

HOLIDAY TIME ON THE FARM

a free adventure for CyberGenerations from Firestorm Ink

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Visit, join the forums, give feedback, give your opinion. Whatever, just check it out.

This is the first mini-adventure free for download from the Cybergeneration website cybergeneration.firestorm-ink.com. While these little adventures do nothing to really “advance” the story of CyberGen, we feel that you can use them to get a feeling for the wide variety of setting available to GM's in CyberGen.

For example, in this adventure we've decided to give you an example of a family gathering. Make it Christmas, Thanksgiving, Hanukkah (with or without the C), Eid, whatever holiday you want, just make it a time when the family gets together. Heck, you can even make it a family Sunday dinner, the kind that a lot of kids dread because there's gonna be that annoying cousin who always spits when he talks there, or that annoying uncle who can only tell you about the good old days.

Inside we've given you a map, some parents to give to your characters, grandpa, and good old Great Uncle Shred. I guess you could call this a look into the family life of one of our reoccurring characters. Or not, this isn't really something that relies heavily on continuity.

So relax, have fun, and see CyberGen from a slightly different angle.

Sincerely,

Jonathan
Firestorm Ink

STEP 1:

The Characters

First things first you're going to need to know who's going to be there, besides the PC's. Here's the names, stats and descriptions of the characters in the house.

1 - Grandpa

INT	7	REF	8	COOL	10
TECH	7	MOVE	7	LUCK	9
BODY	11	EMP	8	ATT	5

FAMILY	8
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Awareness/Notice	6
Basic Tech	8
Driving	9
Heavy Weapons	6
Interaction	5
Piloting	8
Ranged Weapons	7
Stealth	8
Streetwise	8
Survival/Tracking	8
Teaching	7

Interface Plugs & Nodes
Cyberaudio
Cyberoptics
Nanosurgeons/Enhanced Antibodies
Advanced Muscle and Bone Lace

Grandpa is an old nomad whose extended family was wiped out by the ISA in the early 2026's. The only group of people who survived were his brother, who had left the family farm to be a Med-Techie, and his kids (number depends on the number of PC's you have in your game).

Because of this, he likes having his family over as much as possible. So, no matter where the

children are, Grandpa always manages to get them all together for the big holidays, and most of them for weekend dinners.

He looks like older than his 60 years, but his voice is still deep and strong. He takes nothing from no one, including his brother Shred.

2 - Great Uncle Shred

INT	9	REF	10	COOL	7
TECH	10	MOVE	10	LUCK	5
BODY	15	EMP	3	ATT	5

EXPERIENCE	6
MEDICAL-TECH	9

Awareness/Notice	7
Drive	5
Hand to Hand	5
Interaction	4
Pilot	5
Physical Prowess	4
Ranged Weapons	9
Resist Interrogation	5
Streetwise	5
Leadership	6
Education and General Knowledge	6
Milspec Tech	4
Melee	5
Heavy Weapons	6
Basic Tech	6
Stealth	3

Cyberaudio
Cyberoptics
Advanced Muscle and Bone lace
Cyberarm
Linear Frame (Omega)
Kerenzikov Boosterware
Smartgun Link
Cyberlegs

Great Uncle Shred.

What can we say about Great Uncle Shred.

A lot, actually.

He's a hardened veteran from the 2nd Central American Conflict, as well as an old trauma team medic let go after the violence in the Combat Zone dropped. He was given a severance package and told to enjoy the greener pastures of retirement. While only 45, and filled with chrome, he had few options available to him. Not personable enough for a private practice, and too full of chrome to be hired at a regular hospital, he went back to live with his older brother.

Shred himself is a rather gruff and bigoted individual. While you could call him an equal opportunity bigot and racist, he just hates everyone. It's one of the products of skirting the edge of Cyberpsychosis.

An example of a bit of dialogue between Great Uncle Shred and one of his nephews.

Shred: Come here you whitey blue eyed devil, give your Great Uncle Shred a hug.

Nephew: Um, Uncle Shred. You're white too.

Shred: No I'm not. I'm frackin' metal. Now give me a hug before I hit you with the left hand, it hurts more.

He's mean, aggressive, and always smoking some sort of cigar. He's also a lot of fun to play, so enjoy unleashing Great Uncle Shred on your unsuspecting PC's.

3. Aunt Vivian

INT	7	REF	8	COOL	10
TECH	6	MOVE	8	LUCK	7
BODY	8	EMP	7	ATT	10

EXPERIENCE	4
COMBAT SENSE	6

Awareness/Notice	8
Basic Tech	4
Driving	4
Hand to Hand	5
Interaction	9
Milspec Tech	4
Personal Appearance	7
Ranged Weapons	6
Resist Interrogation	5
Sleight of hand	7
Streetwise	7

Cyberaudio
Cyberoptics
Sandivistan Booster
Scratchers
Nanosurgeons

Aunt Vivian was an old solo who used to live not just by the speed of her gun, but by her ability to seduce and take advantage of her opponents. Because of her style of work, she wasn't well known among solos, but that doesn't mean she was a bad solo. She was merely a quiet one.

That didn't stop her for falling for someone, hard one day. The target she was supposed to assassinate had a body guard who swept her away while she was trying to seduce him to get close to the target. Her mission failed, but the two love birds fled the scene.

Her paramour was eventually killed by a stray bullet in the middle of a gang war.

Aunt Vivian's is quite calm and collected, but that doesn't mean she takes anything from anyone. That trait she picked up from Grandpa. She's also the youngest of her siblings, at age 35.

Recommended yogang to use with her are: Goths, Megas and Gogangers. Why? Because they're combat oriented and for some reason they always seem to have solos as parents. At least, when we play. ^_ ^

4. Uncle John

INT	10	REF	5	COOL	4
TECH	10	MOVE	8	LUCK	10
BODY	5	EMP	8	ATT	5

EXPERIENCE	4
JURY RIG	4

Aero Tech	6
Basic Tech	8
Driving	7
Education and General Knowledge	5
Electronic/Cyber Tech	5
Heavy Weapons	5
ID Tech	4
Milspec Tech	6
Piloting	7
Ranged Weapons	4
Security Tech	6
Stealth	5

John is a diminutive man who many, including many family members, believe got his wife drunk before they married just so she would go through with it. While that's a bald face lie, Uncle John is too timid to actually do anything about it. He spooks easily, and tends to talk quietly and stutters frequently.

However, he is the family technician. He can fix anything from vehicles, to cyberware, to guns. While not the best modifier, he can keep

everything up and running. He was also the family driver when anyone needed it.

Recommended Yogang to use with him are: Tinkertots, FaceDancers, or Vidiots. Either they're just like Dad or just like Mom, and as kids embarrassed of dear old Dad.

5. Aunt Didi

INT	10	REF	8	COOL	8
TECH	7	MOVE	7	LUCK	5
BODY	6	EMP	8	ATT	8

EXPERIENCE	6
SPOTLIGHT	6

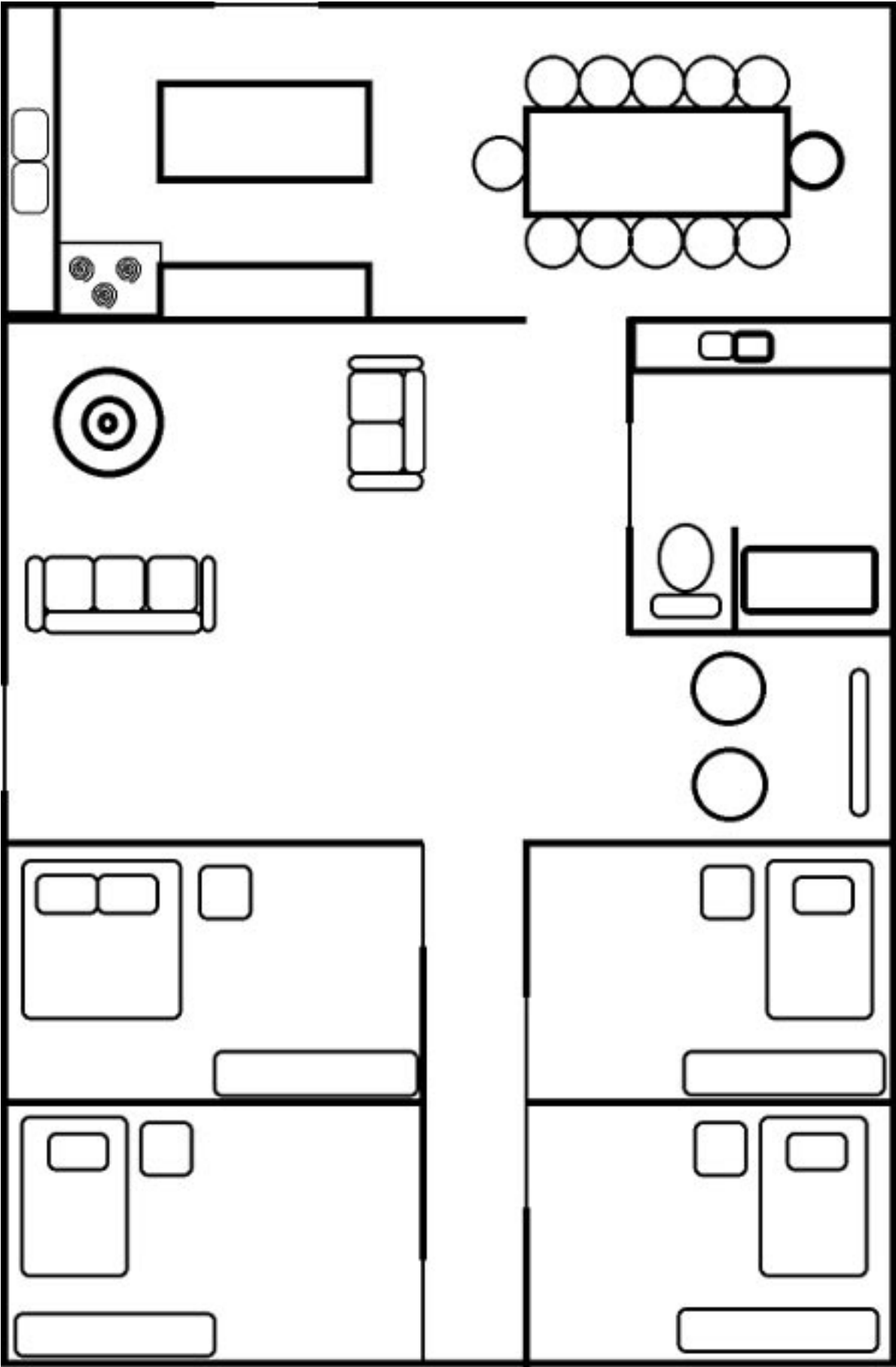
Awareness/Notice	7
Expert: Night City Gangs	9
Information Systems	6
Interaction	8
Personal Appearance	5
Ranged Weapons	5
Resist Interrogation	6
Stealth	5
Streetwise	7
Teaching	4

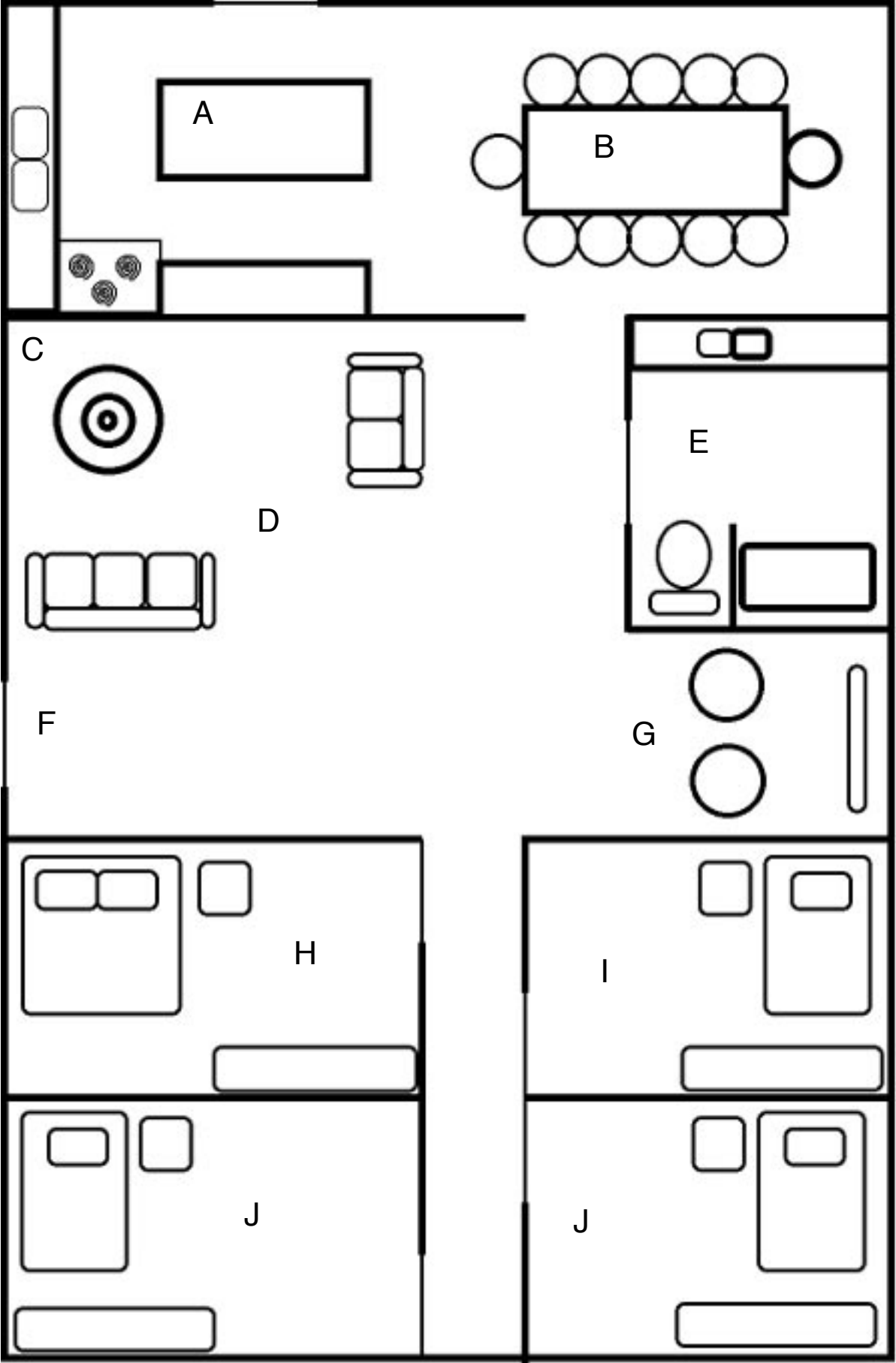
Aunt Didi is a Media who's currently working for a smaller, independent news firm. She's used to be the gang correspondent with Net 54, but with lower gang activity she has been left with little to do. She's currently the news anchor at the new, smaller station.

Didi is a listener. She doesn't come out and say anything right away, instead she listens to everyone speak before she gives her opinion. She'll even pass if someone asks her what she thinks until she feels that she's acquired enough information to make an informed decision. While she appears to be a hard nosed individual she's rather soft on her kid.

Here are some parents. If you need more, make 'em up.

THE XMAP





A. The Kitchen

The Kitchen is the first thing you see when you walk into Grandpa's house. The stove is along the back wall, and there is an island in the middle of the area. This is where Grandpa is chopping up the different veggies that he grows in his back yard.

Grandpa is busy cooking dinner. There's a soy turkey in the oven, a shepherds pie on the stove top keeping warm. A pot of potatoes being boiled, a pot of turnips being boiled, and Grandpa can be making what ever other dish that you want. He's always trying to recruit any of the juves to keep the "gravy" liquid by mixing it rapidly.

B. The Dining Area

The table is set for 12. The seats are all crowded close together and designed for highest possible people output, and minimum comfort. If any of the characters try to hide under the table they'll find a couple of locked boxes underneath the table. They can try to open them but they're quite secure, requiring a V. Difficult (25) Thiefstuff roll or a Difficult (20) Suburban Ninja roll.

Inside one of them is a very heavy rifle, a FN RAL doing DC9 damage. That's where Grandpa sits. The other box is where Great Uncle Shred sits, and there is a rather large looking gun. A V. Difficult (25) Schoolin' check to figure out that it's a Magnus Opus, a pistol that does DC10 damage. Both of these are highly illegal weapons.

Also be aware that both Grandpa and Great Uncle Shred check to see if their weapons are still there. If they are gone, then they're going to start looking for them starting with the juves. Their kids know better not to take their weapons.

C. The Tree

Grandpa keeps a Christmas tree here all year round. During the regular time of the year it's a fake tree, when holiday season time happens he goes out and picks up a real tree and decorates it. If you're doing Christmas there are presents under there, if not then it's just decorated from last Christmas. He leaves it there, because he's lazy but also because he's nostalgic about major holidays.

D. The Living Area

Here is a couch and love seat set around the tree. Nothing special here, other then the fact that they are around the tree.

E. The Bathroom

Nothing special here. Bathtub, toilet, sinks, soap. There are cleaning solutions under the sink.

F. The Front Door

The front door is locked. It leads to the outside. It's a card lock. Getting past it is a V. Difficult (25) ThiefStuff, or a Difficult (20) Suburban Ninja roll. However, bypassing the door lock releases the booby trap. Noticing it requires a V. Difficult (25) Suburban Ninja or a N. Impossible (35) GetAClue roll.

There are two traps. The first one is when the door is broken into from the outside and it's dangerous. It sets off a Fragmentation grenade that does DC6 damage. The second trap is a netgun that fires straight down as soon as the laser trip line is crossed.

G. The V-Trid

In the evenings, when he's alone, Grandpa sits in his chair and watches whatever he feels like on the Trid. The signal is pirated, and there are two chairs because he keeps one open for his deceased wife. Not that Grandpa believes in spirits, he just feels that it's the right thing to do.

H. Grandpa's Room

This is Grandpa's Room. A double bed, always made, a night table with a lamp and an old book. There is a dresser filled with clothes and nothing else. It's a rather Spartan room.

I. Great Uncle Shred's Room

This is the exactly opposite of Grandpa's room. The single bed is a mess, there are beer bottles littering the room, and there's a stack of chrome porn mags on the night table. Great Uncle Shred is staying there because he has nowhere else to go at the moment, and he can stay for free.

Shred also has a stash of weapons underneath his bed. His room is also trapped. Nothing lethal, he knows that his brother frowns on that. Make it an interesting and difficult trap.

J. Spare Rooms

These rooms are rarely in use. They have nothing in them but a bed, a night table and a dresser. If family are spending the night, they get one of those rooms. If many people are spending the night, they get crammed in those rooms.

WHAT HAPPENS NEXT

What we've discovered is that this scenario is a good one just to let your players go and have fun. Have the parents be paranoid about what their kids are going to do.

Here are some examples of what happened the last time we ran this.

- An EcoRaider protested about the tree in the living room and hayduked it to fall, though it fell on Great Uncle Shred.
- Great Uncle Shred tasered the Boardpunk who kept trying to get out and skate.
- The Rad tries to organize all the characters to get them out of the house with outside help.
- The Goth fought all the way in, he literally had to be dragged into the house by his mother.

But what do you do, at the end. Well, there's enough illegal stuff in this house to make any government group attempt a raid.

- Grandpa's been told to get out by Bureloc many times. They could raid the house to get him out.
- There is enough Restricted and Unregistered Cyberware, Illegal hookups, and Illegal weapons in that house to have the DSA and Corp-sec raid the place.
- If any of the characters are evolved then there could be a raid to get the evolved kids.
- Old enemies could show up to get the last bit of the family they had killed off.
- Someone could be coming for Aunt Didi because of an expose.

Having a big battle at the end is a great way to get the juves to see the adults in a different light, and when the juves help out (either in combat or facilitating an escape) it's a way for the parents to get a better understanding of their kids.