Your Money or Your Life*.)

4) Ever since you met Spider Lady you have been feeling weird. She sure was a clingy broad (no pun intended). Now weird things are happening. You had an argument with your boss and he turned up dead. Jerry Sizzler, the local fixer beat you up for debts unpaid and now he's dead. You were jumped by two dorphers looking for some spare Euro and seconds later they just dropped dead. What's going on? Three guesses... You lucky devil. Ω

SPIDER LADY—Ripperdoc					
INT	10	REF	10/13	TECH	10
COOL	9	ATTR	4	LUCK	6
MA	7	BODY	6	EMP	10/3

Skill Profile

Medical Tech: +8, Cybertech +8, Basic Tech +8, Expert: Arachnids: +8, Kung-Fu +7, Biology +6, Pharmeceuticals +6, Awareness +6, Hide +6. Lang: French +6, Lang: Cityspeak +6, Stealth +6, Chemistry +5, Streetwise +4, Electronics +4, Elect. Security +4, Human Perception +4, Persuasion +4, Athletics: +4, Dodge & Escape +4, Diagnose Illness +4, Teaching +2, Zoology +2, Melee +2, Botany +2.

HARDWARE: Spider Lady's list of cybernetic parts looks like a Booster's Christmas wish list, as her low Empathy indicates. She possesses a **facial optic mount**, with **two extra cyberoptics** for a total of four. From upper left to upper right: **optic #1: Thermograph, Ultraviolet, Microvideo. Optic #2: Image Enhance, Anti Dazzle, Teleoptics, Microscope. Optic #3: Infrared, Antidazzle, Thermograph, TimesSquare. Optic #4: Dartgun, Lowlight.** Her Cyberaudio options include a **Voice Stress Analyzer and Amplified Hearing.** Jacked into her **neural-wear processor** are a pair of **Interface Plugs, a chipware socket, a tactile booster, and Speedwear Reflex booster.** In her right flesh arm she has a **Stinger** (q.v.) and in her **left Cybernetic arm** she has a hidden space and the hand of that arm is the **Medical Modular Hand** (q.v.). To add to the strange assortment of cyberwear she already possesses she has an **artificial shoulder mount.** The **lower left cyberarm has a Buzzsaw hand** and an internal **Digital chip recorder. The lower right cyberarm has a standard hand but has been reinforced with hydraulic rams.** Finally Spider Lady has equipped herself with **Skin Weave, Toxin Binders, and Nano Surgeons. Total EB:** 33,150, **Total HL:** 76

Police Profile

Laurence E. Muir
Cyberspace Surgeon
By Kevin De'Antonio

Psychological Profile

Muir was considered, during his period as an OTEC employee, as an unbalanced mental entity with extremely high cognitive ability. This seemed to be offset by a manic-depressive mental cycle of about thirty days. During his mood upswings, Muir was seen to work 16 to 20 hour days and reported great successes.

During his emotional downswings, Muir's productivity was so greatly slowed so he was only able to continue working with the help of his assistant, Michiko Yaro, whom Muir professed a profound attraction to. It was this doctor's opinion, that the relationship between these two be allowed to deepen, in hopes that it would stabilize Dr Muir's mental condition and give us a handle to control him by if necessary. When Yaro was killed, Muir was psychologically devastated. I would now classify him as a dangerous psychotic.

Fabien Swartz, Psychologist, MD, OTEC New Atlantis, Mid Atlantic, 2017.

Street Profile and Modus Operandi
Aliases: Second Sight, Dr Francis Miller, Dr. James Gabriel.

Last Known residences: Megacities: San Francisco, New York, Tokyo, New Atlantis at-sea Arcology, New Delphi at-sea Arcology, Hawaii.

Muir was first seen in Megacity Tokyo, where he had somehow set up a private practice as Dr. Francis Miller. He did not endear himself to the Yakuza, and a few years later he was sent running with techno-ronin dogging his trail. The records are sketchy on what he did for those two years but when he was seen again, his condition had worsened. He was disheveled and disoriented by all accounts, having periods of paranoid delu-
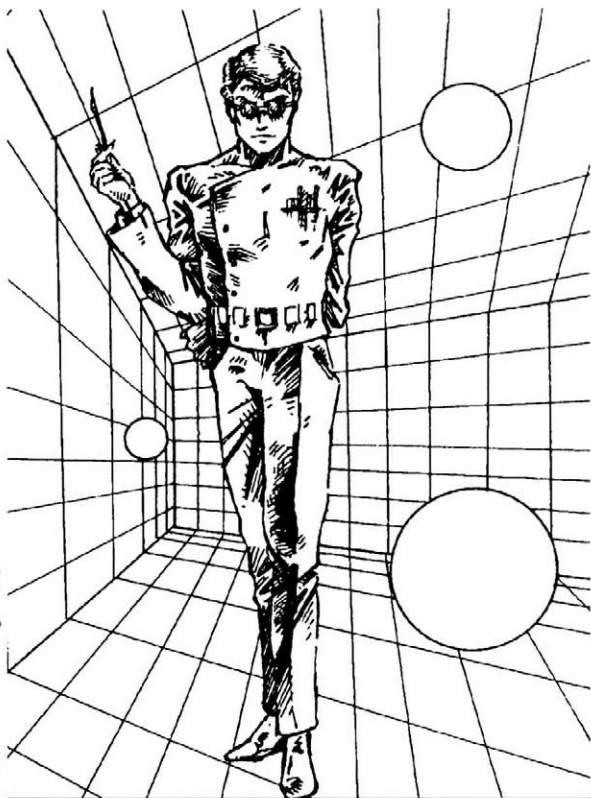
Muir in his Cyberspace Operating Room

sion and hallucinations, followed then by extreme lucidity. He then bounced from Tokyo, to New Delphi, and from there to the ruins of New York.

What he did during that period is still in debate, but it has been noted that wherever he spent some time, Mafia, Tong, Yakuza, Senschenal, and any other kind of organized crime suffered strange and inexplicable losses of life, money or property. He was last known to be in the Fringe in Megacity San Francisco, working for both the rich and the poor, benefitting both, bothered by neither.

It has been determined that the man is now thoroughly insane but has been no danger to normal citizens since he has set up residence in San Francisco. His mania seems to direct itself to organized crime and criminal corporate organizations. Having *Significant Other* infiltrate their databases, he disrupts and sometimes destroys their operations by tipping the

police and other rival corporations.

Significant Other is only too happy to comply and we assume she knows that her "parent" entity has been killed by similar factions. In their spare time Muir and *Significant Other* gather information from some of their patients in return for inexpensive medical care.

Current Identifying Mannerism: Never takes off mirrorshades, night or day, nervous, seemingly holds conversations with himself, always wears same make of suit — identified by witnesses, see records 12-56743- Megacity San Francisco. This subject is presumed to be armed, dangerous and psychologically unstable.

End of Police Record 76-998-0934: MegaCity San Francisco 4-16-2020

Complete GM's History:

Laurence E. Muir was a surgeon working for OTEC, specializing in biomechanical limb and organ supplementation.

This was the mixture of cybernetics modules and enhanced organics that offered some of the benefits of cyberware without the debilitating effects of cybernetic grafting (cyberpsychosis). His work in this field was considered genius, particularly the areas dealing with memory, the human brain and artificial intelligences. Muir was a respected scientist, much in demand by the scientific and corporate communities.

Before working for OTEC , Muir was a main partner in the budding genetic engineering firm, *Revolution*, as a Physiological specialist. In the last few years, Muir had been believed to have discovered a new superdense biological media for computer information to be stored and run from.

(This idea is so revolutionary because it would allow cybermodems and interfacing programming to be largely stored biologically in the head or other spaces within the human body without rejection; in essence, biological computing and computer elements.)

Muir worked at OTEC as head cybersurgeon, and as such, performed operations on corporate luminaries and operatives. He operated on the Vice President after a sanction attempt and was later accused of using Speakeasy to reveal classified information from the VP. Muir was detained but soon released. After the accusation, Muir's office was searched and no evidence of Speakeasy was found.

Before this could be made public knowledge, his office was vaped in a black bag job. His co-worker and ardent lover, Michiko Yaro was killed. Taken to the hospital, Muir's survived but his eyesight could not be restored. Rumor has it that his brain suffered monowire intrusion trauma and his optic centers were damaged. OTEC fired Muir because of the scandal, and his current blindness, not to mention the fact that they were unable to find his notes on the superdense biological media.

Muir left New Atlantis with a bit of severance pay, and 3 superdense biological memory cores packed in his head. His crowning achievement, an artificial intelligence he named Significant Other, programmed with the engrams of Michiko Yaro, was stored there as well.

Special Cybernetic Profile:

Left arm: biomechanical
This device is an amalgam of cyber-technology and human flesh. The bone material has been enhanced and the dermal qualities have been toughened. This is more than a human limb but less than a cyberarm. While the arm can be armored it offers no resistance to stun and shock modifiers because it is more meat than metal. It boasts higher sensory input than a normal cyberarm, faster recovery rate and less humanity costs.

Humanity Cost 1D6

Super High Density RAM
A single unit of SHDR (pronounced shudder) has 4 memory (40 MU) and 1 CPU unit built in. This biological computer media needs interface plugs or an induction set to load or offload data at a rate of 1 MU per second.

Muir carries three SHDR Rods in his head. Each rod penetrates through his brain approximately 3.5 inches. 70% of the interior of his skull has been replaced with superthin silicon wafer data transfer technology plus compression and expansion software. This setup will not allow Significant Other to netrun because she only has access to 3 CPU's but it will allow her to be stored completely within the doctor's head and be able to upload or download to other terminals, workstations or cyberdecks. In connection with a portable modem and combat deck, she has limited capabilities for netrunning. Currently this hardware is unique, but it will only be a matter of time before it is duplicated.

Game Mechanics:

Since Dr Muir is blind it stands to reason you're going to ask how he can perform surgeries. He performs them by using the AI ability to generate virtual realities.

His operations are performed using a cyber-harness in his operating room. *Significant Other* creates a virtual operating room much like the one he is in. She takes input from the cyberoptics that will not function because of brain damage and recreates the room within the net. Within the net, he performs the operation normally. He 'sees' the artificial construct in his mind and the cyber-harness duplicates his motions in the real world. This harness is also used by medical practitioners to perform emergency medical techniques via remote control.

Significant Other monitors the patient's progress and informs the doctor. His surgical skill and cyberharness skills are added together whenever surgery is performed. *Significant Other* adds her roll to his for difficult operations but tries not to interfere. In this state both the doctor and the AI are extremely vulnerable because their minds are both engaged in the complex virtual reality they create for their operations.

As mentioned earlier Significant Other can take input from the doctor's cyberoptics and create virtual realities from them that will function in real-time. This allows the doctor a primitive form of vision that does not have too much detail. Even with the awesome processing power available to her, she can only render less than realistic images to Muir. Fine detail is still lost to him. He can see, after a fashion, but it is far less than perfect. This environmental duplication will degrade if he has to move very much faster than a walk.

Hooks

1. Have Muir seek out the players, looking for the ultimate technician/scientist. (You know, INT 10, Basic Tech +10, Engineering Science +9. I have seen players like this.) He will offer to sell them the SHDR technology for a big cut of the action. Realize that technology like this would make netrunners really dangerous because they could carry their decks and software in their heads. Leak that Muir and the SHDR technology has been found. Stand back, wear body armor, and run like hell cause its about to get real ugly around here.

2. The players are or work for a powerful criminal organization. They may be members without even knowing it. Laurence Muir has connected them with the death of Michiko Yaro. Have him torment them first by befriending them in a time of need. Then let him help them by 'fixing' their cyberware until they are literally dying to see him. Have *Significant Other* cause equipment to break down and alarms to mysteriously rearm themselves. This may or may not create a quandary for your players. If they take the time to find out anything about Muir's background they will discover that they have been either mistakenly identified or wrongly accused. This should make life difficult because they should want to attempt to solve the problem without greasing such a great resource. But if they do grease him, see the hook at the end of the next section.

Laurence E. Muir–Ripperdoc

INT	10	REF	7	TECH	10
COOL	7	ATTR	7	LUCK	6
MA	7	BODY	8	EMP	8/6

Physical Profile
Ht: 5'10" Wt: 145
Hair: Red, Eyes: Black
Severe bodily scars
Scar across eyes going from temple to temple, possibly monowire inflicted. Many scalp scars. Usually hidden behind large mirrorshades.
Date & Place of Birth: 12-7-1972, MegaCity, New York.

Skill Profile
Medical Tech +10, Surgery +10, Biochemistry +9, Basic Tech +9, Cybertech +8, Expert: Biological Engineering +9, Education +7, Library Search +7, Cyberharness Operations +7, Human Perception +7, Persuasion +7, Oratory +6, Software Design +6, Diagnose Illness +5, Cryotank Operations +5, Pharmeceuticals +5, Social +4, Martial Arts +3

Cyberware and Bioware Profile
Biomechanical Arm, Strength: Crushing 1D6, Punching +1D6 damage. SDC = 10 to be usless, SDC = 15 to be destroyed. Half of damage taken is structural, apply other half normally. Induction set, interface plugs, chip processor, sensory booster: hearing and tactile senses, Pair of Cyberoptics, Super High Density RAM: 3 SHDR Rods installation in head.
Toxin Binders, Skin Weave, Muscle and Bone Lace +2.

Significant Other

Artificial Intelligence
Personality: Protective, loving, yet cold and businesslike.

Significant Other resides (when no other alternative presents itself) in a compressed file in the doctor Muir's head within the SHDR memory unit. Otherwise she lives in a 50 MU computer terminal with 7 CPUs in the doctor's current residence or in a notebook sized computer with 20 MU available and 5 CPUs, with a built in cybermodem, cellular phone and combat deck. She will control all aspects of computerized defense within any area that she and the doctor take residence.

This A.I. carries the encephalographic engrams of Michico Yaro, she is more than an A.I. and less than human. At once compassionate, yet brutal, this amalgam works to destroy organizations like the one that killed her human aspect.

She has many connections with any other A.I. and netrunners, and is a member of many BBS's to gain the inside scoop. She has worked with many netrunners and always has a marker that can be called in when the going gets tough. The compression software that she uses to download herself from the memory core is superior to the standard software and will allow her to augment the download once she has gained access to another computer.

She will also keep an inactive copy of her core program in another place until the moment of her "death". It will activate with the last memories that she had. Upon her destruction, she will send an information packet to her clone to avenge herself. She has told no one of this precaution and has yet to use it. It will work on a roll of 1-7 on a D10.

Hooks

1. Dr. Muir is dead. Killed by forces greater than he, or even by the players. A local netrunner (a player, perhaps?) discovers a net-based trail of destruction that seems to strike indescrimately, without warning; remote vehicles destroying the city, large financial institutions losing fortunes, fried netrunner brains all over the zone, all of these point to a rogue A.I. No human has the brainpower to overcome the defense systems that an A.I. can. A special piece of ICE has been developed that will, in theory, drop the A.I. in its tracks. What netrunner(s) will take the job? Offer them enough

money, or attack something they are attached to. Perhaps with some research they can find out what is going on. Great for a 'netrunners only' game.

Significant Other	
INT 15	
Memory-Condensed 9 MU, Fully Extended 30 MU	

Skill Profile
Interface +9, Programming +9, Human Interface +8, Virtual Creation +8, Interface Programming +8, Medical Knowledge +8, Surgery +7, Library Search, +7, Heavy Weapons +6, Cryotank Operations +6, Diagnose Illness +6, System Knowledge +6, Education and General Knowledge +5, Driving +4, Melee (through combat harness) +4

Programs:

Evasion/Stealth	
Replicator	(320)
Protection	
Reflector	(160)
Decryption	
Raffles	(560)
Intrusion	
Worm	(660)
Jackhammer	(360)
Demons	
Balron	(1240)
Balron	(1240)
Succubus	(1200)
Anti-Personnel	
Hellbolt	(6750)
Stun	(6000)
Detection/Alarm	
Speedtrap	(600)
Hidden Virtue	(280)
Watchdog	(610)
Anti-System	
DecKrash	(600)
Viral 15	(600)
Controllers	
Viddy Master	(140)
Soundmachine	(140)
Genie	(150)
HotWire	(150)
Dee-2	(130)
Crystal Ball	(130)
News at 8	(140)
Phone Home	(140)
Utilities	
Databaser	(180)
Alias	(160)
ReRezz	(130)
Instant Replay	(180)
GateMaster	(150)
Packer 2.0	(250)
Backup	(140)

Virtual Realities
Operating Facilities (15MU)
1,000,000 objects, Superrealistic Interface
Private Garden (6 MU)
100,000 objects, Realistic
Real World - Realtime (20MU) Briefcase computer
1,000,000 objects, Photorealistic, Realtime

NewTech
Cyberleg Options and other movement tools

New Cyberleg Options

Hydralic Neopolyprene Skates
These are the cutting edge decendents of the roller blade skates of the late eighties and nineties. This revived fad has become state of the art because of the high cost of fuels and the lack of space for personal vehicles in the year 2020.

Liquid filled sealed bearings for
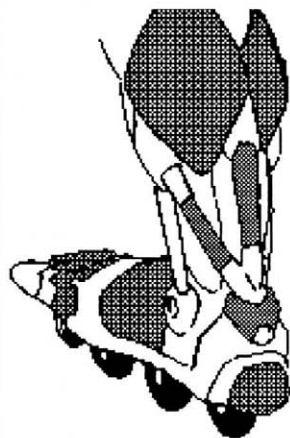
smooth and silent movement, they offer a -1 to any hearing notice rolls over relatively rough surfaces (like streets or sidewalks in your average city), or a devastatingly quiet -3 over smooth surfaces like hallways, linoleum tiles, or corporate headquarters.

These skates are stored in the feet of cyberlegs and activated by cybernetic command. They take one second to deploy and add the skating skill roll of Athletics /4 in MA or Skating /3 in MA to your running movement. Braking can be done the old fashioned way with stoppers at -3 MA per second or with a hydraulic brake attachment at -6 MA per second.

The Booster Pack

The booster pack is a vector thrust-addition powered by eight small hydrogen-electric fuel cells. This unit adds +1 MA to any manpowered wheeled vehicle. Thrust is maintained by using four high revolution fan units coming from a central power pack. Using the pack requires a difficulty roll of at least 15. If the conditions are not conducive to high speed movement, GM's feel free to modify that roll. This speed can be maintained for up to 2 hours with little fatigue by the user. Coupled with the newest in Action-wear clothing (which doubles through design), as ugly, low impact body armor.

CHOOH2 powered Booster-pack with safety gear (+2 points of armor, helmet, and gloves), cost §350. (Expensive device, cheap safety gear) Holds two liters.

Fuel cells require only water for twelve full hours of operation before replacement. One and a half liters is enough for eight cells. New cells should be bought after 48 hours of use.

Action-Wear Armor
+6 pts of armor for the body, +8 to head (helmet), gloves included. Not able to be worn with the standard Boosterpack safety gear, (not bulletproof)

Cybernetic Skateboard
The motorized skateboard using similar wheel technologies to cyberskates. A new board can cost anywhere from §200 to §3000. A list of options follow:

Decks

Wood	§150.00	5 SP	Real wood!!!
Triplastics	§80.00	7 SP	Stong, man-made, very tough.
Metallicore	§200.00	9 SP	Light and super-strong alloys
Piezoplastic	§300.00	6 SP	Light-emitting plastic

Any board takes twices its stopping power in damage before it is completely destroyed. These decks represents a smattering of the available decks out there.

Engines and Braking Mechanisms

Name	Price	MA	Hits	Fail Rate	Made in
Vortex	§300	7 MA	3	1-3/turn	Taiwan
Microsteed	§600	8 MA	6	1-2/turn	UK
Plastech	§900	9 MA	9	1/turn	USA
Kamakazi	§1,300	10 MA	13	1/10 turns	Japan
Blitzkrieg	§1,400	12 MA	9	1/10 turns	Germany

Divide the engine MA by 4 and add to a hearing perception roll.

Boards with electronic/cybernetic parts are vulnerable to Jamming. A disabled board no longer has its onboard engine and will seize up if the braking system is not independent of the engine. Independent brake systems add 10% to the cost.

A neutral setting will cost an additional §50 euro. This setting will allow the board to be used independent of the

Hydraulic brakes cost $75 extra. Breaking that fast will require a skill roll to keep your feet.

For those of you, who don't think cyberlegs are chic, there are the snapdown blades that ride the side of the boot until they are needed. These fashionable, tough boots are equipped with a track for easy deployment. The track retracts into the sole until needed. A quick lift of the foot and touch of a solenoid will deploy the skate by having it snap into place from the side of the boot. These are the most common model available. There are places you can still get the old-fashioned, always-on skates, but who wants 'em?

Equipment Costs
The cyberleg option for these skates adds $400 to the cost of the legs and take one option space. (2 pts Humanity Cost)

Noncyberleg snap-down or snap-on models costs §200 and §275 for a hydraulic boot skate. Extendable ski poles are optional but they offer greater control (+1 to control rolls) for §30.

Radio Station & Cellular Booster Station in a Cyberleg
A full fledge radiostation capable of communicating with distant receiving stations or satellites. This is the equivalent of an army radioman's radio backpack. The leg is armored for 20 SP and can operate at peak efficiency for 168 hours before needing a recharge. It may tap existing power sources with an extention; comes with military standard encryption and decryption gear. Small antenna fins extend from the leg to aid in boosting the signal. This leg is sold primarily to military organizations for §2,650 euro. The cyberleg uses all option spaces available for its transformation into a radio transmission and receiving station. The encryption programs can be defeated with an INT + cryptography skill roll vs a difficulty of 25.

engine, even if the engine is not functioning.

Wheels

Polyurathane	§80.00 (set of 4)	-1 to hearing	+0 vs acid
Tripolyurathane	§100.00 (set of 4)	-2 to hearing	+1 vs acid
Durallex Plastics	§150.00 (set of 4)	-3 to hearing	+2 vs acid

A wheels defense value is also added to any control manuver modifiers.

Control Mechanisms

None:	Free	
Pedatrols	§150	Req Skill: +2 athletics
Cyber with cable	§150	HI cost 2 points w/basic neuralware
Cybertransmitter	§350	Humanity Cost 1D6

A cybertransmitter can be successfully jammed on an electronics difficulty roll of 20, using a HF jammer or a successful hit with a microwave laser or flashlight.The jamming will last 1D6 seconds. The board will move in a random direction until control is regained. Pedatrols are not affected.

Receiver Units

Cybercables	5 meters	§20
Cyberreceiver	10 meters	§50
Long Range	60 meters	§100

Fuel lasts about 20 miles on one 1/4 liter tank. Fuel costs in an unrestricted zone are about $18 a liter. In a restricted or sanction-free zone it can go as high as $20 a liter.

The skating/skateboarding skill must be taken at +2.

Blaster™ motorized board. Made in Korea.
Triplastics §80, Polyurathane wheels §80, Vortex engine §300, with Pedatrols §150. Total Cost §610.

Benefits
1. Allows a sustained MA of 7 (16.5 mph) for 5 miles before engine safeguards cut in. (Drop to 4 MA)
2. Not vulnerable to jamming or microwavers.

Disadvantages
1. Requires +2 skating
2. High Failure Rate
3. No neutral setting

Blaster's only redeeming feature is its triplastic board, the rest of its construction is pretty slipshod. Their board is only bought by novices and adults.

Sunfire™ motorized electronic board. Made in Japan.
Piezoplastic §300, Durallex wheels §150, Kamakazi engine §1,300, with Cybertransmitter §350. (HI-1D6) Long Range Receiver §100, Neutral setting §50,Total Cost §2,250.

Benefits
1. Allows a sustained MA of 12 (30 mph) for 5 miles before engine safeguards cut in. (Drop to 8 MA)

Disadvantages
1. Requires +2 skating
2. Needs gas.
3. Vulnerable to Microwavers or Jammers

Sunfire is a highly developed piece of technowizardry. This is a board bought by specialists and elitists. Fast and reasonably durable. If a little extra money is spent to harden this units electronics, it could be quite the inner city travel machine. And it's bright and colorful, too.

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*T*his article describes the more important items commonly found in a Cyberpunk's pockets. Some of these items have been mentioned in passing in the game, but they are described here in detail as they can be very important in deciding a character's fate. This article will, it is hoped, clear up some confusion about money and life in Cyberpunk.

Cash Cards*(Also know as cred sticks, credit rings, digital cash, or transfer bracelets.)*

While paper money is still used, 75% of the monetary transactions that take place in 2020 are done through Cash Cards.

Cash Cards resemble the credit cards of today, but have proprietary microchips and processors built in. These cards are extremely tough and long lasting. They will resist all but the most destructive environments and survive intact. The internal circuitry records the amount of money you have in your account currently. You can have money transferred to or from your account through Transfer machines. *Sophisticated systems may allow direct transfer from account to account without the need of transfer machines. This would truly be 'digital money'.*

To get a *Cash Card*, you must first open an account, usually of no less than 100 eb, at a bank of your choice, then present your City ID card and sometimes your Government ID card as well. Finally, a DNA sample is taken and an Identity marker is made from your DNA.

When you want to use the card, you place the card into the Transfer machine slot and touch a metallic circle with your flesh. A small device will take a miniscule sample (you won't even feel a pinprick) of your tissue and match your DNA markers. If they

match, a transaction can be made.

The various options that your card offers are **Cancel**, which cancels a transaction currently being completed; **Cancel Plus**, which cancels your card, but not your account. **Deposit**; which allows money to enter your account from another; **Withdraw**, which allows you to transfer money from your account to another or to withdraw cash, and **Balance**, which shows you your current balance in a tiny LED or LCD screen.

Cancel Plus is used when you feel you are about to use your card unwillingly to give money to people you don't like (like muggers). Tampering with most cards will activate the **Cancel Plus** option. *(To successful transfer funds from someone else's card, consider it a difficulty 25 feat versus INT or TECH and Electronic Security skills. ed–)*

Forgery of *Cash Cards* is practically impossible and not worth the trouble.

Banks that offer *Cash Cards* have varying levels of ID requirements from lots to none. However, these banks also vary in reliablity, some having been established for years, and others appearing out of nowhere and disappearing again, with your money.

Cash or Dollars *(AKA old stuff, bills, grass, dead presidents, paper, script or black script)*

Eurodollars *(AKA euro, eddies, holo(s), color, new script, white or white script)*

While *Cash Cards* may be popular, cold cash is still around and accounts for 25% of the remaining transactions; 10% of those are illegal. Since its ratification, the Eurodollar (§) has been a stable currency known and accepted around the world. *Most countries embrace the Eurodollar and if they do not, they offer equitable* (right, sure) *exchange rates to their currency.*

Eurodollars come in one, five, ten, twenty, fifty, and one hundred, and five hundred denominations. The money is marked holographically and is made of damage-resistant cloth-like paper. Coinage comes in one tenth of a eurodollar or 10 cents, one quarter of a eurodollar or 25 cents, half a eurodollar or fifty cents and one euro dollar denominations. Coins are made primarily of nickel, tin and aluminum.

Cash (Eurodollars as well as the old stuff) is used for buying illegal goods and services as well as paying people who don't or can't have bank accounts, like Blanks (people who do not officially exist according to computers who keep track of all transactions in the net.). It can be obtained legally by withdrawing money from your account or through payment for services.

The buying power of the old stuff (dead presidents and the like) will vary from game to game, in some games dead presidents are collector's items worth more as artifacts than as money, in other games dead presidents and eurodollars will be doing battle for world dominance). You decide.

ID Cards *(AKA 'your plastic face', doe card, donar card, mark, tatoo, leash)*

All respectable citizens of 2020 have been issued ID cards. If you were a government record as of 2001, you were issued a government ID card and code and registered in the government's datawell. If, for some reason, they missed you (an event so rare, it's hardly worth mentioning) or you have paid to have your files erased, then you are a Blank, and do not have a Government ID card and code.

ID cards are similar to cash cards. All your pertinent data is encoded within the microcircuitry of the card. This includes information like your birthdate and details of your birth, your family, (legal) medical history, (legal) career history, educational history, and criminal record (if any). This card is also linked to DNA markers so that the police or other agencies can verify you are who you claim to be. If an ID card is tampered with unsuccessfully, they will not display any information when

requested. This is a suspicious act and will cause difficulties when it occurs. These cards must be taken to a City Registrar's office where a new card will be issued after the City Registrar verifies your information.

While altering your identity is difficult, a netrunner can attempt to enter the government's databases and erase all records of your existence. There are rumors that the CIA and other secret organizations have nearly unbreachable records and know everyone who is a Blank.

Loss of your Government ID is a major hassle, though. If caught by the police, you can receive a felony charge that if prosecuted, could lead to a ten year imprisonment. (So you know, most of these charges are plea-bargained and reduced to paying some exorbitant fee and getting a new card). It is impossible to leave the country legally; almost no established bank will accept you, and you will be forced to use script wherever you go. It is difficult to get permits and licenses and most Emergency Strike Medical Services will not allow you to become a member. Being a Blank can have its drawbacks.

Ration Card *(AKA: chow chit, kibble card, 'Garc'– government allowed ration card)*

A ration card is very important. If you make less than 9,000 euro annually (declared) than you are issued a ration card which entitles you to get a certain amount of free food monthly from a local Ration Station (commonly called rat houses, kibble bowls or bowls, or you're said to be eating at Garc's house). This guarantees that you will get food during severe shortages. The foods quality is questionable but it beats starving. Ration cards can be keyed to your DNA but an ID card is *not required* to get one. It will allow you a single ration per day, usually just enough to sustain you. People who don't exist don't need food.

Emergency Strike Medical Services Card. *(AKA, Trauma Team card,–after one of the more renown services, slab card, QWO–Quick Way Out, surprise party).*

For 500 euro a month, this card may actually save your life. The card may be linked to a biomoniter and if your vital functions are interrupted or if the card is broken the ESMS team is alerted and will be on the scene in 4-7 minutes. This card is not DNA marked and so, if stolen, it could be used by others, unless you stopped payment on the card. If you miss a payment you will be notified that your card has lapsed by a red light on your card. This light will remain on until the ESMS and you square the bill. See Interface Number 1 on the possible benefits awarded to ESMS card holders.

Passes, Permits, and Licences

There are many other documents which can help you out. Generally they are DNA marked and logged to the character's Government ID code. Here a a few:

Lethal Weapon Permit: Allows the bearer to carry one designated, non fully automatic pistol, rifle, revolver, or shotgun per permit. This weapon cannot be modified beyond its stock configuration except by qualified personnel. The gun's condition and modifications will be listed at the time the gun or weapon is registered. This could also allow one melee weapon of a legal nature like a knife, sword, staff or cane. This permit does not allow monoweapons to be used. It also cannot be bought for black market cyberware.

Non-Lethal Weapon Permit: Allows the bearer to use or wear non-lethal (defensive) clothing or weapons. This includes tasers, stun-guns, shock canes or staves, neural-weave clothing, shock gloves, tanglers, mace cannisters and like weapons. No weapon allowed by this permit can cause permanent or lasting injury.

Bounty Hunters Licence: This permit allows the bearer to track, capture and use (only if necessary or if the target has been determined too dangerous to risk live capture) deadly force in the apprehension of targeted persons. Obtaining this liscence requires proof that the person is capable of performing this occupation and has receive appropriate legal and paramilitary training.

Collectors Licence: This allows the bearer to collect for private display unusual objects or weapons. Use of these weapons is not usually included in this licence.

Driving Licence: Allows the bearer to drive legally in that state or country. The bearer must be able to pass a driving test and in most countries, proof of insurance or insurability will be required. Driving Skill of at least +2 is recommended. Bear in mind, in some countries, driving is a privilege, not a right and can be revoked without warning. In other countries if an accident is caused and you are determined to have been responsible, you could be forced to take up the financial burdens of the person injured or killed. Drive carefully.

Pilot's Licence: Allows the bearer to fly a particular class of vehicles, depending on the skills of the bearer. A pilot's licence implies knowledge not only of flying the vehicle but knowledge of the FAA and its rules and regulations, navigational skills, radio communication protocols and flight safety. Most cities have designated flight patterns over them and to stray from these is to invite trouble. Over certain corporate zones, anti-aircraft fire may be expected against unidentified aircraft.

Corporate Pass: Given to all employees of a corporation. This allows entry and exit onto corporate property and usually will contain a security clearance built into the device. Low clearance access users will not be able to get into high clearance security areas.

Press Pass: Given by recognized news organizations to their staff. This will usually allow access to normally closed areas. A press pass is a not terribly effective means of getting into some places.

Justin Schmid: This message is for you. Get in touch with Interface through our regular channels. We really would like to talk to you again. Thanks.

-Editor-

New Skills

Skating - Skateboarding

The skating and skateboarding skill are somewhat similar. The skating skill adds to REF when determining how well a skater can maneuver a certain obstacle. Skating can also increase movement. This increase is based on the athletic potential of the skater. Skating and Skateboards, with or without motors can add up to the users Athletics skill divided by 3 in MA rounding down. **(Athletics ÷ 3 = +MA)**

Example: Flasher has an Athletics skill of +3 so he can +1 MA to his total movement. His rival, the Streak, has an athletics of +7 so he can add +2 to his MA.

Skating and skateboarding are separate skills but if you have one at +2 or more you can get a +1 in the other automatically. The second skill will not go up unless you then learn to skate or skateboard properly. While they are related disciplines they are still different enough to warrant different skills.

ECM – Electronic Counter Measures

Electromagnetic Counter measures skill is the ability to recognize vehicles, machines, or devices by their electromagnetic signature. Recognizing the signature is done by using a Mag Field Detector or a portable HF Jammer. More elaborate devices can be found in most military HQs and facilities.

This is also the skill of interrupting, disrupting or foiling the gathering of electromagnetic information. In english, this skill is used to break radar lock-ons from missiles or other types of targeting weapons. ECM techs know the best ways to defeat electronic spying and information gathering. This skill was primarily used by the military but since radar and other sensing equipment has grown more compact it is now easier to use it on a more personal basis. This entails the use of smoke, chaff, counter electromagnetic fields and other anti-bugging devices. This skill will add to the difficulty to lock-on of targeting weapons, like missiles or add to the difficulty to hit when using personal weapons, like smartguns.

Example. The Whisper is a INT 9 Tech with ECM +6 out with the crew in their AV-4. Whisper hears with the AV-4's ECM gear that a lock on has been acquired. He attempts to break the lock-on. His opponent's gunner has to roll against a difficulty of 10 (easy, unmoving target) with the gunner's INT of 6 and an Gunnery of +6. He rolls a 7 and gets a total of 19. He has easily acquired lock-on and now launches his mini missile. The Whisper attempts to break that lock-on and rolls versus a difficulty 19 task. (What he was lock-on by, skill vs skill). He needs a 5 or better to succeed. 6; he makes it. The lock-on is broken and since the missile has been fired it will now miss it's target, this time.

Against smaller personal weapons, an HF Jammer is used. The HF Jammer is configured against a particular target targeting system on a successful difficulty of 25, if successful, the person using the HF Jammer will subtract his skill rating from the targeting of his opponent. The Whisper later gets caught in a firefight with Redeye. Redeye always uses his targeting weapons and smartgun in a fight. Whisper attempts to set his HF Jammer to interrupt the targeting info Redeye is getting. Whisper is INT 9, ECM +6. With stats like these Whisper will need a 10 to find a signal that will interfere with the personal electronics of Redeye. Whisper figures he should have paid a little more attention in class, and decides to add 4 points of luck to his roll. Whisper needs a 6 or better to defeat Redeye's targeting systems. He rolls a 9. Luck was with him. He will confuse Redeye's targeting systems and smartgun for 1D6 combat turns. Redeye will suffer a -6 to his chance to hit during this time.

Equipment: HF Jammer

This is a high tech controllable microwaver, with information gathering capabilities. It is able to analyse and identify the signature of any electronic device and based on internally stored data, attempt to send a controlled EM pulse that will interrupt or interfere with its proper function. This is always against a difficulty of 18 to 25 as decided by the GM. †Any affected targeting system will reset itself and become active in 1D6 combat turns (seconds). During that time the target must make all attacks at a minus equal to the ECM skill of the Jammer. If a critical success is made the targeting system is destroyed and will need to be replaced.

Jammer: P 0 J P 1D6† 10 1 VR 40m §1200

Cadre Tactics

This is small group tactics and maneuvering. This skill is taken by small groups who are practiced working together; Special Forces units, military units, team sport players, gang members, IPC units, and Solo extraction units are examples of such groups.

The basic skill package of +2 offers rudimentary group tactic skills but for any group that you join you must acquire specific training with that group. Meaning you must start at +2 anytime you begin working with a different group. It is possible to have this skill more than once indicating differing techniques between groups. It can be used in groups as small as two or as many as ten. The cadre skill is added to any attack or maneuver that is part of any group effort. Having two football players hitting an opponent high and low, simultaneously, is an simple example of cadre tactics.

Example: A boostergang know as the Rats, work a section of the city called the Warrens. In the Warrens. They have mapped out the secret passages and underground connections that allow them to take advantage of this in a combat situation. Whenever an opponent faces them this home grounds they, Rats will get their cadre bonus added to their attacks because they know the area and the best places to attack and defend from. This makes it possible for a group of lesser skilled opponents to defeat a greater skilled group under the proper circumstances.

It is unlikely that any group but the longest lived will have Cadre at levels higher than +6. To reflect that, the skill Cadre Tactics has an IP multiplier of x 2

Alternate Skill Advancement System

GM's if you want to modify the current skill - IP system, to allow for greater IP generation and character advancement, after a player reaches special ability level +4 take any IP that would get him in the primary skill used that session (1-6 IP points) and multiply this by their level of special ability and apply this to that single skill. Then do the same to any other skill(s) that get IP that session but divide the value in half.

The SEV-1
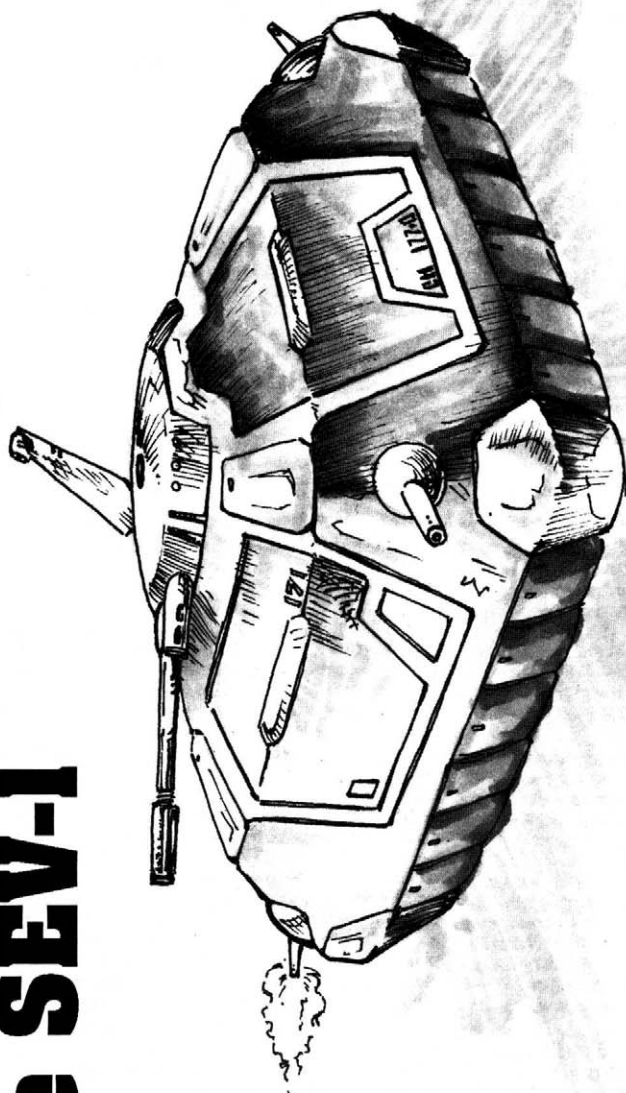
OTEC Surface Effect Vehicle-1 (SEV-1) Multi-Surface Stealth Attack & Espionage Platform

Armament/Defenses	# of Rounds	Rate of Fire	Arc(s)	Skill Required	Purpose	Damage	Ranges
1. Micro-rockets	60	3/10	360°	Gunnery	Anti Air, Surface	4D10 Explosion	200 meters
2. MicroMissiles	20	2	180° R	Gunnery	Anti Air	10D6 Explosion	5 miles
3. 5.56mm bubble pods	2000	3/5/10/20	90°	Gunnery	Anti-Personnel	6D6	150 meters
4. Gauss Cannon	200	4	360°	Gunnery	All purpose/stealth	4D10/8D10	2/10 miles
5. Chaff/Smoke Launchers	30	3	360°	ECM/Gunnery	Defense	Special	200 meters

1. ECM has no effect, Rate of fire: 3 semi-auto, 10 full auto, +5 to hit if fired full auto with direct fire, Affects 3 meter area per rocket

2. ECM Skill roll adds to difficulty to hit roll, Additional targeting for missiles costs $200 per +1 up to a max of +5, Affects 5 meter area per missile

3. Four bubbles on the corners of the unit with 90° arcs, Armor Protects (4 hit if aiming at the armored and enclosed battery.)

4. Lower damage is subsonic and hearing is a difficult (20) feat, higher is supersonic, difficult to place sound (difficulty 15) Acts as Armor Piercing in both cases.

5. Chaff adds +5 per module launched to lock-on difficulty of missiles, up to +15, makes radar tech roll to re-acquire target. Smoke adds +3 per module up to a limit of +9.

Stealth Configuration

Armor

Ceramic Plating over tungsten woven beryllium steel alloy shell
35 SDP F, 30 SDP L/R, 40 SDP Rear, 40 SDP T, 20 SDP Bottom, Pods 20 SDP, Rocket launchers 20 SDP, Camera, 30 SDP

Movement

Mitsubishi/Rolls Royce 22000 hp VTOL aircraft engines
325 kph hovervehicle with standard height of 14 feet (3 meters)
Heightened maneuverability due to six directional fans
Boosted height +20 meters with stabilizer wings and rockets. Duration 5 minutes
5 minutes of Turbo thrust for straight away movement over rough surfaces with speeds up to 450 kph.

Capabilities

Electronic Countermeasures based on Skill roll of Tech, (breaking radar lock-on, signal jamming, radiowave interference, microwave detection, vehicle signal override)
Radar absorptive coating +10 difficulty to acquire lock-on or Radar skill roll
Stealth black, low profile with sonic baffles at speeds up to 80 kph [-3 to notice rolls]
Electronic signal interpreter, Sonic Sounding Equipment, High resolution photography equipment (IR, UV, Starlight, X-ray, Sonar, Radar, EM radiation)

Remove:

Missile Launcher, Gauss Cannon

Crew:

Pilot, 1 Gunner, Intelligence Gathering Operative, Electronic Warfare Tech

Defense Configuration

Armor

Ceramic Plating over tungsten woven beryllium steel alloy shell
45 SDP F, 40 SDP L/R, 50 SDP Rear, 50 SDP T, 30 SDP Bottom, Pods 30 SDP Rocket launchers 25 SDP, Missile Rack 50 SDP, Gauss 40 SDP

Movement

Same base engine
225 kph hovervehicle with standard height of 8 feet (2meters)
Heightened maneuverability due to six directional fans
Boosted height +20 meters with stabilizer wings and rockets. Duration 5 minutes
10 minutes of Turbo thrust for straight away movement over rough surfaces with speeds up to 350 kph. Increased armor weight slows vehicle significantly.

Defensive Systems

Electrically charged Hull, acts as taser to anyone touching vehicle. Save vs Bod roll of 20 to resist effects. Stun for 6D6 minutes
Radar absorptive coating +10 difficulty to acquire lock-on or Radar skill roll
High Range Radar, 10 miles
Electronically Tempest Hardened
All weapon and defense systems

Crew:

Pilot, 2 gunners, ECM tech, Damage Control Tech, Navigator/Radar Ops

Minimum Crew: Pilot with computer assisted targeting, ECM, Damage control and interface Additional cost $250,000

Downloads

Batman: Digital Justice:
Story ✪✪✪✪
Production ✪✪✪✪✪

Writer and Artist: Pepe Moreno

Publisher: DC Comics and Warner Bros. Inc.

24.95 USA—30.95 Canada

There are pieces of work that stand out and need little expostion to describe them. This is one of those works. Little we say could address the love and dedication to the edge that this work expresses.

What makes Digital Justice special is the medium by which it is created. It is entirely computer generated. Forget everything you have ever heard or seen about SHATTER, the first digital comic. It cannot compare to the brilliant color and startling clarity of this work. Pepe worked overtime to create the templates for this story, and I know from personal experience that this was a labor of love, at the edge.

Lest you believe Pepe can not write, the story is tense and well paced. The characters are easily believable and alive. The only complaint I had was that they story seemed filled with too many archtypes. There could have been a little more personalization involved, a silly, nagging complaint; ignore it.

Buy this work. It is well worth the cost. A Most Triumphant Production indeed.

Cyber-Reviews

✪ (most heinous)

Directed by: Richard Stanley. Starring: Stacey Travis, Dylan McDermott, and the voice of Iggy Pop.

Hardware is a film of missed opportunities. Staring a cast of unknowns with a low budget, one would think that this would be another Terminator. It is far from that. Far, FAR from that.

The story of the film is a simple one although the director and the writer would like you to think otherwise by throwing in unconvincing techno-babble and pseudo-erudite mumbling. It is a tale about a mysterious figure who returns from the "zone," a radioactive wasteland (as if we couldn't guess), with an odd assortment of junk to sell to the highest bidder, in this film it's a dwarf ("can I help it if my mother caught a dose in the Big One?"), who buys and sells scrap and salvaged tech. One particular piece of junk is bought by one of the dwarf's regular customers (he looks like Steve Guttenberg dressed for Road Warrior).

Modeled predictably after a human skull, the piece of junk is actually the head of some sort of robot (the salvage dealer takes down the i.d. code for future reference). He takes it home to his girlfriend for Christmas who lives in a high-rise housing project where the front door to her apartment is a ninety-ton pneumatic blast door. She spends her days in bathrobes, drinking coffee, making metal sculptures, and being spied on by a big fat slob of a pervert who is obsessed with her. Boyfriend comes home with drugged out weasel of a best friend in tow (who also lusts after her) to present his gift and stay for the obligatory shower scene (check out that cyberhand).

Well, boyfriend leaves and the girlfriend paints up the robot head in the ole' stars and stripes (oooh, how controversial), and plants it dead center in her latest work, a virtual wall of metal detritus and cybernetic parts. Sculpture completed, she continues to lounge in her bathrobe and brood in her coffee as all good artists should.

But, uh oh! The robot head isn't a lifeless hunk of junk! Its coming alive! Are we surprised? Surreptitiously the robot builds itself a new body from the parts scattered around the apartment. It's body completed, it now sets out to continue it's original function. What is it's original function? It's a robot

to control the overpopulation problem. Now *that*, that's original. No kidding. The rest of the film is an unsatisfying series of seemingly endless chases, through the apartment no less, and brainless dialogue. This includes unnecessary deaths such as one of a man who is crushed/cut in half by that huge blast door I mentioned before. If they needed to put the door in the movie to kill something, shouldn't it have been the robot? All of this leading to the climax back in the shower again. The scene fades with the voice of Iggy Pop (as the local radio D.J.) alluding to rumors of the government's plan to use a "robot" to control the population. Oooh, scary.

What I mean when I say that this is a film of "missed opportunities" I mean that this film continued to be headed for an interesting idea but at the last minute, oh no, it turns away, instead to do something ridiculous, preposterous, or outright stupid. For instance when the robot is blown out of the window I think, great, now it'll either be a running battle through the city and or we'll get to see the robot exterminate some surplus citizens. But alas no. The robot continues its now boring attempt to solve the overpopulation problem of the small apartment.

The major failing of this film are it's many holes in the plot. Holes big enough that you could drive a grav-train though them. For one: the film supposedly takes place soon after a nuclear war. The robot seems to have been made either soon before or after the war, as indicated by the film's closing statement. But I wonder, if this robot was meant to solve the overpopulation problem, let me ask you this, would there really be an overpopulation problem after a nuclear war? And if there was, aren't there better ways to solve it if the government was willing to go to the extreme of creating robot to kill people? To put a big enough dent in the population it would require thousands to robots killing people in enough numbers that natural reproduction wouldn't nearly replace the people lost. That would mean thousands of robots pouring through the cities killing thousands upon thousands of people. Wouldn't it

be simpler if the government put a bioweapon in the water supply or in the air? Or even a chemical in the food or water which sterilizes the populace?

The robot itself, low budget notwithstanding, looks like a motley amalgamation of kitchen appliances, and has about as much personality as a broken toaster. Whoever designed the sets seemed to think that if you dressed it up with enough broken and rusted car parts that it would attain that oh-so post-holocaust look. It worked for Road Warrior; not for this mess.

As an alternative couldn't the robot have been some leftover war machine? I guess not. The acting isn't horrendously bad, though unimpressive, and the lines are the worst Cyberpunk jargon I've heard. The producers tried to be hip by casting such people as Iggy Pop (the radio D.J.), and Lemmie from Motorhead as an aquatic-taxi driver as extras, naming characters things like Moses (a rose by any other name...), and poking fun at conventional themes such as the government and corporations. Yawn. What else is new?

In the end one wonders what the filmmakers were trying to say. The pseudo-intellectual themes and images of the film made me think they were trying to say something, but it didn't come out. In Terminator it was that mankind chooses its own destiny, for better or for worse. In Blade Runner it was mankind's loss of its humanity and the emergence of those human traits in something mankind considers anything but human. But, in the final analysis, I guess that Hardware is nothing more than a brainless slasher movie hiding behind the label, "Sci-Fi."

When my friend and I left the theater he turned to me with an angry expression. "I blew six bucks on that? I would have rather seen Pump Up the Volume... again." I could only mutter in affirmation and nod my guilt. I mean, I'm the one who dragged him to see it.

Save your six bucks. Go rent Terminator again instead. Ω

Total Recall

Review by Kevin De'Antonio

OO (bogus)

Directed by Paul Verhoeven. Starring: Arnold Schwartzenegger, Rachel Ticotin, Sharon Stone, Ronny Cox, and Michael Ironside

TOTAL RECALL, inspired by a short story "We Can Remember It For You, Wholesale," written by Phillip K. Dick, was screenwritten by Ronald Shusett who also helped Dan O'Bannon create ALIEN. Unfortunately TOTAL RECALL is nowhere in the same league as ALIEN, except that they're both Science Fiction. Carolco Pictures, home of Rambo, picked up the rights for TOTAL RECALL from the bankrupt De'Laurentis Entertainment Group for three million, a bad deal for Carolco in my opinion. This movie isn't worth **that** much.

Brief synopsis: Schwartzenegger plays Douglas Quaid, a man plagued by dreams of another life. Desirous of leaving his humdrum existence behind, he seeks out Recall Inc., a company which sells pre-programmed memories. Their procedure accidentally unearths in Quaid knowledge of a secret identity (uh oh). Thus begins his search for the answers to his forgotten past, a search which takes him to Mars, pursued by persons who want to keep him from uncovering his past. Along the way there is an almost constant stream of (bloody) high strung fight and chase scenes, and even (dare I write this?!) a couple of romantic (?) interludes between Schwartzenegger, Rachel Ticotin (who plays Melina: rebel and red light lady), and Sharon Stone: Quaid's pretend wife (what a job!). The other important players are Ronny Cox (always good, the shining light of this film) as Cohegan, corrupt governor of Mars, and Michael Ironside as Richter, one of Cohegan's top agents.

TOTAL RECALL, with all of it's incohesive sub-plots and stages is like watching one of the million "search and destroy" video games out in the "un-reel" world of today. I can't say that TOTAL RECALL is the worst Cyberpunk film I've ever witnessed (that glorious position belongs to HARDWARE, reviewed above), but it's pretty damn awful. Read the short story...please!

Robocop II

Review by Kevin De'Antonio

OO (bogus)

Directed by Irvin Kershner. Starring: Peter Weller, Nancy Allen, and Den O'Herlihy

"We're only Human." This was Peter Weller's one-liner at the end of the film. This statement rings true - more as an apology than Weller's sarcastic jab at himself for being a cyborg. As was intended. I saw this movie twice - the first time I thought it was a bad dream, the second time I realized it was just a bad movie. It is nothing like it's predecessor: ROBO-COP.

ROBOCOP 2's story (if you can call it that) consists of a few major sub-plots:

1) The construction of a better cyborg - unfortunately the new model ROBOCOP 2 should be called ROBOJUNKIE because of the heavy addiction the robot's human element is subject to. The ROBOCOP 2 also looks like a step backward from the ROBOCOP prototype (Weller), its cumbersome look being the exact opposite of ROBOCOP 1's streamlined high-tech look.

2) A quick and pointless confrontation between ROBOCOP and his former wife. As the film begins we see that ROBOCOP has been keeping an electronic eye on his former wife and son. Seen as harassment by her lawyers, ROBOCOP's OCP overseer commands ROBOCOP to confront his tormented wife and convince her that there is nothing left of her husband's mind within the robotic body. The Face, she's told, is a memorial to Officer Murphy's sacrifice in the line of duty. She exits the film, none the better. End of sub-plot.

3) An over-popular, addictive drug called Nuke. Caine, drug lord and creator of Nuke, and ROBOCOP's main antagonist, later ends up being the human element needed inside ROBOCOP 2's clunky shell. He's helped by Angie, Caine's junkie slut, and a twelve-year old buddy/pusher (it's hinted that he's Caine's son, but it's never substantiated), who dies ever-so-touchingly lying in a van filled with drug money, his life fading while clutching ROBOCOP's hand as though begging absolution.

And 4) The big confrontation and battle between ROBOCOP 1 and 2. Lots of death and destruction. . . 'nuff said.

Other than a poor story, ROBOCOP 2's direction (by Irvin Kershner who also directed The Empire Strikes Back) was unimaginative and plodding: droning

Your Money or Your Life
Wages in Cyberpunk
By Peter Christian

"I'll pay you 10,000 euro," said the well dressed corporate, with a voice like poured oil.

"Not enough," sneered MegaDeath, *"you want the best, you gotta pay for it."*

"What do you mean not enough?" protested the GM.

"Last year at Dundracon the GM gave us 100,000 euro for a mission," whined the player. *"If your corporate won't pay that then I won't play your adventure."*

So this doesn't happen every game. It happens. For that matter, how often have you heard these lines: *"They're not paying us to do that", "That's an awful lot for a simple job - what's the catch?", "I can get more per month according to the rulebook"* and the ever popular *"How much does it cost to hire someone to...."*

Cyberpunk characters rarely have normal, 9 to 5 jobs. Most of them go from mission to mission, job to job, gig to gig, getting money when they can and being cheated out of it when they get too much. You cannot control what other GM's think is fair payment for jobs in *Cyberpunk*, but you can have a consistent pay scale for your game.

There are potentially five kinds of pay that can be used in Cyberpunk. These are: Salary, Retainer Salary, Percentage Pay, Mission with Retainer and Mission Pay.

Salary

A Salary is regular pay for regular work. A person working for a salary is always on the job. He is paid a fixed amount bi-weekly or monthly. Likewise, his work is routine. Most corporates are on salary. They work daily, and draw their checks. When a character is on salary he collects pay monthly equal to the amount given in *Cyberpunk*. This is not the sort of work and pay that makes good adventures, hence this is not the sort of character who makes a good role-playing game character. Don't be fooled by the "Mechanics paid $XX per hour" signs in

repair shops either. Those people are on salary. The $XX per hour is simply how much you will be billed.

Percentage Pay

Percentage Pay only applies to Fixers. Being a kind of middleman, a fixer does not have a salary, instead he skims a percentage off all of the deals that are going on in his turf. A fixer has a cash pool that he is continually using to buy and sell goods, services and information.

Assume that a fixer character has a sum of money equal to 100 x his basic monthly pay level tied up in deals and services. He can withdraw any amount of that each month, but if it is not paid back within 30 days the fixer loses that money as part of his influence.

Alternatively, for each 2 euro invested in a month, the fixer can raise his pool by 1 euro, increasing his income.

For example: Lucky Larry is a fixer with a 1,500 euro a month income. He actually has 150,000 euro worth of goods and information on the street at any given time. One month he is desperate for cash and calls in some markers, -50,000 euro worth. Lucky Larry must pay back into his pool that 50,000 euro within 30 days, or his pool value drops to 100,000 euro. Larry doesn't get the money back in time. His monthly income drops from 1,500 euro a month to 1,000 euro a month. A few months later, Larry gets back his 50,000 euro. By reinvesting it in his many business deals, Larry is able to raise his pool value from 100,000 euro to 125,000 euro (2 for 1, remember?). Larry's monthly income goes from 1,000 euro to 1,250 euro a month. The lost money is due to the extra cost of re-establishing old contacts and sources, and rebuilding lost credibility.

Retainer Salary

Retainer Salary pay is a little different. The character is paid a monthly pay-check, as given in *Cyberpunk* and has permanent ties with his organization. However, he does not necessarily work

every day. Instead, he waits for something to come up that calls for his special talents, and does those jobs. Most corporate solos work on a retainer salary.

James Bond, in "You Only Live Twice" (by Ian Fleming) observes that he only gets about 2 missions a year. The rest of the time he is sitting around doing unimportant paperwork and practicing his skills. In a Cyberpunk game, the number of missions per year that a character is sent on should be set so that the character's annual pay if he was working on a mission pay basis is about the same as his annual salary. In between missions, the character does minor work around the organization.

Asking a person on retainer salary to perform more missions than he's paid for; i.e. making him do so many missions that if he was paid for them individually it would cost substantially more than his annual salary, is asking for trouble. Your employee is liable to quit or come gunning for you. Of course, if you have controlling cyberware in his body, he may not have a choice. This is a good way to save on employee costs. Your corporate employers know this.

Mission with Retainer pay
Mission with Retainer pay is more complex. The character has permanent ties with an organization. Instead of receiving all of his pay as a retainer, whether he goes on missions or not, the character receives a small paycheck or stipend each month and a substantial bonus each time he performs a mission for his organization. This is the system that was used in my own game system *Blackwatch*. We found this system to be very successful. The retainer figure gave the players just enough to live on, and mission bonuses were based on the danger and complexity of the job.

In *Cyberpunk* a 1,000 euro a month retainer is pretty good, with anything over that reserved for people at the top of their profession. The mission bonuses are calculated just like mission bonuses for characters who work only on a job to job basis, but are reduced by the character's retainer

For example, a Solo at the +6 level would get a 1,000 euro a month retainer

and does, on the average, 12 - <special ability> score in missions a year (6). In *Cyberpunk*, his average salary is listed as 3,000 euro a month or 36,000 euro per year. Since he has a 12,000 euro a year retainer, and will do about 6 missions a year, average pay for each mission is about (36,000-12,000)/6 missions = 4,000 euro. The average mission, if he was being paid by the job, would be worth 6,000 euro

Period Pay
Mission Pay is simple. The character is paid for doing a job, on a job by job basis. He has no permanent ties with any organization. Hopefully, he will be paid enough to survive until his next mission.

If I want to hire a Solo for a week, or for a mission, how much do I have to pay? The salaries given in *Cyberpunk* assume that you are on regular salary or retainer salary. These salaries assume that a character is guaranteed at least 6 months of work or retainer. Characters who work free-lance on a job to job basis receive extra money to counterbalance the insecurity of their position. After all, nobody's paying them when they're not working. To get appropriate pay for shorter jobs divide the salary given in *Cyberpunk* by the appropriate number:

Duration	Salary mod	% Chance/period
Year	x 12	lrr
Month	x 1.5	65%
Week	+ 2	50%
Day	+ 8	25%
Hour	+ 40	20%

So to hire a Senior Engineer (Tech+10, 8,000 euro a month on salary) would cost 8,000 a month if he were hired long term (96,000 a year). It would cost 12,000 euro to hire him only for a month, and 4,000 for a week, 1,000 euro for a day's work and a mere 200 euro an hour for really short term work.

No, you cannot charge hourly rates for a month's work. What this table implies is a Techie who only works on a day by day basis is only employed about 8 days of the month on a 'dire need' basis. Short term jobs can make a character rich, per hour, if he can get the work. The "% Chance per period" percentage reflects the chance of a character who is employed actually working during that duration each period.

When being hired for regular jobs, the pay scale assumes that some advance notice was given. At the GM's option he may use the 1-5* multiplier for short notice that is used in the hazardous pay scale.

Some missions, especially those performed by Solos and Netrunners, are hazardous out of proportion to the time that they will take. A Solo or Netrunner has to be offered additional pay over the time value for this type of job. In A.D. 2020 simply being shot at does not constitute 'especially hazardous'. When paying for a mission based on the hazard level of the mission use the following formula:

Mission Pay

$D \times E \times R \times N \times 100$ euro also written $DERN(100)$. All of the letters represent values from 1 to 5. An x means to multiply

D = Danger/Difficulty level of the job: 1 = simple, unlikely that anyone will be hurt or killed, 5 = job is suicidal and/or nearly impossible to perform.

E = Enemies; the chance of making long-term enemies for performing that job: 1= no chance, 5 = 100% chance that target of job will attempt to hunt down and kill characters.

R = Resources of the Target: 1 = target is individual without noticeable connections or spectacular skills. 5 = major corporation or government.

N = Notice, how far in advance of needing the mission performed were the characters hired. 1 = plenty of time to do research, buy special equipment and to prepare. 5 = do it now.

For example, in "Never Fade Away" Johnny Silverhand hired Rogue and Santiago to help him raid an Arasaka complex. The cost comes to: *Danger/Difficulty;* very dangerous, moderately difficult, assign it a 3. *Enemies;* Arasaka is known for being vindictive, E = 4. *Resources;* a mere 3. Arasaka has tremendous resources, but this particular outpost is only moderately defended. *Notice;* another 4, Johnny gave them less than 24 hours notice for the job. 3 x 4 x 3 x 4 x 100 = 14,400. There are two of them, so the street value of the job is

30,000 euro. Funny how that worked out.

Hazard pay jobs are usually less than one week in duration. Corporate extractions are classic 'Hazard' jobs. If the Hazard pay would be lower than pay by time duration (hourly, daily or weekly) then pay the character for the time duration instead. When calculating hazard pay values for characters on Retainer Salary, the multiplier for 'Notice' is almost always 1*. Surprise missions might rate 2*. If the job is blatantly illegal, then the police department and federal government need to be taken into account as enemies with resources. This can cause the price tag on a job to soar

To work out how often Hazard pay jobs come up, divide your annual salary value by the value of the jobs, and that's about how many a year the character can expect. A netrunner (+6) is worth 24,000 euro a year. He could expect to have about 4 job offers worth 6,000 euro each over the year, if he is working free lance. If he was working on a Mission with Retainer pay system, with a 1,000 euro a month retainer, he would be asked to do the same 6 jobs, but he would only be paid a 2,000 euro mission bonus or so for each job. Likewise, an elite solo on Retainer Salary for 144,000 euro a year would be asked to perform about 10 missions a year worth about 15,000 euro each.

Expenses are another factor in hiring people for jobs. If your employer provides Trauma Team or Medical Coverage, subtract those costs from your salary. This is part of your 'benefits' package. Likewise, the 'free cyberware' that comes with some positions means that your employers intend to extract the value of that cyberware out of you, in the form of additional missions. If hospitalization, trauma team or appearance change services are part included in the contract then 1/2 the value of the services is subtracted from the pay of the job. No one offers these services unless the job is worth more than twice the expected cost of the extras. Hospitalization is 'assumed' to cost 5,000 euro, per person.

Generally, long term employment includes ammunition, fuel and other

'hazards of the job' expenses. If the employees exceed the company established 'maximum required expenditure', then the company will fine them the balance. Of course, players who fire their weapons on full auto all the time, only to learn that the company has a 50-bullet "reasonable expenditure" limit will find themselves paying for a lot of ammo. Likewise a trashed AV-4 leads inevitably to a court of inquiry, with the owning company and the insurance determining just who was at fault. Unlucky players may be slapped with a hefty bill.

Short term jobs are usually 'plus expenses'. So if you hire a solo for a week's bodyguard duty and he uses two grenades, 100 rounds of ammo and 10 gallons of CHOOH^2 in the course of the job, you're expected to pay for it. "Plus expenses" means reasonable, unavoidable expenses. Buying a new cyberlimb and billing it to the expense account is a quick route to unemployment.

Sometimes what you're hiring is not just the man, but specialized equipment as well. A *Cyberpunk* team may find themselves needing an AV-4, or a mini-sub for a particular job. To get the rental cost of expensive equipment over time, divide the purchase price of the equipment as follows:

Duration	Cost Divisor
Year	÷ 4
Month	÷ 32
Week	÷ 100
Day	÷ 400
Hour	÷ 2,000

So to rent or lease an AV-7 worth 400,000 euro for a year costs 100,000 euro, for a month costs 12,500 euro, a week costs 4,000, a day costs 1,000 and an hour's rental is 200 euro.

Operating costs are not included in this. Add again the basic rental fee if the vehicle flies. Add 25% if it is a land or water vehicle. Use your own discretion for other heavy equipment.

Short notice can increase the rental costs. Equipment that must be maintained in a state of readiness, such as flyers, has the rental cost multiplied by 1.5 if given 1 day's notice or less and double it if the item is rented on a "get it now"

basis. This represents the extra expense that the vehicle owner has to go through to maintain his vehicle in a ready to go mode. At the GM's discretion, he may provide other multipliers.

Nightshade, a local fixer, puts in an emergency call to the Shrike, a pilot he knows. Nightshade needs an AV-4, he needs it for a few hours and he needs it now. What will he have to pay? The GM uses the solo pay scale for The Shrike, who has (Special Ability)+8. (7,000 euro a month). The mission does not involve special hazards, so the Shrike is hired on a hourly basis: 7,000÷40 = 175 euro an hour. In addition, the GM feels that the 'need it now' multiplier for hiring (from the hazard pay section) is appropriate; this multiplies the fee by 5: 875 euro an hour. The AV-4 is a 1,000,000 euro vehicle (a really souped up piece of equipment). An hour's rental is therefore 500 euro. Another 500 euro an hour is needed to pay the operating costs. The 'get it now' multiplier for vehicles is a mere 2*; so each hour's rental of the AV-4 is (500*2)+500 = 1,500 euro. Hiring the Shrike and his AV will cost Nightshade 2,375 euro an hour. However, in the course of a 3 hour job, the AV-4 is only operated for 1 hour; the rest of the time it is sitting in a quiet stake-out position. This saves Nightshade 2 hours of operating costs; he only has to pay 6,125 euro, instead of 7,125.

All of the payscales given assume that the character has a reputation commensurate with his abilities. To be strictly fair, a person's pay scale should be based on the average of their rep and their special ability level. So that +10 Interface Netrunner with a Rep of 1 gets paid, and offered jobs, as though he had an Interface of +5. He's good, but nobody knows it. Likewise, a low skill Medic with an international reputation gets paid more than he really deserves.

These guidelines provide the GM with some idea of how much to offer players for their work and players an idea of how much they have to pay NPCs. They are meant to be flexible. Scale your mission pay and offers to fit what is needed in your game. But most important of all, don't make your players work and sweat for nothing over and over again. Pay 'em what their worth. Ω

Salary Information, Revised

Salary Pay - See Cyberpunk 2020 page 48, information from that chart is used here.

Percentage Pay
Percentage Pay could be used to pay any class that is not or cannot be conventionally employed. The classes we feel that could benefit from this convention are listed below with their salary multiplier.

Class	multiply	Explanation of Source
Fixer	100	**Connections,** deals w/ advances, goods, services, laundering, loans
Netrunner	50	**Viral fund extraction,** laundering, movement of data, resources held
Tech	25	**Debt markers,** advance pay, parts, connections, loans
Nomad	10	**Family connections,** drug deals, information, safe housing, others

The formula is (multiplier) x salary pay = floating funds. Examples:
Fixer (level 7) ....(100) x 5,000 = 500,000
Netrunner (level 6) ....(50) x 2,000 = 100,000
This floating fund must be repaid within a certain period. We suggest thirty days. If it is not repaid, then the **percentage** of money lost is subtracted from the salary. (Not to mention, people will not be pleased to find out you've lost their money.)

Loss formula is: Salary - (% lost in decimal form) x salary pay = new salary.
Example: The fixer mentioned above loses 10% of that in a bum deal,(leaving 450,000).
His new salary is: 5000 - (.10) x 5000 = 4500
This fellow does not get raises as such. Whenever he gets money, for every 2 dollars placed into this floating fund, he raises his pool 1 dollar, which raises his salary proportionately. To make life easier on the GM, add to the pool in $500, $1000 or $5,000 increments. Which by the way, means $25, $50 or $250 increases, respectively.

Mission Pay with Retainer
Step 1. 12 - <Special ability> = average # of missions per year
Step 2. (<Salary> x 12) - (<retainer> x 12) / # of missions = average pay per mission.
The retainer is usually 1,000 per month, but higher paid types can get larger retainers; probably half what his normal salary would be
Example: Barnabus is a government agent (solo) who takes a retainer. His special ability ranking is +8. The average number of missions for him is (Step 1.) 12 - Special ability = 12 - 8 = 4 missions per year average; his average salary for a job is (Step 2.) (7,000 x 12) - (1,000 x 12) = 72,000 ÷ 4 = $18,000 average per mission.

Period Pay
Period <x> standard salary = Period Pay or Period <÷> standard salary = Period Pay
Periods are: Year x 12, Month x 1.5, Week ÷ 2, Day ÷ 8, Hour ÷ 40.
Example: Mortis is a solo who is hired for a week. His special ability score is +7. He would be hired at an average rate of **(Period ÷ standard salary) 4,500 ÷ 2 = 2250**

Mission Pay
Uses formula: DERN(100)
Each of the letters is an aspect of a mission. Each of those can be ranked from 1 to 5.
Danger or **difficulty** of task, **Enemies:** chance of getting a long term foe or suffering reprisals, **Resources** of the Target, **Notice** given x 100 = cost of special operations.
Multiply the values together D x E x R x N x (100) = cost of special operations, each person is calculated individually.

Marcus Darby is sent on an extraction for an important scientist. from OTEC. **Danger/Difficulty;** very dangerous, very difficult, assign it a **5. Enemies;** OTEC is known for hunting enemies down, E = **4**. OTEC has tremendous resources, but this particular outpost is very small, **Resources;** a mere **3.**, **Notice;** He is given two week to prepare. Assign it a **2 = 12,000.**

His netrunner assistant will have less difficulty because this outpost has no black ice available. So his DERN (100) looks like this. **Danger/Difficulty;** Moderately dangerous, not difficult, assign it a **2. Enemies;** OTEC is known for hunting enemies down, E = **4**. OTEC has tremendous resources, but this particular outpost is very small, **Resources;** a mere **3.**, **Notice;** He is given two week to prepare. Assign it a **2 = 4,800**

Equipment Rental Fees
Formula: Cost or value of vehicle or equipment <÷> Period Cost Divisor = Period cost
The periods and cost modifiers are **Year ÷ 4, Month ÷ 32, Week ÷ 100, Day ÷ 400, Hour ÷ 2,000.**

Special Report: The Hit List
The Inmate Penal Corps
Whose the best, and where to find them.

This is the listing of the nation's best conscripted fighting forces. We conducted a study the fighting techniques of the top ten *Inmate Penal Corps* out of hundred prisons nationwide and have come up with a definitive list showing whose the best and how they got that way.

Because we accept no advertising, keep agents in all aspects of the corporate world and keep our location strictly confidential, we can bring you the latest information without fear of retribution or rebuttal. We like to think the subscription fee of 200 euro a year is worth this small price.

Our Rating System:
There are some primary rating statistics that we use to judge our groups.

The first is their *Success Ratio (SR)*. This number indicates how often the group has been successful on previous missions. This can be modified if the current centron is unblooded or lacking in experienced superior officers.

The second is their *Death Ratio (DR)*, because they won't do your business any good if they're all dead before they can perform the operation. This indicates statistical data collected and sorted by artificial intelligences who monitor the group's progress

The third is their *Kill Ratio (KR)*. This varies widely, depending on what type of operations that they specialize in.

The type of operations a group is best suited for is listed after the three primary numbers, a secondary specialization is sometimes listed depending on the centron's size and experiences.

Individuals are given statistical data as required for the operation.

Background
The fighting squad of a IPC is commonly known as a **centron**. A centron consists at its start of one hundred men, including its commanding colonel, his two to four lieutenants, and six to eight sergeants.

This group of men is never reinforced once it is commissioned. It will fight until it is no longer able to perform its primary mission specifications and then the newest centron cadre is made available.

Usually a prison will have at least two centrons, and often as many as four available at one time, with one extremely experienced, and one with newer recruits and seasoned commanders from a previous centron's dissolution.

The other centrons are usually groups in training. When a centron is disbanded, assuming they are not killed in combat, the remaining survivors are placed in command (if they are skilled enough) of an upcoming centron and assist in training the new group. Usually a group will specialize in a certain type or style of combat determined by the aptitudes and previous skills (if any) of the majority of the group.

Centrons are usually broken down into five twenty man squads. These squads will have a sergeant controlling them, sometimes two, and at least one lieutenant per two squads.

Correctional Devices

There are several correctional devices used by the leaders of the IPC to keep the troops in line. We shall list them in order of lethality.

Class 1 - Instant death

This device is usually a collar worn around the neck with a shaped explosive built in. This explosive can be triggered by cybernetic remote controls implanted within the heads of the officers and trusted sergeants. The range of the transmitters is approximately 6 miles unboosted or 30 miles with a signal boosted by backpack transmitters or satellite uplinks. The necklaces could also be designated to explode without a feed back signal from a leader type. So if a leader is not around the necklaces will explode in a predetermined amount of time from 10 seconds to 2 weeks. This time is programmable by anyone with a control module. A less sloppy version will instead inject the subject with a deadly neurotoxin resulting in instant death.

Type 2 - Severe pain, death by overstimulation

This device is favored by more humanitarian institutions (if you dare consider any of these institutions to be humanitarian), because it can be used to stimulate the pain centers of the brain. The stimulation has been described by inmates who survive it, "like a white hot knife, stabbing you directly between the eyes, again and again; it makes you beg for death". (When you think of this device, think of the Klingon agonizer.)

The device can be set for three pain levels:

Deadly - this usually will result in death in 2-4 minutes, during which time the subject is unable to perform even the smallest action without crippling pain.

Excruciating - this pain level has been equated to having all the nerve centers in the body activated painfully at once. The subject can still move at half speed and all stats and skill-based actions are at one half.

Mild - this serves more as a reminder of the potential of the device than anything else. This renders the subject to 3/4 of his normal movement and all other stats are at 3/4 of their normal ability

Type 3 - Pleasure Center Stimulation

This device stimulates the pleasure centers of the brain with an overall feeling of pleasure. This can be just as effective as the others since if left on a low setting continually, then removing the signal can be as devastating as a pain unit.

The settings on this device are variable from a low continuous beam which improves morale without adversely affecting the troops, to a immobilizing beam of pleasure which will render the person unable to respond in any manner whatsoever. The device has ten settings. For every setting the device is above one subtract that number from all the stats except Cool. With the Cool stat add that number with a maximum of 12. This reflects the distracting nature of the device as the subject is enjoying having his pleasure center stimulated.

As you can see at its highest setting all but the most dangerous or motivated individuals will be unable to resist it's power. There is a danger of psychological addiction at the GM's discretion, depending on how the device is used. Pleasure addicts are very difficult to control and will sometimes frenzy if denied their cortical stimulation too long.

The top ten IPC groups in the nation.

Name: Predators

Rating: #1

Leaders: Col. Eugene 'Butch' Schaffer, Lt. James Gafferty, Lt. Thomas Reese

Stats Ratios: SR- 94%, DR-4% KR-84%

Specialties: Jungle and Guerrilla Warfare, Cleanse and Burn, Urban Assault, Mechanized Assault

Prison: Levenworth, Kansas
Access Code: Telenet: 02-889-0987
Costs per Op: $2,000,000–E, $500,000–H, $125,000–N
# of Personnel 3 groups, 76 Elite, 92 Hardened, 102 New

Descriptions: These fighting elite use techniques ahead of their time in the management of their fighting centrons. The major consideration that we believe keeps the Predators ahead of the pack is the fact that they do not use conscripts in their centrons.

NO ONE is forced to join a centron against their will. Another motivating factor is that less than 25% of the fighters use the type I correctional necklaces. Type 2 is used for more seasoned veterans and none are worn by trusted members of the kettle. This group exhibits the highest morale of all the IPC units we have studied and they continue to be the most consistently professional in their areas of expertise.

Their primary cadre, lead by Colonel Schaffer, has suffered only a 22% reduction in size since it creation three years ago. An astounding ratio for a group that boasts at least four black operations and six normal operations during the last three years.

Next Issue: An interview with Butch Schaffer, Leader of the Predators.

Name: Black Widows

Rating: #2

Leaders: Col. Beverly Tarkesh, Sgt. Victoria Bates

Stats Ratios: SR- 91%, DR-5% KR-23%

Specialties Any Stealth Ops, Assassinations, Jungle Warfare and Recovery Ops

Prison: Techachipi Womens' Correctional Facility, CA
Access Code: 09-564-7843
Costs per Op: $1,000,000, 550,000
# of Personnel 2 Groups, 67 Elite, 86 Hardened

Description: Colonel Tarkesh has an established career as a go-getter. Strong willed and direct, she brings these attributes to her cadre. Her personal ethics are the guiding force for the Widows, in that direct confrontation only causes strife and discord. Her cadre is a reflection of that thinking.

The Black Widows are excellent breaking and entering operatives, unmatched in our survey. A completely female centron cadre, this latest incarnation has acquired the talents of some of the best cat-burglars, assassins and ninja-types in the prison world. Though this group is big on discipline, it is controlled by a sense of family and unity rather than fear and loathing.

Name: Choir Boys

Rating: #3

Leaders: Col. Kris Hockabout, Sub Lt. Frank 'Beasty Boy' O'Neil

Stats Ratios: SR- 89%, DR-6% KR-85%

Specialties: Urban Assault, Urban Infiltration, Gang Warfare, Cleanse and Burn

Prison: San Quentin Correctional Facility
Access Code: 55-654-5624
Costs per Op: $500,000 Elite
# of Personnel 3 Groups, 56 Elite, 86 Hardened, 94 New

Descriptions: The Choir boys are known for their skill in urban assault and infiltration. They have been used in at least 7 of the last inner city incidents in the United States. They have a very low turnover rate despite the type of operations due to fine leadership on the parts of Hockabout and O'Neil. They favor younger members and less discipline than most, but it does not seem to affect their performance.

Name: The Nightshift

Rating: #4

Leaders: Col. Thadeus Hause, Lt. William Davis, Lt. Blake Johnson

Stat Ratios: SR- 88%, DR-7% KR-13%

Specialties: Urban Stealth and Recovery Ops, Security Break-ins, Low Casualty Runs

Prison: Silicon Valley Correctional Facility
Access Code: 41-532-7854
Costs per Op: $850,000 Elite, $550,000 Hardened
# of Personnel 2 Groups, 54 Elite, 78 Hardened

Descriptions: The Nightshift specialty is "bringing 'em back alive". They have the lowest target kill rate in the IPC community. They attribute their success to smart weapons and innovative targeting software, which allows them to take down the enemy without killing. They are also masters of exotic weapons and techniques for rending their opposition helpless.

Name: Phantasm

Rating: #5

Leaders: Col. Keven De'Antonio, MD

Stat Ratios SR- 86%, DR-48%, KR-92%

Specialties Nilhist Combat Runs

Prison: Makra Asylum
Access Code: 78-998-09887
Costs per Op: $350,000
# of Personnel 1 Group 75 'Elite'

Description: This group of Nilhist/madmen only does one kind of operation, death runs. They don't worry about coming back, and boast the highest kill rate of any IPC unit. Their asylum is rapidly filling and they do not suffer from a dearth of willing, partially lobotomized madmen. Colonel De'Antonio leads this operation and usually commands from a remote location for his own safety. This group boast a high kill ratio and if they've been set on your tail, watch out, their attrition rate will definitely be less than yours. Logistically they only send out small squad sized units because they are easier to control.

Subordinate and Alternate Character Classes
Looking at new ways of character generation

Subordinate Skill Packages
Remember, you are not required to take all the skills in these subordinate packages, but if five of the seven skills are taken you can claim kinship with all others with that package, even if you no longer perform that occupation. Other skills may aid you to tailor your character to your specs, please feel free to substitute them. These packages are just to aid in character creation. It will also help in make NPCs more substantial. We placed these Subordinate skill packages in the side columns to make it easier to photocopy and to find them all. (You could paste these in the unfilled columns of your 2020 manual).

A. Wilderness Scout
1. Wilderness Survial
2. Shadow/Track
3. Archery
4. Stealth
5. Endurance
6. First Aid
7. Zoology or Botany

This package is used to indicate a background that could have spent a great deal of time in the few remaining wilderness areas on Earth. It would add nicely to a nomad or bounty hunter solo who has had to track his prey out of the city. It could also indicate someone who has been raised away from technological surroundings like a hermit or other recluse.

B. Drug Designer
1. Chemistry
2. Pharmacuticals
3. Library Search
4. Botany
5. Education/Gen Knowledge
6. Resist Drugs
7. Basic Tech

This package is designed primarily for a Med tech but it is possible that a Fixer or Techie might also be skilled in this field. This pack-

H ave you ever noticed during the character creation phase of Cyberpunk design, the creation moves right along until you get to the pickup skills. Then you bog down in the mush of deciding what skills to pick; if your GM is worth his salt, he wants you to pick skills that have something to do with one another. That where these skill packages come in.

Subordinate Skill Packages
These packages can be used in place of pickup skills to round out a character. Remember that pickup skills are your REF + INT score values. Note that Subordinate Skill Packages replaces getting pickup skills. You are not required to take all the skills in a SubPack but all the skills in the package are complementary, so the more of them you take, the better they work. No skill in a SubPack should be higher than +4.

Example:
Toby Ruben is a Media. We assume he went to college for four years, joined the military as an Elite officer for four years then and spent another two as an intern for INTERCON (a local media group) after his discharge. His training in college and his media internship would constitute his primary skill package. His primary Media package looks like this:

Toby Ruben, Media: INTERCON, San Francisco

INT	8	REF	7	TECH	6
COOL	8	ATTR	7	LUCK	8
MA	6	BODY	6	EMP	9/7

Skill Profile - Basic Media Package
Credibiltiy +5, Awareness/Notice +5, Human Perception +5, Streetwise +4, Interview +4, Composition +4, Education +4, Persuasion +3, Social +3, Photo and Film +3
Total 40 Points

Subordinate Skill Package
Elite Military Training(15 points - INT+REF)
SMG +3, Martial Arts+3, Stealth+2, Wilderness Survival +2, Pilot: Rotorwing +2, Language: Korean +2, Resist Torture +1.

Since Ruben has taken all seven skills from the package he has the distinction of having served as a member of an Elite Military force somewhere and has knowledge about them, perhaps even ties to them that may exist even though he is no longer an active member. Note that his new skills do not total more

Name:	X-Conmen
Rating:	#9
Leaders:	Col. Maximillion Loard
Stat Ratios	SR- 78%, DR-10%, KR-86%
Specialties:	Urban Infiltration and Assault
Prison:	Attica NY Penal Institute
Access Code:	78-6545214
Costs per Op:	$250,000 Elite, $185,000
# of Personnel	47 Elite, 85 Hardened

Description:
'Lean, mean, city destroying machines', was the description used by the Wall Street Journal in their report on the X-Conmen. We feel the report to be a little biased. In our study, we found the X-Conmen to be highly competent, albeit a little destructive, in their operations. So our recommendation is a simple one: don't send them to get anything you don't want broken. These gentlemen, however, are excellent for getting rid of pesty 200 member booster gangs, and nasty nomad packs that have invaded private property. As long as you don't want any of the invaders for questioning. That little flaw aside, you can't fault their track record or doubt their desire to get the job done. Exuberant, exciting and curiously enough, many of their member are not even prisoners anymore. These are just normal guys who happen to love their work.

Name:	Brand-X
Rating:	#10
Leaders:	Col. Matt Decker
Statistic Ratios	SR- 78%, DR-10%, KR-45%
Specializations:	Urban Assault, Jungle Warfare, Recovery Operations
Prison:	Riker's Island, NYC Correctional Facility
Access Code:	21-254-6523
Costs per Op:	$200,000 Elite, 150,000 Hardened, $50,000 New
# of Personnel	2 groups 35 Elite, 79 Hardened, 95 New

Description:
Brand X incorporates a wide variety of operation techniques, covering everything from C-SWAT to Jungle Warfare. In a sense, spreading themselves a little thin to truly advance beyond this spot at number 10 in our list. Col Decker is a very competent, young commander, receiving his training after serving part of his term under the infamous Butch Schaffer of the Predators. (q.v.) Formerly called the Brutes, Brand X received its name because of its wide variation of operations it is assigned.
This group of IPC members is still one of the best and they are anything but generic. And no, they don't wear yellow uniforms.

And there you have the best inmates for hire and which ones we recommend. Be here next month when we get the dirt on those powerful media corps who use subliminal advertising in their news reports. Until then, look closely at everything, and remember Sturgeon's Law which states "90% of everything is trash." We at *Corporate Reports* tune in on that top ten percent.

Glossary of Terms
Elite: This is the primary centron, from which troops are chosen for most operations. They are the best that prison has to offer.
Hardened: These are blooded veterans who have seen battle but are still a little unruly or unorganized, These are still reasonably fine fighters.
New: Usually unblooded but eager to learn. They are not usually commissioned until the demise of the primary team. When first used the value listed is the best price offered.
Telenet Access: A means of directing calls anonymously to get the services and arrange meetings with the IPC leaders.
Cost per Operations: These costs assume that the group will have access to information required, equipment, and transportation to and from the scene of the operation.

Subordinate and Alternate Character Classes
Looking at new ways of character generation

Subordinate Skill Packages

Remember, you are not required to take all the skills in these subordinate packages, but if five of the seven skills are taken you can claim kinship with all others with that package, even if you no longer perform that occupation. Other skills may aid you to tailor your character to your specs, please feel free to substitute them. These packages are just to aid in character creation. It will also help in make NPCs more substantial. We placed these Subordinate skill packages in the side columns to make it easier to photocopy and to find them all. (You could paste these in the unfilled columns of your 2020 manual).

A. Wilderness Scout
1. Wilderness Survial
2. Shadow/Track
3. Archery
4. Stealth
5. Endurance
6. First Aid
7. Zoology or Botany

This package is used to indicate a background that could have spent a great deal of time in the few remaining wilderness areas on Earth. It would add nicely to a nomad or bounty hunter solo who has had to track his prey out of the city. It could also indicate someone who has been raised away from technological surroundings like a hermit or other recluse.

B. Drug Designer
1. Chemistry
2. Pharmacuticals
3. Library Search
4. Botany
5. Education/Gen Knowledge
6. Resist Drugs
7. Basic Tech

This package is designed primarily for a Med tech but it is possible that a Fixer or Techie might also be skilled in this field. This pack-

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Have you ever noticed during the character creation phase of Cyberpunk design, the creation moves right along until you get to the pickup skills. Then you bog down in the mush of deciding what skills to pick; if your GM is worth his salt, he wants you to pick skills that have something to do with one another. That where these skill packages come in.

Subordinate Skill Packages

These packages can be used in place of pickup skills to round out a character. Remember that pickup skills are your REF + INT score values. Note that Subordinate Skill Packages replaces getting pickup skills. You are not required to take all the skills in a SubPack but all the skills in the package are complementary, so the more of them you take, the better they work. No skill in a SubPack should be higher than +4.

Example:

Toby Ruben is a Media. We assume he went to college for four years, joined the military as an Elite officer for four years then and spent another two as an intern for INTERCON (a local media group) after his discharge. His training in college and his media internship would constitute his primary skill package. His primary Media package looks like this:

Toby Ruben, Media: INTERCON, San Francisco

INT	8	REF	7	TECH	6
COOL	8	ATTR	7	LUCK	8
MA	6	BODY	6	EMP	9/7

Skill Profile - Basic Media Package
Credibiltiy +5, Awareness/Notice +5, Human Perception +5, Streetwise +4, Interview +4, Composition +4, Education +4, Persuasion +3, Social +3, Photo and Film +3
Total 40 Points

Subordinate Skill Package
Elite Military Training(15 points - INT+REF)
SMG +3, Martial Arts+3, Stealth+2, Wilderness Survival +2, Pilot: Rotorwing +2, Language: Korean +2, Resist Torture +1.

Since Ruben has taken all seven skills from the package he has the distinction of having served as a member of an Elite Military force somewhere and has knowledge about them, perhaps even ties to them that may exist even though he is no longer an active member. Note that his new skills do not total more

than his pickup allowance will give him. Ruben is currently 29 years of age.

He could have opted to spend his points in a more *random* manner than he did. However he has the distinction of having a unified set of skills with a background to explain them as well as a good place to create hooks for the GM.

The need to roll on the Events Table has not been removed. Our alternative is to let them roll once every two years over 25. This assumes that their lives may become more under their control as they get older. (If you don't want to do that, well that's the breaks, let 'em roll every year).

We have tried to list as many subordinate character groups as we could come up with in the side columns. We hope this will inspire you to create a few yourselves.

You may notice that some of the groups will overlap already existing classes, but we do this to allow characters classes that might want to play certain aspects of other groups to do so without sacrificing the primary character type that they have established.

Example: Tech-tick is a local techie in one of the run-down metroplexes of Megacity New York. He repairs the local cyberware and also arranges for deals on materials that couldn't be gotten otherwise. He's a smooth talker and arbitrates disagreements among rival groups. Tech-tick sounds like he could be a fixer if he wasn't a tech. Tech-tick takes the primary Techie package and the Confidence man/Arbitrator package to get the best of both worlds.

Alternative Character Designs
These are other primary skill packages that we have created to vary already existing character classes. Treat these packages just like you would the original one. After some play we felt that characters too tightly based on the single templates offered tended to be very much alike. To inspire more creative roleplaying, we felt it necessary to slightly redesign these classes a little. This also allows us to attempt more accurate portrayals of movie and book personalities. We give brief descriptions after the listings. In future issues we'll be addressing other classes.

The Fixer Alternate Character Design
These fixers are of a different breed that the one in the basic set. They tend to have more specialized interests but entire scenarios can develop around their areas of interests.

Scavenger:
His Motto is: If you've heard of it, I know where to find it. He procures by hook, or crook, desired objects, equipment, or machinery from areas that are not always easily accessable. Examples would be earthquake ruins, bioweapons test zones, demilitarized

age is usually going to augment a medical type who designs drugs or medications. It could also describe a pharmacist or his assistants.

C. Confidence Man/Arbitrator
1. Social
2. Fast Talk
3. Forgery
4. Disguise
5. Seduction or Oratory
6. Pick Pocket or Pick Lock
7. Personal Groom/ Wardrobe

The Confidence Man/Arbitrator SubPack is very diverse because conmen/arbitrators have to be very polished depending on the skills chosen. As a conman, this guy or gal is a smooth talking, slick as snot, conniver of the innocent and the guilty alike. As an arbitrator, he is a cool, calculating, firm but fair dealer of logic and enterprise. A good abitrator is highly prized as a resource manager.

D. Cabbie
1. Expert: Area Knowledge
2. Driving
3. Streetwise
4. Persuasion & Fast Talk
5. Dodge and Escape
6. Handgun
7. Basic Tech

This is supposed to imitate the hardened cabbie who has been around the block, and knows whats going on in the area he frequents for fairs. It makes a great occupational skill package for the shady types like fixers or nomads who settle for a while, or rockers who haven't made the grade, yet.

E. Elite Military
1. Pistol or SMG or Rifle
2. Martial Arts
3. Language
4. Resist Torture
5. Wilderness survival
6. Vehicle (var)
7. Stealth

This represents someone who has spent some time with an elite special forces team . Of course this isn't as comprehensive as it could be but that's life. Read this as Airborn Rangers, Navy Seals, Green Berets, you get the idea.

Training being what it is different, ent skills could be substituted depending on the area of expertise. (GM's, do a little research).

F. Martial Artist
1. Athletics
2. Stealth
3. Martial Arts
4. Melee Weapons
5. Strength Feat
6. Endurance
7. Dodge & Escape

This is a package that prepares someone for the rigorous life of a martial artist. It is a good package for almost any non-fighting class like a med-tech, media or rocker who wants to pack a little surprise punch.

G. Yakuza
1. Athletics
2. Stealth
3. Martial Arts
4. Expert: Business Admin
5. Resist Torture
6. Shadow/Track
7. Social

Most members of this criminal underground will want at least five of the skills listed here to really be on the good side (if they have one) of the Yakuza. This package reflects the more physical nature of the Yakuza, not necessarily all of their sterling mental qualities or skills. Matching this subpack with the Fixer or Fixer varients, Techie, or Corporate packages would be most advisable.

H. Thief
1. Pick Lock or Pockets
2. Forgery
3. Streetwise
4. Human Perception
5. Athletics
6. Hide/Evade
7. Stealth

This is more of the common variety of thief which most unemployed city dwellers and gang members become. That's not to say that it can't be a proud profession in an of itself and skilled thieves are always in demand in some cities.

areas of large sprawls, government held lands, etc. Staffing for this person may vary, depending on where or what is his primary service is.

Scavenger			
1.	*Streetdeal*	6.	Handgun
2.	Awareness/Notice	7.	Stealth
3.	Basic Tech	8.	Strength Feat
4.	First Aid	9.	Endurance
5.	Human Perception	10.	Expert: Area Knowledge

Pimp/Pusher
This is a saleman of various goods and services, from easy to find low class drugs, to prostitution and petty crime. This is the person who catches most of the business from small inner city organizations; usually but not always a one man operation. Staffing is light depending on what is being sold. This is the low end of the fixer spectrum.

Pimp/Pusher			
1.	*Streetdeal*	6.	Handgun
2.	Awareness/Notice	7.	SMG
3.	Intimidate	8.	Seduction
4.	Persuasion	9.	Driving
5.	Wardrobe & Style	10.	Chemistry

Broker
This man sells the services of others, he finds his clients human resources that make his goals, their goals; for pay, of course. Since the selling of services means an extensive network, this person usually has many people on the payroll.

Broker			
1.	*Streetdeal*	6.	Stock Market
2.	Awareness/Notice	7.	Library Search
3.	Accounting	8.	Dodge and Escape
4.	Human Perception	9.	Expert: Variable
5.	Education	10.	Handgun

Racketeer
These fixers sell protection. Nice commodity that protection; racketeers are selling something you may not even need, until **they** get into your neighborhood. They may however, really be selling protection from the local gangs, laundering money, large scale drug involvement, making hits on undesirables and similar activities. Staffing starts small and works it's way up. Large racketeering organizations can exist where the government is corrupt or very weak.

Racketeer			
1.	*Streetdeal*	6.	Interrogate
2.	Awareness/Notice	7.	SMG
3.	Brawling	8.	Disguise
4.	Language	9.	Electronic Security
5.	Strength Feat	10.	Intimidation

Black Marketeer
These guys tend to make their money selling things that cannot be gotten, legally or locally. Running a black market ring is probably the most dangerous of these fixer organizations. It can also be one of the most lucrative, given time and luck. Black Marketeers tend to staff light and rotate often, to confuse the local government and police agencies. These are nervous fellows, they tend to shoot first and ask for ID later.

Black Marketeer			
1.	*Streetdeal*	6.	Social
2.	Accounting	7.	Pilot or driving
3.	Language	8.	SMG
4.	Expert: Trader	9.	Resist Torture
5.	Persuasion	10.	Forgery

Next Time. We will cover alternatives to the Solo, Media, Rocker, Nomad and Techie. Ω

Other Subordinate Character Classes

I. Catburgler
1. Electronic Security
2. Pick Lock or Pockets
3. Human Perception
4. Social
5. Wardrobe or Personal
6. Stealth
7. Library Search

A more sophisticated thief, specializing in high security, high risk and high reward crime. This thief steals for the thrill of it. He may also do it to match wits with the police or other agencies. A good cat burglar is a commodity. A great catburgler writes his own ticket.

J. Corporate Operative
1. Resist Torture and Drugs
2. Interrogation
3. Human Perception
4. Expert: Corporate Admin or Law
5. Library Search
6. Electronic Security
7. Pick Lock

Combined with a primary skill package, this is any good agent of a corporation or government. Combined with a Solo package these agents become employees to which only special work could be assigned. You know, *special* work.

K. Ex-Cybersoldier
1. Rifle, Handgun, or Heavy Weapons
2. Driving or Pilot
3. Basic Tech
4. Endurance
5. Weaponsmith
6. Operate heavy machinery

This package could be merged with almost any other package to represent a military past. This package does assume that the person did not make a career out of the military. Military Media correspondants (Media), any military veteran (Solo), consultants or advisors (Corporate) to the military could make use of this package.

L. Bodyguard
1. Personal G or Wardrobe
2. Handgun or SMG
3. Social
4. Human Perception
5. Intimidate
6. Electronic Security
7. Disguise

This person is someone who is not necessarily a Solo but has been trained in the fine art of personal security. Solos happen to make better bodyguards and constitute the bulk of them, but anyone can learn the trade. Private investigators might make use of this package.

M. Bounty Hunter
1. Expert: Exotic Weapons
2. Basic Tech
3. Library Search
4. Shadow/Track
5. Disguise
6. Streetwise
7. Wilderness Survial

This is a person who has the training to seek out and find people with a price on their head. This SubPack tends to fall to the more violent of the character classes like, Cops, Solos, or Fixers. This doesn't mean that others couldn't pursue the trade, they would just have to be more careful. As an example, a tech could be the type to hunt for people by their computer traces and then set traps for them.

N. Private Investigator
1. Streetwise or Research
2. Persuasion & Fast Talk
3. Intimidate
4. Expert: Police Procedure
5. Shadow/Track
6. Dodge and Escape
7. Disguise

This package tends to just round out the Basic Solo skill package but inventive players will find other classes that can make use of it. It could also be the core of a primary PI package. Ω

UPLINKS

Dear INTERFACE Crew,

Just wanted to write to you and let you know what a great job you did on the premier issue of INTERFACE. I especially appreciated all of the new information on police in the Cyberpunk world. Until I read that article, I was choking on dealing with my players who have Cop characters, and trying to figure out what to tell them about the police department ("Well ... um ... remember 'Robocop'?"). I also enjoyed the articles on the IPC and the new Lifepath options, as well as the new boostergang and corporation. It was just what I needed to better my campaign, so thanks again!

Now then, on to the other items. As I recall, you claimed to be accepting art and articles from your readers (Yes, here it is ... right on page 43). Well, I'm interested. Please, if you would be so kind, send me your contribution guidelines so that I may submit some work. I realize that there won't be any kind of monetary retribution, but I don't care about that. I simply hope that my material will be qualified enough for printing, and if it is so approved, I hope that my fellow enthusiasts across the globe will benefit from it. Isn't that humanitarian of me?

Seriously, though, I do hope that you will find my input of some use, and I will eagerly await those guidelines so that I can begin writing what I have into your format. Keep up the great work on the magazine, and consider, if you will, the possibility of offering subscriptions.

Looking forward to the next issue.

P.S. About that Robo-hound ... I happened to have a friend whose Techie character invented a killer robotic hound with big gnashy teeth, much like your version, and he inadvertently sold it to the Militech Corporation about a year before the premier issue of INTERFACE or the Cyberpunk 2020 game came out on the market. However, he never actually managed to get his name on the project, as it turned out, and his prototype was smashed to little pieces in an accident involving a boostergang and a fourth-story window. Could there be a connection here? Corporate bureaucracy, perhaps? You decide ...

Devin Parker
Crestline, CA

We're glad that our first issue could be so useful to you. YOU are the audience we want to hear benefitting from our work. See **Chipping In** *in this issue for submission policies and contribution guidelines.*

As for that robohound prototype, well, what are boosters for?

I enjoyed issue #1 of INTERFACE. I think it will be a real resource to Cyberpunk players. However, I only heard about it by chance and them had some difficulty obtaining a copy. There is only one local gaming store and neither they not their distributor had heard of INTERFACE. I finally had to order it from a mail order place in New Mexico whose minimum order comes to $18.50. So, here are some concerns I have about about obtaining future issues:

1. What is your future publication schedule; quarterly, bimonthly, monthly, whenever?

2. Have you considered subscription or direct mail sales?

3. If #2 above is no, how about at least a

mailing list to let us know when issues are available?

4. Do you have any promotional material you could send to my local gaming store to encourage it to carry your product? Their address is: Dragon's Keep, 131 North University, Provo, Utah 84601.

Thanks and keep up the good work.

Greg Larson
Springville, Utah

Enjoyed. Hmm, simple praise, but I like it. Your local store owner never heard of INTERFACE. This guy is out of touch. I'll answer your questions in respective order.

1. Quarterly, we hope.

2. We will sell by direct mail to anyone who can't get access to our fine magazine. Write to R. Talsorian Games (our publisher and distributor). Send them a money order for $5.00 for the continental U.S. and $5.50 for Alaska, Hawaii and outside the continental U.S..

3. April (ha, ha, ho, ho, he, he, yeah right), August, November.

4. We'll see what we can do.

You're welcome. We will.

Dear Prometheus;

I hope you appreciate the Newtech. I would also like a clarification of your submissions policy relating to fiction. Can fiction submitted to you be submitted elsewhere? If you gain all rights to the story, does this allow other writers to use my characters? You may wish to elaborate on these points.

Articles I'd like to see:

1. Cybernetics design, as per the drug and program design in 2020.

2. An alternate experience system. The current one doesn't allow for character expansion within the average Cyberpunk 2020 lifespan.

3. Conversion of weapons from Solo of Fortune and the last INTERFACE to 2020.

What I currently use (is) the short range damage for pistols and the long range damage for rifles. Cybernetics could be likewise converted, especially the "Speeding Bullet," a major omission in my opinion.

4. Mini-modules and supplementary information should be given precedence over Newtech. You may not even want to print Newtech every issue. The problems Car Wars had with new weapons every issue should be obvious enough.

Thanks for your time.

Marc Mielke
Honolulu, Hawaii

Fiction rights, gods man, you have to ask the tough questions, huh? See Chipping In for Right information. We are going to explain some of this right here, though.

Definition time:

*1. To **Commission** a work means we ask you for it or you contact us and we tell you what we want, and then you create something along those lines. This means that we plan on paying you for that work. We will send you a release form and a contract when that is the case. Commission are flat rate work until we get rich, first. We don't have any royalty schedules nor are there likely to be any in the future.*

*2. To **Submit** a work means that you, of your own volition, have written something that you wish to have us review for publication. Submissions may or may not be paid, depending on the quality of the work and the woefully small budget at our disposal. However, any submission will still be given appropriate copyright credits and release forms will still reach you before the next ice age does.*

*3. A **Contribution** is just that, a contribution to the cause. There is no expected monetary gain. This is the format the we prefer simply because the money's just not available. We*

also want to give people with talent a chance to be seen and maybe to be contacted by Greater Powers than ourselves. We are willing to give any reasonably decent piece of work a chance.

As to the stuff that you want to see, let us just say this...

1. Cybernetic Design of such a meticulous and modular nature could be one of our future articles but you could impress and help us out in time for our next issue by writing it for us. Our next issue will spotlight Techies.

2. The Crew at 2020 HQ realizes that. By the written rules in the manual, advancement is all but impossible at the higher levels. But those rules were to reflect lower level characters and to slow the advancement rate to a manageable rate. GM's must realize as players advance they **must** get greater amounts of IP because they will be doing greater things. A firefight on the corner with a bunch of chromers when you're a Solo at +3 is a big deal and worth some IP, but when you're a Solo at +7 or +8, you dust those freaks, reload your gun, adjust your cool, and be on your way, without expecting IP for such a puny effort. You should feel insulted that Chromers don't know your Rep enough to stay out of your way. Refer to the new skills list on page 23.

3. Conversions of weapons, see our especially long errata page this issue. Conversions of hardware and software from earlier times will occur in bits and pieces as time and space permit. Speeding bullets are popular in our campaign too.

4. We know about Car Wars. We won't attempt to create Newtech all the time. We are always looking for new views of the future. You sound like a creative fellow, show us you view of the future. How about Hawaii in 2020? Aloha.

The letter response has been outstanding and we wanted to thank everyone who wrote to us. Now that Interface is being sold in Europe, we want to hear from our mates in the UK and beyond.

Just a note: If you use a Macintosh computer, you could make our work a lot easier if you sent your work on a floppy disk. We will take care of any viruses it might have and it would help get the mag out on time. You would have our everlasting gratitude. Your should still send in a hard copy anyway, after all I can't read ASCII (a computer language), I'm not a computer.

dialogue, drawn out and predictable scenes, and just generally bad timing on the behalf of the director and the actors. Peter Weller's role as ROBOCOP seemed more stilted and stiff than when he played the role in the first film.

The only opportunity for tenderness in this film in regards to Weller's role were snuffed out within the first ten minutes when his wife left the picture.

Having ROBOCOP's memory changed by OCP to make him more tame and less dangerous may have been played for laughs but in the end it comes out as being sad and embarrasing to sit through.

The suit, however, got a new metallic baby-blue wash as opposed to the old gun-metal gray and his gears and hydraulics seemed louder this time. I found these changes no substitute for a good story and direction.

The whole movie was quite disappointing. I had heard about the original Frank Miller script in detail long before production started for this sequel and all I can say is I cannot understand how it could have been turned over for this one. I could tell you what the original story was but I don't want to make you cry.

If you rent ROBOCOP 2, rent ROBOCOP to make you feel like you rented something worth viewing.

Chipping In

Hey Gang, we're back.

If you're reading this, what you have in your hands is the culmination of hours of work, gut wrenching anticipation, brain burning creative sessions and a lot of prayer. We have a lot of people to thank. Too many to mention, but in particular R. Talsorian and Mike Pondsmith for believing that we weren't a bunch of flakes (okay so maybe he didn't believe that) but he stuck his neck out for us, anyway. In this issue we talked mostly about the creative factors that go into making a game work better. We hope the hooks that we left at the ends of the profiles will help in scenario plotting and we plan to create a few small scenarios in future issues.

You may notice that so far we tend to focus on one particular class each issue. The classes that we have focused on so far have received little coverage in the Cyberpunk publications, so we will continue to supplement those classes, including a few we might make up on our own. Issue three is going to have things in it about techies and netrunners as well as a little about medias and what to use them for in an adventure (no, they are not ashtrays).

We have been getting alot of questions on how to submit, contribute or commission work. I hope the answer that follows will be sufficient.

Submission Polices (See letter column as well for amplifying information)

Okay, here it goes. If we commission **you** for a piece of fiction, then the characters that you create will belong to us, as your publisher, for a period of two years. You could continue to write about those characters, but if anyone else wanted to, they would have to talk to us, and we to you, about it. After that period of two years, the written rights to the story would revert back to you, so that you could attempt to sell it again to someone else.

We retain the reprint rights to that piece of work because we may need to print the article in whole or in part in later compilations.

If you **submit** a piece of fiction and we print it, we will give you credit and place a copyright symbol with it and your name. You could still not attempt to sell it for a year, but after that you could do with it as you please as long as you cite us as the first publisher. Others would be free to create stories around the characters as long as they ask permission from us first to publish them elsewhere. We would prefer that you ask us to publish it first, of course.

Contributions belong to us, though we will give the writer credit and advance any requests for further work to them.

Format: Send us your work, typed, double spaced, with a one inch margin on both sides. This makes it easy to read and correct. We would appreciate a floppy disk if you can. Macintosh preferred. If IBM save text file as ASCII text format. If you send a disk you must **still** send a hard copy. Thank you. If you want your disk or copy back, you must send a self addressed stamped envelope. And you foreigners must include a postage coupon. Repeating a previous note: Don't send us your only copy. The mailroom ogres aren't getting any smarter.

All this assumes, of course, we use your work. We like about ninety days to review a piece of work, and if we intend to use it, we will get in touch by phone or mail. If you want to attempt to get a commission (meaning we pay you) you could submit a sample of your work and wait to hear from us (I hear that ice approaching). We're already late getting this issue out of here, so we're gonna sign off and get this out the door. We're out of here.

The Guys in the Back Room.

Errata

BMAC
page 2, Interface 1 - *insufficient data*
Black Market Availabilty and Cost.
This is a measure of how available a particular piece of equipment or item/substance is out on the black market. There is usually a modifier that increases the standard cost indicating it's difficulty in finding it. Example: the BMAC of Hype is (x3- x7) which means since its legal cost is $50 a hit, on the black market you can expect to pay anywhere from $150-$350 a hit for it. And the higher the BMAC the harder it is to find. GM's can add BMAC modifier to the difficulty roll.

New Cyberware: BigRipp
page 2, Interface 1 - *2020 Update*
BigRipps do 2D6+Strength of the cyberarm. Since it uses monoblade tech it is considered armor piercing vs all armor types.

Infohelm - Microgun (.41 caliber)
page 24, Interface 1 - *missing range*
Because of the unstable helmet and shorter barrel, this gun has a range of 40 meters max.

Robo-hounds- Shepard Body
page 25, Interface 1, - *misprint*
The correct number of internal spaces should be 2 and the maximum should be 3.

Robo-hounds- Micro-rocket launcher
page 26, Interface 1, - *insufficient data*
The range of this device should be listed as 50 meters.

Robo-hounds- Minigun
page 26, Interface 1, - *insufficient data*
The range of this device should be listed as 120 meters because of the short barrel for the gun.

Robo-hounds- Mini-laser
page 26, Interface 1, - *insufficient data*
The range of this device should be listed as 40 meters.

Robo-hounds- Bite Damage
page 25, Interface 1, - *insufficient data*
No normal bite damage is listed for robo-hounds. Their normal damage is 1D6+3.

New Programs- Disguise
page 28, Interface 1, - *2020 Update*
MU = 1 point per point of strength of the program

New Programs - Black Mask
page 28, Interface 1, - *2020 Update*
MU = 4 points

New Programs - Looking Glass
page 28, Interface 1, - *2020 Update*
MU = 2 pts per point of strength

New Weapon Specs - All
page 29, Interface 1, - *2020 Update*

.454	4D6+3	.577	5D6
.41/9mm	2D6+3	7.5/7.62	6D6+3

Solid slugs for shotguns do not get the usually shotgun bonus. They get the normal bonuses of automatic weapons, however.

9mm (HP) - 2D6+3 w/ 1/2 damage vs armor but 1.5 tissue damage after penetration

Light gauss pellet - 10 mm projectile
Heavy gauss pellet - 25 mm projectile

Law XCL hvy -1 L P 30mm rocket 3 1 ST
$600 Essentially a gyrojet rifle. The ammo does 5D6 explosion with a 2 meters radius.

Special Profile - Noir
page 34, Interface 1, - *2020 Update*
His martial art is **Karate**.

Lawtech - Skintight™ Body armor
page 39, Interface 1, - *2020 Update*
This body armor will reduce damage from any attacks one third **after** all other armor is applied. It is resistant to armor piercing attacks. It's new cost is now $1500 and its BMAC is only x2.
Example:
Rex is wearing his Skin tight under his Ballistic mesh (15SP) while on patrol. He is snuck up on by a small group of Batman Posers. They attack with their electro-clubs and he is hit for 5D6 in one attack. The poser rolls a 24. The ballistic mesh absorbs 15 leaving 9 pips remaining. The skintight will absorb a third (rounded up) of that or another 3 pips. This armor works best supplementing other body armors. Its major advantage is, it is light, extremely concealable, and comfortable. You can wear it anywhere without suspicion. It also beats not having any armor at all. If Rex had not been wearing his Ballistic mesh, the Skintight would have absorbed 8 points of the attack. Because it is nature it is highly damage-resistant, and it is still as effective against armor-piercing attacks.

This guy has a *Problem*. And it isn't his breath.
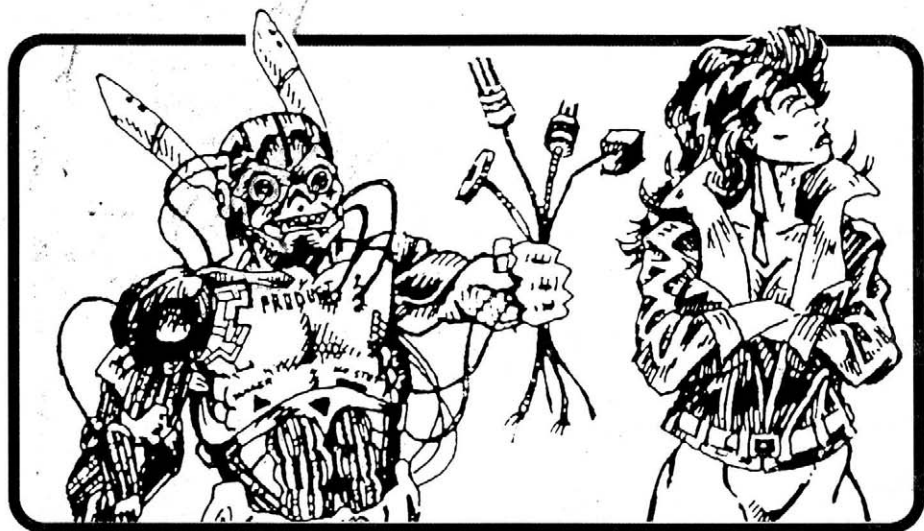
He's just one of the Fun People you'll meet in this issue of INTERFACE: The Magazine for the Cyberpunk® Enthusiast. And while you're on our block, stop in and visit some other urban notables like <u>Larry Muir, Cyberspace Surgeon</u>, <u>Doc Roubichek the Immortal Nazi hunter</u>, and the <u>Spider Lady</u>, rogue experimenter and feared Night City nut-case.

ALSO IN THIS ISSUE:
- **NEW TIPS ON GAMEMASTERING HUMANITY LOSS**
- **RIPPERDOCS—WHO THEY ARE AND HOW TO FIND ONE**
- **WHAT'S IN YOUR POCKETS—MORE CHARACTER BACKGROUND STUFF**
- **SKATEBOARDING— A NEW SKILL FOR THE STREET**
- **ALTERNATE CHARACTER ROLES**

PLUS: NEW CYBER REVIEWS, CYBERWEAR AND LOTS OF NEWTECH FOR THE MAXIMALLY CYBERED.

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