



An adventure for Cyberpunk 2020

written by David Gilbert

Introduction

The characters are employed by Biotechnica (or any other company that your characters regularly work for) to obtain vital lost information that was stolen by an unknown party. They must also ensure that the individual does not do such a thing again. Unfortunately if they do not hurry the information will be lost to a rival company.

This adventure is designed for a group of about three to five characters. A corporate helps and a fixer is probably vital but if they are not present then a high streetwise skill might see the team through.. A netrunner or access to a net runner is important as well. The whole thing took my team about two sessions to finish. Feel free to adapt it to your own group. I have rewritten it slightly to make it more accessible to other teams. It is set in the summer but there is no reason why it couldn't be at any other time of year but keep in mind that timekeeping is vital so I would suggest changing the months but not the dates. The text in block capitals is to be read out to the players when they reach that part.

This is not a particularly action orientated adventure it is designed to be slightly more cerebral. Feel free to add more fights in if your players lust for something a bit more violent. You may want to beef up the villains a little as well.

Scene 1 - The Virtual meeting

The characters are contacted by Biotechnica's AI on the 19th of June. It will contact them by phone using a generic, but quite unnerving voice. They will be asked to attend a virtual meeting in a bar in downtown Night city. The bar is an internet cafe affair with trodes at each table allowing the diner/drinkers/junkies to use the internet. The team have been told to go to a private virtual room which has the password "Aegis". Once they are in the virtual room read them the following.

AS YOU PASS THROUGH THE CODEGATE YOU FIND YOURSELF IN A COMFORTABLE MANSION LIKE ROOM. A ROARING LOGFIRE LIGHTS UP THE ANTIQUE FURNITURE AND PAINTINGS. OUTSIDE THE WINDOW YOU SEE A DARK VOID WITH A COMPUTERIZED GRID VANISHING OFF INTO THE DARKNESS BELOW. IT IS PIERCED BY FALLING SNOWFLAKES OF INTRICATE CHAOS PATTERNS. THE SCENE IS QUITE UNNERVING AND YOU FIND YOURSELF WALKING TOWARDS THE FIREPLACE, WELL AWAY FROM THE WINDOW.

YOU CROSS TO THE LOG FIRE AND HOLD YOUR VIRTUAL HANDS UP AGAINST IT. IT CREATES NO WARMTH WHATSOEVER WITH ITS ARTIFICIAL FLAMES. SO MUCH FOR SUPER REALISM! YOU ARE JUST ADMIRING THE LANDSCAPE MOUNTED ABOVE THE MANTEL WHEN A VOICE STARTLES YOU. "THANKYOU FOR JOINING ME, GENTLEMEN. I TRUST I AM NOT KEEPING YOU FROM ANYTHING IMPORTANT."

STANDING IN THE DOORWAY IS THE FIGURE OF A MAN. HE WEARS A DARK RED SMOKING JACKET. HIS FACE IS COVERED IN SHADOWS WHICH FOLLOW HIM AS HE MOVES ABOUT THE ROOM. JUST AS YOU THINK HIS FACE IS COMING INTO THE LIGHT THE SHADOWS DEEPEN. HIS IDENTITY REMAINS A MYSTERY.

"I AM A REPRESENTATIVE OF THE BIOTECHNICA CORPORATION. WE DESIRE YOUR AID IN A DELICATE MATTER. YOUR SKILLS HAVE BEEN CHOSEN AS PERFECT FOR THIS JOB. YOU WILL BE GENEROUSLY REWARDED FOR YOUR SERVICE" THE FIGURE PACES AROUND THE ROOM AS IT SPEAKS TO YOU IN HIS DEEP, CONFIDENT TONE. IT STOPS AND SEEMS TO ADMIRE ONE OF THE BRASS ORNAMENTS ON A DRESSER.

TWO DAYS AGO, ON THE 17TH OF THIS MONTH, OUR COPERNICUS ORBITAL SCIENCE PLATFORMS DATAFORTRESS WAS INFILTRATED BY AN UNKNOWN PARTY. TWO IMPORTANT FILES WERE REMOVED. WE BELIEVE THEY WILL SOON BE SOLD ON THE STREETS OF NIGHT CITY. WE REQUIRE A TEAM LIKE YOURS TO RECOVER THE FILES AND TO MAKE SURE THE THIEF DOES NOT BOTHER US AGAIN.

IF YOU SUCCESSFULLY RECOVER THE INFORMATION WE WILL CREDIT YOUR ACCOUNTS WITH THE SUM OF THREE AND A HALF THOUSAND EURODOLLARS. DISPOSING OF THE OPERATIVE WILL BENEFIT YOU WITH ANOTHER ONE AND A HALF THOUSAND. DO YOU ACCEPT?"

Forget haggling, the price will remain the same. The price is based on my campaign. I like to keep them poor but feel free to up the money if you are more generous than me. If they accept:

"GOOD. THE INFORMATION YOU ARE LOOKING FOR IS IN TWO PARTS. ONE IS A FILE NAMED 'BERLIN' THE OTHER FILE IS CALLED 'N792B'. IT IS BIOLOGICAL INFORMATION AND TECHNICAL BLUEPRINTS.

THIS INFORMATION IS CONFIDENTIAL AND WE HAVE INSTALLED COUNTERMEASURES TO STOP PRYING EYES LOOKING AT IT WITHOUT GETTING HURT. YOU ARE ADVISED TO VIEW THE FILE NAMES ONLY.

THE ONLY CLUE THAT WE HAVE SO FAR IS THAT SOMEONE IN NIGHT CITY IS SELLING BIOLOGICAL INFORMATION. THAT IS PROBABLY THE BEST PLACE TO START. YOU CAN CONTACT ME ON THIS NUMBER." HE HANDS YOU A SMALL SLIP OF VIRTUAL PAPER WITH A NUMBER ON.

"GOOD LUCK AND WORK FAST. WE DO NOT WANT THE INFORMATION TO GET INTO RIVAL COMPANIES HANDS." HE TURNS AND LEAVES LEAVING YOU WITH THE QUIET CRACKLING OF THE FIRE.

The P.C.s will now have to hit the streets and start to see who is trying to shift this stuff.

What is the Berlin Contingency?

The Berlin Contingency is the name of some research done by Biotechnica (or whatever company you choose to hire the P.C.s) into employee control. It is a specially designed nanite that remains inactive until activated by a remote control, which has a range of 2km. At which point the nanites begin to restrict the disposal of lactic acid from the muscles. This induces an intense case of lactic acidosis. This essentially means that the muscles in the body begin to respire anaerobically which creates large amounts of lactic acid which poisons the blood stream. After the nanites are activated the victim will become ill and all the muscles in their body will begin to ache. Within minutes of that the victim will experience severe cramps in all over their body and the lungs will begin to fill with blood. Ten minutes later they will die a very painful death either from kidney failure or from drowning in their own blood.

The numbered file contains the technical information for the nanites while the Berlin file contains a list of all infected Biotechnica employees and the codes that activate the nanites and the codes that permanently deactivate them.

Scene 2 - The word on the streets

The next logical step is to get out on the streets and start asking questions about biological data being traded on the streets. A successful STREETWISE - 18 or STREETDEAL - 18 test will reveal that two dealers are currently trading biological goods. One is a guy named Bill McKlusky who is actually dealing in body parts unless the P.C.s are specific they will not know this and may follow this lead up.

If they do contact Bill McKlusky he may think they are NCPD or buyers. He will be extremely cautious if he thinks they are cops. Bill is a scruffy streetdealer who has started visiting streetfights and taking the bodies and spare parts before the trauma teams show up. He is keeping them in the freezer storage in an old chinese restaurant. He currently has eight bodies stashed in the freezer waiting to be sold. All the cyberware has been stripped. If he thinks they are cops he may get some guys together to help him add the P.C.s to his collection.

The second lead is a guy named Hamstring who is a slightly more able dealer. He is the one who is really fixing the Berlin deal. Anyone who passes a STREETWISE-18 and a LUCK-16 test knows him and can give him a call. Anyone else will have to talk this guy round. He hangs out at a nightclub called The Catch with his posh gang The Cutters. He will organise any meetings to be there. Anyone passing a SOCIAL-16 will know that The Catch is very fashionable and they will have to dress smart.

Scene 3 - The Catch

THE CATCH IS A FASHIONABLE NEON NIGHTCLUB INBETWEEN DOWNTOWN NIGHT CITY AND THE UPPERCLASS SECTION OF TOWN. IT SITS IN THE MIDDLE DENYING TOTAL ALLEGIANCE TO EITHER SIDE.

OUTSIDE, LIT UP BY ITS GARISH NEON LIGHTS, STANDS A LARGE CROWD OF PEOPLE WAITING FOR ONE OF THE HUGE BOUNCERS TO GESTURE TO THEM TO ENTER. YOU JOIN THE BACK OF THE BUSTLING CROWD, LISTENING TO THE HEAVY BASS KICKING HOLES IN THE WALLS AND WAIT FOR THE SIGNAL TO ENTER.

A successful PERSONAL GROOMING-16 or WARDROBE & STYLE-16 test before they arrive will get them in straight away. If not they will have to make a LUCK-14 test every ten minutes to get in. They had better not be too late for any meeting. The entry fee is 25eb. The Cutters occupy several tables around the upstairs bar.

THE CATCH IS MUCH LARGER INSIDE THAN ONE WOULD FIRST SUSPECT. THE DANCE MUSIC POUNDS AT YOUR EARS AND PEOPLE ALL AROUND YOU SHOUT IN EACHOTHERS FACES JUST TO BE HEARD. THE DANCE FLOOR IS HEAVING WITH SWEATY, GYRATING BODIES. MOST OF THE WOMEN WEAR SHORT TIGHT SKIRTS, AS IS THE FASHION, WHILST THE MEN WEAR THE FRILLS AND RUFFS THAT ARE ALSO THE STYLE IN SOME CIRCLES.

YOU MOVE SLOWLY AROUND THE FLOOR. A LARGE MAN WITH A LIGHT LAYER OF BLUE FUR EYES YOU UP AND WINKS AT YOU, PURSING HIS LIPS. YOU MOVE AWAY QUICKLY AS HE CONTINUES HIS UNHEARD CONVERSATION WITH SOME CHROME-DOMED GUY.

YOU CLIMB THE STAIRS PAST COUNTLESS PEOPLE AND EVENTUALLY MAKE YOUR WAY TO THE UPPER BAR WHERE THE CUTTERS ARE SITTING. THEY TAKE UP HALF A DOZEN TABLES. THEY HAVE BIGGER RUFFS THAN ANYONE ELSE AND THE WOMEN THEY ARE WITH HAVE THE SHORTEST AND TIGHTEST SKIRTS IN THE CLUB.

If the P.C.s have contacted Hamstring beforehand...

HAMSTRING WAVES TO YOU AND GESTURES FOR YOU TO COME OVER. AS YOU MOVE YOUR WAY THROUGH THE CROWD HE SAYS SOMETHING TO THE GANG WHO LAUGH BUT THE SOUND IS DROWNED OUT BY THE LATEST TECHNO/DANCE TRACK FROM NEO-PICASSO, A POPULAR BAND WHO HAVE FEATURED HEAVILY IN THE CHARTS LATELY. "SO WHAT DID YOU WANT TO SEE ME ABOUT?" HE CALLS.

If they have not talked to him...

YOU APPROACH THE TABLES WITH THE GANG EYEING YOU UP SUSPICIOUSLY. AS YOU REACH THEM, ONE OF THEM STANDS UP AND SHOUTS ABOVE THE MUSIC "WHAT THE HELL DO YOU WANT, CHOOMBATTA?"

If the P.C.s know Hamstring he will be fairly open with them. If not they will have to make a PERSUASION & FAST TALK-20 test to get much out of him. Threatening him will rouse the gang and the bouncers if trouble starts.

Hamstring has indeed sold the information. He was contacted by a friend in Denver on the 18th and asked to mediate a deal with a streetdoc in Night city. He took the information to Hing Woo, the streetdoc, and sold it for a good price. He says that he was told to mention the word Berlin to Hing Woo and when he did Woo took the first price he set without bargaining. The netrunner in Denver, Hijacker, said that he received the information on the 17th and was told that it could be sold to a streetdoc called Hing Woo in Night city.

Hamstring and Hijacker are just two links in a chain of people who are dealing in the information. This is to make the information harder to track. Essentially, so the GM knows what is going on, the thief has stolen the information for a rival company, World Genetics, and has sold it to Hijacker who arranged a deal with Hamstring who sold it to Hing Woo who still has put the information in a datafortress on the net. Hing Woo and the thief, a netrunner called Dogtag, are the only two who know who wants the information. Hamstring and Hijacker are just there to confuse things and distance the two.

Unfortunately for all concerned, World Genetics does not want any links at all and is now going to kill all concerned. If the P.C.s want the information then they will have to work fast before all traces are lost.

After this scene they should have two new clues, that the guy in Denver may know where the thief is and that Hing Woo knows where the information is. Hing Woo's clinic is open weekdays in night city. This will probably be the first place they will go to.

Scene 4 - Hing Woo's clinic

Hing Woo is being betrayed by World genetics, who are blackmailing him with some old malpractice cases so that he works with them. There is a World Genetics team who have been ordered to kill everyone involved. Their first stop is to see Hing Woo to torture him and find out who sold him the information. They do this on the evening of the 20th so if the P.C.s have been slack then they will be too late and will have lost the information. When they arrive at his clinic...

"WOO'S INFIRMARY AND CYBER CENTER" READS THE SIGN OUTSIDE THE DILAPIDATED BUILDING. THE WINDOW IS DIRTY AND YOU CAN ONLY JUST SEE THIS MONTHS SPECIAL OFFERS THROUGH THE GRIME. HALF PRICE CYBER ARMS AND A THIRD OFF CORNEA REPLACEMENTS. YOU SUSPECT HALF OF THIS STUFF DOESN'T WORK AND THE REST IS PROBABLY STOLEN BUT YOU HAVE TO ADMIT, IT'S CHEAP!

If the P.C.s are too late...

YOU PUSH THE DOOR OPEN, TAKE IN THE SCENE AND IMMEDIATELY GO FOR YOUR GUNS. RELAX, IT SEEMS YOU'VE MISSED THE ACTION. WHAT APPEARS TO BE WOO LIES DEAD ON THE FLOOR. WHAT YOU ASSUME TO BE HIS HEAD IS SPREAD OVER HIS DESK AND THE FAR WALL OF THE FILTHY SURGERY.

There are no clues as to what exactly happened here as the operatives merely walked in got Hing Woo to confess who sold him the information and walked out. There were no witnesses at all. There are assorted pieces of cyberware about the shop but most if unusable and dirty. The only things of interest are two chips (one for PLAY GUITAR-2 and one for SPANISH-3) and a cyber audio with level damper, amplified hearing and enhanced hearing range. There is a Sternmeyer type 35 with two boxes of ammo in the drawer in the bloodsoaked desk.

If they are too late then they have lost the information and they can only claim the one and a half thousand for getting the thief. Tough luck guys, too slow. Get with the program. The operatives are now interested in Hamstring and Hijacker. They will head to Denver first to get Hijacker and find the thief. Hamstring can wait.

If they get their act together and make it before Woo bites the bullet...

YOU PUSH THE DOOR OPEN AND STEP IN THE CLINIC. A TINY BELL HERALDS YOUR ENTRANCE. A SMALL ORIENTAL MAN LOOKS UP FROM THE MECHANICAL ARM HE IS WORKING ON. HE GESTURES TOWARDS YOU WITH HIS SCREWDRIVER "YOU WA' MECHANICA' ARM? HAFF PRICE!"

Woo will deny anything to do with the deal unless the P.C.s put the pressure on, INTERROGATE- 18 or INTIMIDATE-18. He will then tell everything, he is a coward.

He will tell them that he was asked by World Genetics to buy some information for them. He was told that someone would offer him some information called Berlin and a string of numbers he can not remember. He was told to buy it, whatever the price and put the information in a datafortress in Night city. The datafortress was for a small business called Ampstein Agricultural. The password for the code gate was GREENWICH. Unfortunately the password has been changed to MARMALADE by one of World Genetics without Woo's knowledge. The information is still there and will remain there until the 22nd. The netrunner is fairly lazy and has decided he has better things to do at the moment than act as a message boy carrying some file or other around the net.

Unless Woo is protected the operatives will still kill him on the evening of the 20th. They may still be on the case when the P.C.s are doing their thing. Keep a note of what the operatives are up to at any time.

The P.C.s now know where the information is and they must get a netrunner to get it out. They don't know how long it will be there though so this is probably the thing they will do next. Create a challenging but not deadly datafortress and have your netrunner break into it for the information. Do not be too harsh on them, after all this is meant a small agricultural business. Both the file are there. Neither of them have any protection, that was Biotechnica being careful.

Scene 5 - Things to do in Denver...

Getting a return ticket to Denver costs 160eb. The flight takes just under an hour with another hour or so getting through customs and things. A flight leaves about once every four hours or so. The operatives will be leaving for Denver at about ten in the evening on the 20th. They are not wasting a moment. The P.C.s may well end up on the same plane as them.

Once in Denver they will have to track Hijacker down. He has been living the high life lately with the cash he made on the deal so finding him requires only a STREETWISE-14 test. He is staying in a fairly posh hotel.

If the P.C.s arrive too late...

YOU OPEN THE DOOR TO THE APARTMENT AND LOOK INSIDE. THE ROOM IS DARK AND SMELLS OF PIZZA. THIS MUST BE A NETRUNNERS HOLE. YOU STEP INSIDE AND NOTICE A LIGHT ON IN THE BATHROOM. THROUGH THE PARTIALLY OPEN DOOR YOU CAN SEE A GLISTENING POOL OF DARK BLOOD.

AS YOU PUSH THE DOOR OPEN YOU EXPECT TO SEE THE CORPSE ON THE GROUND. WHAT YOU DON'T EXPECT ARE THE BLOODY RAZOR BLADES THAT HAVE BEEN PUSHED UNDER THE FINGERNAILS OF HIS RIGHT HAND AND A BLOODY STUMP WHERE A CYBERARM SHOULD BE. YOU FEEL YOUR BREAKFAST STIR IN YOUR STOMACH AND STEP OUT OF THE ROOM.

Searching the apartment won't reveal much of interest but examining the log on his cyberdeck will reveal a lot of calls to crystal palace to a person named Dogtag.

If they arrive before the operatives then they will find Hijacker drugged up but happy to tell them anything. He will explain that some guy in orbit called Dogtag contacted him through the net and sold him some info that he claimed could make a lot of money in Night city with some streetdoc named Hing Woo. He got in touch with a dealer he knew, Hamstring, and got him to organise the deal. He says it was real sweet and he made quite a bit off it.

The P.C.s now know that the next, and final link in the chain is in orbit at crystal palace. They only know the name though. Once again, the operatives will be on the same trail and may be ahead of the P.C.s. They have had to go to Los Angeles to catch the next orbital flight to crystal palace. The P.C.s will have to do the same.

Scene 6 - Crystal palace

The next stop is topside. the trip to Crystal palace costs 950eb. The P.C.s may well get in touch with their biotechnica contact and get him to pay for the tickets. He will do this as long as he thinks the P.C.s are making good progress.

It takes eight hours to reach Crystal palace from Los Angeles with flights leaving every afternoon at 2pm. This means that the operatives will take the 2pm flight on the 22nd after a good nights rest in a nearby airport hotel. They will arrive on the station on the evening of the 22nd and will begin searching for Dogtag the next morning. The P.C.s may well find themselves recognizing people from the Denver flight and wondering if they are being followed.

YOU FIND YOURSELF JOINING IN WITH THE OTHER PASSENGERS IN OPEN-MOUTHED WONDER. THE SCENE IS BREATHTAKING. YOU APPROACH THE MASSIVE GLISTENING STRUCTURE VERY SLOWLY. LOOKING BACK AT THE EARTH YOU SEE ASIA PASSING SLOWLY BELOW YOU AS THE SUN BURSTS FROM AROUND THE SIDE OF THE EARTH LIKE A SUPERNOVA. A CARGO CRAFT DRIFTS BY THE SHUTTLE TOWING TONS OF SUPPLIES TO THE STATION.

THE SHIP BEGINS TO SPIN TO MATCH THE SLOW TURN OF THE STATION AND EVENTUALLY THERE IS A CLUNK AND A HISS AS YOU IT CONNECTS WITH THE ENORMOUS SPIKED CYLINDER IN THE MIDDLE OF ONE OF THE TWO FLAT SIDES. THE STEWARDESS ANNOUNCES YOUR ARRIVAL AND ASKS YOU TO FLY ORBITAL AIR AGAIN.

SOON YOU ARE DESCENDING IN THE LIFT TO THE INTERIOR EDGE OF THE CYLINDER. AS THE CENTRIFUGAL FORCE BEGINS TO TAKE EFFECT YOU FIND THE GRAVITY GRADUALLY RETURNING. ONCE AT THE BOTTOM CUSTOMS BEGIN TO SEARCH EVERYONE'S LUGGAGE. THEY ARE EXTREMELY STRICT IN THEIR SEARCH.

No guns are allowed in Crystal palace but they will have been told this before they leave. Finding Dogtag is not that easy. He is lying pretty low but a STREETWISE-20 will eventually track him down to a motel by the docks.

He has been in orbit for a month planning and executing the theft from Biotechnica. He was hired by a corp from World Genetics but has guessed the corp was going to betray him when his fee never came through. He is currently trying to find a way to smuggle himself back to earth.

When the players track him down he will try his best to talk them out of killing him and will even reveal Berlins real purpose. Have any of the P.C.s worked with Biotechnica (or whichever company you have chosen)? If so then they may have been given the Berlin Contingency themselves. Remember that flu shot last winter? Just what did they inject you with? Get the P.C.s paranoid.

They will have to make the choice. Do they want to help him back to earth? He says he can deactivate any of the nanites in the P.C.s bloodstream but only if they take him back to earth. They may decide that the money is worth more and kill him but remember that the operatives will be tracking him down. They will find the hotel on the evening of the 23rd.

Epilogue

If the P.C.s get the information back then they will be paid as promised by Biotechnica. If they kill Dogtag or manage to sneak him away they will get the money for that. If they do let him go then Dogtag will simply disappear into the street and they will not see him again.

That is a slightly modified version of The Berlin Contingency. When we played it the characters got to Hing Woo first but Hijacker was dead when they found him. I changed the operatives from world genetics to some solos that the characters knew. In the end they decided to kill Hamstring. The corp in the group is very loyal to his company, he knows they won't use the codes on him.

I hope you enjoy it and I would be very interested to hear how it goes with your group.

The Berlin contingency

Characters stats

These characters stats are generated using Todd Bradley's NPC generators. They have been changed slightly to adapt to the adventure.
Todd Bradley's NPC generator can be downloaded from Chris Conkles Links page.



Hing woo

Role: Medtechie Sex: Male

Abilities:

Int: 8 Ref: 6 Tech: 6 Cool: 7 Attr: 5 Luck: 8 MA: 2 Body: 4 Emp: 5

Skills:

Med Tech: 10 Diagnose: 5 Education: 10 Basic Tech: 2 Cryotank: 4 Pharmacy: 2 Human Per.: 5 Awareness: 2 Library: 0 Zoology: 0
Credible: 0 Interview: 0 Awareness: 0

Human Per.: 2 Streetwise: 4 Education: 2 Pickup Skills: 8 points

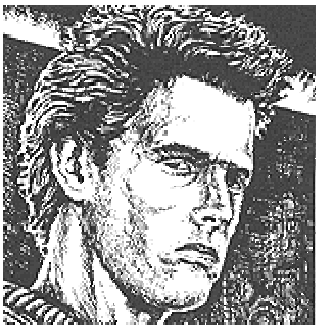
Cyberoptics--Thermograph Other Cyberware

Armor Type: Heavy Leather Weapon Type: Lt. Assault R.

Head:0 Torso:4 R.Arm:4 L.Arm.:4 R.Leg:4 L.Leg:4

Save: 4 BTM: -1

He is a very dubious acquaintance. He is intelligent but does not have a lot of common sense. He may seem a bit eccentric. He has performed many dubious operations and there is no mistake that he knows what he is talking about but he is a bit experimental in his techniques. But he is extremely cheap. If he survives, or someone takes him up on the offer of an arm, he is willing to perform any surgery.



Hamstring

Role: Thug Sex: Male

Abilities:

Int: 6 Ref: 9 Tech: 7 Cool: 8 Attr: 2 Luck: 5 MA: 6 Body: 9 Emp: 6

Skills:

Cbt. Sense: 7 Awareness: 2 Handgun: 5 Brawling: 6 Melee: 4 Athletics: 4 Rifle: 4 Stealth: 4 SMG: 2 Pickup Skills: 17 points

Sandevistan (+3 Init.) Smartgun Link

Armor Type: M. Jacket/F.Pant Weapon Type: Medium Pistol

Head:0 Torso:18 R.Arm:18 L.Arm.:18 R.Leg:20 L.Leg:20

Save: 9 BTM: -3

Hamstring is the son of a corporate manager. He was a bit of a rich kid but turned his back on working for the company because he felt restricted and hated the office environment. He could have waltzed into a great paying job and security but gave it up to join a gang. His bored rich kid background betrays his talent and intellect. He has made quite a name for himself now and is respected by his gang and other streetdealers. He is a smart guy, play him as someone who has their head on their shoulders. He is astute and down to earth. He is not in this lifestyle for the money, he is here for the thrill.

Hamstring's gang

They will not all be carrying guns but using the Basic goons stats on page 197 is the best thing for these guys. There are about a dozen of them



William McKlusky

Role: Fixer Sex: Male

Abilities:

Int: 5 Ref: 8 Tech: 7 Cool: 5 Attr: 8 Luck: 4 MA: 4 Body: 6 Emp: 4

Skills:

Streetdeal: 2 Awareness: 7 Persuasion: 5 Handgun: 4 Melee: 4 Forgery: 8 Resist torture/drugs: 2 Pickup Skills: 15 points

Cyberoptics--ImageEnhance Smartgun Link

Armor Type: M. Jack./L.Pant Weapon Type: Medium Pistol

Head:0 Torso:18 R.Arm:18 L.Arm.:18 R.Leg:4 L.Leg:4

Save: 6 BTM: -2

McKlusky is a screw up. He is the opposite of Hamstring. He is the worst kind of fixer, a bad one. He will be dead soon unless he gets out of this business. He already owes a lot of money to a boostergang and is running out of time to pay it back. He is desperate, play him that way. He is also rather impulsive. He may pull a gun on the P.C.s, if they cause trouble, without thinking about the consequences. He is a bit pathetic really. He will tell the P.C.s anything they want to hear just to keep himself from eating lead.



Dogtag

Role: Netrunner Sex: Male

Abilities:

Int: 8 Ref: 7 Tech: 7 Cool: 7 Attr: 8 Luck: 4 MA: 5 Body: 5 Emp: 5

Skills:

Interface: 8 Awareness: 5 Sys. Know.: 6 Education: 9 Program.: 6 CyberTech: 7 BasicTech: 4 Electr.: 1 Cyberdeck: 3 Pickup Skills: 5 points

Chipware socket Kerenzikov (+1 Init.)

Subdermal Armor (SP 18) Interface plugs

Armor Type: L.Armor Jacket Weapon Type: Heavy Pistol

Head:0 Torso:14 R.Arm:14 L.Arm.:14 R.Leg:0 L.Leg:0

Save: 5 BTM: -2

Dogtag is a veteran netrunner who has made a mistake. He has misjudged the world genetics corp and realised soon after the deal that he was in trouble. He knows he should have known better and he hates himself for it. Play him as a bit of an old hand who knows what is going on. He will not beg, he will make a sensible deal.



Hijacker

Role: Netrunner Sex: Male

Abilities:

Int: 8 Ref: 6 Tech: 8 Cool: 7 Attr: 6 Luck: 6 MA: 3 Body: 4 Emp: 6

Skills:

Interface: 8 Awareness: 4 Sys. Know.: 1 Education: 3 Program.: 3 CyberTech: 5 BasicTech: 1 Electr.: 2 Cyberdeck: 2 Compose: 8 Pickup Skills: 13 points

Muscle/Bone Lace (+2 BOD) Interface plugs

Smartgun Link

Currently on Smash -- euphoric

Armor Type: L.Armor Jacket Weapon Type: Heavy Pistol

Head:0 Torso:14 R.Arm:14 L.Arm.:14 R.Leg:0 L.Leg:0

Save: 2 BTM: 0

Hijacker is a young and upcoming netrunner. He has not pulled off anything great yet though, he is way too hedonistic. The little money he has obtained has been blown on great nights out. He has recently become addicted to designer drugs and is precariously balanced between being a screwed up junkie and getting his act together and turing some heads on the net. He will be high when the players meet him but meeting him when he is normal will reveal him to be astute and quick thinking.

World Genetics operatives

This pair have been hired to make sure that the information is successfully covered up. They have a reputation to uphold but if the P.C.s start getting very dangerous, a danger to themselves and everyone else, they will cut their losses and leave.



Angie "Angel" Peterson

Role: Solo Sex: Female

Abilities:

Int: 6 Ref: 10 Tech: 6 Cool: 7 Attr: 9 Luck: 6 MA: 6 Body: 7 Emp: 2

Skills:

Cbt. Sense: 7 Awareness: 4 Handgun: 5 Athletics: 8 Rifle: 6 Brawling: 1 Melee: 8 Stealth: 1 SMG: 1 Pickup Skills: 17 points

Pain Editor Cyberoptics--Antidazzle

Cyberaudio---Radio Link Rippers

Currently on Stim -- hyperactive

Armor Type: MetalGear Weapon Type: Hvy. Assault R.

Head:25 Torso:25 R.Arm:25 L.Arm.:25 R.Leg:25 L.Leg:25

Save: 7 BTM: -2

A competent and vicious killer. She is a cold woman.

Klaus "The man who never misses" Von Barnum

Role: Solo Sex: Male

Abilities:

Int: 8 Ref: 10 Tech: 7 Cool: 10 Attr: 7 Luck: 6 MA: 10 Body: 9 Emp: 3

Skills:

Cbt. Sense: 8 Awareness: 5 Handgun: 8 Athletics: 5 Rifle: 8 Brawling: 4 Melee: 2 Stealth: 4 SMG: 1 Pickup Skills: 10 points

Cyberoptics--Teleoptics Vampires

Cyberarm-----Med. Pistol Smartgun Link

Cyberoptics--Targetting scope Sandevistan (+3 Init.)

Subdermal Armor (SP 18)

Currently on Boost -- +1 Int

Armor Type: Med. jacket/F.pants Weapon Type: Hvy. Assault R.

Head:0 Torso:18 R.Arm:18 L.Arm.:18 R.Leg:20 L.Leg:20

Save: 9 BTM: -3

Calculating and precise. He will take his time about all things. His trademark is the headshot which he will take time aiming for. He has a reputation for being successful in all the things he does.