



Welcome to a work in progress. . .

This is the first installment of what will hopefully be an ongoing attempt to convert some of the strange technology, personalities, and locations from Transmetropolitan into a form useable with Cyberpunk 2020 and later with Cyberpunk 203X.

Transmetropolitan is an Eisner Award nominated comic book, published by DC Comics under their Vertigo imprint.

It's about Spider Jerusalem, a journalist in a dark cyberpunk future, and his endless quest for The Truth. It is co-created by writer Warren Ellis and artist Darick Robertson.

If you like what you see on this site, then I'd advise you to go out and buy it; don't just flick through it in the shop, actually buy it, find somewhere quiet and read an issue.

Spider Jerusalem

Occupation: Media - Investigative Reporter

Background: Columnist for the major metropolitan newspaper "The Word". Spider left the city to live in a cabin in the mountains for five years, after he became too popular to handle. He was forced to return to the City, because it's the only place he can write and he has to write two more books for the Whorehopper.

INT:	9	REF:	8	COOL:	9
BOD:	6	TECH:	6	MA:	8
ATTR:	6	LUCK:	4	EMP:	8

REP: 5 (issue 1) to 9 (issue 12)

Skills:

Credibility (issue 1)	+6	Credibility (issue 12+)	+10
Anthropology	+4	Area Know: The City	+7
Athletics	+3	Awareness/Notice	+6
Basic Tech	+3	Biogenetics	+1
Biology	+2	Body Language	+3
Botany	+3	Brawling	+7
Bureaucracy	+3	Chemistry	+4
Composition	+8	Culture	+3
Demolitions	+2	Dodge & Escape	+5
Driving	+4	Education	+5
Electronics	+3	Electronic Security	+4
Endurance	+6	Expert: Drugs	+6
Expert: Electronic Warfare	+2	Expert: Exotic Food	+8
Expert: Exotic Weapons	+5	Expert: Insult Scum	+8
Expert: Politics	+8	First Aid	+3
Forgery	+3	Handgun	+7
Heavy Weapons	+4	Hide/Evade	+4
History	+3	Human Perception	+8
Interrogation	+8	Interview	+6
Intimidate	+4	Language: American	+8
Language: Streetslang	+8	Library Search	+9
Martial Art: Sumo	+4	Oratory	+4
Persuasion	+6	Pharmaceuticals	+4
Photo & Film	+6	Pick Lock	+3
Psychology	+3	Resist Torture/Drugs	+4
Shadow/Track	+4	Stealth	+3
Street Survival	+4	Streetwise	+7
System Knowledge	+2	Teaching	+4
Theology	+3	Wardrobe & Style	+3
Weaponsmith	+2	Wilderness Survival	+5
Zoology	+2		

Cyberware: Anti-cancer trait.

Gear: Camera glasses, laptop in brown kevleather shoulder bag, black suit, cigarettes, lighter, Bowl Disruptor, G-Reader.

Yelena Rossini

Occupation: Media - Filthy Assistant

Background: Daughter of one of the City's oldest political families, and a firm believer in due process, social structure and authorities doing what is right. Until she started work as Spider's personal assistant.

INT:	8	REF:	8	COOL:	6
BOD:	5	TECH:	6	MA:	6
ATTR:	7	LUCK:	5	EMP:	8

REP: 4

Skills:

Credibility	+2	Accounting	+3
Anthropology	+1	Area Know: The City	+3
Awareness/Notice	+4	Brawling	+2
Bureaucracy	+3	Business Sense	+5
Composition	+4	Culture	+1
Dodge & Escape	+4	Driving	+2
Education	+6	Endurance	+1
Expert: Politics	+5	First Aid	+1
Forgery	+1	Handgun	+3
Hide/Evade	+4	History	+5
Human Perception	+6	Interrogation	+1
Interview	+4	Language: American	+8
Language: Streetslang	+6	Library Search	+5
Personal Grooming	+3	Persuasion	+4
Photo & Film	+3	Programming	+2
Seduction	+2	Shadow/Track	+2
Social	+2	Stealth	+1
Streetwise	+3	System Knowledge	+3
Theology	+3	Wardrobe & Style	+4

Cyberware: Cellphone trait, anti-cancer trait.

Gear: Nice clothing, pocket computer, digital audio recorder, packet of cigarettes.

Channon Yarrow

Occupation: Solo - Bodyguard (ex-stripper, ex-Bride of Fred Christ)

Background: A one-time stripper and convicted pay-dacoit, was Spider's assistant until she left his employee to become a Bride of Christ, Fred Christ. Channon later returned to Spider's employee as his personal bodyguard.

INT:	7	REF:	9	COOL:	8
BOD:	9	TECH:	4	MA:	9
ATTR:	8	LUCK:	5	EMP:	6

REP: 3

Skills:

Combat Sense	+3	Vamp	+6
Area Know: The City	+5	Athletics	+6
Awareness/Notice	+4	Brawling	+8
Composition	+3	Dance	+7
Dodge & Escape	+6	Driving	+2
Education	+4	Electronic Security	+3
Endurance	+4	First Aid	+3
Handgun	+4	Hide/Evade	+3
Human Perception	+3	Interrogation	+3
Interview	+2	Intimidate	+6
Language: American	+8	Language: Streetslang	+8
Library Search	+4	Martial Art: Sumo	+2
Martial Art: Jeet Kun Do	+4	Melee	+7
Perform	+6	Personal Grooming	+4
Persuasion	+3	Photo & Film	+2
Programming	+2	Resist Torture/Drugs	+2
Seduction	+5	Shadow/Track	+2
Stealth	+3	Street Survival	+5
Streetwise	+6	Theology (Fred Christ)	+6
Wardrobe & Style	+3	Weaponsmith	+4

Cyberware: Anti-cancer trait.

Gear: Armored jumpsuit (12 SP), sword in back scabbard, 10mm pistol with laser sight in thigh holster, smart goggles (Low Light), street clothing, pocket computer, 3 year subscription to 'The Hole' feedsite, telescoping baton.

Bowel Disruptor - 400eb

"It has no signature.. you can't detect its usage on a body. It has several settings. See this dial? Loose.. watery.. prolapse." - Spider

The bowel disruptor looks like the bastard offspring of a sci-fi pistol and a hairdryer, which makes for a weapon that looks less intimidating than a cheap polymer one-shot. The bowel disruptor became the weapon of choice for students and crazy journalists after plans for it were uploaded to the net by an unknown techie. The disruptor makes use of intense ultrasonics to agitate the bowel and intestines of the target, with some unpleasant results. Soft armour provides no protection, hard armor reduces the effects by 2 settings, and hard cover of any sort provides complete defense against all settings. (First appeared in issue 4)

Game Notes: Targets hit by the bowel disruptor must make a (Body+Cool)/2 roll verse a difficulty determined by the setting. Success means that the target will suffer the effects of the next level down.

Loose: Diff 10. -2 REF, MA, BODY, COOL, TECH for 1d6 rounds.

Watery: Diff 15. -4 REF, MA, BODY, COOL, TECH for 1d6 minutes.

Prolapse: Diff 20. 1/3 REF, MA, BODY, COOL, TECH for 6d10 minutes.

P +1 J P Varies 30 2 ST 25m 400eb

Bowel Disruptor Mk2 - 600eb

Looks and works just like the original Bowl Disruptor, but with two extra settings... 'Shat into unconsciousness' and 'Fatal intestinal maelstrom' (used in issues 30 & 31); and vocal confirmation of new setting, i.e. 'Bowl disruptor setting: "Fatal intestinal maelstrom"'.

Game Notes: As the standard Bowl Disruptor but with this extra setting:

Shat Into Unconsciousness: Diff 25. Unconsciousness and prolapse effects for 6d10 minutes.

Fatal Intestinal Maelstrom: Diff 15. Prolapse effects for 2d10 minutes, followed by death due to internal organ damage.

P +1 J R Varies 20 2 ST 25m 600eb

Telescoping Baton - 500eb

When inactive it looks like a 1 foot metal tube which has been sharpened into a point at one end, but when the recessed button is depressed it extends to become a three foot electrified baton. It can be used as a club or taser in hand-to-hand combat, or even thrown like a javelin.

Strike/Sweep +1 J/L C 3d6/3d6* (Stun -2) VR 1m/throw 500eb

Phone Trait - 800eb

This trait comes in a pill form that contains the builder nanites and required materials to 'grow' an antenna web over a person's skeleton. The phone runs off power provided by the user's metabolism, and comes complete the usual biotech consumer goods interface - a menu over your left eye, and an imaginary keypad over the right eye accessed with the right hand. Good quality versions allow the transfer / forwarding of phone calls and contain enough memory to store 50 phone numbers.

Game Notes: Functions as a standard implanted cell phone with a vibrating 'ring', takes 1 week for the nanotech to build. A cell phone account is also needed, which costs 100eb/month. Call Forwarding is an extra 5eb/month.

Surgery: N, HC: 1d6/2, Cost: 800eb

Live Shades - 500eb

Smartgoggle glasses used for taking digital stills, built with 'trode linked smart controls. Has enough internal memory for 50 images, and includes the 'world clock stamp and seal' option for time, date and GPS authentication.

G-Reader - 3000eb

The genetic structure reader, or G-Reader, scans a person's genome. These cheaper palm sized G-Readers can't distinguish recessive or 'dead' genes.

"Reads genomes, hunts down rogue scraps of genetic structure, that sort of thing." - Spider

Game Notes: 10m range. 60% accurate.

Vibebug - 100eb

A very small audio-bug (Diff 25+ to spot), that when attached to a window will use the vibrations caused by speaking to eavesdrop on conversations. Transmission range is limited to 50m.

Sidewalk Vidscreen

A very tough, bullet-resistant (SP 10), video screen built into the actual sidewalk. Day and night they show adverts, news and weather programs. They also provide lighting at night.

Vision Tech Video Phone Booth - 1eb/minute

"This booth is in use. Anti-noise field running to delete outside sound from booth environment." - Vision Tech Video Phone Booth.

Your average video phone booth, but with an anti-noise field to cancel out background noise. The field also acts like a white noise generator, so that you can carry on your conversations without worrying about being overheard. All for only 1eb per minute.

Park Bench

"Warning: This bench becomes red hot between 1am and 7am. No sleeping." - Warning sign affixed to the bench. A rubber covered, shaped metal bench, which has been fitted with heating elements. Between 1am and 7am the elements turn the bench into a red hot griddle, so as to discourage people sleeping on it.