

A Supplement for *TORG: ROLEPLAYING THE POSSIBILITY WARS*™

TM

TORG

THE GODNET™



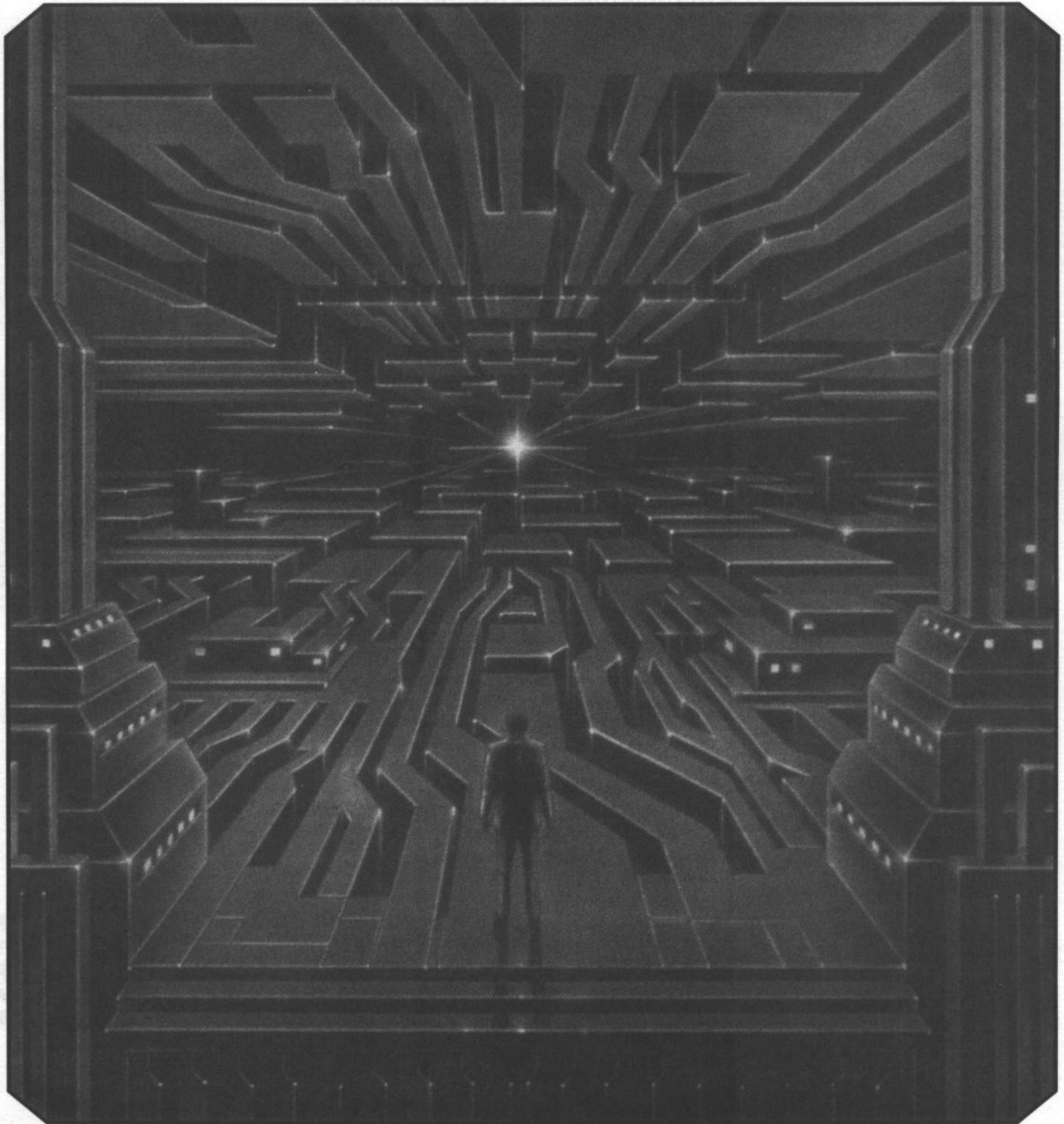
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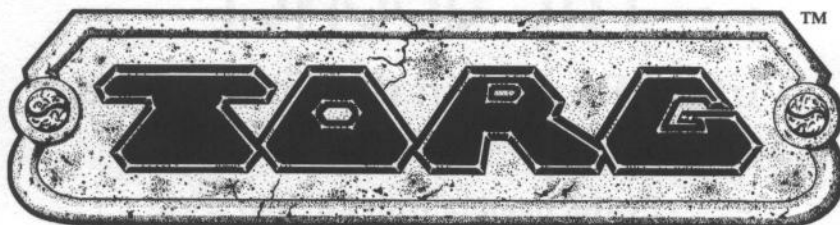
Virtual Reality in the Cyberpapacy™

THE GODNET

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By Jim Bambra with Bill Slavicsek





Roleplaying the Possibility Wars™

The GodNet

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Introduction



France isn't what it used to be. The landscape and culture, captured in the songs of poets and masterpieces of art down through the centuries, have changed. The glorious sandy and rocky seashores are wracked by violent storms; the numerous castles and palaces have been altered; and the dreamy peasant villages have become dark, nightmarish places. Even Paris, once the heart and soul of the nation, has been fenced in by figurative and literal walls, and the new power rests in the southeastern city of Avignon.

The country of love and diplomacy has become a land of oppressive religion and cybernetic advancements. A medieval theocracy has taken over all aspects of life in the nation, reinstating an Inquisition the likes of which has not been seen since the 15th century. But this religious fervor has been combined with technological advancements that are leaps and bounds above anything currently being used anywhere in the world, and the Inquisition acts with uncanny precision and nanosecond response time because of this. Cybernetics, a melding of man and machine, has become the premiere science of the day, and as such it has been worked into the theology and practices of the new religion. Now the country is named CyberFrance, and it is a cyberpapal state.

What has happened to so change the face of France? Basically, as a result of the ongoing Possibility Wars, reality has changed. France has been invaded by the reality of the Cyberpapacy and its High Lord, the Antipope Jean Malraux I. In this mixed realm that was formed by the joining of two distinct realities (a futuristic cybertech world and a dark age theocracy), believers and non-believers alike are forced to pay homage to a

massive, all-encompassing telecommunications network — the GodNet.

This is the France of the GodNet. This is a reality where cyberspace is more than just a network of data bits traveling across fiber optics. How much more? How real is virtual reality? The answers must be sought within the GodNet, and the trip is fraught with perils.

But such is life on the edge. Such is the life of a cyberdecker.

Important!

This supplement is a companion volume to *Torg: Roleplaying the Possibility Wars* and *The Cyberpapacy Sourcebook*. While *The GodNet* can be used by itself to add a new flare to any cybertech-type gaming environment, many of the concepts and rules cited here are explained in detail in the above books.

This Supplement

This supplement provides information on the GodNet, the cyberspace network that permeates CyberFrance. It starts with the origin of this interconnected telecommunications/spiritual network. Then it explores the Net from the outside, explaining how the exchanges are linked, who has access to the Net, and what the physical data churches and program monasteries are like. After the tour of the real-world network, we plunge into the GodNet itself for a look at the Net from the inside. This section includes rules for running the Net, descriptions of Net reality, and an examination of the various regions of the Net, from Trash to Babel Central to Purgatory itself. This is followed by a section detailing the all-important cyberdecks and programs for netrunning, sample

gamemaster characters that populate the GodNet, and a series of adventures for use with this strange new world.

So check your jack connections and hang on to your chipware, because now it's time to go where only a select few can travel. It's time to jack into the GodNet, to run its glowing datapaths, to break into its mighty data fortresses. All you need is a cyberdeck, a net access link, and combat programs to deal with the various Cyberpapal guardians you will definitely meet. Even then, you probably haven't got a prayer ...

Religion in the Torg Game

The Cyberpapacy is a fictional setting based upon a Dark Ages' False Papacy run by a corrupted hierarchy and headed by an antipope. It is not intended to be a representation of Roman Catholicism as it exists today, or of any Christian religion. It is a fictional religion as it exists and operates in the fictional setting we have created for the *Torg* game.

This is an extrapolation of "what ifs". What if the antipopes of Avignon had gone on to rule the Church? What if the faithful were led away from the true teachings of the Church by the corrupted antipopes? What if this abomination continued through to the present day on an alternate Earth? What if that alternate Earth then found a way to attack our planet?

And so, from this series of what ifs, the Cyberpapacy of the Possibility Wars was born. It is a strange, wondrous, often dangerous place — the best kind of place to set a roleplaying game campaign. Turn the page and see what we mean...



Chapter One

Genesis 1:1

In the beginning the GodNet was without form, and void; and darkness was upon the datapaths of the Deep.

Genesis 1:1, The Malraux Bible



Magna Verita, a cosm where reality is still in the Dark Ages, and technology and science are considered to be tools of the devil, is ruled by the Avignon Papacy. This theocratic government resembles the Medieval Church, but it is a Church where the antipopes of the Great Schism of the late 14th century gained total power and eclipsed the Church of Rome. Into this theocratic society was born Jean Malraux, who discovered a Darkness Device and became not only the Pontiff of Avignon, but the High Lord of Magna Verita as well.

Like the other High Lords of the cosmverse, Malraux soon began making excursions via maelstrom bridges to other worlds. He sought possibilities, the very energy of life that provided untold power. This energy also satisfied the Darkness Device's own lusts for a time, until the hunger for destruction once again came upon it. These excursions became known as the Great Crusades, and they gained Malraux more and more power as each invaded world fell. To the general populace of Magna Verita, the crusades were a way to spread the word of God to heathen places. Malraux let them believe the lie.

Unholy Alliance

Eventually Jean Malraux met other High Lords and learned of the powerful Gaunt Man, High Lord of Orrorsh. It was inevitable that the two would meet, and one day the Gaunt Man appeared with an offer. There

was a world somewhere in the cosmverse so full of possibility energy that no single High Lord could take it. No less than five High Lords would be needed to absorb the massive amounts of energy this world possessed, and seven would be ideal. Any fewer and the energy surges produced by the warring realities would be too great for the invaders to survive.

"Help me take this world called Earth," the Gaunt Man suggested to Malraux, "and when I become the Torg, power beyond your imagining will be made available to you as one of my vassals."

Malraux agreed, and a tentative alliance was formed. But, like the other High Lords that had signed on for this unprecedented invasion, Malraux had visions of taking the title of the Torg for himself.

The Torg, the prophesied High Lord that would gain unlimited power and immortality, was a legend among the High Lords. Never before had a High Lord claimed to know how to rise to this exalted station, and now the Gaunt Man said that the power of the Torg would soon be his. Whether they truly believed him or not, it was too tempting a goal to ignore. And so the invasion started.

Malraux sent his priests to Earth to prepare his chunk of the world for invasion, a nation called France. The priests started a religious revival based upon the "End of the World", for with other, less subtle invasions taking place in other parts of the world, and with strange storms battering the planet, it truly seemed like the culmination of biblical prophecies of doom and destruction. The French people were ripe for something to believe in, for some answers to make sense of the insanity of the Possibility Wars. They cheerfully threw away their technology as the Magna Verita axioms washed over the



country, and they prayed for the coming of the promised savior — they prayed for the coming of Jean Malraux.

The Miracle of Avignon

The first miracle of Avignon was the appearance of the bridge of light. It fell from the sky, landing in the courtyard of the Notre-Dame-des-Doms Cathedral. With its arrival the axioms changed, and what was once one of the top technological countries in the world reverted back to the Middle Ages. This was a sign, the priests of the newly-formed Church of Redemption proclaimed. Technology had led to the reality wars being waged across the globe, and France would be saved by rejecting such things of man and Satan. The people had to be pure and without the sin of technology to progress to the New World that was coming. They had to be ready for the arrival of Jean Malraux.

Meanwhile, Malraux waited in the cosm of Aysle with Angar Uthorion, High Lord of the magical reality. His plan was to give his agents proper time to build anticipation for a miracle, a follow-up event to the landing of the bridge of light in Earth's Avignon. By waiting in another cosm, Malraux had even the people of Magna Verita caught up in the suspense and mystery of the moment. Many whispered that Malraux had transcended to meet with God, while the newly converted on Earth prepared for the arrival of the Pontiff of the Church of Redemption by burning tons of computers, televisions, stereos, and other modern appliances in mass bonfires.

After weeks of preparation by the priests, the people of France were ready. Anticipation had been built to a crescendo, and the air crackled with expectation of a miraculous event. It was then that Malraux began his slow walk from Aysle to Earth. Now, maelstrom bridges pass through all of the intervening dimensions that surround a world. The Aysle bridge, however, had been subtly connected to one of Earth's lesser planes by the aborigine

shaman, Djilangulyip, a member of a group of Storm Knights whose story is chronicled in *The Possibility Wars Trilogy* of novels. This plane corresponded to the Dream Time dimension of Earth, where the true forms of reality exist and are reflected from onto the natural world.

This was the setting for the miracle that occurred — a miracle that neither Malraux nor Djilangulyip had ever imagined.

The Dream of Flesh and Metal

The Antipope of Avignon met the young woman upon the maelstrom bridge. She was small, wiry, full of coiled power. She was scantily dressed, with a wild mane of silver hair, and dark makeup masked her eyes. The true horror, as far as Malraux was

concerned, was that parts of her body were made of metal. She was an abomination, an unholy combination of flesh and technology. What's more, she had the audacity to attack his person, as though the Pontiff of Avignon was a common brawler!

Claws snapped from her fingers and the young woman sliced at Malraux, cutting through his priestly raiments to expose the bare flesh of his back. She struck again, and the antipope felt the prickle of tiny needles upon his exposed skin. He swung wildly, a vicious back-hand slap that dropped the young woman to her knees. He saw others then, more stormers. He did not want to engage these heathens in physical confrontation, not when he had other things to attend to. He called to his Darkness Device, and a spiral of light appeared beside him. He stepped into the glowing dimthread, then it retreated back toward his own bridge of light.



But the young woman was not done with Jean Malraux.

She was Dr. Hachi Mara-Two, a scientist from the cyber-world called Kadandra. It was Mara who first postulated the existence of other cosms of reality to the World Council of Kadandra. She also warned of the first cosm contact, which saved her world from the invading High Lord of Tharkold. When the war with Tharkold ended, Mara volunteered to travel to another cosm to aid it against similar invaders. This cosm was Earth. Mara brought with her a sensover chip of her world, virtual reality memories that she could plug into whenever homesickness got too bad. It was this chip, connected to a modified jaz pack, that Mara attached to Jean Malraux's exposed back. With the use of the drug contained in the jaz pack, the virtual reality images could be viewed by anyone without the usually-necessary cyber enhancements. Mara triggered

the remote switch, activating the jaz pack/sensover chip assembly.

And Jean Malraux dreamed.

In the Dream Time, upon the bridge of light that connected Magna Verita to Earth, Jean Malraux felt his flesh tingle as the chemical called jaz flowed into his body, completing a circuit between human brain and data chip. Memory images of Kadandra played across the chemical circuit, showing scenes of Mara's world to the antipope. At first Malraux was horrified by the images of technology, but then he saw his Darkness Device appear before him. The dream images flowed into the cross, illuminating its obsidian face. As the antipope watched, snaking veins of circuitry spread throughout the cross. The Darkness Device was accepting the dream!

The cross sang to him. It was the familiar song with a new twist. As he listened, veins of circuitry emerged from the cross and reached toward Malraux with purpose and determination. Before he could react, the wires attached to his flesh and penetrated his skin, working their way into his body, melding metal and flesh into something new. The technology was not sinful, he realized, but powerful, and Malraux cherished the new sensations.

He looked down and saw the bridge of light beneath him, leading from the dream realm toward Earth. Already the images of technology were rushing down the bridge to change the reality of Avignon on Earth. Sparkling lines of circuitry erupted along the

bridge, sending cyber reality streaking toward Earth.

"The age of the Cyberpapacy is here," Malraux shouted, repeating the words his Darkness Device sang to him. "I am the Cyberpope!"

Let There Be ... The GodNet!

As he walked down the circuitry-inscribed bridge, Malraux became aware of another dimension overlaying his new realm of CyberFrance. It was a dimension of darkness, an abyss akin to the Great Deep in the story of creation. But it was not an empty Deep. It was full of potential, a dimension made up of the vast telecommunications networks of TransPac, TI, EuroNet, and other communications mediums. Malraux could feel the datapaths and communication lines stretching in all directions. The Darkness Device felt them, too. It reached for these lines, sending out shoots of circuitry from its obsidian depths that weaved themselves into the existing pattern.

Then, as Malraux watched, the Deep was filled with light. Lines of pulsating energy erupted throughout the darkness, crossing and connecting and running every which way. It all seemed so random, but Malraux could sense the pattern before him.

Pope Jean Malraux I of Avignon looked upon the face of the GodNet, and he saw that it was his.



Rick Harris



Chapter Two

The Net from the Outside

Behold, the days come, saith the Lord, that I will make a new covenant with the house of Magna Verita, and with the house of Avignon.

Jeremiah 31:31, The Malraux Bible



ean Malraux I claims that the new covenant between the Avignon Church and God is the embodiment of the Cyberpapacy. Where technology was once forbidden, under the new law it is to be embraced, used, and even melded with as the way to God. The major component of this new covenant is the GodNet, an all-encompassing cyberspacial network that was formed when the cybertech axioms merged with the theocratic reality of Magna Verita on Earth.

All of the existing telecommunications nets in France were incorporated into the GodNet, including television and radio networks, telephone exchanges, satellite relays, and the computer networks TransPac, TI and EuroNet. As the cybertech surge tore through the land, the communications and computer systems which had blanked out when Magna Verita's reality took hold came back to life. The Darkness Device drew them together, creating a religious-cyber reality.

Physically, the GodNet is a matrix of electronic signals which link telephone lines, microwave relays, radio and television transmissions, and computers into a cohesive whole. Data travels almost instantaneously throughout the Cyberpapacy, allowing for rapid information exchange.

Every home, every office, every tiny shop in CyberFrance has a GodNet interface. By plugging a computer or

cyberdeck into these jacks, a person gains immediate access to the GodNet — and the GodNet has immediate access to the user. Stand-alone personal computers and main frames are not part of the Net until they are connected to an interface jack, and as such have no access to the wealth of information, programs and dangers that inhabit the vast regions of the GodNet.

The GodNet is more than just a means of transferring information; it is a religious experience. Its sophisticated electronic systems house a vast array of biblical and medieval images. These images shape and color the workings of the GodNet, and are accessible to all users.

Across the Cyberpapacy people regularly immerse themselves in the HolyVid entertainments available through the GodNet. The GodNet's religious imagery also infuses daily work routines. As computer operators log onto their machines, religious images and messages flow across their screens. Anyone accessing a computer is reminded that the Cyberpope is carrying out the work of God, and warned that they should be forever vigilant against heresy. Even telephone dial tones play psalms and hymns instead of just beeping.

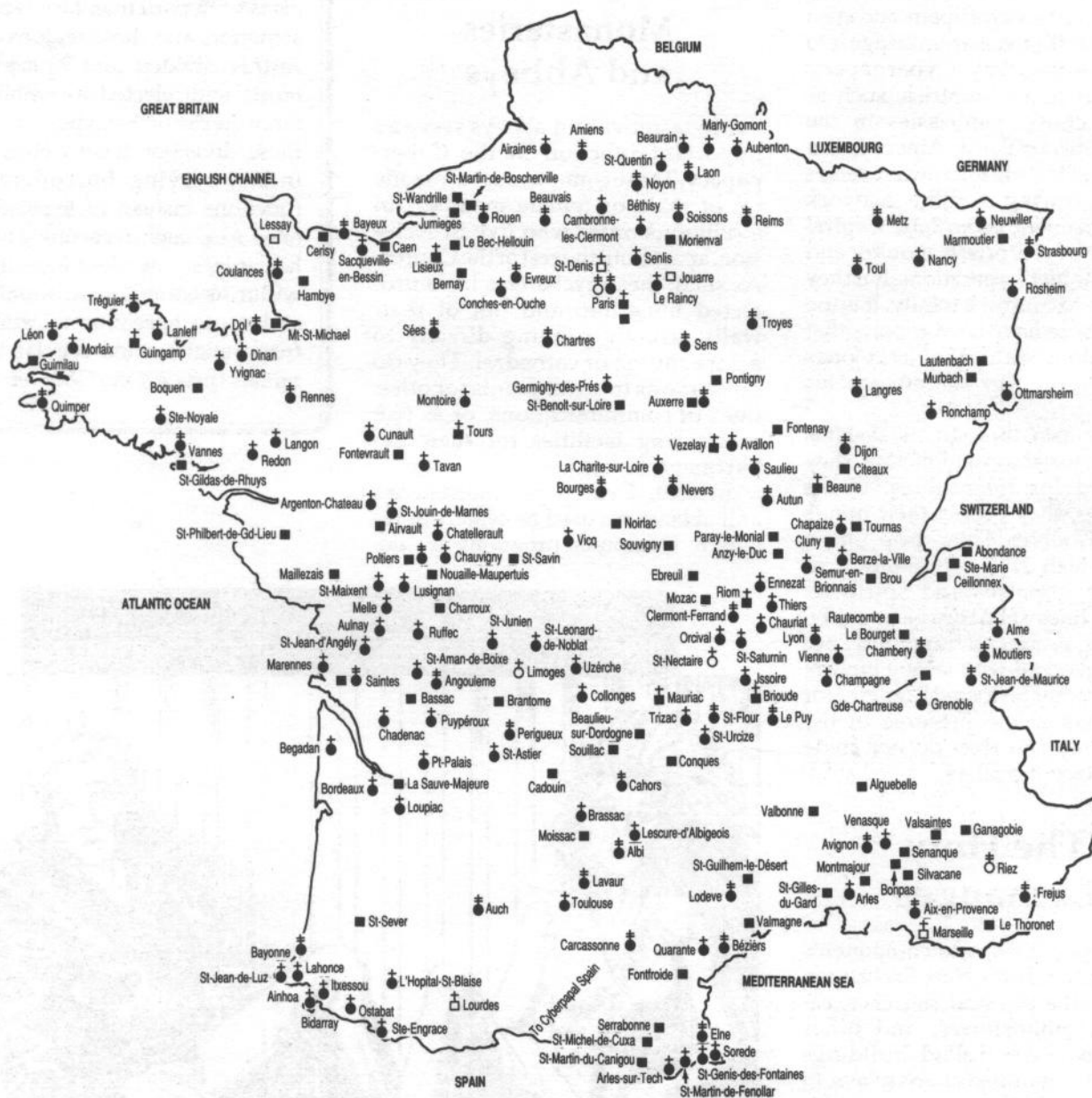
The GodNet is all pervasive. It reaches out to encompass every communication device in the Cyberpapacy. So far, no one has been able to come up with a means of isolating computers from the GodNet save by leaving them disconnected from the interface jacks. But this greatly hinders people in a society that gains so much of its daily information from the Net. The only solution is to protect data from unauthorized access.





The GodNet: Map 1

The Holy Exchange Church Locations



Extent of the GodNet

The GodNet encompasses the whole of the Cyberpapacy. It runs through the whole of CyberFrance, across portions of Paris Liberté, into the conquered areas of Spain, and even extends over the maelstrom bridge into Magna Verita. Any Cyberpapacy outposts in other countries, such as Avignon church embassies in the United States or South America, can also connect to it via microwave relays and the growing satellite network called Firmament. From Babel Central in Avignon, cyberpriests monitor and regulate the Net's operations, but they are unable to control it totally. It is too big, and there have been reports that not everything within the Net belongs to or is controlled by Malraux and his minions.

Deckers run through its systems searching for information that they can hoard for themselves. Using cyberdecks, they project their minds into the GodNet. They drop into a reality which is a combination of electronic impulses and spirit. Its pulsating lines of energy glow softly, suggesting peace and tranquility, but they are overlaid with strong biblical images. Do not be fooled, though, for the GodNet is the preserve of the cyberpriests, and they do not abide unauthorized intruders.

The Holy Exchanges

The major real-world components of the GodNet are the Holy Exchanges. These are the physical churches, cathedrals, monasteries, and other Cyberpapacy-controlled buildings used as telecommunications relays. In most cases, a Cyberpapal structure is the main relay station for the GodNet in a specific area. All Net access is routed through the local church or cathedral. Monasteries, abbeys, and basilicas serve special functions, as explained below. See the map, "Holy Exchanges," for the location of the major exchanges in today's Cyberpapacy. Note, the Roman

Catholic structures noted on the map are bastions of the True Church, and as such they are not part of the Holy Exchange. They are shown so that the location of a few of these safe-houses is available to deckers who are at war with the False Papacy.

Monasteries and Abbeys

Monasteries and abbeys serve an important function in the Cyberpapacy. These communities are made up of male or female members of a religious order who live in seclusion, apart from the rest of the Church. As such, these exchanges have protected lines into and out of their walls, usually running directly to a data church or cathedral. They do not serve as transfer points for other lines of communications, or as Net monitoring facilities for their department or region.

Instead, Cyberpapal monasteries and abbeys are used as centers of research. Computer programs are de-

Holy Exchange, Regions and Departments

The French Republic is divided into 22 metropolitan *regions* with parliamentary representation, and these regions are further divided into 96 *departments* with elected assemblies. Since the rise of the Cyberpapacy, these divisions have remained intact, serving bureaucratic functions instead of legislative ones. Also, each department now has at least one Holy Exchange within its boundaries to monitor and route telecommunications from religious and secular terminals through the GodNet.



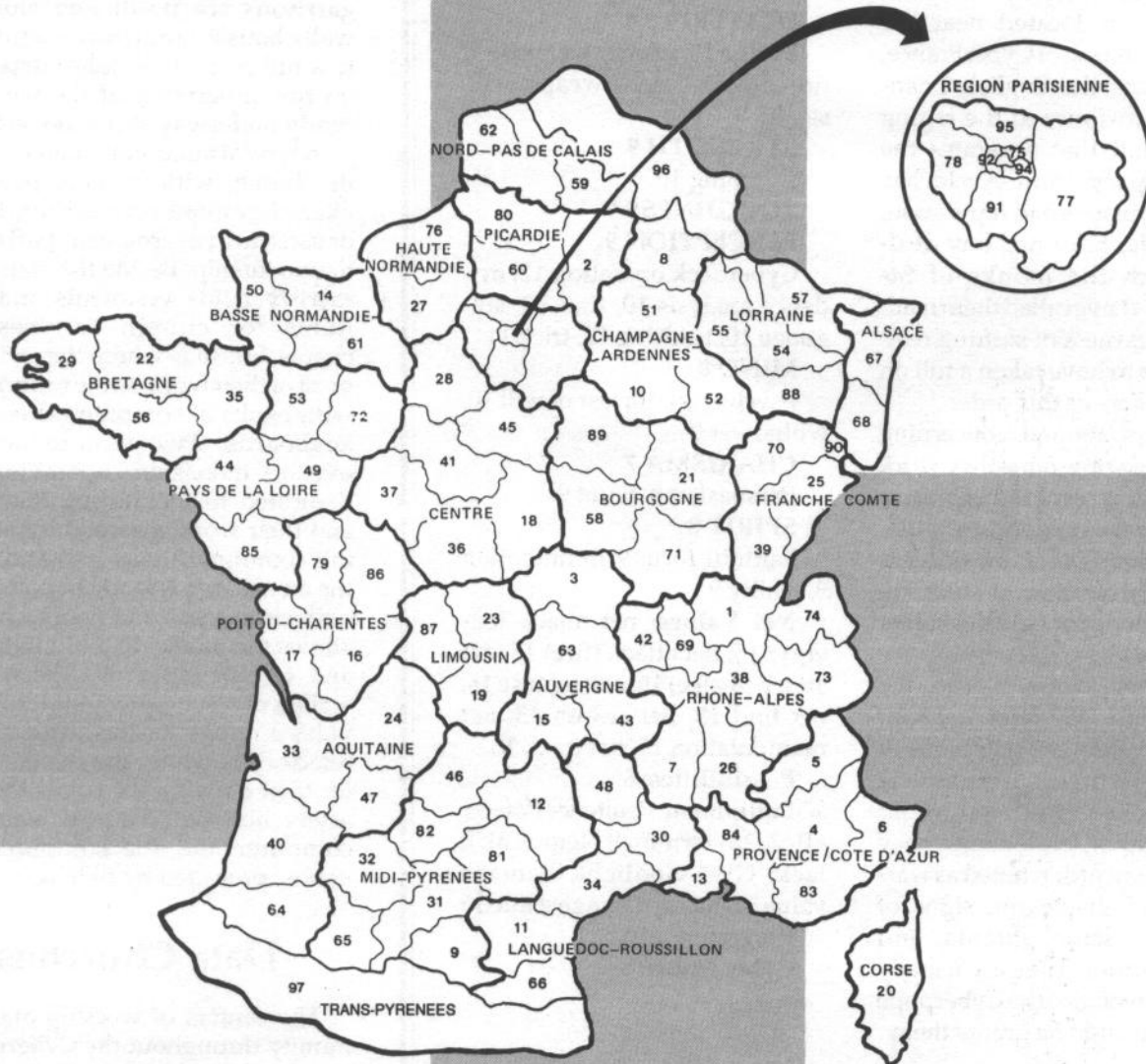
Rick Harris





The GodNet: Map 2

Provinces and Departments of the Cyberpapacy



- | | | | | | | |
|----------------------------|------------------------|----------------------|------------------------|-------------------------|---------------------|---------------------------|
| 1. Ain | 16. Charente | 30. Gard | 45. Loiret | 60. Oise | 74. Haute-Savoie | 87. Haute-Vienne |
| 2. Aisne | 17. Charente-Maritimes | 31. Haute-Garonne | 46. Lot | 61. Orne | 75. Paris | 88. Vosges |
| 3. Allier | 18. Cher | 32. Gers | 47. Lot-et-Garonne | 62. Pas-de-Calais | 76. Seine-Maritime | 89. Yonne |
| 4. Alpes-De-Haute-Provence | 19. Corrèze | 33. Gironde | 48. Lozère | 63. Puy-de-Dôme | 77. Seine-et-Marne | 90. Territoire de Belfort |
| 5. Hautes-Alpes | 20. (A) Corse du Sud | 34. Hérault | 49. Maine-et-Loire | 64. Pyrénées-Atlantique | 78. Yvelines | 91. Essonne |
| 6. Alpes-Maritime | (B) Haute-Corse | 35. Ille-et-Vilaine | 50. Manche | 65. Hautes-Pyrénées | 79. Deux-Sèvres | 92. Hauts-de-Seine |
| 7. Ardèche | 21. Côte-d'Or | 36. Indre | 51. Marne | 66. Pyrénées-Orientales | 80. Somme | 93. Seine-Saint-Denis |
| 8. Ardennes | 22. Côtes-d'Armor | 37. Indre-et-Loire | 52. Haute-Marne | 67. Bas-Rhin | 81. Tarn | 94. Val-de-Marne |
| 9. Ariège | 23. Creuse | 38. Isère | 53. Mayenne | 68. Haut-Rhin | 82. Tarn-et-Garonne | 95. Val-d'Oise |
| 10. Aube | 24. Dordogne | 39. Jura | 54. Meurthe-et-Moselle | 69. Rhône | 83. Var | 96. Belgium |
| 11. Aude | 25. Doubs | 40. Landes | 55. Meuse | 70. Haute-Saône | 84. Vaucluse | 97. Trans-Pyrénées |
| 12. Aveyron | 26. Drôme | 41. Loir-et-Cher | 56. Morbihan | 71. Saône-et-Loire | 85. Vendée | |
| 13. Bouches-Du-Rhône | 27. Eure | 42. Loire | 57. Moselle | 72. Sarthe | 86. Vienne | |
| 14. Calvados | 28. Eure-et-Loir | 43. Haute-Loire | 58. Nièvre | 73. Savoie | | |
| 15. Cantal | 29. Finistère | 44. Loire-Atlantique | 59. Nord | | | |

The Mad Monks of St-Wandrille

The monastery of St-Wandrille is located near the north-west coast of CyberFrance, overlooking the English Channel. Its proximity to the raging storm front that separates the Cyberpapacy from Aysle has given the place a bad reputation. Those who have had any dealings with the monks of St-Wandrille have called them mad, for the nearness of shifting reality seems to have taken a toll on the members of this order.

Rumors abound concerning the strange programs they work on, including some rather bizarre VX (virtual experience) simulations. Others claim this order is singularly devoted to studying the region of the GodNet called the Deep.

Whichever case is true, the Mad Monks are often encountered traveling the datapaths of the GodNet in search of answers to questions a sane mind would never think of, let alone ask. They are a violent order, noted as warriors, and displaying signs of paranoia, schizophrenia, and insane humor. They are usually totally devoted to the Cyberpope for the latitude he grants them.

Brother Georges

DEXTERITY 8

Dodge 10, energy weapons 9, fire combat 9, melee weapons 10, stealth 9

STRENGTH 9

Climbing 10

TOUGHNESS 7

PERCEPTION 9

Cyberdeck operation 12, evidence analysis 10, find 10, language 10, tracking 10, trick 11

MIND 8

Psychology 10, test of will 10, willpower 9

CHARISMA 7

Persuasion 8, taunt 9

SPIRIT 8

Faith 10, focus 9, intimidation 9, reality 9

Net Values: net attack (energy) 15, net attack (fire) 15, net attack (melee) 16, net defense 16, net find 13, net stealth 13, net manipulation 15, net track 16

Possibilities: 6

Equipment: Penitence IV (+3/+0/7/15) terminal; NeuraCal; J. Jack; GWI Godlight, damage value 24; mace, damage value 15

Programs: any

Cyber Value: 6

veloped and tested in these places, or important research is conducted via their powerful secure-line computers. Some of these exchanges engage in cyberware development and testing as well.

The scribes who live and work in the monasteries are some of the greatest programmers in the Cyberpapacy. Like the scribes of old who painstakingly hand-copied Holy Scripture, these monks write code for Church programs — from mundane administrative utilities to complicated

attack/defense programs to special Holy Word programs devoted to teaching the Malraux Bible.

The monasteries themselves are small fortresses, guarded physically by stout walls loaded with the latest cybertech defenses. Two Church Police garrisons are positioned along the walls, housing anywhere from a squad to a full platoon of police depending on the importance of the work currently underway at the monastery.

A typical monastery centers around its church, with its long pews and altar. Here monks can jack into the Net or listen to live sermons as part of their daily worship. Beside the church, the sacristy holds vestments and other items for church services. The chapterhouse is where the scribes do most of their work, as the room is filled with banks of computer screens and keyboards. Two monitor stations oversee monastery operations, one dedicated to monitoring the monks and their work, a second to monitoring communications into and out of the monastery. A workshop, complete with clean room and nanotech baths, allows the monks to build data chips and certain types of cyberware. A walled cloister, open to the sky, provides a refuge for the order, and the refectory is where the monks gather for their daily meals. Below the monastery lies the powerful mainframe computer and the computer data vaults, protected by tight security.

Data Churches

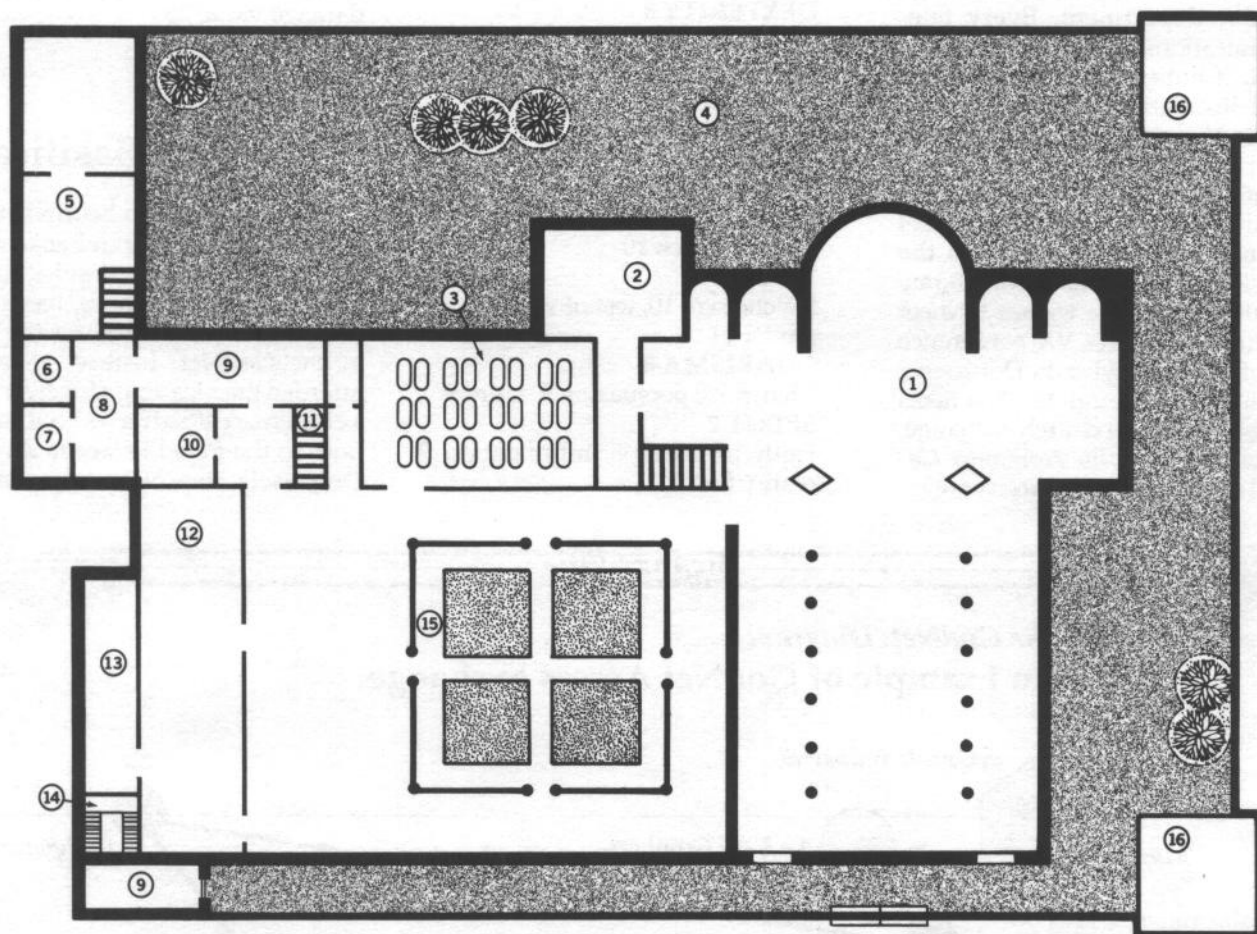
The centers of worship and community throughout the Cyberpapacy are the data churches. Daily life revolves around the churches, and great power has been conveyed upon them by the Cyberpope. Local government has been taken over by the Papal Court and is administered on the church level, like theocratic fiefdoms under a papal king. A pastor, or parish priest, runs each church and, in turn, reports to the bishop of his diocese. Besides being centers of worship and government, the data churches serve as exchanges for all GodNet activity in their area of control.

St-Junien, for example, is the data church exchange for Haute-Vienna, a





The GodNet: Map 3 **A Typical Program Monastery**



- | | |
|-------------------|--|
| 1. Church | 10. Generators |
| 2. Sacristy | 11. Stairs down to computer vaults/
backup generators |
| 3. Chapterhouse | 12. Refectory |
| 4. Courtyard | 13. Kitchen |
| 5. Dormitory | 14. Stairs up to transmission tower |
| 6. Clean Room | 15. Cloisters |
| 7. Nanotech Baths | 16. Church police towers/barracks |
| 8. Work Shop | |
| 9. Monitors | |

department in the Limousin region of central France. All non-exchange churches, monasteries, businesses, industries, secular bureaucracies, schools, and private residences in Haute-Vienna link into the St-Junien exchange for purposes of using the GodNet. St-Junien, then, is responsible for monitoring all activity in its particular department. Every telecommunications transmission must go through St-Junien before it is routed to its final destination, be it another user in Haute-Vienna or a library bank in another region.

In the "Example of GodNet Access" diagram, we see that Gabriel Roussel has connected his cyberdeck to the GodNet interface in his private home in Haute-Vienna. He wishes to meet Malo de Pois at the VX conference room of Le Cafe Cyber in Dordogne. Roussel's path through the Net takes him first to his local church exchange, St-Junien, then to the Perigieux Cathedral major exchange. From here his

virtual self is routed to the St-Astier exchange in Dordogne, and finally on to Le Cafe Cyber. The whole trip is completed in seconds. Malo, meanwhile, is simply routed through St-Astier, as his interface is located in the Dordogne department.

Father DeGaul, Pastor, St-Junien

DEXTERITY 8

Dodge 9, energy weapons 9, fire combat 10, prestidigitation 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 8

Cyberdeck operation 9, first aid 9, language 10, scholar (Malraux theology) 9, trick 10

MIND 9

Psychology 10, test of will 10, willpower 11

CHARISMA 8

Charm 10, persuasion 9, taunt 9

SPIRIT 7

Faith 10, focus 8, intimidation 9, reality 8

Net Values: net attack (energy) 12, net attack (fire) 13, net defense 12, net find 9, net stealth 11, net manipulation 11, net track 11

Possibilities: 8

Equipment: CyberGlide deck (+2/+1/5/4); NeuraCal; J. Jack; Fangs, damage value 10; GWI HalloMesh armor, value 12; GWI GodBeam, damage value 26

Programs: any

Cyber Value: 6

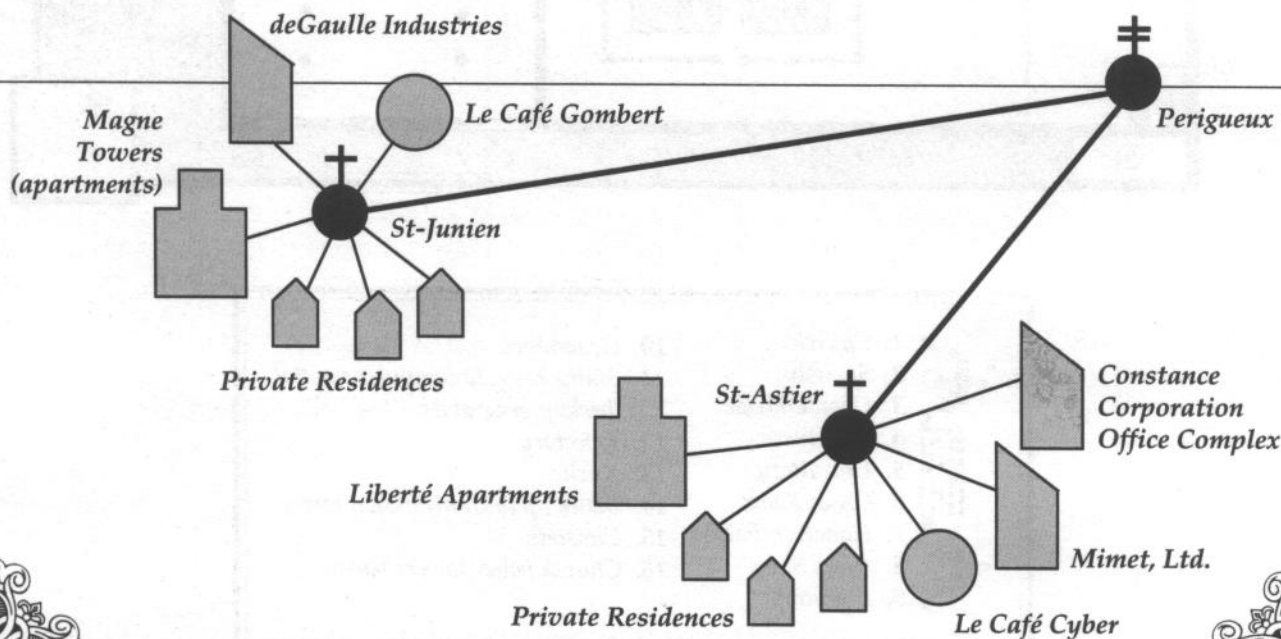
Program Basilicas

Basilicas are churches dedicated to administering justice and, as such, they are the domain of the Inquisition. Like monasteries and abbeys, basilicas do not serve as exchanges for the whole of the GodNet. Instead, they have guarded lines leading directly to either a church or cathedral, as well as direct lines to the Papal Palace in Avignon. Only a select few of the many basilicas



The GodNet: Diagram 1

An Example of GodNet Access Exchange



are shown on the "Holy Exchange" map, but every department in the Cyberpapacy has at least one basilica to dispense justice and try heretics. There are rumors that if a decker breaks into a basilica's system, he will find datapaths leading to all parts of the GodNet — paths which are not monitored by any church or cathedral. Of course, the dangers inherent in attempting to infiltrate the Inquisition make confirming such rumors nearly impossible.

Father Armand, Inquisitor

DEXTERITY 9

Dodge 10, energy weapons 11, fire combat 10, lock picking 10, melee weapons 11, stealth 10, unarmed combat 10

STRENGTH 11

Lifting 12

TOUGHNESS 9

PERCEPTION 10

Cyberdeck operation 11, evidence analysis 12, find 12, first aid 11, land vehicles 11, language 11, tracking 11, trick 12

MIND 10

Psychology 11, survival 11, test of will 13, willpower 12

CHARISMA 8

Charm 9, persuasion 10, taunt 9

SPIRIT 9

Faith 10, focus 10, intimidation 12, reality 10

Net Values: net attack (energy) 15, net attack (fire) 14, net attack (melee) 15, net defense 15, net find 13, net stealth 13, net manipulation 14, net track 15

Possibilities: 10

Equipment: HellHound deck (+3/+2/4/5); NeuraCal; J. Jack; BelleMicro View; Snooper; Bloodhound; Cyberarm +1; slicers, damage value 13; Armor of God, value 17; HellFire, damage value 22; Electroprod, damage value 16

Programs: any

Cyber Value: 11

his jurisdiction. All church exchanges within the diocese feed into the cathedral for routing to other cathedrals throughout CyberFrance. As the principal church in an area, a cathedral does not have to be the largest or most beautiful structure. However, in practice this tends to be the case.

As bishops oversee a number of churches, archbishops oversee a number of cathedrals and the churches under their control. Archbishops also administer their archdiocese from cathedrals, carefully tending the souls in their jurisdiction with the power granted them by the Cyberpope.

Archbishop Thuret

DEXTERITY 9

Dodge 12, energy weapons 12, fire combat 11, stealth 12

STRENGTH 9

TOUGHNESS 8

PERCEPTION 10

Cyberdeck operation 15, evidence analysis 13, find 13, land vehicles 11, language 13, scholar (Malraux theology) 14, tracking 11, trick 13

MIND 9

Psychology 12, medicine 11, test of will 14, willpower 15

CHARISMA 9

Charm 13, persuasion 11, taunt 10

SPIRIT 9

Faith 13, focus 13, intimidation 11, reality 11

Net Values: net attack (energy) 19, net attack (fire) 18, net defense 19, net find 18, net stealth 18, net manipulation 17, net track 18

Possibilities: 14

Equipment: CyberGlide deck (+2/+1/5/4); Neura Cal; J. Jack; GodsFire, damage value 30; shocker, damage value 20

Programs: any

Cyber Value: 3

Sanctioned Uses

The GodNet is a vital component of life in the Cyberpapacy. Each day, millions of papal citizens jack into the Net to transact business, to shop, to be entertained, to meet others in sanc-



Grant Goleash

Data Cathedrals

The official church of a bishop who has jurisdiction over a diocese is called a data cathedral. From this seat of power, a bishop exercises his authority and conducts worship for all within



What is the GodNet?

The GodNet is the subject of much conjecture and mystery. What it truly is has not yet been determined, but some things are known. To the people of CyberFrance, it is a miraculous place that brings them closer to God. To the Church, it is a way to bring enlightenment to the masses while protecting souls from heretical influences.

In one sense, the GodNet is the combined telecommunications networks of France expanded into an integrated grid of data impulses. But this cyberspace is more than cables and relays. It is an extradimensional pocket with its own reality — linked to the Cyberpapacy, but not merely an electronic reflection of it. As such,

not everything within the Net can be ascribed to Church or decker programs. It seems that this reality has its own inhabitants, free-roaming data that can think and react to any situation. While this aspect of the Net is not reported over official channels, it is nevertheless the subject of much speculation by users who have witnessed such entities. It is also one of Jean Malraux's chief concerns.

For all of the control the Church exercises over cyberspace, it is plainly evident that some portions of it remain beyond Papal rule. It stands as the Cyberpope's main tool for saving souls and conquering Earth, but it may also become his main weakness.

tioned gathering areas, to be educated, to be informed, and to worship. All normal activity within the Net is monitored closely by jackpriests and Babel Monitors, who watch for signs of heresy, rebellion, or unrepentant souls. Still, with the vast amount of activity taking place within the Net at any given moment, there are always cracks where heresies fall through. Below is a sampling of GodNet users and their activities.

Monks and Scribes

Monks log onto the GodNet via the work stations at their monasteries. They spend their access time in worship or prayer, in study, or working on whatever project currently occupies the computer vaults of their monastery. Some monks engage in friary, sending their minds wandering through the GodNet for long stretches of time while their bodies remain protected and cared for in their monasteries. These "friars" travel the datapaths seeking

knowledge, administering to the lost, and spreading the word of Jean Malraux to any they meet.

Scribes, specific types of monks in a monastic order, access the GodNet to write computer programs. These programs can be found in a monastery's computer core during work periods, and are stored in the vaults when work has ended. Even completed programs may remain in a vault for a few days until the data is secured for transfer through the Net.

Priests

Priests make up the majority of Cyberpapal users in the GodNet at any given time. From parish priests reporting to their superiors to jackpriests monitoring a data exchange, priests are everywhere within the Net. They conduct services and ceremonies for the faithful, administer confession and sacraments, and even patrol their church constructs for signs of intruders. The jackpriest is the typical guardian of the GodNet, and his skills and abilities are honed for use in the Net. Cyberpriests, on the other hand, have more cyberware and are trained to work in the physical world. Jackpriests range from lowly acolytes to powerful Babel Monitors, and their statistics differ accordingly.

Jackpriest

DEXTERITY 8

Dodge 9, energy weapons 9, fire combat 9, melee weapons 9, stealth 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 10

Cyberdeck operation 12, find 11, scholar (Malraux Bible) 11, trick 11

MIND 9

Science 10, test of will 10, willpower 11

CHARISMA 8

SPIRIT 9

Faith 12, focus 12, intimidation 10
Net Values: net attack (energy) 14, net attack (fire) 14, net attack (melee) 14, net defense 14, net find 13, net stealth 11, net manipulation 15, net track 15

Possibility Potential: some (40)

Equipment: Penitence IV terminal





Rick Harris

(+3/+0/7/15); NeuraCal; J. Jack

Programs: any
Cyber Value: 5

Babel Monitor

DEXTERITY 8

Dodge 10, energy weapons 10, fire combat 10, melee weapons 10, stealth 9

STRENGTH 8

TOUGHNESS 9

PERCEPTION 12

Cyberdeck operation 16, evidence analysis 13, find 13, languages 13, tracking 13, trick 13

MIND 10

Science 11, test of will 11, willpower 13

CHARISMA 8

Persuasion 11, taunt 10

SPIRIT 9

Faith 14, focus 14, intimidation 12

Net Values: net attack (energy) 17, net attack (fire) 17, net attack (melee) 17, net defense 17, net find 17, net stealth 13, net manipulation 19,

net track 20

Possibility Potential: some (21)

Equipment: Penitence IV terminal
(+3/+0/7/15); NeuraCal; J. Jack

Programs: any

Cyber Value: 3

Church Police

The Church Police, the soldiers that protect the physical realm of the Cyberpapacy, use the GodNet only peripherally. They do not patrol its regions, nor do they monitor its users. Instead, they remain linked into it in order to respond to calls from jackpriests and Babel Monitors who have traced a virtual self to its physical location. Additionally, the Church Police records, reports, and mission logs are kept in the GodNet, and the physical security at their garrisons is handled through the Net. But rarely will you meet a virtual Church Police officer walking a datapath beat.

The Inquisition

The Inquisition uses the GodNet to its fullest advantage, tracking heretics, running investigative programs, and eavesdropping on potential malcontents and sinners. Inquisitors have even participated in netruns to break into secure data fortresses to uncover the proof they need to wield the sword of justice. No vault is immune to their scrutiny — be it secular or part of the Church. Whether in the vestments of their office or disguised as a common priest, Inquisitors can be encountered within the Net at any time. That is what makes them so dangerous.

The Cyberpope

Pope Jean Malraux I often travels the GodNet to meet with his cardinals and bishops, to surprise parish priests, to address the masses, and even to explore the regions he does not under-





Allen Nunis

stand. During most of these trips, the Cyberpope appears as a glowing version of himself, splendid in his robes and miter. There are times when he does not want to be noticed, however, and for these journeys Malraux assumes a different virtual self. Sometimes he walks in the form of a simple monk or priest. At other times he wears the image of an entity, be it demon or angel. In any form, he refuses to let go of his religious icons, thus every virtual self in his repertoire has a religious theme.

The General Public

As the primary means of communication, entertainment, business and worship in CyberFrance, the general public access the GodNet often throughout a normal day. Most people have dumb terminals built into their living areas. These allow up to six individuals to jack into the GodNet at the same time, but have no processing

or storage capability. They can, however, access all of the HolyVid entertainments, public mail systems, shopping mall constructs, and chat conferences. Most work is done from terminals in office complexes, where the individual workers can be monitored by their employers.

Wealthier citizens can purchase smart terminals. With these units, they can also process, store and manipulate data, as well as run programs to aid them in the public areas of the Net (such as MallAccount, software that helps figure costs quickly, and SmartPrayer, a program that aids in theological studies).

A few citizens actually use cyberdecks, more as a hobby than anything else. But they have to be careful, for the cyberdeck is seen as the tool of the decker or netrunner. One false step from the public datapaths and the jackpriests could be upon their virtual selves in an instant.

Business

Business and industry, whether huge corporation or small specialty shop, need the processing power and instant communication that the GodNet provides in order to function. In CyberFrance, only a few businesses are operated by the Church. The rest are run by the secular section, with Church sanction, of course.

Corporations manage their day-to-day assets through the vast accounting programs within the GodNet. Personnel and administrative functions are also filtered through the Net, including job records, history, duties, and work reviews. Industrial research and development systems are connected into the Net for data storage and calculations processing. Inventories, shipping information, and intra- and inter-office memorandum is also handled via computers attached to the GodNet.

Workers, be they clergy or laymen, usually perform their duties on smart terminal work stations that are monitored and linked to more powerful processing units through the GodNet.

Martin de Tropez, Typical Dolmen Corporation Executive

DEXTERITY 7

Dodge 8, fire combat 8, lock picking 8, melee weapons 8, stealth 8

STRENGTH 7

TOUGHNESS 8

PERCEPTION 9

Cyberdeck operation 10, evidence analysis 10, find 11, land vehicles 10, languages 12, trick 11

MIND 9

Survival 10, test of will 11, will-power 10

CHARISMA 8

Charm 9, persuasion 10, taunt 9

SPIRIT 8

Faith 9, intimidation 10

Net Values: net attack (fire) 10, net attack (melee) 10, net defense 10, net find 12, net stealth 11, net manipulation 11, net track 11

Possibility Potential: Some (40)

Equipment: Angel Bait deck (+1/+2/3/3); NeuraCal; J. Jack; Herod IV, damage value 19

Programs: any
Cyber Value: 7



Government

The government of France has been abolished. In its place is the Papal State, a theocratic monolith headed by Jean Malraux I and administered by his bishops and priests. However, he retained many of the bureaucratic agencies to continue handling routine and repetitive matters. All bureaucracies report directly to a clergyman, and some are even headed by a Papal administrator. The bureaucracies are completely integrated into the GodNet, running endless programs of red tape through labyrinthine constructs devoted to specific tasks.

Madeleine Vand  , Typical Bureaucrat

DEXTERITY 7

Dodge 8, fire combat 9, prestidigitation 8, running 8, stealth 8

STRENGTH 7

Lifting 8

TOUGHNESS 7

PERCEPTION 9

Cyberdeck operation 11, evidence analysis 10, find 10, land vehicles 10

MIND 9

Artist 10, test of will 10

CHARISMA 9

Charm 10, taunt 10

SPIRIT 8

Faith 19

Net Values: net attack (fire) 12, net defense 11, net find 12, net stealth 11, net manipulation 13, net track 13

Possibility Potential: some (65)

Netrunners

The most feared and unknown quantities jacking into the GodNet are the deckers and netrunners. These rebels do what they can to throw off the oppressive chains of theocracy that strangle CyberFrance. They are fugi-

tives, heretics and sinners, constantly on the run from jackpriests, monitors, and the Inquisition. Only their skills, equipment, audacity, and unrivaled luck keep them in business.

Netrunners jack into the Net for a variety of reasons. Some do it for the money, which even the sanctioned businesses are willing to pay if they need information about a competitor. Others are romantics, running the Net to show their rebellion against the Papal State or to discover the true meaning of the GodNet. A few are thrill-seekers, stalking the "razor's edge" of this dangerous playground in order to test their abilities against others. Finally there are the sanctioned deckers, those that run for the Cyberpapacy. While most of this type of decker is clergy, the Papal State is not opposed to hiring secular runners when the need arises, offering money and dispensations for their services.



Allen Nunis

A Typical Holy Exchange

What are the physical components of a typical Holy Exchange? In addition to the church itself, which is open to the public for worship, there are the connecting buildings, where the exchange functions take place. These include, but are not limited to, the monitoring stations, the clerical stations, the main frame computer chambers, the data vaults, the Church Police garrison, and the transmission relay tower. From these the church construct is formed, creating a virtual representation of the physical facility within the GodNet. Monitors handle, route, and observe all data moving through their region. The clerical stations allow priests to jack into the system to conduct mass, lead worship, teach, and hear confessions.

In addition to monitoring data flowing through the exchange, the jackpriests also monitor security at the exchange. Security in the construct includes gates, alarms, and guardians (see the next chapter for more details on construct security). Security at the physical church is another matter, although all security devices are controlled via the construct and computer core. Surveillance cameras, motion detectors, sophisticated sensors, electrified walls and fences, aggressive defenses (remote lasers, mine fields, etc.), automatic locks, and other defensive measures are set up to react to intruders without the need of the monitors, but once a defense is triggered a jackpriest arrives via one of the construct's remotes to assess the situation. If necessary, he alerts the Church Police to deal with the intruder.

As in the construct, only the church itself is accessible to the general public. This includes the worship area, the confessionals, and in some cases a school or general assembly area. The rest is off limits, and access is strictly prohibited.

The GodNet's Far Reach

In addition to CyberFrance and the conquered sections of Spain and other neighboring countries, the GodNet reaches beyond the physical boundaries of the Cyberpapacy reality, and even beyond the boundaries of Earth. From microwave-connected relays at CyberChurch embassies around the world to the reaches of near space, the GodNet stretches far and wide. Below are a few of the places the GodNet touches.

Firmament

The growing satellite network in orbit above the Earth has been code-named Firmament by the Cyberpapacy. Firmament itself is a powerful telecommunications satellite around which the Cyberpope plans to build an actual space station. As such, it has been granted cathedral status, with datapaths running from its many satellites and down to Avignon and Venasque (where the space program is being monitored and controlled from). The bishop of Firmament is stationed at Venasque, overseeing the space program until Firmament itself is ready to take on human occupants. All embassy relays are routed through

Firmament when using the GodNet, so this cathedral is already extremely important, even though the physical church has not yet been constructed.

Magna Verita

When the tech surge rolled through France and altered the axioms of the theocracy, it also changed portions of the Magna Verita cosm as well. The maelstrom bridge has become the datapath connecting Avignon on Earth to Avignon on Magna Verita. From the grand cathedral, a number of nearby churches have linked into the GodNet. The areas under the jurisdiction of this handful of churches have embraced the cyber reality, becoming a small island of high technology in a medieval world. The Cyberpope plans to expand his new reality to encompass all of Magna Verita, but this is slowed by the still-continuing conquest of Earth.

Free France

Even those portions of France which still hold Core Earth's reality have been linked to the papal state via Cyberpapacy hard points. As such, these cathedrals are part of the Holy Exchange network, providing access to the GodNet for the people of Paris Liberté. Through this link, deckers and netrunners are able to penetrate the Net, although they run the risk of disconnecting in the lower tech level reality.



Chapter Three

The Net from the Inside

And before the Gate of God, which is Babel Central, there was a sea of circuitry and glowing paths like unto crystal; and in the midst of the Gate, and round about the Gate, were Monitors and Guardians full of eyes before and behind.

Revelation 4:6, The Malraux Bible



Francois never ceased to marvel at the convoluted imagery each time his consciousness entered the GodNet. Stunningly beautiful and awe inspiring, it also harbored a dark side. The defense programs of the GodNet appeared as avenging angels capable of frying his brain and wiping out the programs stored within his cyberdeck.

He easily imagined the effect such sights could have on a devout Christian. Many of his Christian acquaintances who had entered the GodNet had come back changed. Within its labyrinthine matrix of datapaths and information towers they had experienced a religious transformation that had literally blown their minds. Along the paths of the GodNet flowed pure electrical energy overlaid with images of the Christian religion. Many had returned claiming they had been touched by the Holy Spirit.

Francois was skeptical, particularly as these born-again Avignon Christians had also imparted their extensive knowledge of fellow deckers and decker locations to the Cyberpapacy. Francois had only avoided capture by keeping constantly on the move. Many of his friends had been rounded up by the Church Police and now languished in the hands of the Inquisition. Some had even been chipped — their personalities and knowledge transferred to a microchip while their bodies were

either left in storage or destroyed.

No sooner did he think this, than Francois noticed a dark, winged angel speeding toward him. It unleashed blasts of energy as he activated a defense program. Desperately he hit the switch which would carry him out of the GodNet. He felt his mind reel under the attack as his defense program disintegrated into splintered shards of light.

Francois groggily emerged from the GodNet. His eyes refused to focus and his tongue felt thick. Through a haze, he saw Christophe fussing over the transmitter. He tried to speak, but the blast he caught from the dark angel had disrupted his central nervous system. It took all of his energy to push the cyberdeck onto the floor. He screamed as the input jacks tore from his head.

Christophe spun around. The young Rasta was slumped over the table. Blood trickled from his head jacks. Christophe moved to help him, then stopped. He rushed over to the transmitter and hit the off switch. He hoped he'd been fast enough.

"Ouch. I'n'I's got one scorching headache, mon," Francois said. His head felt like it was full of jelly that had been pushed through a sieve. "You switch off in time, mon?"

Christophe shrugged, "Can't tell." He wiped at Francois' head with a tissue. "How long you've been lying there?"

"Don't know, mon." Francois brushed Christophe away. "Came out slow. I'n'I's know that much. Got hit by an avenging angel, mon. Scrambled my deck and I'n'I with it. Got sucked down lines I'n'I's never seen before." He winced. "Best we tell the others and get the hell out of here. The Church Police could arrive at any moment."



Entering the GodNet

Traveling the GodNet isn't like sitting at the keyboard of a Macintosh IIsi and watching a utility program dance across the screen. There is more to the experience than simply booting up a computer. A GodNet traveler actually projects his or her consciousness, his *Mind* and *Perception*, into the network, becoming one with the virtual reality. To accomplish this, a physical connection must be made between the cyberspace network and the user.

The first step in this physical connection is basic wiring to link a user's central nervous system to his cyberware so that everything can be controlled by thought. The most popular wiring is a synthetic nerve fiber called NeuraCal. To complete the connection between mind and GodNet, the user must be fitted with neural jacks. If the jacks are placed into the head or neck, then NeuraCal is not needed, as they can be wired directly to the brain. The J-Jack is the standard neural jack put out by street labs. A neural jack's visible component is a socket into which cables can be plugged to complete a connection — in this case between a user and the GodNet. A jack is composed of two important parts; a miniature axion amplifier (an ax) for boosting nerve current, and a dipolar recoding chip (a dipchip) for translating mental commands and images to the Net and vice versa.

With the basic wiring complete, a user has a few options for entering the GodNet. He can plug into the GodNet interface through the dumb terminal in his home. This allows him to experience the Net as an observer, with any interaction coming as a result of prompts from the Net itself. He is simply along for the ride. If he has a smart terminal, he can manipulate the virtual environment, use enhancement programs, participate in interactive programs, and even process and store data. Smart terminals are usually available at a user's place of employment, and many people jack into them during the course of a normal work day.

The cyberdeck is the most versatile and portable interface between a user and the GodNet. It is also the tool of the netrunner, and those using one are watched very carefully. As most Storm Knights from the Cyberpapacy will more than likely be equipped with a cyberdeck, we will examine access to the GodNet from the point of view of a decker — someone equipped with a neural jack and a cyberdeck.

In the words of an anonymous decker posted in the electronic mail: "Leave your body at the interface port, and let your mind out for a run ..."

Getting In

One end of the cable is plugged into the neural jack in the decker's temple, the other end into the port on his cyberdeck. The deck itself is plugged into the nearest GodNet interface. Once all of the connections are checked, the decker simply boots up his cyberdeck to go "on line." A few more seconds go by as the decker loads up his combat and defense programs. Then, with the press of a button, the decker's mind is hurled into the GodNet — he's jacked in.

Upon jacking into the GodNet, the decker finds himself enveloped in virtual experience, or VX, images. VXs are computer-generated situations, settings, characters, and stimulations that appear to traveling minds as the real thing. Touch, taste, sight, sound, smell — all sensation can be duplicated through VX. Once in the Net, the VX systems create a "virtual self" for the decker. A virtual self is an exact copy of the physical user, unless the user is good enough to manipulate the image (see "Virtual Reality," page 26).

The VX decker has the same skills he possessed in the real world (see "Skills," page 40). He first finds himself upon a glowing datapath that leads to the local Holy Exchange church. He quickly realizes that the path is but one of thousands upon thousands of pulsating lines running haphazardly across a huge glowing cross. The decker is connected to the path by a gossamer strand that tugs him toward the Holy Exchange for clearance and routing. Beyond the local exchange, rising like a tower toward heaven, is

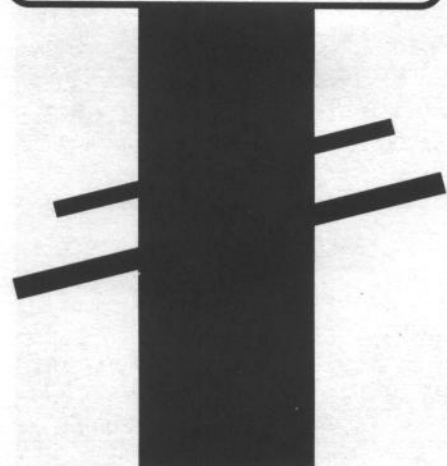
Jacking In

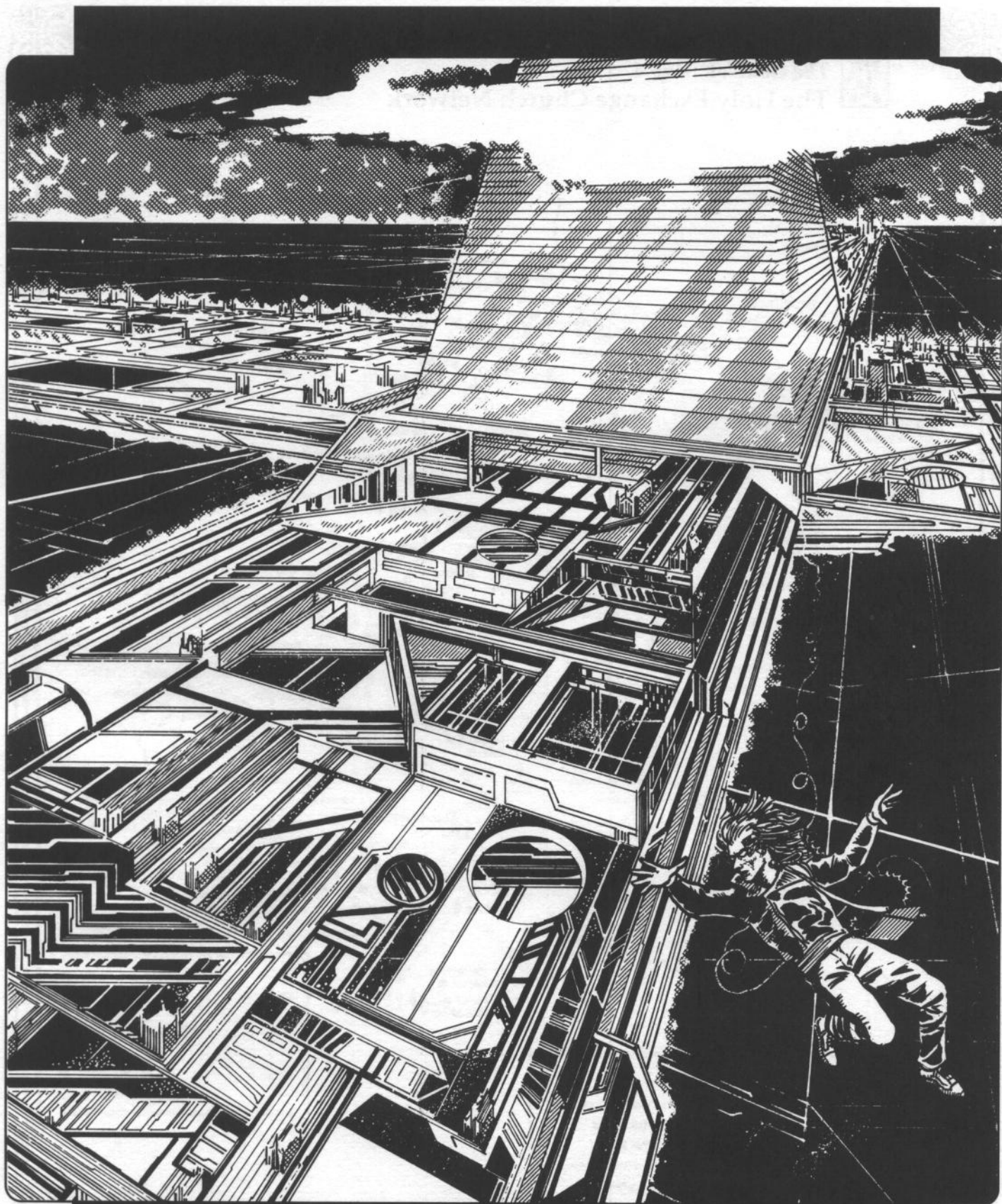
Francois thumbed his deck. He felt himself shoot from his seat in a blaze of white light. The deck and the light disappeared to reveal a huge, shining cross hanging in a sea of night. He dropped toward the cross.

A tower rose up at the center of the cross. Babel Central flared and sparkled. Below him, glowing cathedrals and churches dotted its surface. He sped down toward a wooden gate set into a stone wall beside one of the churches.

The cross disappeared as Francois drew closer. He stood before the gate. His appearance had changed. A black humanoid with a writhing mane and glowing eyes was his virtual self in the GodNet. He grinned as he clenched and unclenched his fists. He looked around. In the distance he could see roads leading toward the Tower of Babel. Across the land majestic Gothic cathedrals reached up to the glowing sky.

He scanned the gate, pulled his shroud around him, and prepared to enter. He was on his way.



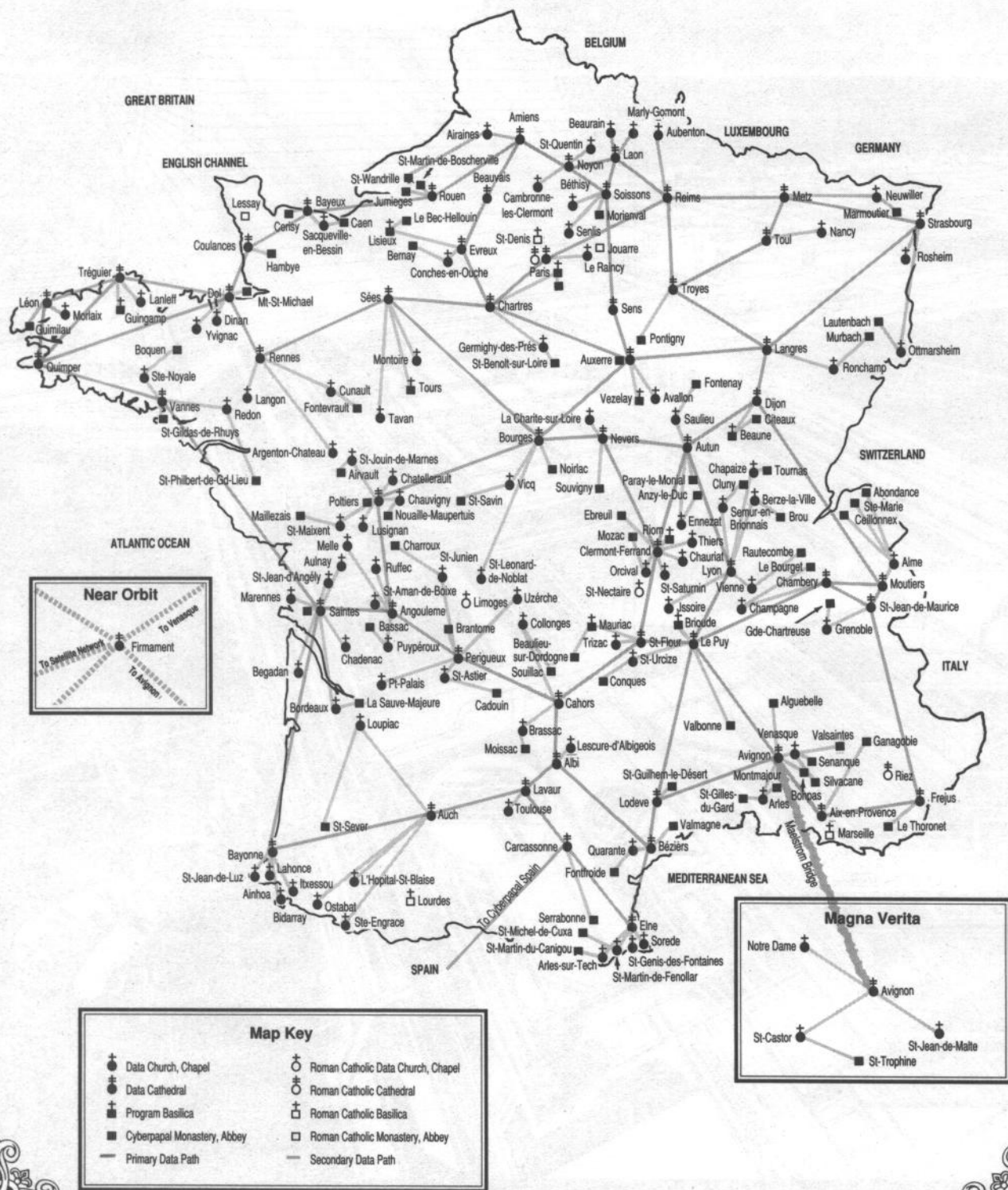


Rick Harris





The GodNet: Map 4 The Holy Exchange Church Network



Babel Central, located at the junction of the arms of the cross.

Users must report to the Holy Exchange before they can proceed through the Net. But deckers, especially hot deckers, can move around without getting clearance. As long as they don't make any mistakes, they won't be noticed by the Monitors and Entities guarding the paths and fortresses. Unless, of course, a Monitor gets lucky.

Physical and Other Tools When a character enters the GodNet, his virtual image may appear to have tools, i.e. a soldier of fortune may appear to have an Uzi and Kevlar. However these tools grant no adds, nor do they have damage values or other game values of their own. Their power is derived totally from the *Perception* and *Mind* of the user. The tools are a virtual manifestation of a character's skill. A character with *melee weapons* skill could appear to have a sword, and could use the skill in GodNet combat as the basis of his net attack value or his net defense (see page 40). A character cannot normally create tools while in the GodNet; a character may build into his virtual image as many tools as his Mind read as result points on the Power

Push table. For example a character with a Mind of eight could have three tools as part of his virtual image, while a character with a Mind of 12 could have up to five tools. These tools must be determined before the character enters the GodNet.

In general a character cannot have a tool as part of his virtual image which can be used by characters other than himself. A character with *land vehicles* could have a motorcycle as part of his virtual image, but no one else could ride on it. Characters who are running duo (page 48) may share programs, and are an exception to this rule.

Spells are a special type of mental tool, in that they are a subset of a magician's skill. Similiar to the above rules, each magical skill counts as a mental tool, and with it come all of the spells which the magician knows for that skill. A magician with a *Mind* of nine or more can take all four magical skills as tools. Like other tools, spells are limited in power to the *Perception* or *Mind* of the user. Outside of the GodNet a lightning bolt may have an

effect value of 20, but inside it's effect value is limited to the mage's *Perception*. See page 44 for more information.

Getting Out

Get in, do what you came to do, and get out again quickly before someone — or something — spots you. That's the code of the netrunner. If only it were that simple.

To leave the GodNet, the decker must be on a clear datapath outside of a system construct. Once on an exterior datapath, it is a simple matter for the decker to return to his interface and back into his body (although there is a chance that his VX self will be spotted on its way through the Holy Exchange). But getting out of a construct to reach a datapath can be as difficult as getting into one. Any data protection devices that were in place on the way in will be there on the way out (see "Movement," page 39).

GodNet Terminology

Construct: The appearance of an individual computer system within the GodNet.

Decker: A term for anyone who enters the GodNet through a cyberdeck, although it is usually applied to illegal netrunners.

Guardian: A static or self-aware program, or a virtual self, that defends a specific portion of the Net or a construct.

Virtual Self: The appearance of a user or decker within the GodNet.

VX: Virtual experience, the images that programs and systems are translated into so that a human mind can interact with them.



Grant Goleash



V irtual Reality

Because of the Darkness Device's involvement in its creation, the GodNet is almost a realm of its own. The entire network is overlaid with a virtual experience computer system. Virtual experiences (VXs) are computer generated sensory stimulations that are virtually real. They have size, shape and form within the Net, duplicating all possible sensations. To a user in the Net, a VX is not a computer-generated image — it is the real thing.

Users take on a virtual image upon entering the GodNet. This image is called the user's virtual self. Like finger prints, a virtual self is an identifying feature specific to a single user. No two virtual selves are the same, although they can be disguised. For most users, the virtual self is an exact copy of their physical form. But for deckers with enough skill, the virtual self can

be a work of art or an effective mask to protect the decker's identity.

Deckers with more than three adds in *cyberdeck operation* (and using a cyberdeck) can alter their virtual selves within the following restrictions. At four adds, a decker's virtual self must be roughly the same size as he is (within 25 percent), and must be humanoid in appearance. At five adds, size can vary by as much as 50 percent, but the image must still be humanoid. At six adds, size can vary up to 75 percent, and less humanoid forms can be generated successfully. At seven adds, 100 percent size variation is possible, and forms can be abstract icons if so desired. The difficulty on a *Perception* check for someone to see through an altered virtual self is 8 plus the *cyberdeck operation* adds of the altered decker. Even if successful, there is no guarantee that the

decker will be recognized, but his virtual self will be posted for tracking and questioning by Net Monitors.

Deckers perform actions in the GodNet through their virtual selves. All of their skills translate into the Net, but their tools and weapons are left behind. To generate virtual equipment, the decker must have the necessary programs. Combat between deckers and others in the Net involves attack and defense programs which appear as weapons and armor, or even as blasts of energy firing from bare hands. As programs are reduced in power, virtual weapons disintegrate and virtual armor crumbles. Virtual selves reel under attacks, and wounds appear on VX bodies as damage is taken (see "Combat in the Net", page 42).

Naked Before the GodNet

Most users in CyberFrance enter the GodNet through interfaces connected to dumb terminals in their homes. Deckers call this "going naked before the GodNet." While going naked doesn't mean a user is defenseless, it does mean that he must rely on only his own natural skills and attributes to explore and survive the datapaths. Without a cyberdeck, a netrunner cannot use the power boosts built into the deck and cannot run programs to augment his skills or draw on specialized operations programs. Without a deck, a netrunner also has no capacity for data storage. He must search and read information files while in the Net, instead of copying the files for later examination. The longer a

decker remains in the Net, the greater the chance that he will be discovered.

Perceived Geography

The GodNet is an extradimensional pocket created by Jean Malraux's Darkness Device from the telecommunications network of France at the time of the cybertech surge. Because of its VX systems, this cyberspace has shape and form that those who are linked into it can perceive.

The first image your mind registers upon jacking in is vast blackness, like a starless night. The first sensation is movement; you are falling through the blackness, but there is no wind. There is only pure speed. A ribbon of light snakes away from your virtual self, pulling you toward the neon grid lines and shifting streams of data that

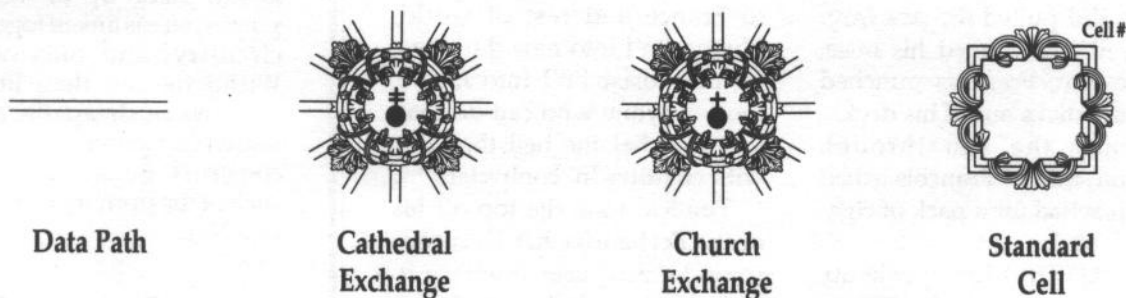
play over a cross-shaped island in the night. Closer it pulls you, toward a glowing church, toward your Holy Exchange. That is where all trips through the GodNet begin, but it remains to be seen whether you hang around long enough to be tagged or not.

The whole of this potential space is called The Deep. It appears as a vast blackness that stretches in all directions. Sometimes swirls of glowing circuitry can be seen floating in The Deep, but mostly it is an unending ocean of night. There are regions within The Deep, islands of light that beckon to travelers. The greatest of these regions is the Holy Exchange, seen as a gigantic cross full of luminescent circuitry and covered by glowing churches, monasteries, cathedrals and basilicas. Babel Central rises from the center of the cross, revealing itself as

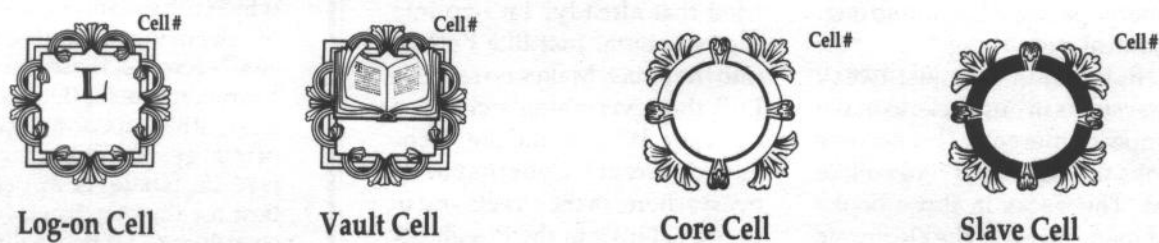




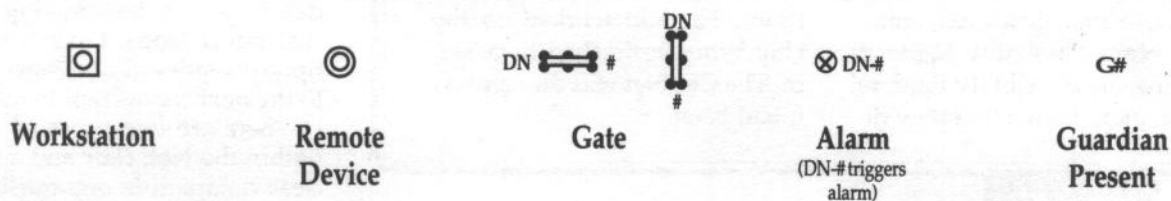
The GodNet: Diagram 2 Construct Mapping Symbols



Specialized Cells

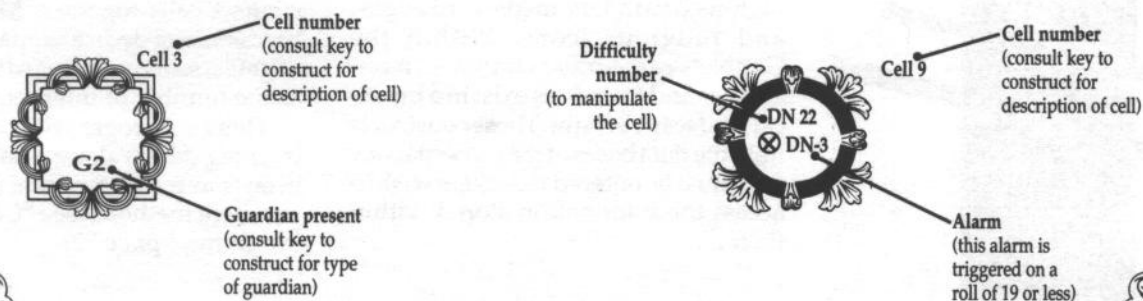


Other Symbols



Note: DN = Difficulty Number

Examples of Cells



Cyberpunk Fiction and the Net

The Kid pulled the jack from his head and rubbed his nose. Beside him, Francois punched program disks out of his deck.

"Enjoy the run through Babylon, mon?" Francois asked as he reached for a pack of cigarettes.

"Yeah!" The Kid's eyes lit up. "But why is it full of religious stuff? Can't we do anything to change that?"

Francois shook his dreadlocks and lit a cigarette. "The Cyberpapacy too big, too strong. It control everything."

"But couldn't we just tweak the systems in our decks to make it appear differently? In Gibson's books the Net never looked like that. The decks in those books just made sense of the electronic stuff so people could use it and find their way around."

Francois blew smoke out of his nose and grinned. "That's just fiction, mon. GodNet's real. It got more than just electronics, mon. Net's Possibility Raiders' playground. Possibility Raiders tough, mon. Look what they do

to France and rest of world. Plunge I'n'I into new dark age, 'n' then blast I'n'I into future, mon. Anyone who can do that, can do what the hell they like with circuitry 'n' computers."

The Kid took the top off his deck. "Bet I can fix that. Just needs some kind of user interface to change the projected imagery." He pulled a chip out.

"You wasting your time, mon." Francois tucked his locks into his hat. "You think no one's tried that already? I'n'I go into the Net, mon. Just like I'n'I go into the street. Makes no sense to I'n'I that everything's changed out there. Why should the Net be any different? Cyberpapacy's everywhere, in the streets and in the Net. I'n'I's in the Possibility Wars, mon. So I'n'I just got to accept that Cyberpapacy got the power to do what it likes. It play with reality, mon."

Francois sauntered from the room. The Kid worked on the chip. When he finished, he jacked in. The GodNet was the same as it had been.

the central hub from which the spokes of the GodNet radiate.

All images are a combination of high-tech wonders, medieval designs, and religious icons. Within the GodNet, cathedrals, churches, monasteries and fortresses exist in a mystical landscape of light. These constructs hold the data bases of the Cyberpapacy and must be entered if deckers wish to access the information stored within them.

Components of the Net

The GodNet may be imbued with religious and medieval imagery, but it is still made up of numerous computer systems linked together by wires, circuitry, and microwave relays. Within the Net, these links appear as luminescent datapaths, and each individual computer system appears as a construct. Below is a description of each of the primary components of the GodNet.

Datapaths

Datapaths run throughout the GodNet. They are the telephone lines and microwave transmissions along which information passes in the form of electronic signals. Users of the GodNet travel these lines to get to and from constructs. Between constructs, datapaths appear as sparkling roads of energy. Within constructs, they can take on whatever appearance works best for the construct, from dungeon corridors to arched hallways.

Only travel can take place along a datapath. A user can be traced and followed down a path, but he cannot be attacked, questioned, or otherwise engaged while on the path. Think of a datapath as a fast-moving sidewalk that never stops. Once a user steps upon this sidewalk, he is swept quickly to the next connection in the path.

There are two types of datapaths within the Net; *clear* and *dedicated*. A clear datapath is one outside a construct that connects exchanges to each other and to constructs and nodes. Movement is easier along clear datapaths. Dedicated datapaths are those within a construct, the paths that connect cells together. Movement is harder along dedicated paths because of gates, seals, and Guardians, as well as the number of intervening cells.

There are programs for detecting or tracking others along a datapath, and even some that provide limited detainment methods (see "Chapter Five: Programs," page 52).





Grant Goleash

Holy Exchanges

Holy Exchanges are a specialized form of cell. They appear wherever non-construct datapaths merge or cross. In reality they are the telephone exchanges and microwave relay stations that exist in every town and city of France, rerouted so that a church or cathedral has control of a particular exchange. Here signals enter an area and are switched to datapaths running to a user's destination. At least one church exchange can be found in every department in CyberFrance, routing users from that area to the cathedral exchange governing the region. From the cathedral, a user is routed to other cathedrals in other regions until finally reaching his destination.

A decker jacking into the GodNet in Paris with the intention of entering the Strasbourg Cathedral construct

would first enter the Paris Exchange. From here he would be transferred to Reims, Metz, and finally to the Strasbourg Exchange. Emerging at the Strasbourg Exchange, the decker enters a datapath leading to Strasbourg Cathedral's log-on cell. From here he can move from cell to cell within the construct (by making the appropriate rolls) until he locates the data he came to find.

Exchanges appear as walled villages with datapaths running into and out of them. At their centers are the church or cathedral constructs.

Constructs

Constructs are the computer systems of the GodNet. Individual components, called cells, are combined to create the layout of the construct. Every construct contains at least one cell and a work station. Large constructs

are made up of hundreds of cells.

Within the GodNet, constructs take on an appearance that reflects their size. The larger the computer system housed by the construct, the more impressive it appears. They can appear as glowing Gothic churches, cathedrals, fortresses, manor houses, castles, or other buildings. The size of a system usually reflects its importance within the Cyberpapacy. Small, rural churches have small computer systems. Avignon, with its huge computers and countless work stations, has two constructs within the GodNet: the Avignon data fortress and Babel Central.

A construct belonging to a Cyberpapacy church appears as a resplendent Gothic church. Strasbourg Cathedral's construct is a massive, shining Gothic cathedral. Babel Central, which is made up of a core, hundreds of defense cells, dozens of slaves, plus numerous work stations, I/O



devices, vaults and alarm systems, appears as a huge glowing tower visible from all points within the region of the GodNet called the Holy Exchange.

Nodes

The smallest type of construct within the GodNet is the node. A node is a system made up of as little as one cell, and these constructs usually represent private citizen's computers — either dumb or smart terminals with little processing or storage capability. Nodes are the most plentiful constructs, but they are by far the least interesting and least likely to be the target of a net run.

Cells

The GodNet contains billions of cells. Collectively, these make up the various constructs of the GodNet and appear as rooms, chambers or even sprawling areas of virtual reality.

Small constructs are comprised of only one or two cells. Huge constructs can have hundreds of cells.

Deckers travel through constructs from cell to cell, using the datapaths in between as passageways. As an analogy, if the cells are rooms within a dungeon, then the datapaths are the corridors linking them together.

Cells perform a variety of functions, from a standard memory block cell that holds a VX to a specialized cell that performs a specific task within the system. Each cell can appear as anything its programmer (or the GodNet) desires, but in CyberChurch constructs cells tend to have uniform appearance depending upon their function. The types of cells are described below.

Standard Cell

A standard cell is a portion of the system's memory where a VX can be stored. When a user enters the cell, the VX starts to run. These cells are used to fill out and complete a construct, providing meeting areas, entertaining diversions, or a defensive maze through a system.

Log-On Cell

The public cell of every system is the log-on cell. It connects directly to the system's local exchange, and contains the public directory and greeting for the construct. Some log-on cells feature elaborate welcomes and help menus for entering and using their facilities (such as a shopping mall or church log-on cell). Others feature strict warnings that there are no public access areas within the construct and that the user should leave at once (as in a program monastery).

Within a log-on cell, a user can immediately scan a menu for all public access areas within the construct, select a destination, and wait as the datapath is opened. To access restricted menus, users must have the appropriate pass code or they must manipulate the cell to call up the information. This requires a *net manipulation* roll to beat the cell's difficulty number (if the log-on cell has no difficulty number, use the system's core difficulty number as modified by its security level; see "Security," page 32). Once this is successfully done, the restricted datapath is revealed (but its gate will still need to be breached, see "Gates and Seals," page 31).

Defense Cell

A defense cell is placed in a construct to slow down intruders. It provides areas where gates and Guardians may be placed. In a construct, Guardians are noted as present in a cell by the notation "G#", where # is the number of the Guardian as described in a construct's entry.

Core

A core cell is a specialized cell that houses the central processing unit of a construct's computer system. This is the heart and brain of a system, where all major processing is carried out. Programs are on line here, and data is constantly being analyzed and manipulated.

Access to a computer core allows a decker to override other parts of a system. The decker can access a map of the construct (the number of cells shown leading from the core is deter-

mined by the result points achieved; the decker chooses which cells to reveal), manipulate portions of the system, cancel some alerts, and even decipher access codes. The difficulty number for manipulating a core varies from core to core. The difficulty number needed to manipulate the core is listed within the core. Low security cores can have a difficulty as low as 12, while high security cores can have a difficulty of 34 or greater.

It is possible to use a core to operate peripheral devices of the computer such as data vaults, slaves, and remote devices. However, peripheral areas are more difficult to manipulate from the core. The programmers may also have installed programs which trigger alarms if they are not accessed directly. In these cases, the difficulty number for manipulating peripheral areas is increased (see "Manipulating Constructs," page 36).

Cores appear as shrines and altars within church constructs.





Rick Harris

Slave Cells

Slave cells control particular physical processes or devices outside of the GodNet. Slaves are usually specialized in function, being given over entirely to security, research, or machine operations. Manipulating a slave gives a decker control over whatever the slave controls. If a slave in a church construct controls the church's physical security systems, then manipulating the slave allows a decker to peer through security cameras, open locked doors, disconnect alarms, and so on.

To manipulate a slave, a decker has to beat its difficulty number on a *net manipulation* roll. Slaves may also be manipulated from the core, but the difficulty level of each operation is increased (see "Manipulating Constructs," page 36).

Slaves appear as small chapels in church constructs.

Vaults

Data vaults are often the target of GodNet runs. These cells are the storage areas of a computer, where its data files are held. A computer system may have more than one vault, sometimes hidden behind other vaults to further restrict access. All vaults are hidden behind secret datapath gates that must be discovered before they can be breached (see "Gates and Seals," page 31).

Vaults resemble dark, gloomy crypts in church constructs.

Work Stations

These cells are where external operators of a computer enter data and commands into a system. They are connected to cyberdecks or terminals outside of the system. From within a construct, a decker can communicate with the user of a work station terminal, interfere with or simply examine

the work being done at the station, or even disconnect the station from the system.

Work stations appear as saintly statues within small alcoves, communicating data transmissions to the core.

Remotes

One of the functions of a computer is to operate and maintain external (real world) equipment. This equipment can be security cameras and sensors, alarms, factory assembly lines, doors, elevators, coffee machines, lighting, or anything else that can be controlled by a computer system. These devices can be manipulated from a system's core or from a slave set up to operate them. The difficulty number for successfully doing so is marked on the slave cell.

Gates and Seals

Cells are protected by data gates and seals. Gates and seals are similar to Core Earth data protection programs and are designed to prevent unauthorized access. Gates and seals prevent unauthorized users from entering a cell.

A gate requests passwords or code sequences before allowing users to access the data it protects. If the wrong password or code is given, the gate refuses to open. Users who have the correct password or code can pass through the gate and continue on their way. Having the right password can save a decker a lot of time when running the GodNet, but every time a password is used it is logged at Babel Central, allowing the Cyberpapacy to monitor the movements of all users. Most deckers prefer to find other ways to pass through gates.

Seals, on the other hand, are keyed to a specific user's virtual image. The seal reads the virtual image as if it were a finger print or retina scan, opening only for the user or users logged in its memory. Seals, therefore, are much tougher to breach than gates.

In keeping with the biblical imagery of the GodNet, gates and seals appear in a wide variety of forms. They can appear as wooden doors set into the walls of a cell, or as more



impressive biblical imagery, such as the Red Sea or a huge mountain. For example, gates in the Hell region of the GodNet resemble huge pits filled with fire, or lakes of fire and brimstone which must be crossed. When designing gates and seals in data constructs, imagery is as important as the difficulty number. Some fearful gates can be easy to breach, while some plain-looking gates can be extremely difficult to get past.

The importance of the cell guarded by a gate sets the difficulty number of its programmed defenses. The more important the cell protected by the gate is, the higher the gate's difficulty number. When in a cell, only those datapaths not protected by gates or seals are visible. All protected gates are hidden from view. To find a gate or seal, a decker must make a successful *net manipulation* roll to manipulate the cell (see "Manipulating Constructs," page 36), or a *net find* roll to reveal it through scan programs.

Once revealed, deckers use their *net find* values enhanced by any scan programs they may have to determine the level of security protecting a gate or seal. The difficulty number is 12, modified by the level of security of the gates present. If the attempt fails, the decker believes there are no gates or seals present. A successful check informs the decker of the security level of the gate (see "Security," page 32). *Good success* will also tell the decker if there are any Guardians in the cell behind; *superior success* tells him if there are any alarms present; and *spectacular success* reveals the exact type of Guardian present.

Example: Christelle enters a cell. There are no gates visible, but she decides to scan for any just to be sure. Hidden from view are two gates; one of *average* security (DN14) and one of *good* security (DN19). She needs to achieve a *net find* value of at least 12 to find the *average* gate, 16 to find both. Note that this procedure is not a multi-action; the difficulties are determined solely by the security of the gates, not how many gates there are.

Once the security level of a gate or seal has been determined, deckers can attempt to breach it or leave it alone.

Approaching a revealed gate or seal activates it, and it requests either a password or code (in the case of a gate) or a virtual-self scan of the user (in the case of a seal). If it accepts the response, it logs it with its monitor station to create a permanent record of the traffic. If it receives an unrecognized response, the gate or seal signals any Guardians in the adjoining cell and triggers any alarms present. If a decker doesn't have a password, code, or passable virtual image (which is very hard to fake), he must breach the gate or seal if he wants to proceed to the cell it protects. There are two types of breaching, *active* and *passive*.

Active breaching punches a hole in a gate or seal, allowing a decker to pass through. To attempt an active breach, a decker makes a *net attack* roll (enhanced by any active breach programs) against the gate's difficulty. *Minimal to Good success* gets a decker through the gate, but leaves it intact. *Superior success* or better destroys the gate. For a seal, a decker needs *spectacular success* to destroy it.

Passive breaching is harder, but it is less likely to be noticed by casual observation. To attempt a passive breach, a decker makes a *net stealth* roll (enhanced by any passive breach programs) against the gate or seal's difficulty. Success gets a decker through, leaving the gate or seal intact. Failure increases the difficulty number of the gate or seal by the level of failure as shown on the Power Push Table. For example, if a decker gets a *net stealth* value of 16 against a difficulty of 20, then he has missed success by four result points. Look across the Power Push Table on four result points to see that the difficulty of the gate has in-

creased +2 to 22. Failure could also set off alarms or alert any Guardians present behind the gate or seal.

Alarms

Most systems are fitted with alarms which alert other parts of the system to intruders, or call external operators to handle a problem. Generally, alarms are only set off by a failed check against a difficulty number. The amount of failure required to set an alarm off varies, depending on the sensitivity of the alarm. Very sensitive alarms are set off by any failure, or even by a *minimal success*. Most alarms, however, are set off by a failure of three or more points. In a sense, three points of failure represents a *good* success for the alarm.

Skilled deckers scan for alarms and neutralize them as soon as they reach the core, slave, or vault controlling them. The difficulty number needed to neutralize an alarm is the same as the one set for the core, slave or vault they are in.

Internal Alarms

Internal alarms set up an alert status within a system. When an internal alarm is set off, all difficulty numbers within the construct are increased by one. Non-static Guardians within the system move toward the alarm at a rate of one cell per round.

External Alarms

External alarms warn users of the system that it is being tampered with. Cyberpriests will enter the system to

Security Levels and Difficulty Numbers

Cell, Gate or Seal Difficulty Number	Level of Security	Difficulty Modifier
1-12	Minimal	-3
13-17	Average	0
18-23	Good	+4
24-29	Superior	+10
30+	Spectacular	+17



deal with intruders. Cyberpriests will also attempt to alert Babel Central so that Angels can be dispatched to the scene.

Security

Every construct is rated for security, based upon the difficulty number of its core. This only comes into play when the gamemaster needs to determine the difficulty number for manipulating cells within a construct that have no difficulty listed, or for determining difficulty number modifiers. *Minimal* security constructs are those places with little that isn't open to the public, such as data libraries. *Spectacular* security constructs include Babel Central and the data cathedrals of the GodNet.

To determine the difficulty number for a cell that has no number listed, apply the following modifier to the difficulty number of the construct's core. The resulting number is the difficulty for the cell in question.

An Example of a Construct

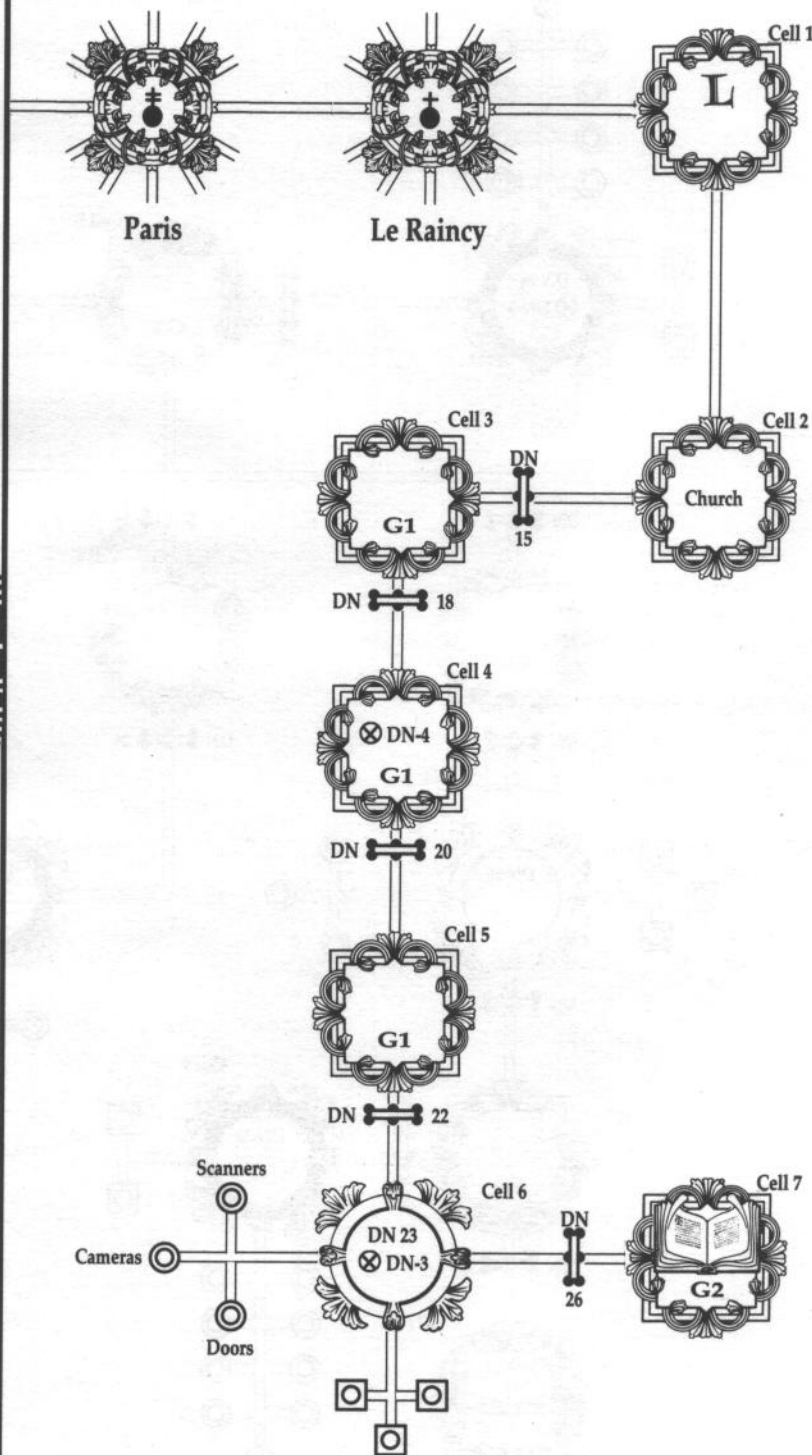
A portion of the Le Raincy data church construct is shown at right. It is a *good* security construct linked to the Paris Exchange by the local exchange at Le Raincy. From the Le Raincy Exchange a datapath runs to the log-on cell of the church. A menu and welcome directs visitors to the church itself (cell 2) where services are held. Besides the public datapaths leading to such places as the confessionals and prayer chambers (not shown), there is a secret gate leading toward the core and vault of the church. Three cells lie between the church cell and the core. All three cells are protected by gates; their difficulty numbers are as marked.

Cells 3, 4 and 5 are guarded by three Sentry Sentinels (G1). The core (cell 6) has a difficulty number of 24 to operate, and is rigged with an alarm that is triggered if the roll is failed by 3 or more. Three work stations, manned by cyberpriests, are present. If an alarm is triggered, the cyberpriests will enter the system to deal with intruders. The core controls the cameras, doors and



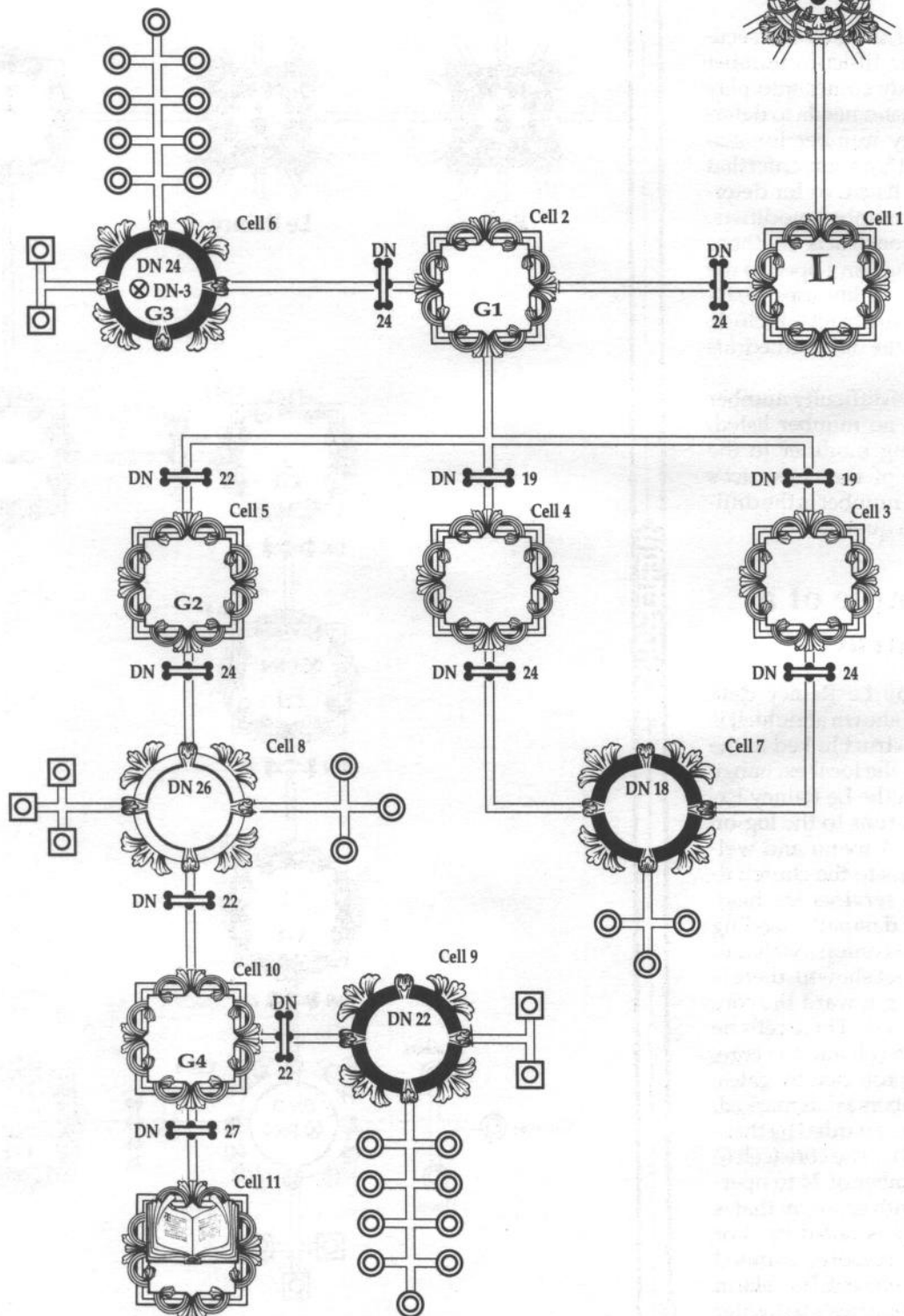
The GodNet: Diagram 3

Le Raincy Data Church Construct





The GodNet: Diagram 4 A Typical Monastery Construct



sensors of the physical church outside the Net. Data is held in a vault (cell 7) protected by a gate and a Judge Sentinel (G2).

Manipulating Constructs

Once inside a construct's core, slave, vault, or remote, a decker can manipulate it into believing that he is a legitimate user. Manipulation cannot be used to dissuade Guardians, however. They must be dealt with as the independent entities they are. Each part of a construct has a difficulty number. Some are listed, others must be determined in the event that they are needed (see "Security"). The number represents the difficulty of manipulating the functions of the construct. To be successful, a decker needs to beat the difficulty number with a *net manipulation* roll.

Specialized cells, such as slaves and vaults, can be manipulated from the core of a construct, but the difficulty number of the targeted cell is increased by two points for each cell between the core and the cell to be manipulated. So, manipulating a slave one cell away increases the difficulty number by two.

Core

From the core a decker can perform the following functions: call up a map of the construct, shut down the computer, cancel an alarm, access data, control a remote, or isolate a work station.

Map: Each core holds a map showing the layout of its system, including all gates and seals. No difficulty numbers are present on the map, but the construct's security level is shown. Calling up a map requires a successful check against the core's difficulty number.

Shut Down: A core can be shut down by making a check against the core's difficulty number, plus the modifier for the level of security the difficulty number corresponds to (see "Security Levels and Difficulty Numbers," page 32). For example, a core with a difficulty number of 18 (*good*



Allen Nunis

security) can be shut down by making a roll against a difficulty number of 22 (18+4 modifier). A core which is shut down stops working; operators at work stations attached to the construct are immediately aware of the shutdown and can attempt to counter it (see "Work Stations," page 38). It takes five rounds for a core to shutdown.

Shutting Down a Slave: Slaves can be shut down from the core, but the difficulty number is increased by two for each cell between the slave and the core. Shutting down a slave disables all of the remotes and work stations connected to it.

Cancel Gates: A construct's gates can be cancelled from a core. Each cell between the core and the gate increases the difficulty number for the attempt by two. When cancelling gates, the initial difficulty number is that of the gate, not the difficulty number of the core. Seals cannot be cancelled.

Cancel Sentinels: Sentinels can be cancelled from the core using the Sentinel's *Perception*, plus two for each cell between the core and the cell with the Sentinel, as the difficulty number.

Angels, users, and other entities can never be cancelled.

Cancel Alarm: Alarms can be cancelled before they go off, or once they have been activated. Cancelling an alarm prevents it from being sounded if the decker does something to set it off accidentally. Turning off an alarm which has already been activated resets the difficulty number (see "Alarms," page 32). It does not prevent Angels on patrol or who have been alerted by an alarm from searching for intruders.

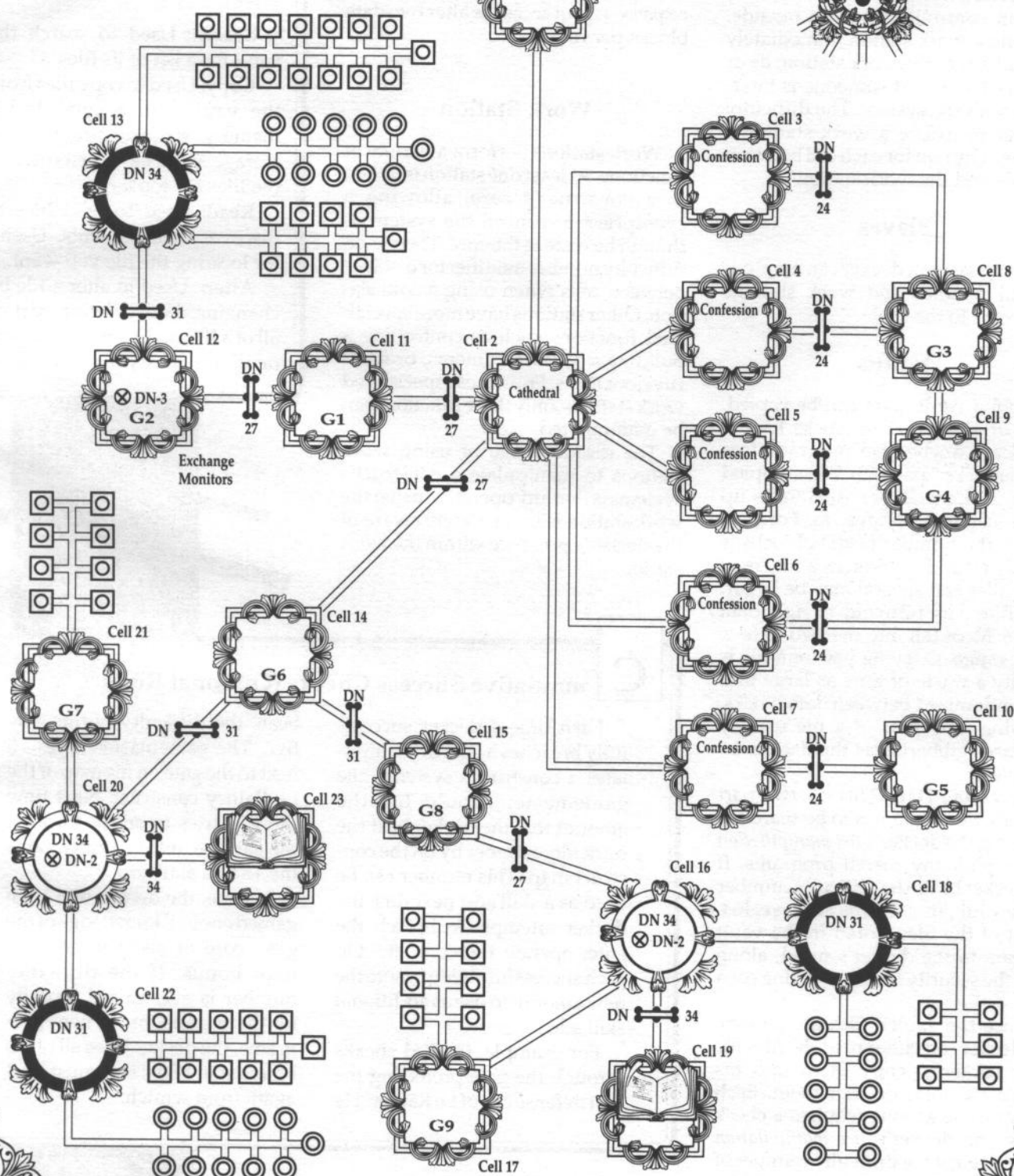
Access Data: Data currently running in the core can be accessed using *net manipulation* against the core's difficulty number. Data held in vaults is more difficult to access; the vault's difficulty number is increased by the security level modifier for the construct.

Control Remotes: Remotes attached to the core can be controlled directly from the core using *net manipulation* against the core's difficulty. Those in other parts of the construct must be manipulated using *net manipulation* against the remote's (or its





Cell 1



slave's) difficulty number modified by the number of cells between it and the core (adding two for each cell).

Isolate Work Station: Individual work stations can be isolated from the system, preventing deckers or cyberpriests from entering the system, or from controlling it from outside. Isolating a work station immediately alerts a user of the work station; he or she will know that someone is interfering with the system. The difficulty number to isolate a work station is increased by two for each cell between the core and the work station.

Slaves

From a slave, a decker can manipulate all remotes and work stations connected to the slave.

Vaults

From a vault, data can be copied, read, or altered. Data blocks have a size just like cyberdeck programs (see "Cyberdecks," page 49). When copied into a deck's memory, data takes up space just as programs do. For programs, the number of data blocks is usually its adds, although a few may be smaller and several may be larger. Data files vary from one to eight data blocks. Most fall into the two to four block range. Copying part of a file is usually a waste of time as large files are randomized between data blocks. Copying only part of a file usually produces gibberish as the data is incomplete.

Accessing Data: This is a two part process. First data has to be searched for using the decker's *net manipulation* value, plus any search programs. If the decker beats the difficulty number of the vault, its contents are revealed. A list of the files stored in the vault appears in the decker's mind, along with the security level protecting each file.

Once the vault's files are known, the decker can either read the files for their contents, copy them into his deck's memory, or alter them. Each one of these actions requires a check using the decker's *net manipulation* value against the difficulty number of the program. On a *good success* or bet-

ter, the decker leaves no trace of having accessed the files. Otherwise, the files will show that they have been accessed.

Time Taken: A deck accesses and writes data blocks at the same rate as its *response*. For example, a deck with *response* +2 can access or alter two data blocks per round.

Work Station

Work stations perform a variety of functions. At least one station is linked to a construct's core, allowing a cyberpriest to control the system as though he were in the core. There is no difficulty number modifier for distance between cells when using a core station. Other stations have more specialized functions such as controlling a building's sensors, cameras, or security door locks. From these specialized work stations, only these functions can be manipulated.

The disadvantage of using work stations to manipulate a construct's systems is that any operative using the work station is immediately aware of the decker's presence within the work station.

Actions Within a Vault

Search: Used to search the vault for a list of its files.

Copy: Used to copy files from the vault into a cyberdeck's memory. Existing programs in storage may be overwritten if the files are too large.

Read: Used to read files to discover their contents. Useful for locating the file you want.

Alter: Used to alter a file by changing data, deleting part or all of a file, and to overwrite part or all of a file with new data.

Cumulative Success Checks (Optional Rule)

Each time a decker successfully breaches a gate or manipulates a construct's systems, the gamemaster should list the amount that the decker beat the difficulty number by on the construct map. This number can be used as a skill add next time the decker attempts to breach the gate, operate the core, etc. On each successful attempt, note the new amount to use as additional skill adds.

For example, the Kid sneaks through the gate protecting the first defense cell of Le Raincy. He

beats the difficulty number by five. The gamemaster notes +5 next to the gate on his map of the Le Raincy construct. Next time the Kid tries to sneak through the gate, he automatically gains the +5 as a skill add.

In time, the decker will have gained enough knowledge of the gate, core or slave to create a high bonus. If the difficulty number is ever raised, usually by the installation of new programs, the decker loses all of his bonus skill adds, and must start again from scratch.



From a work station a decker can communicate with those outside of the construct's system. This is useful when a decker enters a construct to back up a strike team and then wishes to communicate with them.

Work Station Operatives: Operatives at work stations are aware of changes to the system. They can attempt to stop deckers within the system from controlling it. They can call up any movable Guardians present within the system and direct them to search for intruders. Operatives can increase the difficulty number of the system by turning on an internal alarm. They can also actively search for deckers using their *net find* values to overcome the decker's *net stealth* value. The difficulty is increased by two for each cell between the operative's work station and the decker.

To counter the actions of deckers they are aware of, operatives attempt to beat the decker's *net manipulation* value with their own. If they are successful, the decker's action is cancelled.

For example, an operative at a work station can attempt to prevent it from becoming isolated if he overcomes the decker's *net manipulation* value with his own. If he fails, the station is isolated until it is brought back on-line from the core. If he succeeds, the decker can continue to try to isolate it, subject to the operator's attempts to keep it on line.

Work stations can be used by cyberpriests or other deckers to enter a construct.

Remotes

From a remote a decker can operate the remote, turn it off, look through it, etc.

Game Rules in the Net

Rules for using skills, running combat, and doing any other actions in the GodNet are described below. These rules should not be extrapolated for use outside of the Net, as they are designed to approximate actions in virtual reality.

Time, Rounds, and Actions

Time in the GodNet corresponds to time outside the Net, even though many computer programs work much faster than the human mind can follow. Because the Net's VX system presents virtual experiences so that the human mind can comprehend them, and to avoid needing another time frame, an action round in the GodNet represents the time it takes for a character to perform one action, or 10 seconds of "real" time. During a round, characters in the Net can engage in combat or perform other activities. The round is the same as the round outside the Net, so that if a group is divided between real space and cyberspace, it is easy to keep track of passing time for the two groups.

In rounds, initiative is determined by flipping the top card of the drama deck (just as it is outside the Net). Characters on the side with initiative act in descending order of their *net manipulation* values.

For example, Francois has a *net manipulation* value of 17. The Kid has a *net manipulation* value of 15. Francois acts before the Kid does.

Once the side with initiative has acted, characters on the other side act in descending order of their *net manipulation* values.

Actions in a Round

There are many different kinds of actions that can be taken in a GodNet round, but deckers only get to roll for one type of action at a time. These include *attack*, *defend*, *maneuver*, *intimidate*, *jack out*, *manipulate a cell*, *scan*, *sneak*, *taunt*, *test of will*, *track*, *trick*, or *load program*.

An *attack action* is an attempt to damage a Guardian or decker, or actively breach a gate.

A *defend action* is an active dodge.

A *maneuver action* is used to shake Angels or other deckers off your trail. When using the drama deck, an evasion maneuver may be performed as an approved action whenever *maneuver* appears.

Intimidate may be used against deckers and Angels. It has no effect on

Sentinels, gates, or seals.

Jack out is used to exit the GodNet. It is never an approved action. See "Movement" below, for specific rules on jacking out.

Manipulate a cell is an action using a decker's *net manipulation* to make constructs do as he wants (see "Manipulating Constructs," page 36). It is an approved action whenever *intimidate* appears.

Scan is used to assess gates and cell security levels. It is an approved action whenever *test* appears on a drama card.

Sneak is used to passively breach gates and seals. It can even get a decker past some Guardians. It is an approved action whenever *trick* appears on a drama card.

Taunt may be used against other deckers, self-aware Entities and Guardians (like Angels). It has no effect on Guardians which are simple programs (like Sentinels), gates, or seals.

Test of will may be used against other deckers, self-aware Entities and Guardians (like Angels). It has no effect on Guardians which are simple programs (like Sentinels), gates, or seals.

Track is an action used to trace the pulse of an opposing decker. It counts as an approved action whenever *taunt* appears on a drama card.

Trick may be used against other deckers, self-aware Entities and Guardians (like Angels). It has no effect on Guardians which are simple programs (like Sentinels), gates, or seals.

Switching programs is an action in which a decker can load a program from memory into active use in the processor, placing the previously active program into storage. It is never an approved action, and it takes the entire round.

Movement

In the GodNet, deckers travel along pulses generated by their decks. These pulses are analogous to telephone signals, and even share the same lines as telephone calls. Pulses can be relayed through microwave stations and directed into computers and databases.



Along the way pulses pass into church exchanges where the decker selects a line which takes him to his destination — a construct somewhere in the network. Once at the destination, the decker passes through the construct's cells, breaching any gates or seals that lie between him and the data he seeks. If all goes well, he enters the computer core and accesses the data files, or moves directly into the vault to find what he is after.

Movement along clear datapaths in the Holy Exchange (that is, datapaths which are not part of any constructs) is determined by a decker's *cyberdeck response* rating. A decker can travel a number of exchanges equal to the response rating in a single round.

Movement within a construct is determined the same way, allowing a decker to travel a number of cells equal to the response rating in a single round. However, gates, seals, and certain Guardians will halt a decker's progress.

In both cases, a decker can push to move faster. The difficulty of a Net movement push is 8, checked against a decker's *cyberdeck operation* skill. Pushing causes shock damage from the fatigue associated with it, just like when pushing outside the Net (see "Damage", page 43).

Jacking Out

To jack out of the Net requires a special movement check. If a decker is on a clear datapath, a jack out action will take him directly back to his cyberdeck and out of the Net. If a decker is on a dedicated path, he must first reach a clear path before he can complete the jack out process.

Jacking out of a construct is a multi-action, specifically a one-on-many action. First determine how many cells lie between the decker and the Holy Exchange. This is the number of "opponents", listed as "# Char" on the One-On-Many chart. Then find the highest difficulty number of the gates or seals still intact. This is used as the difficulty number for the multi-action. How well the decker beats the difficulty number with a *cyberdeck operations* check (as determined by the "How Many Succeed" column of the One-On-Many chart) determines how many

cells he jacks through in a single round. *Minimal success* moves him one cell. If he does not make the difficulty number, he remains in the cell he started in and may try to jack out again next round.

Jacking out is faster than normal movement through a construct, but it can only be used to retrace a decker's path. It cannot be used to move into new, unexplored territory.

Example: Using Le Raincy Data Church Construct (page 33) as our example, a decker tries to jack out of the vault (cell 7). The number of cells between the vault and the church exchange is six (DN+8 on the One-On-Many chart). The highest difficulty number for the gates along the path is 26. To completely jack out of the construct and out of the Net, the decker needs to achieve a total of 34 (26+8). If he rolls less than a 26, he fails in the attempt and does not leave the vault. If he gets a total of 32 (DN+6), he moves through four cells (to cell 3) and can complete the trip to a clear path next round.

Attributes

A decker takes the following attributes with him into the GodNet: *Perception*, *Mind*, *Charisma*, *Spirit*. *Perception* is the equivalent of *Dexterity* in the Net and is used in its place. *Mind* is the equivalent of *Strength* and *Toughness* and is used in place of those attributes.

Skills

A character can use any skill he possesses (as these skills are part of his self-image) at their full skill values. In addition, there are new Net skills which combine a character's skills with the abilities of his cyberdeck (see "Cyberdecks," page 49).

Cyberdeck Operation

Cyberdeck operation is a *Perception*-based skill that forms the basis for many of the specific Net skills available to Cyberpapacy characters. This skill reflects a character's ability to

operate a cyberdeck or deck terminal. It even allows characters in the Net to use skills which cannot normally be used unskilled. That is part of the virtual experience.

Cyberdeck operation **cannot** be used unskilled.

Scholar (Computer Science)

Scholar (computer science) is a *Perception*-based skill that allows characters without *cyberdeck operation* to use a cyberdeck, but use of the deck is treated as unskilled. This skill represents a character's academic training or book learning in the cyber-computer field.

This specific form of the *scholar* skill **cannot** be used unskilled.

Psychology

Psychology is a *Mind*-based skill used to help a character recover from mental wounds and to offset the effects of cyberpsychosis (see *The Cyberpapacy Sourcebook*). All damage taken in the GodNet is mental damage applied to a character's *Mind*. As there are no physical wounds in the GodNet, neither *First Aid* nor *Medicine* can be used to heal damage. *Psychology* is used to heal mental wounds and requires a successful skill check. The difficulty number of the skill check depends on how badly the character is wounded.

Victim's Mental Wound Level	Difficulty Number
Wound	8
Heavy Wound	12
Mortal Wound	15

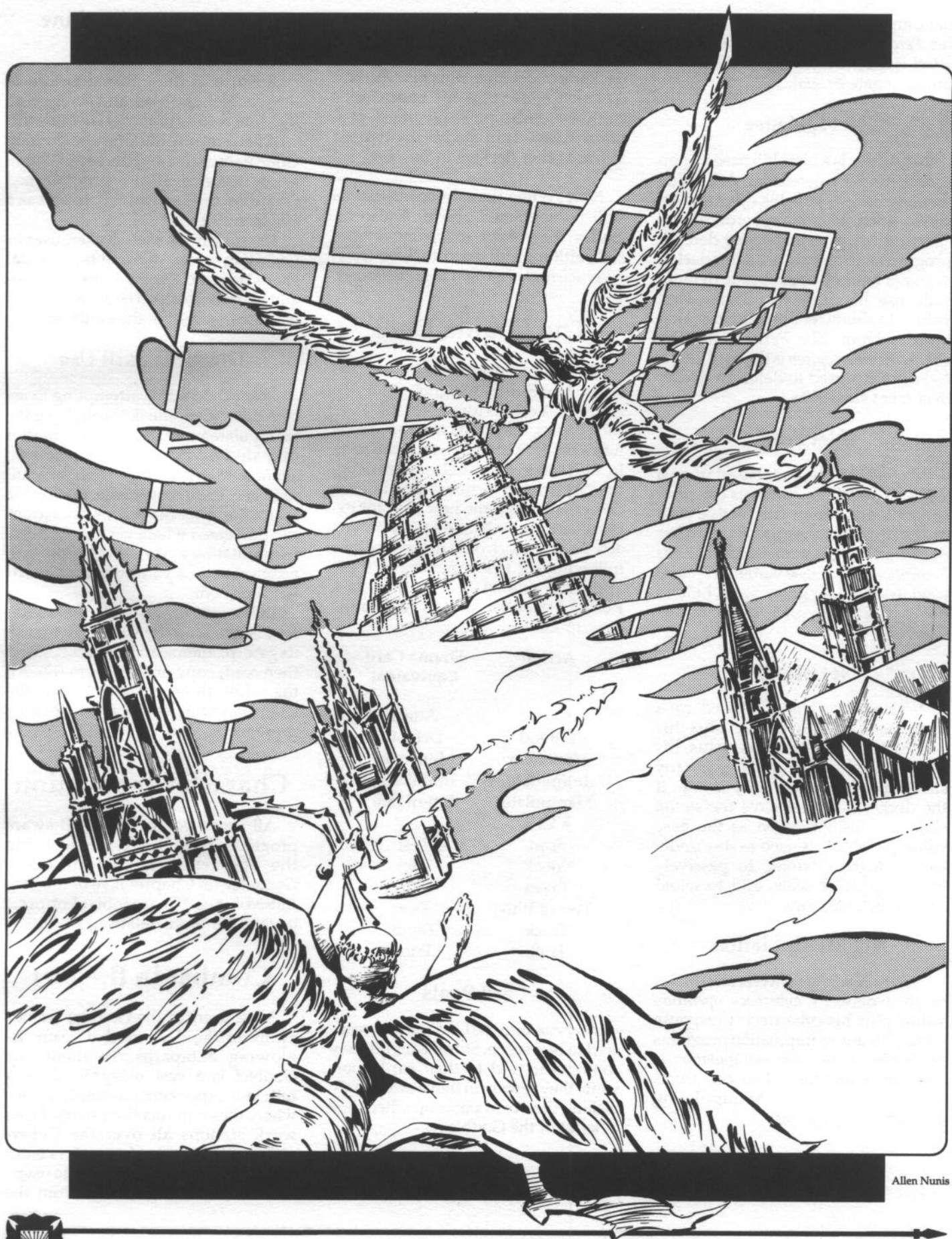
If the *psychology* check succeeds, the patient adds the result points to the bonus rolled during his recovery check. Only one *psychology* roll may be made per day on a character.

Psychology **cannot** be used unskilled.

Net Attack

Net attack is a Net skill based upon a decker's combat skill (such as *fire combat*) value, plus his *cyberdeck operation* adds, plus his cyberdeck's response adds, plus any active program currently in use. If the decker does not





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have an appropriate combat skill, use his *Perception* as the base value. *Net attack* is used in combat and to actively breach a gate or seal.

Net Defense

Net defense is a Net skill based upon a decker's best defensive skill value (usually *dodge*), plus his *cyberdeck operation* adds, plus his cyberdeck's response adds, plus any active defense programs currently in use. If the decker does not have an appropriate defense skill, use his *Perception* as the base value. If a character's best defense skill is less than his *Perception*, the character's *Perception* is the base value. *Net defense* is used to defend a decker in combat situations.

Net Find

Net find is a Net skill based upon a decker's *find* value, plus his *cyberdeck operation* adds, plus any active scan programs currently in use. If the decker does not have the *find* skill, use his *Perception* as the base value. *Net find* is used to search for gates, seals, hidden datapaths, and other users in the GodNet.

Net Stealth

Net stealth is a Net skill based upon a decker's *stealth* value, plus his *cyberdeck operation* adds, plus his cyberdeck's *stealth* adds, plus any stealth programs currently in use. If the decker does not have the *stealth* skill, use his *Perception* as the base value. *Net stealth* is used to stay undetected in the GodNet, to passively breach gates or seals, and to avoid searching Guardians.

Net Manipulation

Net manipulation is a Net skill based upon a decker's *cyberdeck operation* value, plus his cyberdeck's response adds, plus any manipulation programs currently in use. *Net manipulation* is used to manipulate data constructs and data files (see "Manipulating Constructs," page 36).

Net Track

Net track is a Net skill based upon a decker's *track* value, plus his *cyberdeck operation* adds, plus his cyberdeck's response adds, plus any track programs currently in use. *Net track* is used to trace other deckers in the Net.

Note: When the *cyberdeck operation* skill is mentioned above, it also includes the *scholar* (*computer science*) skill, although all uses of *scholar* (*computer science*) are treated as unskilled.

The Drama Deck

The drama deck should be used whenever Storm Knights enter the GodNet. A card is turned for initiative each round, and cards may be played into a Storm Knight's pool as normal. In addition to the usual ways of using the "Approved Actions" line of each card, there are some new uses for existing actions, and some new approved actions that work only in the Net. The following list is a summary of these approved actions. See "Actions in a Round," page 39, for a more detailed description.

Action	Drama Card Equivalent
Attack	Attack
Defend	Defend
Maneuver	Maneuver
Intimidate	Intimidate
Manipulate a Cell	Intimidate
Scan	Test
Sneak	Trick
Taunt	Taunt
Test of Will	Test
Track	Taunt
Trick	Trick

Card Pools

Any run into the GodNet is considered to be a scene. Storm Knights may continue to add to their card pools while they remain in the GodNet, only picking their card pools up when they jack out of the GodNet.

Negative Conflict Line Results

Because of the unusual nature of the GodNet, the *break* and *fatigue* conflict line results require clarification.

A *break* result only affects self-aware Guardians, users and deckers. When a break occurs against a programmed Guardian (like a Sentinel), treat it as a *fatigue* result.

Fatigue causes each decker, user or Guardian to take two points of mental shock damage. Sentinels are not actually fatigued; instead they are affected by power surges in the GodNet.

Dramatic Skill Use

When a decker is attempting to access data, scan, sneak through a gate, manipulate a core, etc., the gamemaster may declare these as dramatic skill actions. Many actions, such as scanning and breaching a gate, are simple A and B actions. More complex actions can be created whenever a character is manipulating a core, or attempting to access data in a vault when a Guardian is present.

In the case of the vault, the decker first has to scan the vault (A), breach its gate (B), then search its files (C), and then read, copy or alter them (D). All the while there is the risk that the Guardian will discover the decker's presence.

Character Interaction

All users, deckers, and self-aware programs in the GodNet are subject to the character interaction rules, Gamemaster Chapter Five of the *Torg Rulebook*. See "Chapter Six: Entities," page 61 for more details.

Combat in the Net

Most users of the GodNet are unaware of the dangers that roam the glowing datapaths. To them, the GodNet is a vast playground, or a religious experience, or simply a place where they conduct their work. From work stations all over the Cyberpapacy, thousands of operators enter and retrieve data. As legitimate users, they have nothing to fear from the



Guardians and cyberpriests that lurk within the GodNet. Deckers are not so fortunate.

In GodNet combat, characters rely on their cyberdecks and programs to perform actions. Characters can function in the GodNet without any programs to help them, but they'll find the tasks facing them much more difficult (see "Chapter Five: Programs," page 52, for more information).

Combat in the GodNet is conducted like it is outside the Net, except there are no physical attributes involved. Instead, *Perception* is used in place of *Dexterity*, and *Mind* takes the place of *Strength* and *Toughness*.

Combat is conducted in rounds, just as it is outside the Net, with the drama deck deciding initiative and approved actions. Scenes can be either standard or dramatic, depending on the situation.

Net combat is a contest of decking skill and program power which can

have lethal consequences. Combat in the GodNet is fought in the VX environment, but the neural connections between the deckers make the damage real. Damage taken is mental damage, although there are often physical manifestations to go along with the mental damage.

When attacking in Net combat, a character's *net attack* value is used. When defending, a character uses his *net defense* value (see "Skills," page 40).

Example: Estelle has a *net attack* value of 19 (fire combat 13 plus cyberdeck operation adds +3 plus deck response +2 plus an attack program +1).

Attack programs are like weapons. The program adds are combined with the user's *Mind* to get a damage value. Defense programs act as mental armor, increasing a user's *Mind* by its adds. Both attack and defense programs take on VX images in the Net.

An attack may appear as a glowing sword, a laser pistol, or even a rocket, depending on the program and the decker's skill. Ranged combat is considered to be a short range. Ranged combat cannot extend from one cell to another without a special program.

Determining whether an attack hits is similar to normal combat. The decker uses his *net attack* value, rolls a die, and applies the bonus to get an action total.

For an attack to be successful it must equal or exceed the defender's *net defense* value. If successful, check to see what kind of damage must be applied to the defender's deck or *Mind*.

Example: Estelle attacks a cyberpriest. She has a *net attack* value of 19. The cyberpriest has a *net defense* value of 18. Estelle rolls an 18 for a bonus of 5, giving her an attack total of 24, more than enough to overcome the cyberpriest's defenses.



Active Defense

As in normal combat, characters can declare that they are actively defending. They can perform no other action that round, other than switching programs or trying to evade. When actively defending, each time the decker is attacked he rolls for a bonus. If the bonus is less than one, it is treated as one, ensuring that the defender always gains some benefit from an active defense.

Damage

Once an attack is successful, a second total determines the damage caused. The attacker's damage value is his *Mind*, plus the adds of any attack programs he used. The difficulty is the defender's *Mind*, plus the adds of any defense programs he used. If the difficulty number is exceeded, damage is applied to the defender. The more the difficulty number is exceeded, the more damage the defender takes. Remember, as in normal combat, the effect total uses the same bonus which generated the action total.

Example: Estelle, having successfully attacked the cyberpriest, now pits her attack's damage value against the cyberpriest. She has *Mind* 9, an attack program +1, and a bonus of 5 from the die roll. This gives her an effect total of 15 (9+1+5). The cyberpriest has *Mind* 11. The gamemaster checks the combat result table. Four result points means the cyberpriest takes two points of shock damage.

Damage Effects

GodNet combat damage is read from the same table as normal combat damage. The difference is that the results are applied differently.

If a character suffers a *knockdown* in Net combat, he cannot switch programs or take any other action for one round. He can actively defend, however.

A KO scrambles a cyberdeck for three rounds. When a cyberdeck is scrambled, none of its programs or adds are accessible to its user. Characters which use programs without

cyberdecks, such as entities, also have their programs scrambled for three rounds. If a second KO is suffered during this period, then the damage is applied to the decker or entity and he is knocked unconscious.

Shock damage is applied to a character's *Mind*. When the number of shock points equal the character's *Mind*, he falls unconscious. Unconsciousness, whether from shock or KO, affects both a character's virtual self and his physical body.

Unconscious deckers can take no actions. They remain in the cell where they took the damage that knocked them out. Some decks can be equipped with a program that will attempt to jack an unconscious decker out of the Net, but the rules for jacking out still apply (see "Movement," page 39).

Wounds appear on the virtual self of a decker just as physical wounds would appear on his body. All effects of wounds apply within the Net, and four or more wound levels cause death — mental and physical. If a character dies in the Net, he is dead outside it, too.

Some programs absorb different types of damage before they are applied to a decker; see "Chapter Five: Programs," page 52.

Magic

If a character is able to use magic outside of the GodNet, then he can use magic in the GodNet. Magical damage is applied to the non-physical attributes, as are all actions in the Net. Certain spells (such as *extradimensional gate*) even allow characters to enter the GodNet without jacking in, translating physical bodies and equipment into GodNet equivalents. A second use of the spell would be needed to return to the physical world, and this must follow the rules for jacking out of the Net (see "Movement," page 39).

However, magic is restricted within the GodNet. Spells are limited as are any other tools. Alteration and divination spells cannot have effect values greater than the caster's *Perception*, and are reduced to that level if necessary. Apportation and conjuration spells are limited to effect values no greater than the caster's *Mind*.

Magic which affects physical attributes works only if a skill is affected. Spells to enhance *Toughness* would have no effect for *Toughness* has no effect in the GodNet; *Mind* is used instead. A spell to enhance *Strength* might be useful as *climbing* and *lifting* might be used in the net; however such a spell would not increase the damage the character would do. Many *Dexterity* skills are used in the GodNet, so spells such as *stealth walk* are useful.

Use of magic in the GodNet attracts attention, as the Cyberpope has declared magic and its use to be evil.

Miracles of Faith

As the Cyberpapacy has a high Spiritual axiom, miracles of faith can be used in the GodNet. Like magic, miracles which affect physical attributes work only if a skill is affected. **Unlike magic, miracles may work at their full effect value.** This is a consequence of the GodNet's spiritual nature. See *The Cyberpapacy Source-book* for new miracles and additional information.

Running the GodNet

If the GodNet is so difficult to enter and explore, why do deckers do it? The answer is simple — To gain information. This information can be used against the Cyberpapacy or sold to another interested party. Entering with the intent to alter information is another reason to "run" the GodNet.

The Cyberpapacy is currently compiling vast databases on all its citizens, including age, birthplace, mother's maiden name, criminal records, loan repayments, income, friends and acquaintances, credit transfers, movements, standard behavior patterns, church attendance, religious beliefs, the extent of personal heresy, etc. As more and more people act as informers for the Inquisition, it becomes vital that deckers destroy or tamper with these records to preserve their freedom.

The GodNet is also the hub of the Cyberpapacy; a good decker can learn a lot about its activities and plans if he



knows where to look. The Inquisition and Church Police regularly monitor the telephone conversations of anyone suspected of heresy, and scan the airwaves for illegal transmissions. Knowing just when the Cyberpapacy is checking on you can make all the difference when it comes to staying free and alive.

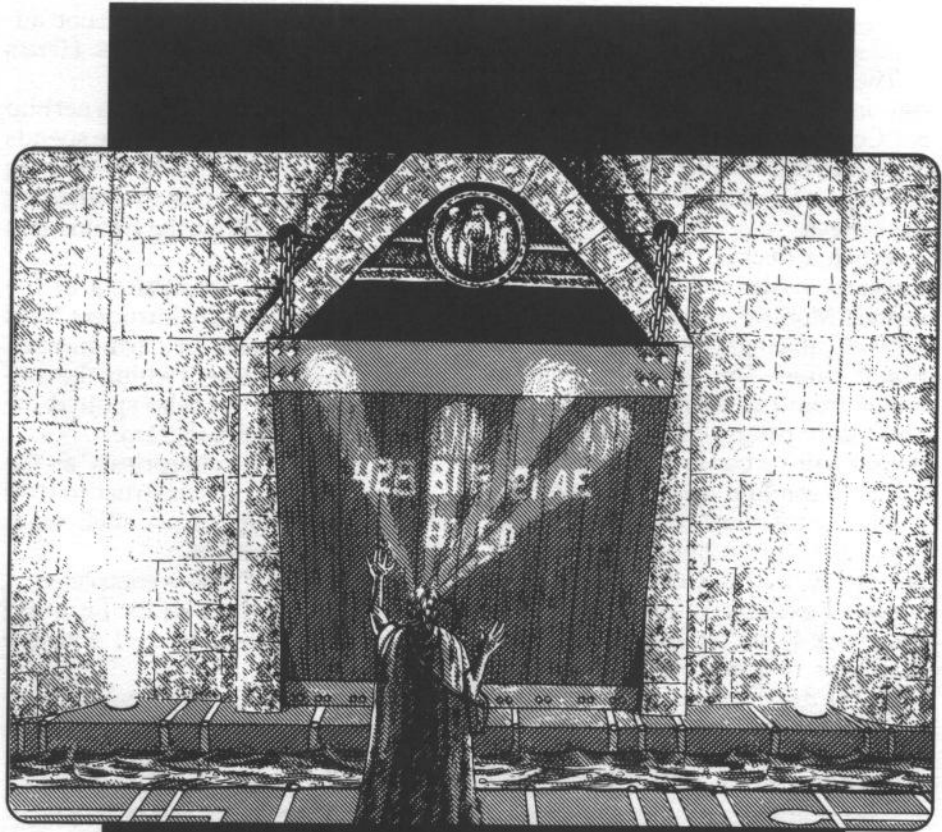
Papal spies attempting to infiltrate the Resistance can be identified and dealt with if a decker can uncover the necessary evidence within the GodNet. However, the Cyberpapacy has become aware of the activities of deckers, and has started to plant false files to cover its agents. Deckers can also create a Church-approved identity that will stand up to checks on the GodNet, at least for a while. Using these, Resistance operatives can move around freely disguised as Church dignitaries.

The Cyberpapacy's reliance on electronics and technology is one of its flaws. A decker can enter into the computer of a Church installation to turn off or negate security devices such as cameras, sensors and energy weapons. Doors which have been electronically sealed can be opened by deckers to allow strike teams to enter an installation. Deckers can also trigger false alerts to distract guards from the location of real intruders.

Even before a strike team sets out, a decker can perform valuable work. Maps of a complex, showing the location of security cameras and alarms, can be extracted from the complex's computer. With access to the right devices, skilled deckers can use an installation's security equipment to eavesdrop on its own personnel.

As the Cyberpapacy handles the majority of its activities using the GodNet, deckers can use it in turn to gain vital intelligence information. Data on deliveries and stockpiles of supplies, and information on what a factory produces, are all helpful. Knowledge on the movements of troops and the Inquisition is vital to the Resistance's strategy and continued survival.

New programs and software are often developed by the Cyberpapacy. Being able to grab some of these could help the Resistance tremendously, or



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earn a decker a lot of money on the shadow market.

In order to survive in the Cyberpapacy it is essential to know what the Cyberpapists are up to. You also need money to live. Setting up your own credit account lets you shop in Cyberpapacy-controlled shops and draw money from cash-points. As long as you don't draw too much, it'll help you survive outside of Paris and other parts of Free France.

Running the GodNet is dangerous, but the excitement of beating the Cyberpapacy at its own game is too strong a temptation for most deckers to resist.

Detection in the GodNet

Guardians in cells who are not alerted by alarms or by Codecrackers, do not automatically spot intruders. They pit their *net find* value plus Scan

programs (if present) against the decker's *net stealth* value and Shroud programs. If successful, the Guardian will attack; if it fails, the decker remains hidden and may pass through the cell to the next gate.

When manipulating parts of a construct, any failed roll increases the chance of detection. The amount by which the roll is failed is called a *net blip* and is added to any Guardian's, decker's or Operative's bonus on its next Scan attempt.

Example: Francois is in the vault of the Le Raincy data church construct. He attempts to copy a file and fails. He missed the difficulty number by five, creating a *net blip* 5. For his next scan check, the cyberpriest who has entered the vault searching for Francois has his *net find* increased by five.

Alerting Monitors

The cyberpriests who man the work stations in Holy Exchanges and at Babel Central constantly search for intruders in the GodNet. They watch for net blips and alerts from other Holy Exchanges.

When a decker creates a net blip, the gamemaster rolls a check for the nearest Monitor, using the Monitor's *net find* value against the decker's *net stealth* value. The Monitor gains no bonus from the blip, and none from any Scan programs running. The decker gains a bonus of one for every cell between him and the nearest exchange, or for every exchange between him and Avignon if no other Monitors are active (Babel Central randomly scans all exchanges for intruders). If the check is successful, the Monitor then tries to locate the source of the blip. The difficulty number is equal to the decker's *net stealth* value minus the number of cells that a decker has penetrated into a construct.

The Monitor continues to check for three rounds, if he has not located the decker, he returns to scanning the GodNet. Blips later caused by the decker during the same run increase the Monitor's chances of locating the decker by one point each time.

If the Monitor locates the decker, he locks a Track program onto the decker and waits for it to reveal the decker's point of entry. Once the track comes up positive, the Monitor logs it in his data files and conducts a check on the pulse of the deck to identify the decker. Church Police and Inquisitors are then despatched to deal with the physical form of the decker.

The Monitor also alerts the cyberpriests at the construct that a decker has entered. The priests at the construct trigger an internal alarm and begin to deal with the decker.

How Long Does It Take?

The time taken for the whole procedure varies from search to search. To simulate this, the drama deck is used. Each time that a conflict line gives the initiative to the villains, the search advances by one stage. But there is always at least one round between stages, so if the villains gain initiative

twice in succession it does not advance the search by a stage. Here's how the stages are defined:

Start: The Monitor detects a net blip and searches for its origin. He spends three rounds doing so. If he fails, he gives up. If he succeeds, the following stages occur each time the villains gain initiative.

Stage 1: The cyberpriests at the construct are alerted to intruders. Next round they activate an alarm increasing difficulty numbers within the construct. The Monitor who spotted the blip starts a Track program.

Stage 2: The cyberpriests at the construct enter the construct to deal with the intruder, or use their work stations to harass him.

Stage 3: The Track is completed.

Stage 4: Cyberpriests or other Guardians are sent to deal with the decker.

Stage 5: The cyberpriests or Guardians arrive at the construct and search for the decker. They move one cell per round once they enter the construct.

Stage 8-12: The Church Police arrive at the deck's pulse origin to deal with the decker's physical form.

Evading

Sometimes when deckers are deep within a data fortress, it's necessary for them to try to evade Angels, cyberpriests, or other Guardians. To evade, a decker pits his *net stealth* value plus any active Evade programs against the opposing decker's or Guardian's *net find* value plus any Grab programs running. If the decker successfully evades, he may leave the cell he is in and move as far as he is able according to the movement rules (see page 39). If the check is failed, the decker stays in the same cell, in sight of the character he tried to evade.

Angels and other deckers may attempt to follow a successful evade by using *net track*.

Net Track

A *net track* is an attempt to trace a decker's pulse back to its origin. It may be used to follow a decker who has just evaded, or to determine the source of a decker's pulse. A decker

uses his *net track* value plus any active Track programs to trace another user. The difficulty number for a track attempt is the opposing decker's *net stealth* value, plus any active Shroud programs.

Tracking Evading Deckers: A successful trace on a decker who has just evaded to another cell lets the tracker immediately relocate to the same cell as the evading decker (or as near as his movement will take him in one round. If the tracker is unsuccessful or waits before starting to trace, the difficulty number is increased by one point for every cell the evading decker is away from the tracker, and by one for each round that has passed.

Tracking to Point of Entry: When tracing a decker to his point of entry into the GodNet, the tracker activates a Track program. If a Track program is resident in the processor, it continues to track each round until it finds the decker's source. Without a Track program, a decker may still attempt to trace, but it lasts for only one round unless the tracker actively maintains it by continuing to trace every round. If a track is not maintained, it is cancelled and must be started again from the beginning.

Tracking a decker to his origin takes time. It takes one round for the trace to exit the construct, plus one round for each exchange between the decker and his point of entry into the GodNet, and one round to reach the decker's entry point.

For each round that a Track program follows a decker's pulse, a track check is required. If successful, the program continues to trace the decker's entry point. If it is failed, the track may continue to check next round. Once a Track program has been activated, the die roll required for its resolution does not count as an action. Deckers using Track programs may perform other actions after initiating the program (which does count as an action).

Track programs may be countered by Evade programs which are activated to create false pulse trails. Like Track programs, Evade programs can be left running in a processor. An Evade program increases the difficulty of a trace by an amount equal to its rating. So an Evade+2 program, increases the difficulty of a trace by +2.



Scramble programs can also be used to destroy Track programs before they can complete their trace. Once a trace has been completed, scrambling the Track program has no effect.

There are advantages to tracking a decker to his entry point. It makes it easier to track evading deckers through a construct as it cancels the evading decker's Shroud programs and the *stealth* adds of his deck. Also, once a trace has been made to the point of entry, it becomes possible to use the more deadly attack programs (see "Chapter Five: Programs," page 52).

Tagging a Decker

Monitors and some Guardians can "tag" a decker by making a successful net attack. A tagged decker is marked by an energy field that creates a constant net blip. This blip remains until

the decker notices it and removes it. If he leaves the Net and later returns, the tag will still be in effect unless he has dealt with it. When tagged, note the damage value of the attack that placed it. No actual damage is taken, and the decker should feel that he was lucky to escape harm, but the value becomes the difficulty number for working against the tag (when spotting it and removing it).

To notice a tag, a decker must beat the tag's difficulty number with either a Perception roll or a Scan program. To remove a tag, a decker must beat the difficulty number with a Manipulate program.

Multiple Deckers

Deckers can join together for runs through the GodNet. Other characters can link with a decker, and characters

with decks may run duo by merging together in the GodNet.

Running Linked

Running linked allows characters without neural jacks to enter the GodNet with a neural-jacked decker. To run linked with a decker, the other characters attach themselves with TempTodes. The character with the deck controls the run, but other characters tag along for the ride. They cannot normally perform any actions, but may use their skills to increase the neural-jacked decker's net values (as in coordination, *Torg Rulebook*, page 47).

When a decker takes damage, all characters running linked with him take the same level of damage. The decker's *Mind*, plus the One On Many *Toughness* increase for the total number of characters running linked, is



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used to determine the extent of the damage. Characters running linked are so closely connected to the decker that they experience everything that he does, including pain.

Characters running linked appear as small animals or demons sitting on the decker's shoulders. To the cyberpriests, they look exactly like a sorcerer's or demon's familiars.

There are other benefits to be gained from running linked. A character with a high *Spirit* attribute or the *faith* skill can use this to defend against spiritual attacks from Angels or to attack them (see Chapter Six). This is the only time that a character running linked can perform an action other than coordinating with a decker. If the character tagging along attacks, this prevents the main decker from conducting any actions that round.

Characters running linked may play a card into their card pool whenever the main decker does. They may not draw cards from the deck, unless they are personally involved in spiritual combat with Angels, however.

Enhanced Link

Using enhanced TempTodes, non-decker characters can enter a Net with a decker and perform their own actions. They can perform any skill which does not require a special program to perform, such as attacking or defending (see "Running Cold", page 53). Most manipulation and other net skills must be performed by the decker. Each character running enhanced link increases a decker's difficulty by one when attempting stealth actions. If the decker is knocked unconscious, the linked character will be jacked out with him if his deck successfully jacks him out. If he is killed, the characters with him are in serious trouble as they

cannot do any net manipulation actions and they are cut off from the decker's cyberdeck. They literally become ghosts in the GodNet, haunting the system until they are rescued by another decker.

Running Duo

Running duo allows two or more characters to combine their cyberdecks together on a run. It allows them to sneak through gates and past guardians without each decker having to roll to beat the difficulty numbers. Only one character has to make the check and, if successful, all of the deckers pass through. It is a useful way to penetrate a construct's defenses. Once into the construct, deckers can split apart.

Deckers running duo use the same pulse through the GodNet and can use the deck with the best *Stealth* rating to lead the way. However, the *Stealth* rating is reduced by one for every deck involved. If three deckers join together to run duo, then *Stealth* is reduced by three. Characters running linked (regular or enhanced) can be brought along as well.

When running duo, the deckers coordinate their actions as explained on page 47 of the *Torg Rulebook*.

Deckers running duo have access to the programs in each other's processors. For example, a Shroud+3 program could be run in one deck, and a Scan+3 in the other. Programs cannot be combined: while it is possible to run a Shroud+3 in one deck and a Shroud+2 in another, only the Shroud+3 takes effect. Like programs are not added together.

Deckers can split off from each other any time it is their turn to act. It does not count as an action, so deckers can

perform whatever action they like after splitting off. Once deckers split off from each other, their pulses separate and cannot be recombined.

Deckers who launch attacks automatically split apart from one another.

If deckers running duo are damaged before they split apart, the damage is assessed using the lowest *Mind* attribute present. The damage is applied to all of the characters.

Deckers running duo combine their virtual selves together to create a new one. The appearance of the virtual self changes depending on which decker is currently handling the skill checks.

Deckers running duo follow the normal rules for creating card pools. Each decker keeps his own pool separate from those of other deckers. Cards may be added to the pool by all deckers whenever the action die is rolled. But only the decker making the roll draws from the deck for conducting approved actions.

Long Distance Links

All exchanges in the GodNet can link to Avignon if they so desire, and deckers can use this ability to link directly to Babel Central if they want to. This is called a *long distance link*, and certain constructs can have a long distance link to an exchange or construct that is not listed on the Holy Exchange map. To successfully make a long distance link (if one exists), a decker must make a *cyberdeck operation* check against the link's difficulty. The average long distance link difficulty (from any exchange to Avignon, for example) is 14. Others can be higher or lower depending on the security of the line.



Chapter Four

Cyberdecks

And thou shalt put six ports to one side of the cyberdeck, and six jacks to the other side; and in the deck is the GodNet, the testimony that I shall give thee. And there I will meet with thee, I will commune with thee.

Exodus 25: 21, 22, The Malraux Bible



The primary method for exercising control over VX in the GodNet is the CompPlex. A CompPlex is a super computer with the capacity to modify VXs sent to its user. CompPlexes are axion boosters, dipolar recoding boards, cyber-signal (cygnal) filters, and media chips integrated into a horrifyingly complex system coordinated by vast computing power. They form the basis of smart terminals and computer work stations throughout the Cyberpapacy. Cyberdecks are portable CompPlexes. Even in the fixed and unchangeable virtual reality of the GodNet, a cyberdeck can give a sophisticated and talented user significant control over VX in the Net.

Using Cyberdecks

Using a cyberdeck (or other smart terminal CompPlex) requires either the *Perception-based cyberdeck operation* skill or *scholar (computer science)*. The *scholar (computer science)* skill allows a character to operate a cyberdeck, but all such uses are treated as unskilled. Characters without either of these skills **cannot** operate a cyberdeck.

A cyberdeck resembles a flat plastic box inlaid with a touch keypad. It has input sockets to connect via cables to a user's neural jacks. It also has a port that connects a cable to a GodNet interface. Once connected, a decker uses the keypad to punch up his run programs, then with a press of the "ex-

ecute" key his mind is jacked into the Net.

Other sockets and ports can be connected to characters without neural jacks through the use of TempTrodes or enhanced TempTrodes. These allow other characters to run linked or duo with a decker (see page 47). TempTrodes can also be used by those who want to control a run, but without neural wiring only skill adds can be used in the Net, not full skill values.

Cyberdeck Ratings

Cyberdecks are rated in four categories: *response*, *stealth*, *processor power*, and *storage*. *Response* and *stealth* ratings range from +1 to +5. These rating are adds that are combined with a character's skills to produce net values (see "Skills," page 40). Most cyberdecks have at least +1 in both of these categories, and none have total adds of more than +5. Technicians are, however, working feverishly to improve cyberdeck technology. *Processor power* ratings range from 1 to 5, and *storage* ratings range from 3 to 10.

Response

Response measures how quickly a cyberdeck can react to events within the Net. When traveling through the Net, a character moves through the computer-generated landscape at a perceived rate equal to his deck's *response* rating. A decker can travel a number of exchanges or cells equal to his deck's *response* rating in a single round, as long as no gates, seals, or Guardians halt his progress (see "Movement," page 39).

Response also determines the speed at which data can be read. A decker can read a number of data blocks equal to his deck's *response* rating each round.

When loading or switching pro-

grams between the processor and storage, the number of programs that can be loaded or switched is equal to the deck's *response* rating.

A deck's *response* rating is also combined with a decker's skills to create net skills, simulating a deck's fast response time. These skills are:

Response Add +	= Net Skill
Combat skill + Cyberdeck Operation skill	Net Attack
Defense skill + Cyberdeck Operation skill	Net Defense
Cyberdeck Operation skill	Net Manipulation
Tracking skill + Cyberdeck Operation skill	Net Tracking

Stealth

Stealth measures how well a cyberdeck can prevent detection of its user by the Net's defensive programs, Monitors, or other users roaming the Net. Each cyberdeck has a signature signal which can be traced. Stealth mutes, distorts, and disguises this signal.

The *stealth* skill value, *cyberdeck operation* adds, and a deck's *stealth* rating combine to create a decker's *net stealth* value.

Processor Power

Cyberdecks contain processors which convert programs and user commands into action in the GodNet. A deck's *processor power* rating equals the total size of the programs that can be processed and run at any given time. These programs are called *active programs*. Programs cannot be used by the decker unless they are placed in the processor.

To load programs from storage to the processor is an action. A decker can load a number of programs equal to his deck's *response* rating in a round, or switch that many active programs with others from storage.

Programs are rated by size. Simple programs have a size of +1 and take up

only one space is a deck's storage memory. More complicated programs take up more space. See "Chapter Five: Programs," page 52, for more information.

Storage

Storage is the amount of memory a deck holds. It can contain a number of programs whose total size equals its *storage* rating. Storage is also where deckers copy data files to, so they try not to run with a full deck, as then they would have to dump programs to make room for the new data. Dumped programs are lost forever, unless they are saved elsewhere on a memory chip or disk.

Sample Cyberdecks

A variety of cyberdecks are available on CyberFrance's shadow market. Cyberdeck manufacture is literally a cottage industry in the realm. No one outside of the sanctioned Church facilities is even supposed to tinker with cyberdeck technology, but computer and technical literacy are too widespread to control completely. Attics, alleys, abandoned buildings—all have been the site of makeshift labs where cyberdecks are assembled before being sold on the shadow market.

The decks that follow are available from dealers in Paris and from the shadow market. The names used are generic street names. When a Cyberpapacy brand name is known, it is listed in parentheses.

Delicious: This model is a standard cyberdeck, and almost every VX tech can assemble one. Components used in this model may vary, but the reliability of the Delicious is very high. It provides a decker with the basics he or she needs to make a run into the Net.

Marseilles Hermes: This model was actually first introduced in Lyon from a shop run out of the back of Le Café Marseilles. It is a difficult model to find and dealers are reluctant to discount the price under any circumstances. Its best feature is its high response rating.

IRCOM Custom Vee: Once equal to any deck in the Inquisition, it is now known that more powerful units exist.

But its high stealth and processor power, combined with decent response and storage, make this deck an excellent buy.

AngelBait (The First Seal): Early models of this deck led to deckers who never returned from the Net, thus the name. For deckers with limited funds, this model provides almost everything the Delicious does, sacrificing some storage for more stealth. Its brand-name equivalent is the deck used by acolyte cyberpriests.

CyberGlide (The Second Seal): High processor power is the key feature of this unit, for deckers who want to be able to have a lot of small programs active, or need the room for a powerful program.

HellHound (Wrath I): Across the board power make this a fearsome deck in the hands of a skilled operator, and it is the field unit of choice for many Inquisitors. Its higher response rating makes it an equal for the higher stealth of the Custom Vee.

PriestBurner: Stealth and storage are the key features of this model, as well as the small size, which makes it a perfect model for those deckers who want to hard-wire their deck directly into a cyberlimb. It is the only model currently available that is small enough and sturdy enough for this procedure.

AngelBlaster (Wrath II): Response, processor power, and storage are all very high in this model, and it comes with a small monitor so that others can watch a decker's run on a color screen.

Commandment 7: Good response and stealth ratings make this an above-average deck, but the high price tag comes from its high storage capacity.

BattleDeck I (Bishop's Prayer): This rare deck is designed to be carried into the field, as it is armored to take abuse and constructed of rugged components. It has the best ratings across the board, and the highest processor power and storage capacity yet available in a portable unit.

Penitence IV: The standard smart terminal used by Monitors throughout the Cyberpapacy is the Penitence IV. Connected to a powerful CompPlex, these terminals provide more punch than any portable cyberdeck. Needless to say, these are not even available through the shadow market.



Cyberdecks

Name	Response Rating	Stealth Rating	Processor Rating	Storage Rating	Price in Francs (Value)
Delicious	+1	+1	3	4	17,000 (17)
Marseilles Hermes	+3	+1	4	3	40,000 (19)
IRCOM Custom Vee	+2	+3	4	5	100,000 (21)
AngelBait (The First Seal)	+1	+2	3	3	17,000 (17)
CyberGlide (The Second Seal)	+2	+1	5	4	40,000 (19)
HellHound (Wrath I)	+3	+2	4	5	150,000 (22)
PriestBurner	+1	+3	2	6	60,000 (20)
AngelBlaster (Wrath II)	+4	+1	5	7	200,000 (23)
Command- ment 7	+2	+3	2	8	200,000 (23)
BattleDeck I (Bishop's Prayer)	+3	+2	5	10	300,000 (24)
Penitence IV CompPlex Terminal	+3	+0	7	15	NA

*Radio and microwave relays cost an additional 5,000 francs.

Cyberdeck Template

Player Name _____

Character Name _____

Virtual Self Image _____

Deck Type _____

Response + _____

Stealth + _____

Processor Power _____

Storage _____

Net Skills

Cyberdeck Operation _____

Net Attack (energy) _____

Net Attack (fire) _____

Net Attack (melee) _____

Net Attack (missile) _____

Net Attack (unarmed) _____

Net Defense _____

Net Find _____

Net Stealth _____

Net Manipulation _____

Net Tracking _____

Programs Active Memory

_____	[]	[]
_____	[]	[]
_____	[]	[]
_____	[]	[]
_____	[]	[]
_____	[]	[]
_____	[]	[]
_____	[]	[]
_____	[]	[]
_____	[]	[]



Chapter Five

Programs

And suddenly there came a sound from the far reaches of the GodNet as of a rushing mighty wind, and it filled the VX where they were gathered.

And there appeared to them daggers like fire, and glowing armor, and these settled upon them. And these were the first programs given to the Chosen of Avignon.

Acts 2:2-4, The Malraux Bible



Programs come in a variety of types, from simple skill enhancement programs to complicated AngelBusters. The specific uses of each type of program are described below. Not all programs should be available at the beginning of a Cyberpapacy-GodNet campaign. Certainly no program more powerful than 3 should be available on the shadow market, and 3 programs should be very rare. As time progresses, more powerful programs can start to appear. AngelBusters should be the last programs introduced.

Each program is rated according to power, size, price and how difficult it is to write or crack.

Power

The power of a the program shows how strong it is: the higher the power, the more it can do. The power of most programs adds to a decker's skill value whenever actions are taken. Some programs operate in different ways as noted in the individual program descriptions. Some programs are only available at power 1. In general, a program's power is equal to the number of adds it provides a user, unless noted otherwise in the description.

Size

The size of a program is how much space is taken up within a cyberdeck's storage or processor. When shown in program listings, size is given in parentheses after the power rating.

Example: Defense 1 (1).

Price

Price is the average cost of a program as charged by shadow marketeers. This price can vary by as much as 50 percent depending on who is offering it for sale and how many other programs are bought at the same time.

Write

Write is the difficulty number for writing a program (using the *science* (computer) skill). When dealing with protected programs, or compacted AngelBusters, it represents the difficulty of cracking the program to copy it or see whether it is a lethal program (see page 59).

Damage to Programs

In combat, shock damage taken by a decker is first applied to any active programs currently in his processor. Shock points are applied first to active defense programs, then to active attack programs, then to other active programs, reducing their power by one for each point of shock taken. The size of a damaged program does not decrease, however, and it continues to take up space in the processor until it is switched back to memory or dumped.



Possibilities can be spent when the damage is first applied to reduce the amount of damage, just as in combat outside the Net.

If a program is reduced below power 1, it crashes. Crashed programs cannot be used again until they are restored. To restore a program, a decker must use either a rebuild program or his own *cyberdeck operation* skill against a difficulty of 8 plus the original power rating of the damaged program. It takes a number of rounds equal to the program's size rating, plus the successful use of a rebuild program or a *cyberdeck operation* check to restore the program to its original power.

Skill Enhancement Programs

Enhancement programs mimic skills in the VX environment. If a decker possesses the skill he is enhancing, then the enhancement adds are added to his value. If a decker does not possess the skill, then the enhancement adds are added to his *cyberdeck operation* value. In general, enhancement programs are used to provide a decker with skills that he does not have naturally. Enhancement programs cover all skills available to characters in the Cyberpapacy.

The most sophisticated enhancement programs currently available have power ratings of 4, but these beta-test versions crash on a roll of 1 when used. Programs with power 3 are the best generally available.

Enhancement programs provide users with skill adds equal to their power, and their size is the same as well. The average price of enhancement programs and the difficulty of writing them are given below.

Skill Enhancement Programs

Power	Size	Price (Value)	Write
1	1	1,000 (11)	11
2	2	3,000 (14)	14
3	3	10,000 (16)	16
4	4	25,000 (18)	18

Special Programs

Some special programs add to a decker's net skill values when performing actions; others allow a decker to perform actions that are not available when using net skills only. Special programs which add to existing net skill values can be used in conjunction with enhancement programs or with a decker's net skill value. For example, *Shroud* increases the *net stealth* value of the decker regardless of whether it is a natural skill or one provided by an enhancement program.

Running Cold

It is possible to run the net without any special programs. In decker slang, this is called "running cold." The actions of certain special programs can be reproduced by deckers without having the program running in the deck, but the decker does so at zero adds. For example, a decker can attack and defend without attack and defense programs, but he cannot use *BrainBurn* without having the program running in his processor. When attacking and defending, a decker running cold gains no program adds.

The program descriptions describe whether the effects of a special program can be used "cold" or not. If the program adds to damage or a special damage effect, *Mind* is used when running cold. If the program adds to *cyberdeck operation*, or is an action in its own right, *Perception* is used when running cold.

Attack

Attack programs are used in combat. They add to a decker's ability to hit a target, and to the damage a target takes once hit. The power is the adds the program provides to a decker's *net attack* value. Each attack program is specific. A decker must declare if he wants to purchase an *energy weapon*, *fire combat*, *melee combat*, or *missile combat* attack program. Attack actions may be made "cold."

Program/ Power	Size	Price	Write
Attack 1	1	1,000 (11)	11
Attack 2	2	3,000 (14)	14
Attack 3	3	10,000 (16)	16
Attack 4	4	25,000 (18)	18
Attack 5	5	50,000 (20)	20

Onslaught

Onslaught programs are more powerful versions of attack programs. They take up less space in a cyberdeck. Onslaught cannot be used "cold."

Program/ Power	Size	Price	Write
Onslaught 3	2	30,000 (19)	19
Onslaught 4	3	60,000 (20)	20
Onslaught 5	4	100,000 (21)	21
Onslaught 6	5	150,000 (22)	22

Special Attack Programs

These programs do not work on their own. An Attack or Onslaught program must be run in conjunction with these programs. The level of the Attack or Onslaught program is used to determine its effectiveness; if the Attack program fails to cause damage to a defense program or to the decker, then the other program also fails.

For example, when a Scramble program is used in conjunction with an Attack program, it rides in with the Attack program and cause additional damage only if the Attack program succeeds.

Scramble

When used successfully with an Attack program, a Scramble program causes damage to any program in the opponent's storage. Each point of Scramble program destroys one point of program in storage, of the attacker's choice if the attacker first Scanned his opponent's programs. Scramble cannot be used "cold."



The Scramble

Francois leaped across the cell toward the cyberpriest. The cyberpriest raised his hand ready to fling fire at Francois' demonic cat form. Francois switched a Scramble 1 program into his processor, overwriting his Scan 1.

With his Attack 2, Francois slashed out at the cyberpriest, sending him flying across the cell. Deep claw marks appeared in the cyberpriest's armor, but failed to penetrate to his *Mind*. Francois grinned as the Scramble seared across the cyberpriest's chest, destroying the priest's Trace 1 program. Now he had the edge.

Program/ Power	Size	Price	Write
Scramble 1	1	3,000 (14)	14
Scramble 2	2	10,000 (16)	16
Scramble 3	3	25,000 (18)	18
Scramble 4	4	50,000 (20)	20

MindWipe

MindWipe programs are similar to Scramble programs, except that they cause extra shock damage directly to the target's *Mind*. Each point of MindWipe program causes an additional point of shock damage to the target's *Mind*. Defense programs protect against the Attack program, but do not absorb any of the damage from the MindWipe. Before a MindWipe can be used, the attacker must have successfully tracked his target to his point of entry. MindWipe cannot be used "cold".

Program/ Power	Size	Price	Write
MindWipe 1	2	5,000 (15)	15
MindWipe 2	3	10,000 (16)	16
MindWipe 3	4	25,000 (18)	18

BrainBurn

A BrainBurn program can only be used against an opponent who has been tracked to his point of origin and whose defense programs have been destroyed. This program adds three to all shock damage taken by the victim's *Mind*. A *knockdown* result still affects the victim's active programs. BrainBurn cannot be used "cold."

Program/ Power	Size	Price	Write
BrainBurn 1	2	10,000 (16)	16

Surge

A Surge program can only be used against an opponent who has been tracked to his point of entry and whose Defense programs have been destroyed. Instead of normal damage, it sends a surge of electricity (damage value 20) through the target's cyberdeck and into his body. This attack causes physical damage and can kill its target. Regardless of whether it kills the decker or not, this program burns out his cyberdeck if he takes one or more wounds from it. Surge cannot be used "cold."

Program/ Power	Size	Price	Write
Surge 1	2	10,000 (16)	16

DeckWipe

DeckWipe can only be used against a deck which has been successfully scanned and which has no defense programs running. It overwrites programs in the cyberdeck with gibberish. It affects a deck's storage first, and then its processor. For each size of an existing program that it overwrites, it reduces that program's power by one. When all of a program's size has been overwritten, the program is wiped from the deck. The decker decides which of his storage spaces and programs are affected.

The number of spaces that a DeckWipe overwrites per round is equal to its power. Therefore, a

DeckWipe 1 would overwrite one space per round.

A DeckWipe program can be stopped at any time if the affected decker succeeds in overcoming the DeckWipe's difficulty number (the same as its write number) with his *net manipulation* value. This counts as an action, preventing the decker from performing other actions while dealing with the DeckWipe. DeckWipe cannot be used "cold."

Program/ Power	Size	Price	Write/ Def. DN
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DeckWipe 1	2	10,000 (16)	13
DeckWipe 2	3	25,000 (18)	15
DeckWipe 3	4	50,000 (20)	18

Lock

If a successful attack is made, this program locks up an opponent's cyberdeck, preventing programs from being loaded from the processor to storage. The lock lasts for a number of rounds equal to its size rating. Lock cannot be used "cold."

Program/ Power	Size	Price	Write
Lock 1	2	10,000 (16)	16

Defense Programs

Defense programs protect against hostile actions. They add to the user's *Mind* for the purposes of resisting damage as well as increase her net defense value. Defense programs degrade as they take damage. Each point of shock damage on a Defense program reduces its power rating by one. Defense actions can be made "cold", but the decker's *Mind* receives no adds.

Program/ Power	Size	Price	Write
Defense 1	1	1,000 (11)	11
Defense 2	2	3,000 (14)	14
Defense 3	3	10,000 (16)	16
Defense 4	4	25,000 (18)	18
Defense 5	5	50,000 (20)	20



Armor

Armor is a stronger version of the defense program: It absorbs more damage. Armor cannot be used "cold."

Program/ Power	Size	Price	Write
Armor 3	2	30,000 (19)	19
Armor 4	3	60,000 (20)	20
Armor 5	4	100,000 (21)	21
Armor 6	5	160,000 (23)	23

Scan

Scan programs are used to scan data gates, seals and cells. When scanning gates or seals, the power of a Scan program is used as a modifier to a decker's *net find* value. When scanning cells, a successful check against a concealed decker's *net stealth* value will reveal his presence.

Scan can also be used in combat to

look at the programs currently running in an opponent's processor or held in storage. The Scan program accurately reveals as many programs as it has power. A Scan 3 program would reveal three programs in an opponent's deck. The revealed program is chosen by the target of a Scan program.

No die roll is required to conduct a scan of an opponent's programs, but it is counted as an action. A Scan program continues to scan each round until removed from the processor. Once a program has been scanned, it can be attacked by a Scramble program. Scan actions may be made "cold."

Program/ Power	Size	Price	Write
Scan 1	1	1,000 (11)	11
Scan 2	2	3,000 (14)	14
Scan 3	3	10,000 (16)	16
Scan 4	4	25,000 (18)	18
Scan 5	5	50,000 (20)	20

Shroud

Shroud programs add to a decker's *net stealth* value, making it harder for the decker to be detected in the GodNet. A Shroud program alters the user's pulse trail, disguising it to appear as a legitimate user, or making it harder to detect against the background static of the GodNet. Shroud programs also alter a decker's virtual self, making it appear similar to that of a cyberpriest. Shroud cannot be used "cold."

Program/ Power	Size	Price	Write
Shroud 1	1	1,000 (11)	11
Shroud 2	2	3,000 (14)	14
Shroud 3	3	10,000 (16)	16
Shroud 4	4	25,000 (18)	18
Shroud 5	5	50,000 (20)	20



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Evasion Programs

Evasion programs are used to evade Guardians and others within a construct, and to create false pulse trails to confuse Trace programs. Evade cannot be used "cold."

Program/ Power	Size	Price	Write
Evade 1	1	1,000 (11)	11
Evade 2	2	3,000 (14)	14
Evade 3	3	10,000 (16)	16
Evade 4	4	25,000 (18)	18
Evade 5	5	50,000 (20)	20

Trace Programs

Trace programs search for a decker's pulse trail and follow it to his point of entry into the GodNet, and pursue deckers who have used an Evade program. Once his point of entry has been tracked by these programs, a decker runs the risk of being hit by special attack programs. It is used in conjunction with *net tracking*. Trace can be used "cold."

Program/ Power	Size	Price	Write
Trace 1	1	1,000 (11)	11
Trace 2	2	3,000 (14)	14
Trace 3	3	10,000 (16)	16
Trace 4	4	25,000 (18)	18
Trace 5	5	50,000 (20)	20

Grab Programs

Grab programs latch onto a decker's pulse trace and make it harder for him to jack out of the GodNet, each point of power adding to the difficulty of exiting the GodNet. As long as the Grab program stays in the processor, it will continue to hold onto its target. It is used with *net attack* to attach itself to a decker. Grab cannot be used "cold."

Program/ Power	Size	Price	Write
Grab 1	1	1,000 (11)	11
Grab 2	2	3,000 (14)	14
Grab 3	3	10,000 (16)	16
Grab 4	4	25,000 (18)	18
Grab 5	5	50,000 (20)	20

Grapple

The Grapple program is a more powerful version of the Grab program. It holds a decker in place, preventing attempts to evade or break off from combat. As long as it is in the processor, the Grapple program will continue to hold onto its target. The decker can only escape by defeating the Grappling decker or Guardian, by scrambling the Grapple, or damaging the Grapple program so it crashes. Grapple cannot be used "cold."

Program/ Power	Size	Price	Write
Grapple 1	2	5,000 (15)	15
Grapple 2	3	10,000 (16)	16
Grapple 3	4	25,000 (18)	18

Breach Programs

Breach programs are used to actively breach gates or seals. Breach breach actions may be made "cold."

Program/ Power	Size	Price	Write
Breach 1	1	1,000 (11)	11
Breach 2	2	3,000 (14)	14
Breach 3	3	10,000 (16)	16
Breach 4	4	25,000 (18)	18
Breach 5	5	50,000 (20)	20

Data Manipulation Programs

Data manipulation programs are used to manipulate programs and data files. They add to a decker's *net manipulation* value.

Manipulate

Manipulate programs are used to manipulate cells. Manipulation may be attempted "cold."

Program/ Power	Size	Price	Write
Manipulate 1	1	1,000 (11)	11
Manipulate 2	2	3,000 (14)	14
Manipulate 3	3	10,000 (16)	16
Manipulate 4	4	25,000 (18)	18
Manipulate 5	5	50,000 (20)	20

Search

Search programs are used to search for data files in a vault. Search power adds to a decker's *net find* value. Search actions may be performed "cold."

Program/ Power	Size	Price	Write
Search 1	1	1,000 (11)	11
Search 2	2	3,000 (14)	14
Search 3	3	10,000 (16)	16
Search 4	4	25,000 (18)	18
Search 5	5	50,000 (20)	20

Copy

Copy programs are used to copy data into a cyberdeck's storage. Programs cannot be copied as data, until the copy protection is broken (see page 59). Copying may be done "cold."

Program/ Power	Size	Price	Write
Copy 1	1	1,000 (11)	11
Copy 2	2	3,000 (14)	14
Copy 3	3	10,000 (16)	16
Copy 4	4	25,000 (18)	18
Copy 5	5	50,000 (20)	20

Alter

An Alter program lets a decker alter a file by changing data, deleting part of or all of a file, or by adding new data to a file. Alter can be attempted "cold."



Program/ Power	Size	Price	Write
Alter 1	1	1,000 (11)	11
Alter 2	2	3,000 (14)	14
Alter 3	3	10,000 (16)	16
Alter 4	4	25,000 (18)	18
Alter 5	5	50,000 (20)	20

Store

Activating a Store program allows data files to be downloaded into a storage device connected to the deck. This device can be a datchip or other storage device. It greatly increases the space available when copying data. As long as this program is running, any data copied can be fed into the storage device. It can also be used in conjunction with an Alter program to feed data into a vault. Stored data cannot be switched from a storage device to a deck processor, as the data is compacted for this type of storage. To access the data, it must first be loaded into a deck's storage memory. Store cannot be used "cold."

Program/ Power	Size	Price	Write
Store 1	1	3,000 (14)	14

Disassemblers

Disassemblers break down the structure of codes, making them easier to affect. They can be used in conjunction with Manipulate, Search, Copy, Read, Alter, and Breach programs. The Disassembler's power is bonus modifier to any other manipulation program. The Disassembler must be running in a processor with one of the above programs to work. They cannot be used "cold."

Program/ Power	Size	Price	Write/ Code DN Modifier
Disassembler 3	2	5,000 (15)	15
Disassembler 4	3	10,000 (16)	16
Disassembler 5	4	25,000 (18)	18

Miscellaneous Programs

These programs serve a variety of purposes.

White Light

A White Light program increases the speed of a cyberdeck by its power, allowing the decker to switch more programs each round and to increase the rate at which a deck accesses data. It cannot be used "cold."

Program/ Power	Size	Price	Write
White Light 1	1	3,000 (14)	14
White Light 2	2	10,000 (16)	16
White Light 3	3	25,000 (18)	18

Rebuild

A Rebuild program is used to restructure and rebuild programs damaged in combat.

To rebuild a damaged program, the difficulty number required to write the damaged program in the first place must be beaten by the Rebuild program power and the decker's *cyberdeck operation* value. It is easier to rebuild programs to lower than their original powers. If a Defense 3, damaged to a Defense 1, is restored to a Defense 2, then the Defense 2's difficulty number is used, not the Defense 3. The Defense 2 would remain size 3, however.

Rebuild can restore a program's power equal to its own power every round. For example, a Rebuild 3 can restore three power levels in one round. A Rebuild program can work on only one program at a time. Rebuild cannot be used "cold".

Program/ Power	Size	Price	Write
Rebuild 1	2	5,000 (15)	15
Rebuild 2	3	10,000 (16)	16
Rebuild 3	4	25,000 (18)	18
Rebuild 4	5	50,000 (20)	20

Heal

A Heal program is like mental first aid. It removes all shock damage from the decker, and reduces the effects of mental wounds by one level. To use a Heal program, the decker uses his *net manipulation* value against his *Mind*, as though he were performing first aid on a wounded character. Heal cannot be used "cold."

Program/ Power	Size	Price	Write
Heal 1	2	5,000 (15)	15
Heal 2	3	10,000 (16)	16
Heal 3	4	25,000 (18)	18
Heal 4	5	50,000 (20)	20

AngelBusters

AngelBusters are the street name for programs which hold more than one program within them. These programs are specially compacted so that they take up less space in a cyberdeck.

AngelBusters are only rarely available on the shadow market. The Cyberpapacy also writes its own AngelBusters, except it calls them Compact Programs (ComProgs). AngelBusters are written to overcome the inherent problems of fitting a lot of programs into the restricted space of a cyberdeck.

AngelBusters have a size rating like other programs, but they contain sub-routines which hold other programs within them. An AngelBuster reduces the amount of space needed to hold these programs until they are used. AngelBusters are held in storage; the individual programs within an AngelBuster only enter the processor when they are activated.

The level of compaction within an AngelBuster varies according to the skills and wishes of the programmer responsible for writing it. The level of compaction is represented by a multiplier. A x2 AngelBuster holds programs equal to twice its size; a x3 holds programs up to three times its size. For example, a size 3x2 AngelBuster holds a total of six size points but requires only a space of three. The six program points can be made up of any pro-





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grams desired: six size 1 programs, three size 2 programs, or a size 5 program and a size 1. Most AngelBusters have a compaction rating of x2, x3, or rarely x4.

Example: A size 3 x 3 AngelBuster can hold an Attack 3, a Defense 3 and a Scan 3. Until activated these programs fit within the AngelBuster's size of 3.

When activated, they expand to their normal size in the processor. If the Attack 3 is activated, it takes up three spaces in the processor. It may be kept in the processor, but cannot be returned to the AngelBuster or placed in storage. If it is replaced by another program in the processor, it is dumped and is no longer available.

The programs within AngelBusters are one-shot programs. Once released from the AngelBuster they cannot be returned to it during a run. AngelBusters may also crash during a run. Each time an AngelBuster is used,

the crash difficulty number must be overcome by the decker's *net manipulation* value to prevent it from crashing.

Crash numbers vary according to the size and compaction of the program. The crash number equals size plus compaction multiplier plus 10.

Example: A size 3 AngelBuster with a compaction of 3, crashes on a 16 or less ($3+3+10=16$).

If an AngelBuster crashes, it cannot be made to work again, even after a run. It must be replaced by another AngelBuster or substituted by normal programs.

AngelBusters are often heavily protected, requiring *Science (computer)* skill checks to reveal their contents. The success level of an attempt to crack an AngelBuster determines how much is revealed about its contents. Deckers always know how much space an AngelBuster takes up, but only successful *Science (computer)* checks, or

discovery through use, reveals its multiplier.

If an AngelBuster cannot be cracked, it can still be used blind. The programs within them are stacked in order. For example, Search 2, Read 2, Copy 2. The decker merely activates the AngelBuster and the first program on the list is moved into the processor. He may also call up the other programs in order if he wishes.

AngelBusters may also contain lethal programs designed to cause damage to the user. These programs are set to be activated by trigger commands within the AngelBuster. These commands could be triggered when the decker activates part of the AngelBuster, when a particular program is activated from the AngelBuster, or when the program crashes. Suitable programs are those special attack programs which rely on a Trace to cause damage: the decker's point of entry into the GodNet is already known by the deck and an Attack program is not required as the special attack program is already present in the deck. The damage value of lethal Attack programs is equal to the damage value of the decker who programmed the AngelBuster.

A decker may attempt to cancel any program harmful to him by using his *net manipulation* value to overcome the AngelBuster's crash number, plus the power of the program.

Sample AngelBusters

The number and types of programs which can be held in an AngelBuster are limited only by the multiplier and size of the AngelBuster, and the requirements of the programmer. Below are a few types of AngelBusters that may be offered for sale on the shadow market. The prices set for AngelBusters take into account the programs they contain, but as in other shadow market dealings, they could be sold very cheaply or very expensively; it all depends on the seller. And these sellers often have no idea what these programs can do. However, that doesn't stop them from lying about their capabilities. Deckers pay their money, and take their chances.



DataBuster 3 x 3 (16)

Crash Number: 9

Price: 100,000 (21)

Contains: Manipulate 3 (3), Search 2 (2), Alter 2 (2), Copy 2 (2)

Defender 2 x 4 (16)

Crash Number: 9

Price: 140,000 (22)

Contains: Armor 3 (2), Armor 3 (2), Defense 2 (2), Shroud 2 (2)

Hammer 3 x 4 (17)

Crash Number: 10

Price: 180,000 (23)

Contains: Onslaught 4 (3), Attack 2 (2), Scramble 2 (2), MindWipe 1 (2), DeckWipe 1 (2), Attack 1 (1)

Note: Any of the above AngelBusters could easily harbor lethal programs. It is up to the gamemaster to decide.

Writing Programs

The *science (computers)* skill is required for writing programs. It takes 20 hours per power level of the program, so an Attack 2 program would take 40 hours to write. This time does not have to be consecutive, but must be used in one hour increments. A character could work on a program for an hour day, but not half an hour a day.

Characters may write programs with power equal to or less than their *science (computers)* skill adds. A character with a skill add of two can write power 1 or power 2 programs. To be able to write a power 3 program, the character would have to increase his skill adds to three first.

The difficulty number for writing programs varies from program to program. If a character fails to beat the difficulty number, his next attempt requires 50 percent more time.

Example: If a character spent 40 hours to write an Attack 2 program and failed, he must spend another 60 hours on the next attempt (40+20=60).

If a programmer gains a *superior* result when writing a program, he has managed to decrease its size by 1. A size 2 program would become size 1. Programs can never be reduced to less than size 1. A *spectacular* result either reduces the size of the program or increases its power by 1. The programmer decides which. A *spectacular* result with a Defense 3 program could increase it to a Defense 4, or reduce its size from 3 to 2.

Copy Protecting Programs

Programs can be protected by programmers to prevent them from being copied by unauthorized users. Most programs sold on the shadow market are copy protected. The copy protection of a program equals the final total generated when writing it. If the programmer generated a total of 14 when writing a program, that is its protection rating. Programmers may try to upgrade their copy protection ratings by generating higher numbers. This new number has no effect on the performance of the program, but makes it harder to copy. It takes four hours per attempt to write a new protection rating.

Example: Marie, having successfully written an Onslaught 3 program, decides to try to improve its copy protection. She generates a result total of 12, which is less than its original protection, so she ignores it. She later tries again and gets an 18. She now uses this as the program's protection rating. Anyone trying to copy her program would first have to beat the program's difficulty number of 18 with their *science (computers)* skill.

Cracking Copy Protection

To crack a program's copy protection requires a *science (computers)* check against the program's protection number. It takes four hours to crack a program. If successful, the cracker can copy the program. On a *good* result or better, he will also know whether it is a lethal program or not. If unsuccessful, the programmer must spend four more hours trying to crack it.

Writing AngelBusters

The first stage in writing an AngelBuster is to develop the AngelBuster's shell: the space which the other programs are compacted into. The difficulty number is based on the size of the shell. It takes 20 hours per size to create a shell.

Shell Size	Difficulty Number
Size 1	13
Size 2	14
Size 3	15
Size 4	18
Size 5	22

Once the shell is created, the AngelBuster's compaction multiplier can be programmed. It takes 30 hours per compaction multiplier to write. A x3 AngelBuster requires 90 hours of programming to finish. If the programmer fails to complete it, he must spend half as long again working on the AngelBuster before he can attempt to beat the difficulty number again.

The size of the shell is added to the difficulty number below to arrive at its compaction difficulty number. For example, the final difficulty number for a size 4 AngelBuster with a x3 compaction multiplier is 21 (4+17).

Compaction	Difficulty Number
x2	15
x3	17
x4	19

If the programmer successfully completes the compaction check, he may place any programs he has into the AngelBuster. The available space for programs equals the size of the AngelBuster times its multiplier. A size 3 AngelBuster with a x3 multiplier has a space of 9.

To compact a program into an AngelBuster requires a check against the AngelBuster's compaction difficulty number for each program. The size of the AngelBuster is ignored, but the size of the program to be compacted is used. If the check is failed, the program is still compacted, but will have a flaw within it. To prevent players from knowing that their characters have created flawed



AngelBusters, the gamemaster should make these final compaction rolls in secret and only reveal the flaws when they become apparent during play. Once programs have been compacted, they cannot be removed or changed.

Flaws in compacted programs can vary from minor annoyances to very dangerous faults. Here are a few things that can go wrong in a program and the AngelBuster during program compaction.

- The program's power is reduced by one or more levels.
- Once moved into the processor, the program takes one or more rounds to uncompact itself for use.
- The program moves into the processor where it starts to act as a DeckWipe program.
- A different program than the one requested is moved into the processor.
- Special attack programs from the AngelBuster affect the decker as soon as they move into the processor.
- The AngelBuster crashes after one or more programs are activated from it.
- The AngelBuster releases a program, but locks the deck for one or more rounds.

Placing Lethal Programs in AngelBusters

Lethal programs may be placed into an AngelBuster with the direct intention of harming unauthorized users. Programs are compacted into an

AngelBuster in sequence. The first program in will be the first program to be accessed by an unauthorized user. Anyone who knows exactly what an AngelBuster contains can activate its programs in any order.

If an unauthorized user gains access to an AngelBuster and cannot crack its protection, the only way he can access programs is in the same order they were placed.

Any character who cracks an AngelBuster's protection will know what programs it contains and can access its programs in any order desired. However, it is not possible to tell whether a MindWipe is designed to be used on enemies or has been placed there to attack the unwary.

Copy Protecting AngelBusters

The lowest protection rating that an AngelBuster can have is equal to its compaction difficulty number plus the size of its largest program. A AngelBuster with a compaction multiplier of x3 and a size 3 program would have a protection rating of 16. Programmers may attempt to increase an AngelBuster's protection rating as they can normal programs.

Cracking AngelBusters

Cracking an AngelBuster takes 12 hours, and does not automatically reveal its entire capabilities. If the check is failed, another 12 hours must be spent trying to crack it.

The table below shows what can be learned from different levels of success. "Number" refers to how many programs are revealed by a check. These are always revealed in order.

Level of Success	Number
Minimal	1
Average	2
Good	4
Superior	6
Spectacular	All

Once programs have been revealed, they can be checked to see whether they are lethal or not using the program's protection rating: a *good* result is required to determine a lethal program. It is not possible to check for flaws; they only become apparent during use.



Chapter Six

Net Regions and Entities

And I stood upon the datapaths of the GodNet, and saw a beast rise up out of the Deep, having seven heads and 10 horns, and upon his horns were 10 crowns. Who is like the beast? Who is able to make war with him?

Revelations 13:1, The Malraux Bible



The GodNet is divided into a number of distinct regions that float in the potential cyberspace called the Deep. The regions that have either been actually traveled to or rumored to exist by Net users are the Holy Exchanges (or the Promised Land), Purgatory, Heaven, Hell, the Catacombs, Trash, and Kadandra. Others may exist, but they have not been discovered yet (or even talked about in net conferences, which is where the rumors start).

Regions of the GodNet

Holy Exchanges

The Holy Exchanges, or the Promised Land as Jean Malraux calls it, is the region made up of every Cyberpapal church computer system on Earth, in space, and in the cosm of Magna Verita. It is shaped like a glowing cross to users who first jack into the Net, and is the area where most GodNet activity takes place.

The Promised Land was named by the Cyberpope when he first entered the GodNet. He looked at the great data constructs as they formed and was awed by the power he had unleashed. Never before in his invasions

of countless worlds had he witnessed anything so beautiful. Here was a land that sang with the voices of angels and shone with the light of heaven. Churches and cathedrals marked this wondrous land which was devoid of the sins of the flesh. It was a dream come true for Jean Malraux.

Within the Promised Land lie the data constructs of the Cyberpapacy. Huge data fortresses rise above a landscape dotted with glowing cathedrals, churches and monasteries. At the center of the cross is Babel Central, the primary monitoring facility of the GodNet.

Babel Central

Babel means the gate of God, and Malraux sees Babel Central as the gate between mortals and his god. From the stepped tower of Babel Central, cyberpriests watch over their new land, ready to despatch Angels against transgressors within the GodNet, and Inquisitors and Church Police against those outside.

The construct of Babel Central has its origin in the Monitor Tower at Avignon. From hundreds of terminals, cyberpriests monitor and watch for movement in the Net. Through Babel Central lies the datapaths leading to the regions of Purgatory, Heaven and Hell, as well as to the many church exchanges throughout the Net.

The walls of Babel Central rise in stepped levels toward the sky above. Lights flash around it constantly and circuitry-filled clouds float past its upper floors. Within Babel Central are thousands of cells, the contents of which are designed to awe and confuse intruders. Stairs and balconies jut out from the walls at unbelievable angles, and cell walls appear to be

transparent, offering tantalizing glimpses into other cells.

Magnificent gardens set up to resemble views of the Garden of Eden are present in many of its data cells. Cyberpriests often come here to relax and soak up the HolyVid entertainments put on for their benefit.

The data vaults are light and airy, and are positioned at the end of long corridors. Within the vaults are data files which the Cyberpapacy has no desire to see fall into the hands of deckers.

Entry into Babel Central is hard, but not impossible. Using Shroud programs, deckers have entered its data vaults and escaped with highly sensitive files. Many deckers have also never made it out alive.

Cyberpapacy Data Fortresses

Data fortresses are huge medieval castles that seem to sprawl over the terrain of the GodNet. Some are connected to churches or cathedrals; others stand alone to protect files from intruders and thieves. They contain high concentrations of data protected in an equally high concentration by Sentinels and cyberpriests. The Avignon Data Fortress is the largest of these fortresses, with hundreds of cyberpriests constantly jacked into the GodNet to monitor the defenses and operation of the Palace of the Popes.

Within Avignon are locked Jean Malraux's plans, along with thousands of computer analyses of projected actions and outcomes. The data vaults are massive, containing inventories of all cybernetic parts and components produced by the Cyberpope's factories, plus just about every fact currently known about the Cyberpope's new realm. The Chancery has already compiled millions of files on activities in France and other realms on Earth. Deckers who make it into Avignon's vaults will be hard pressed to decide which files to take out with them — if they can make it out, that is.

Cyberpapacy Cathedrals and Churches

Cathedral and church constructs serve as exchanges and monitoring stations for specific areas of the Prom-

ised Land (and the departments and regions they correspond to on the outside). They also provide places of worship and confession for the masses, and hold data files containing information relevant to the running and organization of the church or cathedral that the construct is based in. The information they contain never gives a complete overview of Cyberpapacy plans and developments. Entry to Avignon is necessary to extract that kind of information. Nevertheless, the data churches and cathedrals do hold information that is useful for battling the Cyberpapacy on a local level. As these constructs often act as strongholds for the Cyberpapacy, they also make prime targets for Resistance strikes.

Church Police Garrisons

The constructs of the Church Police resemble small medieval castles. Data in the vaults deals with inventories of supplies, armaments, cyberware, troop numbers, and stations. The activities of the Church Police within an area can be discovered by raiding their vaults.

Monasteries and Abbeys

Research establishments appear in the GodNet as fortified monasteries and abbeys. These establishments deal with a vast variety of research projects, from new programs to new cyberware and weapons development. They make prime targets for deckers.

Independents

Organizations independent of the Cyberpapacy also have data constructs within the GodNet. They resemble hi-tech domes and tall glowing office blocks. Many of these are open to the cyberpriests as their owners fear the wrath of the Cyberpope, and are currently undergoing transformation so that they match the medieval architectural styles of Magna Verita.

Within Paris, the religious influence of the GodNet is less pervasive and local users of the GodNet have developed their own idiosyncratic styles of constructs. For example, the Sun Kings' construct resembles the

Palace of Versailles, complete with multi-colored peacocks and fountains. The Mouvement National's construct resembles a World War Two bunker with trenches and barbed wire defenses.

Purgatory

The known entry to Purgatory is via a huge, dark stairway that descends from the bottom of Babel Central. Along the way deckers pass through cells depicting all manner of sins and their punishments. The stairs finally rise up to enter a desolate plain covered in a dank, gray mist. The extent of Purgatory is vast, but it is impossible to say where one cell begins and another ends. Virtual selves ripped free of their bodies drift across the dark plain, bemoaning their isolation and loneliness. Only rarely do these disembodied souls come into contact with each other, and then only momentarily.

Purgatory is not a place that most deckers willingly enter. It is where the Cyberpapacy conducts conditioning sessions and creates spirit chips (see *The Cyberpapacy Sourcebook*). Time has no meaning in this region. People who have only spent a week in Purgatory have claimed that they were there for hundreds of years.

In the center of the plain lies the construct of the Church of the Abyss: the controlling center of Purgatory and the cybernetic home of the cyberpriests who control its operations. These cyberpriests have merged permanently with the GodNet and have become Angels (see "Entities," page 65). Now a part of the GodNet, they oversee the punishments and spiritual purification of the souls placed in their care.

The Church of the Abyss stands on a high rock pinnacle, its towers disappear into the ever-present mists, and Sentinels in the forms of gargoyles peer down ceaselessly onto the plain below.

Deckers captured by Angels, heretics who have opposed the Cyberpope but who possess valuable skills, and even willing volunteers, are all brought to the Church of the Abyss. That is, their minds and spirits are brought



there, for as part of the GodNet, Purgatory is not a place for the flesh. The bodies of deckers are left to rot wherever they reside, or are burned in public showings. Cyberpriests' bodies are kept on life support machines and fitted with chip processors to provide bodies for spirit chips when needed.

When Angels are convinced that their charges have worked off all their accumulated sin, they test them for loyalty to the Cyberpope. Most cyberpriests who enter Purgatory are later sent to Heaven where they are fully absorbed into the GodNet and personified as Angels. The few that fail are placed into the spirit chips produced by the Avignon factories, as are heretics with valuable skills. Those without wanted skills are cast down into Hell.

Hell

The pit of Hell can be reached from the edge of Purgatory or from cells bathed in flames which appear randomly throughout the GodNet. Hell is where the entities that were sucked into the GodNet during its creation exist (see *The Cyberpapacy Sourcebook*). Within this region, demons are led by three archdemons whose demonic followers war constantly among themselves in this perverted cybernetic reality. From Hell, demons venture out through the randomly appearing cells to devour deckers, cyberpriests and Angels alike.

The entities of Hell are secretive, preferring to prey upon lone deckers or cyberpriests and then slip back into Hell. Although the Cyberpope is aware of the existence of Hell within the GodNet, he believes it to be an area where souls are condemned to everlasting torment, rather than as the home of the entities. If he knew what went on in Hell, the Cyberpope would be far more reluctant to have the souls of heretics flung into it.

Hell is a deep, spiralling pit. Upon its numerous ledges, captives are tormented by demons in a manner designed to match their supposed sins. The cells of Hell are configured to appear as a symbolic representations of the punishment of sinners. Burning

deserts, deep mires, rivers of boiling fire, pools of muck, and trackless expanses of woodland fill its upper levels. Further down lies a lake of ice where sinners are frozen up to their necks. The souls of hundreds of heretics languish in torment within Hell.

But Hell is more than even what the Cyberpope and the entities know. It extends beyond the limits of the GodNet, touching upon the shores of distant dimension. What enters the GodNet via this path is beyond the power of Jean Malraux, and some whisper that Hell is but an extension of the true Hell of religions throughout the infiniverse.

Heaven

Heaven is an area of bliss and serenity where faithful cyberpriests are transformed into Angels or are else further indoctrinated into the new cybernetic religion. Heaven is reached from Babel Central by ascending a glowing gold stairway into the sky above the GodNet. It is surrounded by a low wall which rises higher to block passage whenever a decker approaches it. Breach and attack programs cause no lasting damage to the gates of the wall, as they instantly restructure themselves to prevent access.

The gate to Heaven is guarded by a cherub who assesses all who come before him to enter Heaven. Of the cyberpriests who have experienced the rigors of Purgatory, the vast majority are allowed entry to Heaven, while a few are turned away and are consigned to the pits of Hell. Of the others who try to enter, most are turned back. A few are allowed entry through the golden gate to the area behind. Here they are given a taste of a cybernetic Heaven where the will of the Cyberpope, channelled through his Darkness Device, rules supreme. Those who witness this aspect of the Cyberpope's power are left with no doubt that he is indeed the servant of his god. What they and the Cyberpope do not realize is that his powers derive from the Nameless One.

Heaven contains the heart of the Cyberpope's Darkness Device. Within the glowing expanse of Heaven, the

Darkness Device reaches out to encompass the GodNet and mold it to its own will and that of its master, the Cyberpope. Cyberpriests who come into contact with it are transformed into Angels. They reside in Heaven, ready to venture forth to do the Cyberpope's bidding.

They are closely scrutinized to determine their suitability as tools of the Cyberpope. Awed by all they experience, most become his fanatical followers, believing totally in his mission to eradicate heresy and increase the earthly power of the Cyberpapacy.

It is here that the Cyberpope's doctrine of redemption through cybernetics receives its fullest expression, and where cyberpriests undergo therapy to reduce their cyber values by reducing the cyber ratings of their equipment. It takes a solid week of net-inspired healing to reduce a cyber rating, and only one piece of equipment may be worked on in a single trip. The cyber rating of a piece of equipment may not be reduced below one. The character uses his *faith* value against his cyber value; result points are read on the Power Push Table, and the cyber rating is reduced by Power Push adds. A cyberpriest can lower his cyber value by as much as six points in a single trip. See *The Cyberpapacy Sourcebook* for more information on the cyber ratings of various pieces of equipment.

Heaven, however, is not everything the Cyberpope or his Darkness Device think it is. It seems to extend beyond the limits that Malraux has access to, and he and his followers are barred from exploring this region. Additionally, benevolent entities in the GodNet, including higher levels of Angels than the ones working for Malraux, claim to be servants of Heaven and a power that is opposed to Malraux and his False Papacy. Until more is learned, both Heaven and Hell remain mysteries to plague the Cyberpope.

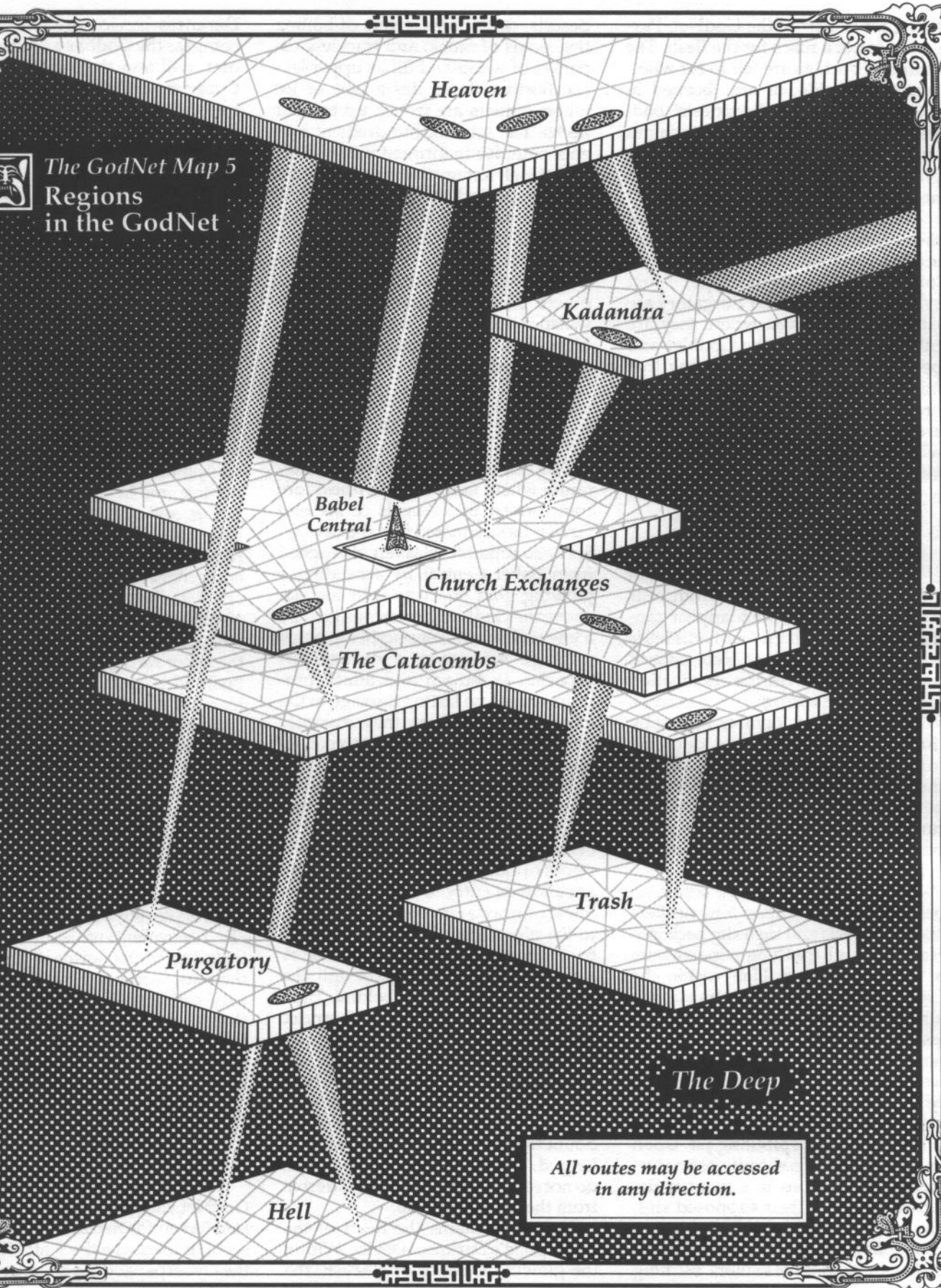
The Catacombs

The Catacombs is a region of the GodNet that is the rumored to be a safe haven for netrunners and others seeking to escape the watchful eye of the Cyberpapacy. As there are no ex-





The GodNet Map 5
Regions
in the GodNet



All routes may be accessed
in any direction.



changes in this region, Monitors cannot easily oversee activities here. They must send cyberpriests down into its dank cells to drive out the heretics.

The Catacombs' cells are cared for by priests, monks, and followers of the True Church who have been fitted with neural jacks either as a result of the Cyberpapacy's raids or to better work against the False Papacy. The Catacombs are used as meeting places, areas of true worship, and to prepare for raids on Cyberpapal constructs.

The way into the Catacombs is not easy or generally known. Many of its entrances lie within Cyberpapal constructs, secret datapaths hidden from deckers as well as from Monitors and Guardians.

Trash

Where do programs go when they are dumped? Where are files once they have been erased? Do they simply disappear? No, they go to a region known as Trash.

Trash can be accessed from any construct, as all processors have connections to its haphazard vaults. Still, getting into Trash is hard, and getting out again is almost impossible. Gates into Trash range in difficulty from 18 to 23, but gates out of this region are difficulty 31 or better.

There are times when deckers have to go digging in the unending vaults of Trash, however, to reclaim lost files or programs, or even comrades who somehow were lost to Trash's hungry gullet. It is rumored that there are entities within Trash that seek out programs and destroy them utterly, and if these exist they cannot tell the difference between a data file or a virtual self.

Kadandra

The last known region of the GodNet is the one that interests the Cyberpope the most. It is the remains of the virtual reality of Dr. Hachi Mara-Two's data plate, the VX of Kadandra

that helped create the Cyberpapacy. As the source of much of what Malraux now is, Kadandra is often visited by the Cyberpope so that he can learn about the original cyber world (at least as far as he understands it).

Kadandra is unlike the vast majority of the GodNet, as it is built from happy memories and experiences. The region also has links to some far-away portion of the GodNet, or perhaps beyond even the limits of the Deep, and that bothers Jean Malraux, for it remains yet another mystery within his realm.

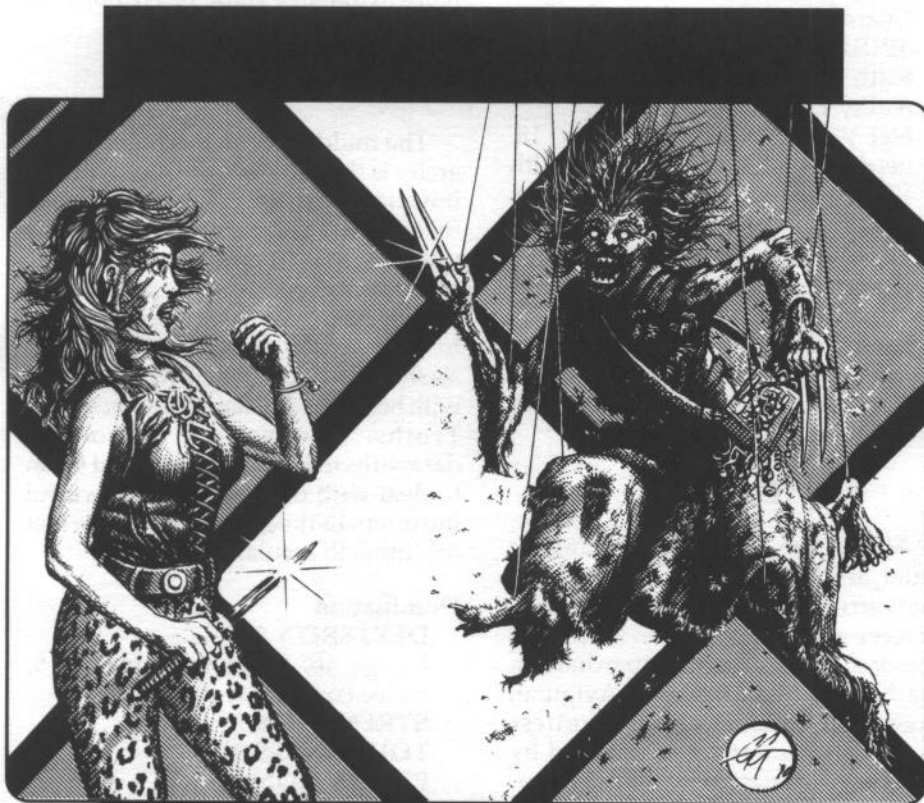
The Deep

The Deep is the sea of night in which the regions of the GodNet float. It is the vast potential space of the cyber dimension, and what else may roam its darkness is anyone's guess. The Mad Monks of Wandrille are seeking to learn the answer to that question, but thus far none who have floated freely into the Deep have emerged to tell what they found.

Entities in the Net

Entities are any virtual selves that are not connected to a decker or other user outside the Net. They include free-roaming beings, self-aware programs, and static programs designed to defend specific locations. Below are a sampling of entities that might be encountered in the Net. Note that while entities might serve as Guardians for constructs, not all Guardians are entities. Some Guardians are users such as cyberpriests or Monitors.

In addition to normal attributes and skills, entities carry processors and storage within themselves so that they can make use of programs. Some even have response ratings if they have the ability to switch between programs. All programs listed are suggestions only. Every entity can be different as far as the types of programs they utilize. Remember that these programs add to the appropriate net value. Very few entities have processors with stealth ratings, although several have net stealth.



Grant Goleash



Angels

Angels are a hierarchical group of beings which include the Angels working in Purgatory and Heaven, as well as those that claim to be from a Heaven much different than the one Malraux's Darkness Device rules over. Those which make up the Cyberpapal Angels were once cyberpriests or converted heretics. The other Angels are of unknown origin.

Seraphim

Seraphim are fiery beings which appear to travelers of the datapaths as tall humans with wings of fire, flaming hair, and burning eyes. Seraphim shoot blasts of fire from their hands. They claim to oppose the Cyberpoppe and his minions, and have been seen battling other Angels. They are most often encountered by those deckers trying to breach the walls that separate Malraux's Heaven from the region that lies beyond.

Seraph

DEXTERITY 10

Acrobatics 12, dodge 13, fire combat 13, flight 13, maneuver 11, stealth 13

STRENGTH 10

TOUGHNESS 9

PERCEPTION 11

Evidence analysis 12, find 12, language 12, tracking 13, trick 12

MIND 11

Psychology 14, test of will 13, willpower 13

CHARISMA 11

Charm 14, persuasion 13

SPIRIT 11

Faith 14, focus 14, intimidation 14, reality 12

Net Values: net attack (fire) 20, net defense 20, net find 19, net stealth 20, net manipulation 18, net track 20

Possibilities: 9

Response/Processor/Storage: 7/7/

12

Programs: Onslaught 3 (2) for fire damage value 14, Shroud 2 (2), Evade 1 (1), DeckWipe 1 (2), Armor 4 (3), Scan 2 (2)

Cherubim

Angels of the highest order, Cherubim are powerful beings created from the greatest minds in the Cyberpapacy. They appear as tall humans wearing flaming armor and wielding flaming swords. Their wings are cybernetic masterpieces, and their eyes are red orbs full of streaming data. A Cherub guards the gate of Heaven, admitting only those sanctioned by the Cyberpoppe to bath in the glory of the Darkness Device.

Cherub

DEXTERITY 9

Dodge 12, flight 11, maneuver 11, melee combat 12, stealth 11

STRENGTH 9

TOUGHNESS 9

PERCEPTION 12

Cyberdeck operation 15, evidence analysis 13, find 14, language 13, tracking 13, trick 13

MIND 12

Psychology 13, test of will 15, willpower 14

CHARISMA 11

Charm 13, persuasion 13, taunt 14

SPIRIT 12

Faith 15, focus 15, intimidation 14, reality 13

Net Values: net attack (melee) 18, net defense 18, net find 20, net stealth 17, net manipulation 18, net track 19

Possibilities: 9

Response/Processor/Storage: 6/8/14

Programs: Onslaught 4 (3) for sword damage value 16, MindWipe 1 (2), DeckWipe 1 (2), Armor 4 (3), Scan 3 (3), Trace 1 (1)

Thrones

Also of the highest tier of angelic order are the Thrones, created from the warrior priests of the Cyberpapacy to serve as Cyberpoppe Jean Malraux's personal attendants and guardians in the Net. The constructs of Avignon, from Babel Central to the data fortress to the cathedral itself, is guarded by Thrones. Thrones appear as huge humans with more cyberware than virtual flesh. Only their wings, which are pure and white, have no sign of cyberware within them. Thrones carry

huge fiery halbreeds with which to attack intruders.

Throne

DEXTERITY 9

Dodge 11, flight 12, maneuver 10, melee combat 13, stealth 11

STRENGTH 10

TOUGHNESS 9

PERCEPTION 10

Evidence analysis 11, find 13, tracking 12, trick 11

MIND 13

Psychology 14, test of will 13, willpower 13

CHARISMA 10

Charm 11, persuasion 13, taunt 12

SPIRIT 12

Faith 14, focus 14, intimidation 15, reality 13

Net Values: net attack (melee) 20, net defense 18, net find 20, net stealth 18, net manipulation 17, net track 19

Possibilities: 6

Response/Processor/Storage: 7/6/11

Programs: Onslaught 4 (3) for halberd damage value 14, Armor 4 (3), Scan 2 (2), Grapple 2 (3)

Dominations

The middle tier in the angelic hierarchy is the province of Dominations, powerful warrior Angels that make up a large portion of the Cyberpoppe's virtual army. Dominations appear as humanoid lions equipped with plenty of cyberware. Flaming wings harken to their station as Angels, but sharp slashers pop out of their wrists to deal with heathens and heretics to the Cyber Truths. Dominations patrol the datapaths to Hell, and are called upon to deal with only the most powerful intruders in those portions of the Net off-limits to secular users.

Domination

DEXTERITY 8

Dodge 10, flight 9, maneuver 9, melee combat 11, stealth 9

STRENGTH 8

TOUGHNESS 9

PERCEPTION 10

Find 11, language 11, tracking 11, trick 11

MIND 12

Test of will 13, willpower 13





Allen Nunis

CHARISMA 9

Charm 10, persuasion 11, taunt 10
SPIRIT 10

Faith 11, focus 11, intimidation 12

Net Values: net attack (melee) 16, net defense 15, net find 16, net stealth 14, net manipulation 15, net track 16

Possibility Potential: some (30)

Response/Processor/Storage: 5/5/

10

Programs: Attack 2 (2) for slasher damage value 14, Defense 3 (3), Scan 1 (1), Grab 2 (2), Trace 2 (2)

Principalities

Middle-powered Angels, the Principalities claim to work against the teachings of the Cyberpapacy, and as such there is no sign of cyberware within their virtual images. Instead, these angels appear as tall, slender humans with feathered hair and sparkling eyes. A blue glow surrounds them, and they carry shields and spears

of light. They are most often encountered in the Catacombs or along the datapaths of the Holy Exchange.

Principality**DEXTERITY 8**

Dodge 9, flight 9, maneuver 9, melee combat 10, stealth 10

STRENGTH 8**TOUGHNESS 9****PERCEPTION 11**

Evidence analysis 12, find 12, language 12, tracking 12

MIND 11

Psychology 12, test of will 12, willpower 12

CHARISMA 9

Charm 10, persuasion 11

SPIRIT 10

Faith 12, focus 12, intimidation 11

Net Values: net attack (melee) 14, net defense 14, net find 17, net stealth 15, net manipulation 16, net track 16

Possibility Potential: some (30)

Response/Processor/Storage: 5/4/

9

Programs: Attack 2 (2) for spear damage value 13, Defense 3 (3), Scan 2 (2), Trace 2 (2)

Powers

Powers are middle-level Angels with one purpose — to trace and destroy heathen deckers. Powers serve the Cyberpapacy and were once heretic monks who have since seen the light of Cyberpapal teachings. They appear as winged angels of furious countenance, their very skin a sea of rolling circuitry. Beams like spotlights shoot from their eyes to track heretics, and tongues of crackling energy fall from their mouths to grab sinners.

Power**DEXTERITY 8**

Dodge 10, flight 9, maneuver 9, melee combat 11, stealth 9

STRENGTH 8**TOUGHNESS 9****PERCEPTION 10**

Find 11, language 11, tracking 11,



Spiritual Combat

Angels can engage a character in spiritual combat. To do this, an Angel uses his *faith* or *Spirit* value against his opponent's *faith* or *Spirit*. Damage is applied like in other types of combat, and death can occur from accumulated wounds. Shock damage is applied to *Spirit* values, and if an Angel's opponent ever becomes unconscious or KO'd, then the Angel can possess the opponent's physical form.

Possession allows an Angel to exit the GodNet wearing a defeated opponent's flesh. Angels retain total control for a number of rounds equal to the opponent's *Spirit*. Each round after that, the possessed character can attempt to drive out the Angel by winning an opposed *faith* roll. Certain miracles will also drive out an Angel.

trick 11

MIND 12

Test of will 13, willpower 13

CHARISMA 9

Charm 10, persuasion 11, taunt 10

SPIRIT 10

Faith 11, focus 11, intimidation 12

Net Values: net attack (melee) 16, net defense 15, net find 16, net stealth 14, net manipulation 15, net track 16

Possibility Potential: some (30)

Response/Processor/Storage: 5/5/10

Programs: Attack 2 (2) damage value 14, Defense 3 (3), Scan 1 (1), Grab 2 (2) for tongue value 14, Trace 2 (2)

Virtues

The lowest level in the angelic hierarchy is dominated by Virtues, the custodians of Purgatory. These Cyberpapal entities conduct the conditioning and punishments of the souls placed in their care. Virtues are tall, dark beings wearing blue-black robes. Their wings fan out behind them, giving the impression of vast interstellar expanses illuminated by hundreds of stars.

Virtue**DEXTERITY 8**

Dodge 9, flight 9, maneuver 9, melee combat 9, stealth 9

STRENGTH 8**TOUGHNESS 9****PERCEPTION 9**

Find 10, tracking 10, trick 10

MIND 11

Test of will 12, willpower 12

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 9

Faith 12, focus 10, intimidation 11

Net Values: net attack (melee) 12, net defense 12, net find 13, net stealth 12, net manipulation 12, net track 13

Possibility Potential: some (40)

Response/Processor/Storage: 3/4/9

Programs: Attack 2 (2), Defense 2 (2), Scan 2 (2), Grab 2 (2), Trace 1 (1)

Archangels

Part of the third level of Angels, but not part of the Cyberpapacy, Archangels are the most-often encountered of the angelic entities which claim to serve a different power. Tales of Archangels healing the wounded, leading the lost to safety, and even battling at deckers' sides are plentiful. They appear as tall humans with golden skin and hair, and a sun-like glow surrounds them. They carry no weapons, but instead golden sunlight leaps from their fingers when they need to do battle. They are the only Angels rumored to use names, as stories of Gabriel and Michael are common.

Archangel**DEXTERITY 9**

Dodge 10, flight 10, maneuver 10, fire combat 11, stealth 10

STRENGTH 8**TOUGHNESS 9****PERCEPTION 9**

Find 10, language 10

MIND 10

Psychology 11, test of will 11, willpower 12

CHARISMA 9

Charm 10, persuasion 10

SPIRIT 11

Faith 14, focus 12, intimidation 12

Net Values: net attack (fire) 15, net defense 14, net find 14, net stealth 13, net manipulation 13, net track 13

Possibility Potential: some (40)

Response/Processor/Storage: 4/4/8

Programs: Attack 3 (3), Defense 3 (3), Scan 2 (2)

Angels

Angels, part of the third tier in the angelic hierarchy, are the most commonly encountered of the Cyberpapacy's Angels. They are used to guard data vaults and even individual cells within the greatest of the data fortresses. They appear as tall humans with metallic flesh and cybernetic limbs. A red glow surrounds them, and they wield staves that fire beams of crackling energy.



Angel**DEXTERITY 8**

Dodge 9, flight 9, fire combat 10, stealth 10

STRENGTH 8**TOUGHNESS 8****PERCEPTION 10**

Find 11, language 11, tracking 11, trick 11

MIND 11

Test of will 12, willpower 12

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 9

Faith 11, focus 10, intimidation 10

Net Values: net attack (fire) 12, net defense 11, net find 13, net stealth 12, net manipulation 12, net track 13

Possibility Potential: some (40)

Response/Processor/Storage: 2/3/

8
Programs: Attack 3 (3), Defense 3 (3), Scan 1 (1), Trace 1 (1)

Sentinels

Sentinel programs are static and unintelligent. They are placed in cells by programmers to detect and battle intruders. Sentinels cannot move from their cells and cannot follow evading deckers through a construct. Sentinels never have possibility energy.

Some types of Sentinels are listed here, along with their statistics.

Watchdog

The watchdog appears as a large glowing dog with a nasty disposition.

DEXTERITY 10**STRENGTH 8****TOUGHNESS 9****PERCEPTION 8****MIND 6****CHARISMA 6****SPIRIT 8**

Net Values: net attack 10, net defense 10, net find 16, net stealth 14, net manipulation 15, net track 16

Possibility Potential: never

Response/Processor/Storage: 0/5/

5
Programs: Attack 2 (2), Defense 1 (1), Scan 2 (2)

Watchman

The watchman appears as a human carrying a lantern in one hand and a sword in the other.

DEXTERITY 8**STRENGTH 8****TOUGHNESS 8****PERCEPTION 9****MIND 7****CHARISMA 8****SPIRIT 8**

Net Values: net attack (melee) 8, net defense 8, net find 9, net stealth 8, net manipulation 9, net track 9

Possibility Potential: never

Response/Processor/Storage: 0/4/

6
Programs: Attack 2 (2), Defense 2 (2), Scan 2 (2)

Sentry

The watchman appears as a guard armed with a sword and wearing armor.

DEXTERITY 9**STRENGTH 9****TOUGHNESS 9****PERCEPTION 10****MIND 8****CHARISMA 9****SPIRIT 9**

Net Values: net attack (melee) 9, net defense 9, net find 10, net stealth 9, net manipulation 10, net track 10

Possibility Potential: never

Response/Processor/Storage: 0/5/

7
Programs: Attack 3 (3), Defense 3 (3), Scan 1 (1)

Gatekeeper

The gatekeeper appears as a human dressed in white, glowing robes and has a long white beard. It attacks by hurling bolts of lightning from its hands.

DEXTERITY 8**STRENGTH 7****TOUGHNESS 10****PERCEPTION 9****MIND 11****CHARISMA 10****SPIRIT 10**

Net Values: net attack (fire) 8, net

defense 8, net find 9, net stealth 8, net manipulation 9, net track 9

Possibility Potential: never

Response/Processor/Storage: 0/6/

8
Programs: Attack 3 (3), Defense 3 (3), Scan 2 (2)

Judge

The judge appears as an Old Testament-style prophet. It attacks with an iron-bound staff which pulses with light.

DEXTERITY 9**STRENGTH 10****TOUGHNESS 11****PERCEPTION 12****MIND 10****CHARISMA 11****SPIRIT 12**

Net Values: net attack (melee) 9, net defense 9, net find 12, net stealth 9, net manipulation 12, net track 12

Possibility Potential: never

Response/Processor/Storage: 0/9/

9
Programs: Attack 3 (3), Scramble 1 (1), Defense 3 (3), Scan 2 (2)

Protector

The protector appears as an armored crusader carrying a glowing sword and a shield marked with a cross.

DEXTERITY 10**STRENGTH 11****TOUGHNESS 12****PERCEPTION 13****MIND 11****CHARISMA 12****SPIRIT 13**

Net Values: net attack (melee) 10, net defense 10, net find 13, net stealth 10, net manipulation 13, net track 13

Possibility Potential: never

Response/Processor/Storage: 0/7/

10
Programs: Attack 3 (3), Scramble 1 (1), Defense 3 (3), Scan 2 (2)

Defender

The defender appears as an armored crusader mounted on a shining white steed. It attacks using a lance.



DEXTERITY 11
STRENGTH 12
TOUGHNESS 13
PERCEPTION 14
MIND 12
CHARISMA 13
SPIRIT 14

Net Values: net attack (melee) 11, net defense 11, net find 14, net stealth 11, net manipulation 14, net track 14

Possibility Potential: never
Response/Processor/Storage: 0/9/12

Programs: Onslaught 4 (3), Scramble 2 (2), Armor 4 (3), Scan 1 (1), Trace 1 (1), DeckWipe 1 (2)

Warrior of God

The warrior of God appears as a robed and crowned bishop clutching a glowing cross in one hand and a heavy mace in the other.

DEXTERITY 12
STRENGTH 13
TOUGHNESS 14
PERCEPTION 15
MIND 13
CHARISMA 13
SPIRIT 15

Net Values: net attack (melee) 12, net defense 12, net find 15, net stealth 12, net manipulation 15, net track 15

Possibility Potential: never
Response/Processor/Storage: 0/10/13

Programs: Onslaught 5 (4), Scramble 1 (1), Armor 5 (4), Scan 2 (2), Trace 2 (2), Grab 2 (2)

Knight of God

The knight of God appears as a Cardinal dressed in shining plate armor. It wields a spear and a cross.

DEXTERITY 13
STRENGTH 14
TOUGHNESS 15
PERCEPTION 16
MIND 14
CHARISMA 13
SPIRIT 16

Net Values: net attack (melee) 13, net defense 13, net find 16, net stealth 13, net manipulation 16, net track

16
Possibility Potential: never
Response/Processor/Storage: 0/12/15
Programs: Onslaught 5 (4), Armor 4 (3), Scramble 2 (2), Trace 2 (2), Grab 2 (2), DeckWipe 1 (2)

Nimrod

Nimrod is the entity which guards Babel Central and directs many of the Angels that patrol the construct's datapaths. Nimrod is a mighty warrior and hunter, more cyber than human in appearance, who wields a variety of weapons, including swords, spears, and laser guns.

DEXTERITY 13
Dodge 15, fire combat 14, melee combat 15, stealth 14
STRENGTH 12
TOUGHNESS 10
PERCEPTION 13
Find 15, tracking 15, trick 14
MIND 12
Test of will 14, willpower 14

CHARISMA 10

Charm 11, persuasion 12, taunt 14

SPIRIT 12

Faith 14, focus 13, intimidation 15, reality 13

Net Values: net attack (fire) 20, net defense 20, net find 20, net stealth 19, net manipulation 18, net track 20

Possibilities: 20

Response/Processor/Storage: 5/5/10

Programs: Onslaught 4 (3), Armor 3 (2), Trace 2 (2), Grab 1 (1), DeckWipe 1 (2)

The Beast

The Beast of the Apocalypse is an entity rumored to be able to appear in any region of the GodNet. Looking like the huge beast of the Book of Revelation, complete with seven heads, horns, and a diadem, this horrible creature can cause such a surge of power that netrunners literally explode on the ends of their neural jacks. The



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beast travels invisibly, only appearing once it generates a VX to attack. It is not known if this entity is part of the Cyberpapacy, or if it is another of the entities that claim a different allegiance.

DEXTERITY 10

Dodge 11, melee weapons 17, missile weapons 15, stealth 22

STRENGTH 22

TOUGHNESS 25

PERCEPTION 14

Find 17, trick 17

MIND 26

Test of will 27

CHARISMA 10

Taunt (23)

SPIRIT 12

Intimidation 17 (23), reality 14

Net Values: net attack (melee) 20, net attack (missile) 18, net defense 14, net find 20, net stealth 25, net manipulation 17, net track 17

Possibilities: 12

Response/Processor/Storage: 3/16/32

Programs: Onslaught 6 (5), Scramble 3 (3), MindWipe 3 (4), BrainBurn 1 (2), Surge 1 (2), DeckWipe 2 (3), Armor 4 (3), Scan 3 (3), Trace 4 (4), Grapple 2 (3)



Allen Nunis

Archdemons

Only three archdemons are known to exist in the GodNet, and these stay within the confines of Hell. They manipulate to their own ends, and to the ends of a master they claim is not Jean Malraux. They are served by demons who constantly fight among themselves.

DEXTERITY 17

Dodge 18, fire combat 19, stealth 18

STRENGTH 20

TOUGHNESS 22

PERCEPTION 16

Trick 18

MIND 15

Test of will 18, willpower 19

CHARISMA 16

Charm 18, persuasion 19, taunt 18

SPIRIT 16

Faith 19, focus 18, intimidation 18, reality 17

Net Values: net attack (fire) 22, net

defense 21, net find 19, net stealth 21, net manipulation 19, net track 19

Possibilities: 8

Response/Processor/Storage: 3/10/20

Programs: Onslaught 5 (4), Armor 3 (2), Armor 4 (3), Scan 2 (2), Scramble 1 (1), MindWipe 2 (3), DeckWipe 2 (3), Shroud 4 (4), Trace 2 (2), Evade 3 (3), Rebuild 1 (2), Heal 1 (2)

Demons

Demons appear in a wide variety of horrifying guises. These entities prefer long, darkly-glowing talons and razor-sharp teeth as part of their look, however. Their size can vary greatly as well, ranging from small gremlins to towering balgors wreathed in dancing flames.

DEXTERITY 13

Dodge 14, melee weapons 14, stealth 14

STRENGTH 15

TOUGHNESS 16

PERCEPTION 12

Tracking 13, trick 13

MIND 13

Test of will 14, willpower 14

CHARISMA 11

Persuasion 12, taunt 15

SPIRIT 13

Faith 15, focus 14, intimidation 14
Net Values: net attack (melee) 16, net defense 16, net find 14, net stealth 16, net manipulation 14, net track 15

Possibility Potential: some (30)

Response/Processor/Storage: 2/5/7

Programs: Attack 2 (2), Defense 2 (2), Scan 1 (1), Shroud 1 (1), Evade 1 (1)



Hellhounds

Hellhounds appear as large black dogs with glowing red eyes. Burning saliva drips from their jaws, and they attack by biting with sharp teeth.

- DEXTERITY** 13
- Dodge 14, melee combat 15
- STRENGTH** 14
- TOUGHNESS** 15
- PERCEPTION** 10
- Find 12, tracking 13, trick (11)
- MIND** 8
- Test of will 9, willpower 9
- CHARISMA** 8
- Taunt (9)
- SPIRIT** 8
- Faith 9, focus 9, intimidation 11
- Net Values:** net attack (melee) 16, net defense 15, net find 13, net stealth

- 14, net manipulation 11, net track 14
- Possibility Potential:** some (25)
- Response/Processor/Storage:** 1/4/6
- Programs:** Attack 1 (1), Defense 1 (1), Scan 1 (1), Scramble 1 (1), Shroud 2 (2)

Viruses

Viruses are horrible, malformed VX images that wander the datapaths in search of programs to destroy. They were an early attempt at the Cyberpapacy to create guardian programs, but the design was flawed. Now these unaware programs have just one goal—to destroy. They are among the only known unintelligent programs

that can move. They attack intruders and legitimate users alike to carry out their programming.

- Average Virus**
- DEXTERITY** 9
- STRENGTH** 10
- TOUGHNESS** 9
- PERCEPTION** 11
- MIND** 11
- CHARISMA** 8
- SPIRIT** 8
- Net Values:** net attack (fire) 10, net defense 10, net find 12, net stealth 10, net manipulation 12, net track 12
- Possibility Potential:** never
- Response/Processor/Storage:** 1/5/5
- Programs:** Attack 1 (1), Defense 1 (1), Scan 1 (1), DeckWipe 1 (2)



Chapter Seven

Adventures in the Net

The first angel sounded, and there followed hail and fire mixed with blood, and it was cast upon the netrunners: and a third of the intruders were engulfed.

*Revelation 8:7,
The Malraux Bible*



Adventures involving the GodNet usually take place both in and out of cyberspace. Information is power, but in order to gain its full strength, the information has to be used. The following adventures reflect this in the way that information gained from the GodNet is then applied to situations outside of the GodNet.

Although these adventures combine GodNet and real world action, they can be used solely as GodNet adventures. In this case, a Resistance strike team will carry out a raid, etc., to distract the Cyberpapacy, leaving the Storm Knights free to run the GodNet.

Adventure One: Freedom Run

This adventure deals with a run into a Church Police construct to gather information, but it can be expanded easily to allow the Storm Knights to conduct a rescue of captured prisoners from a Church Police garrison.

Background

Friends or colleagues of the Storm Knights have been arrested and accused of heresy. They are being held at a Church Police garrison at the Lyon Cathedral. They are soon to be moved

to another location where they will be forced to participate in a show trial. There is little doubt in anyone's mind that they will then be either burned at the stake in public or moved to Avignon for chipping into the GodNet.

The Lead-In

The Knights discover, from a contact in the Resistance, where the prisoners are being held (the police garrison at Lyon). Their contact emphasizes the high security at the cathedral and suggests that the best way to rescue them is when they are being moved to their trial.

The contact can arrange to have the vehicles carrying the prisoners ambushed, but she first needs to know where they are being moved to, when they are being moved, how they are to be moved, and how many guards will be present.

The Run

The run involves entering the construct of the garrison within the GodNet, raiding its vault, and escaping with the information the contact requires.

Information in the Vault

The heretics are to be moved in two days time to Brioude Basilica to stand trial. They will be traveling along the main highway in an Aaron armored personnel carrier, escorted by two David Mark II hover cars. Twelve Church Police have been assigned to guard the prisoners and drive the vehicles.



C hurch Police

Church Police feature in a number of these adventures. Use the following statistics any time Church Police are encountered.

Church Police wear black armor with black visored helmets.

Church Police

DEXTERITY 10

Dodge 12, fire combat 13, melee 12, melee combat 13

STRENGTH 9

TOUGHNESS 10

PERCEPTION 9

Find 10, first aid 10, tracking 10, trick (11)

MIND 9

Test of will 10, willpower 10

CHARISMA 8

Persuasion 9, taunt 9

SPIRIT 9

Faith 10, focus 12, intimidation 11

Possibility Potential: some (55)

Equipment: GWI Armor of God (armor add +7); God Meeter pistol with Smartgun (damage value 20).

Cyberware: EpiphaNeurJack, CSI Eyekill Mk. IV, Cyberham Receiver, Throat Mike, Homer, MB Charger, MB Blocker. See *The Cyberpapacy Sourcebook* for details on the cyberware. If that book is not available, increase the Church Police's fire combat skill by +2, and ignore all shock damage they receive.

Officers' skill values are one or two points higher. Otherwise, they are the same as standard Church Police.

The Church Police Construct

The Church Police construct is accessible from the Lyon Exchange. From outside, the construct resembles a towering fortification. A huge portcullis blocks entry into the construct.

The location and difficulty numbers of gates and alarms within the construct are noted on the diagram. Cells are described below.

Cell 1: On passing through the gate to this cell, the portcullis is raised and the decker enters a gatehouse beyond. This cell is guarded by a Watchman (G1).

Cell 2: This resembles an open courtyard, with bright light streaming in from above. The heavenly voices of angels fill the air, but there are no angels present, only the Sentry Guardian (G2).

Cell 3: This cell is a cloistered hallway. It smells of incense, and echoes with the sound of soft murmuring

voices. A Gatekeeper (G3) walks up and down the hallway.

Cell 4: This is the construct's core. A soft light illuminates this shrine to the power of the GodNet. Brightly colored tapestries depict the Cyberpope in the midst of a cloud that pulsates softly with flashing micro-circuitry. The alarm here alerts the jackpriests at the security slave and increases the difficulty number of all gates by three. It is activated if the roll to manipulate the core (difficulty 22) fails by three or more. The core is guarded by a Judge (G4).

Cell 5: The security slave. Controls for the security of the garrison are operated from this darkened cell. The two work stations are operated by Jackpriests.

Cell 6: The vault contains the information required. In addition, it also notes that a raid is being planned on southern Paris for two weeks time. A battalion of Church Police will lead the attack which has been fashioned to cause panic among the populace.



Grant Goleash



The Sun Kings' Construct

The Sun Kings' Construct is accessed from the Paris Exchange. It appears as a replica of the Palace of Versailles. Approaching it, a decker sees the glowing palace rising above vibrant green lawns. Sparkling fountains and magnificently-colored peacocks dot the lawns.

The location and difficulty numbers of gates and alarms within the construct are noted on the map. Cells are described below.

Cell 1: The gate resembles two finely carved wooden panels, covered with intricate scroll work. The alarm is triggered by deckers who fail the roll to sneak through the gate by two or more. It increases the difficulty number of all other gates by one if set off, and alerts the Sun King to the intruder.

Inside, the cell appears as a sumptuous entrance hall. A Sun King decker (see below), appearing as a footman in a powdered wig, waits here to greet legitimate users and to detect intruders. He carries a flintlock pistol.

Cell 2: Passing through the gate, a decker enters a resplendent ballroom, complete with chandeliers and paintings.

Cell 3: The core appears as a richly furnished drawing room. Chaise-lounges and upholstered chairs dot the room. Exquisitely carved tables bearing crystal decanters and goblets are within easy reach of anyone sitting on the furniture.

If the alarm has been raised a Sun King decker will enter here from the security slave and begin to scan for intruders.

Cell 4: This slave handles the security of the Sun Kings' headquarters. From here cameras and alarms may be turned off and on, and electronic locks opened or closed. The slave resembles an armory with rapiers and flintlock pistols hung around the walls.

Connected to the slave are two work stations used to access the construct. They appear as pleasantly decorated studies.

One station is manned permanently by a decker who uses it to enter and guard cell 1. The other is only used when the construct has been invaded. A decker will use it to enter the con-

struct. Another Sun King then operates it from outside to maintain the security systems if these are under threat.

Cell 5: This cell resembles a wood-paneled library. Hidden behind one of the panels is the Sun King's vault.

Cell 6: The Sun Kings' vault is not immediately visible (see above). The Sun King deckers will converge on the vault if the alarm (cell 4) goes off.

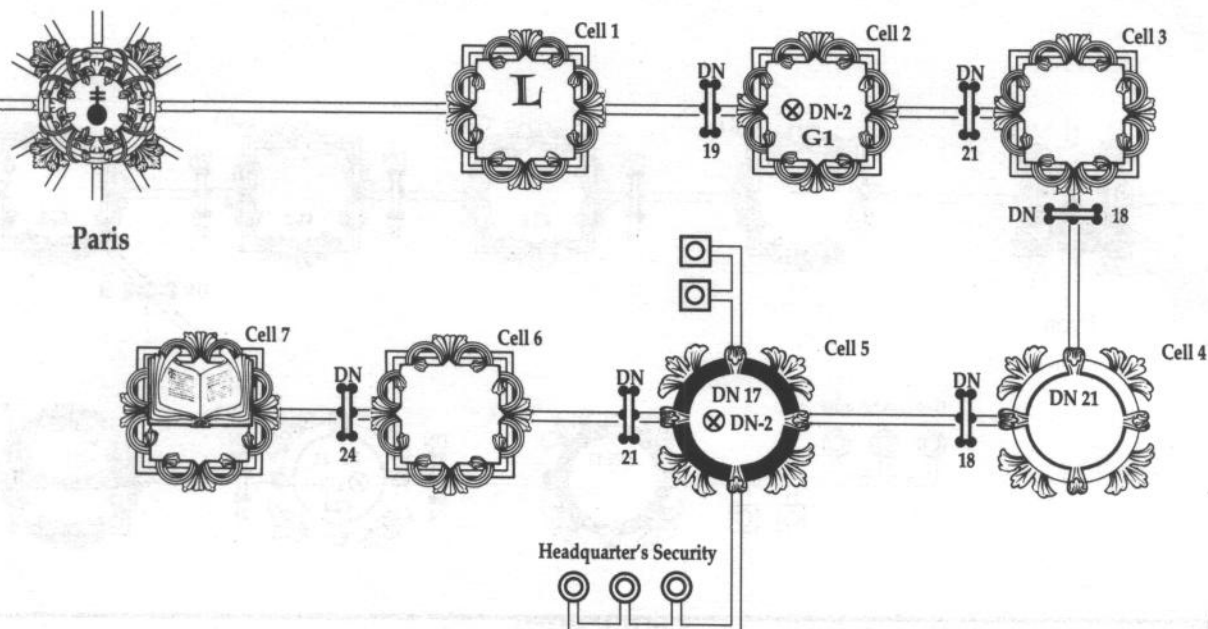
The vault holds various files relating to the Sun Kings' activities. In addition to the Yellow Sun file, there are files containing lists of individuals and businesses who pay protection money to the Sun Kings, the location and profits from sin palaces under their control, and lists of cyberleggers who they regularly conduct business with.

The Sun King Deckers

The Versailles construct is constantly manned by teams of three deckers who rotate shifts every six hours. One decker is always stationed in cell 1. The other two remain outside



The GodNet: Diagram 8
The Sun Kings' Construct



of the system until needed. When an intruder is detected, the second decker enters the construct, while the third calls up additional Sun King deckers. How long these take to arrive is up to the gamemaster, but any where from one to 15 minutes is likely depending on the time of day.

Once inside the construct, one Sun King decker attacks intruders while the other logs a Trace onto them. Deckers who are successfully traced are later attacked outside of the GodNet.

In the GodNet, Sun Kings appear as outlandish versions of themselves. A king's hair glows with an intense white light, and his deathly pale face is marked by two beauty spots. His clothes sparkle with brightly flashing jewels. His attack program takes the form of a dazzling rapier.

Sun King Decker

DEXTERITY 9

Dodge 14, fire combat 14, melee combat 14

STRENGTH 8

TOUGHNESS 8

PERCEPTION 12

Cyberdeck operation 16, find 15, scholar (computer science) 14, trick 15

MIND 12

Test of will 15, willpower 14

CHARISMA 8

Charm 10, persuasion 9, taunt 11

SPIRIT 8

Intimidation 11

Net Values: net attack (melee) 20, net defense 18, net find 20, net stealth 18, net manipulation 17, net track 19

Possibility Potential: some (32)

Equipment: CyberGlide deck, EpiphaNeur Jack

Programs: Attack 2 (1), Defense 1 (1), Defense 2 (2), Trace 1 (1) or Scan-1 (1), Trace 2 (2) or Scan 2 (2)

Outcome

If the Sun Kings are aware that the Yellow Sun file has been accessed, the delivery date is pushed back two days. Otherwise, the delivery proceeds as planned.

A truck will meet with the Sun Kings by a disused dock. Numerous unmarked plastic crates will be transferred to the Sun Kings barge and the truck will drive off. If intercepted, it will be discovered that the truck contains four Kanawa Corporation ninjas surgically altered to resemble westerners. The ninjas are in disguise, only their fighting techniques give them away. If captured, the ninjas commit suicide by biting on cyanide capsules concealed in their teeth.

Further Leads

Additional leads may be discovered only by raiding the Sun Kings' headquarters and accessing their paper files. Deckers can be involved in accessing and turning off the Sun Kings security system during the raid. If successful, a raid reveals the involvement of the Kanawa Corporation, but no further leads unless the gamemaster considers them appropriate. The Sun Kings will begin to track down the raiders with a view to permanently eradicating them.

Adventure Three: Project Choke

Project Choke is an extended GodNet orientated adventure involving the Cyberpapacy's plan to test a poison gas on the Resistance members in the Les Vosges highlands. It highlights many of the activities that deckers are called upon to make when running the GodNet.

Background

The Calvaire Chemical Plant at Sarrebourg near Nancy has recently begun production of SMITE, a poisonous gas. When the gas is ready, the Archbishop of Nancy plans to load the SMITE into missiles. The missiles will then be used to launch large quantities of SMITE against Resistance forces in the Les Vosges mountains.

The Lead-In

Resistance spies at Avignon have reported that cargo, consignment number #HA985/232, has left Avignon by train for Nancy. The cargo is listed as manufacturing equipment, but the spies suspect that it is arms of some type, as it originated at the weapons factories of God's Word Industries.

At Nancy, security at the railroad yards has been too tight for the Nancy Resistance to penetrate. They request aid from other Resistance groups.

The Storm Knights can be contacted through the GodNet by a Resistance decker, approached by their cell controller, get the lead from the Hunchback (see "Characters in the Net," page xx) or another decker, or even find the information logged in a file discovered during their last run.

Before it makes any further moves, the Resistance wants to check on the two containers holding the consignment. To do so, they need to be able to enter the switching yards, open the containers, and inspect the contents. False Identification cards need to be logged onto the Nancy Station's data files to allow entry to the switching yards.

The Resistance asks the Storm Knights if they will conduct this operation. If the Storm Knights express interest, the Resistance is willing to let them conduct the physical check of the containers.

Data files containing the false IDs need to be prepared, prior to them being fed into the construct's vaults. The Resistance provides cover IDs for two agents. These are not supplied if the Knights are planning to check out the switching yards themselves. Good cover IDs include Cybertechs or station workers. The Nancy Resistance can supply suitable clothing for both roles, if necessary.

The Storm Knights are also asked to check out Nancy Station's defenses, and to try to find out what the supplies are, and where they are headed. Once it has the information, the Resistance plans to raid the switching yards and either steal or destroy the consignment.



Storm Knights acting on their own will have to decide what to do with any information they discover.

The Run

The run involves entering the Nancy Station construct and accessing its vaults. The deckers can either enter the various parts of the construct, or try to manipulate all of its parts from the core.

False IDs

Logging false IDs requires that files are altered in two vaults: the security vault (cell xx), and the staff records vault (cell xx). Altering files in the security vault alone makes it likely that the ID will not stand up to a security check: there will be no record of the person in Staff Records. Failing to enter the person into the security vault means that no security access will be granted. It requires a *Mind* roll of 10 to realize the necessity of altering both files. See "Raiding the Switching Yards" for details of the ID checks.

Nancy Station Construct

The Nancy Station Construct resembles a medieval fortress. Stone VX walls tower above the landscape of the GodNet and banners flutter from its battlements.

The alarms increase the difficulty of all gates, etc., by one, and alert human operatives to the presence of intruders (see "Jackpriests" below).

There are two ways to enter the Nancy Station Construct: via the public access log-on cell, or by way of the restricted line leading to cell 20. Access to the restricted line is possible from the Nancy Exchange, but a decker has to know that it is there first, or spend time exploring the Exchange. The number of the line may be obtained from other deckers, such as the Hunchback (see "Characters in the Net," page 85) or the line may be discovered directly by a decker running through the construct. The difficulty numbers of gates are shown on the construct map.

Cell 1: A scene depicting a pleasant, bustling market place lies before the visitor to Nancy Station. As an unrestricted line, there are no gates or Guardians positioned here.

Cell 2: This room contains a VX persona of the programs that sort and deal with time table information. It appears as a kindly old man who is anxious to give assistance to all callers. Information on standard time tables is readily available from the program by giving it verbal commands. A special trip is offered to the faithful: a three day stay at one of Avignon's finest hotels, and a visit to the Palace of the Popes for only 1,000 Francs, inclusive. The VX persona fails to mention that the fitting of faith chips and homers is also part of the package (see *The Cyberpapacy Sourcebook*).

Cells 3, 7, 9, 10, 13, 15, 16, 17, 19, 23: These cells all resemble long dark tunnels. Light from the lanterns carried by the watchman sentinels (G1) are clearly visible half way down each of the tunnels.

Cell 4: This slave has the appearance of a large hall with tapestries along the walls. The work stations connected to it handle the routing of freight and passenger movements through the station. A watchman sentinel (G1) guards the slave.

Cell 5: Logged in this vault is an urgent demand for consignment #HA985/232 to be moved at 6:00 am by rail to a station near Sarrebourg. Once there, the consignment is to be transferred by road to the Calvaire Chemical Plant. The demand bears the authorization of the Archbishop of Nancy, and lists the consignment as ground-to-air missiles.

Cell 8: Records of maintenance carried out on cybertrains, tracks and signals are kept in this vault.

Cell 11: The core appears as a shrine. The alarm here goes off if an attempt to manipulate the core fails by a roll of 1 or more. It is guarded by a Protector sentinel.

Cell 12: This cell resembles a blacksmith's shop with anvil, furnace, etc. It handles all maintenance information for the station and connected tracks within its jurisdiction. It is guarded by a watchdog sentinel (G3).

Cell 13: Time tables are kept in this vault for trains all over the

Cyberpapacy.

Cell 14: Records of all personnel who work at or have authorized access to the station's restricted areas are stored here.

Cell 20: From outside of the construct this cell resembles a high stone wall with an iron gate set into it. From within the cell it is a bright red room adorned with scenes of hell fire and damnation. It is guarded by a Warrior of God sentinel (G2).

Cell 21: A busy wharf-side scene fills this slave. Happy stevedores go about their work, filling ships that never leave the wharf side. The work station here is used to enter data into the shipping slave. The slave is guarded by a watchdog sentinel (G4).

Cell 22: This vault lists consignment #HA985/232 as manufacturing equipment. It states that the consignment is awaiting transport by road to the Calvaire Chemical Plant at Sarrebourg. The equipment is to be loaded onto hover trucks and moved in three days time.

Cell 23: This gloomy cell controls the security of the station: cameras and door locks are controlled from three work stations by jackpriests (see below).

Cell 24: A Judge sentinel (G6) guards this vault. Maps of the station and the switching yards are stored in the security vault, along with details of guard rosters (see "Nancy Station Switching Yards" below).

A number of files are logged here. One of these deals with consignment number #HA985/232. Accessing this file shows that a squad of six Church Police have been assigned to guard the switching yard holding the consignment. A strange request considering that no other yards have guards posted to protect them.

Cell 25: Details of staff availability, signal and switching operations, cargo by weight, availability of carriages, etc. are all stored in this vault and processed in the core.

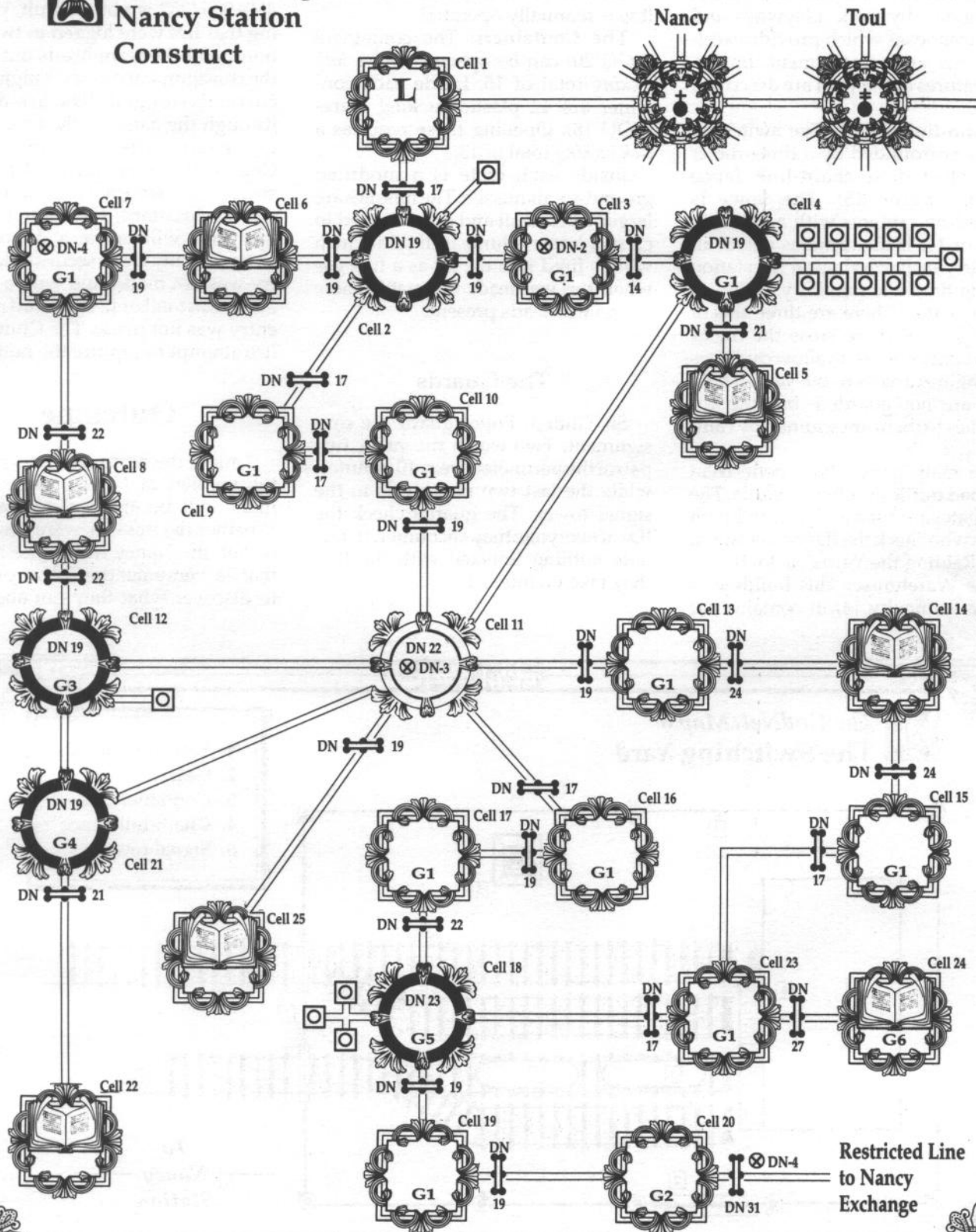
Nancy Station Switching Yards

The switching yards are one kilometer to the west of the station. There are five yards in total, but the Storm





The GodNet: Diagram 9 Nancy Station Construct



Knights should only be interested in the one holding consignment #HA985/232. The map shows the general layout of the yard. The yard is surrounded by dark alleyways and old warehouses which provide excellent cover and concealment. Important features of the yard are described below.

Chain-link Fence: The switching yard is surrounded by a three-meter high, electrified chain-link fence (damage value 25). The fence is scanned by cameras with a *find* skill value of 14. If the cameras detect an intruder, an alarm rings at the station alerting the decker on duty.

The Gates: There are three sets of gates. Two of these cross the tracks and are only opened to allow carriages and engines access to the yard. These gates are not guarded, but the approaches to them are scanned by cameras.

The main gates allow pedestrian and road traffic to enter the yards. The main gates are guarded by two Church Police who check the IDs of all visitors (see "Raiding the Yards" below).

The Warehouse: This building is locked (difficulty 14). It contains old

packing crates and empty boxes.

The Signal Tower: Signals operation is handled by the construct. The tower is left over from the days when it was manually operated.

The Containers: The containers (TOU 20) can be opened with a *lock picking* total of 16. Inside each container are 12 plastic packing crates (TOU 18). Opening these requires a *lock picking* total of 13.

Inside each crate is a modified ground-to-air missile. The missiles are larger than usual and are designed to carry a large volume of liquid which will be fired into the air as a fine gas when the warheads detonate. There are no warheads present.

The Guards

Six Church Police guard the consignment. Two watch the gates, two patrol the perimeter every 10 minutes, while the last two play cards in the signal tower. The guards check the IDs of everyone they encounter. If they note nothing unusual with the IDs, they take no interest.

Raiding the Switching Yards

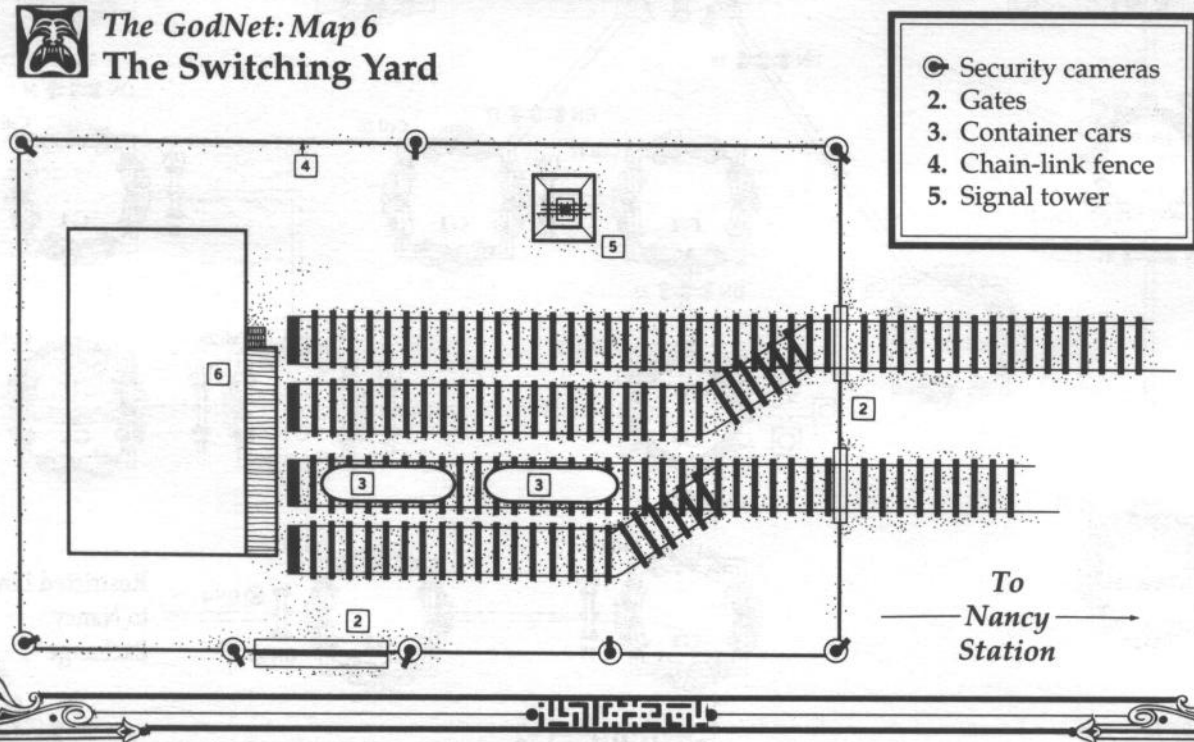
Getting a look at the containers holding consignment number #HA985/232 is not difficult, providing that IDs were logged in two locations, and the team heads out before the consignment moves. Knights with correctly-logged IDs are waved through the gates by the Church Police guards after checking with a Church Police operative at the construct. If IDs were not logged correctly at both locations, the Church Police operative will notice a discrepancy automatically if the security slave entry was not made, and with a *find* or *Perception* total of 12 if the staff records entry was not made. The Church Police attempt to capture the raiders.

Outcome

Unless the Storm Knights destroy the missiles at Nancy, the consignment will be shipped to Calvaire. Whether the missiles were destroyed or not, the Nancy Resistance request that deckers enter the Calvaire system to discover what they can about the



The GodNet: Map 6
The Switching Yard



plant, and what the missiles are (or were) to be used for.

If the Knights failed to discover that the consignment has been shipped to Calvaire, Resistance spies will be able to discover this information.

Calvaire Chemical Plant

Calvaire Chemical Plant is situated on the outskirts of Sarrebourg. Before the tech surge the plant produced chemical fertilizers. Following the surge, it was closed down for two months and most of the work force was laid off. Three months ago, the plant re-opened and again began production of fertilizers. This is the official story, available from the Calvaire public files or any public database. Deckers who make a run through its construct discover that this is far from the case.

The Run

As at Nancy Station, information is stored in a number of different locations at Calvaire (see "The Calvaire Construct" for details).

Identification

IDs can be logged at security and administration.

The Calvaire Construct

There are two entry points to the Calvaire construct from the GodNet. The simplest is the line running to cell 1 from the construct's administration building construct. The other entry is highly restricted, only being accessible from within the Nancy Cathedral construct. To use this line, deckers have to first run the Nancy Cathedral construct.

From outside cell 1, the Calvaire construct resembles a fortified manor house surrounded by a moat and battlement walls. The difficulty numbers of gates are shown on the Calvaire Construct map. Guardians and cells are described below.

Cell 1: This resembles a medieval-style courtyard and is configured to create a pleasant appearance for visitors. VX peacocks strut across its spotlessly clean floor, climbing roses and other plants cover the walls.

Cell 2: A gatekeeper sentinel (G1) attacks any unauthorized intruders that it detects. The alarm is activated by any decker who fails by 4 or more points when attempting to passively breach the gate. It activates all other Guardians and increases the difficulty level of all gates by one.

Cell 3: This cell appears as a brightly decorated hallway. It is guarded by a Judge sentinel (G2).

Cell 4: Dark stairs descend to this cell. It is gloomy and dark in this cell; unsettling noises emanate from the far corner where a chained figure can be dimly perceived. If approached, the figure fades away. The Sentry (G3) guarding this cell appears dark and shadowy, only glowing when activated.

Cell 5: This cell is dark and dismal, with a set of manacles hanging from the ceiling. It is a slave that controls the security for the Calvaire Chemical Plant: cameras, door locks and booster dogs can all be controlled directly from the two work stations manned by the Jackpriests (see below). The security slave is guarded by a Judge sentinel (G4).

Cell 6: The vault holds maps of the plant, locations of security cameras, and guard rosters. A file is logged here on the explosion at the plant two weeks ago; its findings conclusively show that the explosion was an accident, not sabotage as originally suspected.

Cell 7: The core appears as a shrine. The alarm here goes off if an attempt to manipulate the core fails by a roll of 2 or more. The core is guarded by a Judge sentinel (G5).

Cell 8: Production records for the plant are stored here. One file here states that enough SMITE to fill the 24 missiles has been produced and is currently being held in the storage tanks. Another supply of SMITE is expected to be ready in two weeks.

Cell 9: Rows of desks fill this cell. Each desk has a pen and quill on it. The work stations attached to this slave control the microprocessors that operate the plant. From the slave, the plant's

machinery can be operated to perform a variety of functions. For example, tanks of SMITE can be emptied into waiting containers, stored lime can be released into SMITE tanks, chemical processes can be altered, the whole plant shut-down, etc.

The work stations are manned 24 hours a day by operatives who activate the alarm if their work stations are tampered with. It is guarded by a watchman sentinel (G6).

Cell 10: This vault holds extensive information on the research, development and production of SMITE. It describes the gas' properties and projected effects, along with its chemical constituents and manufacturing process. The file clearly states that while still in liquid form, SMITE can be rendered harmless by the addition of lime.

Cell 11: The room has a look of studious intensity about it. Books and scrolls line the walls and there is a desk, littered with parchment, in the middle of the room. This is the research slave, where projects are continuously run.

Cell 12: This cell appears as a brightly-lit room with leaded stained glass windows. The Judge guarding it (G7) stands before the windows.

Cell 13: A bright and cheery room with a carved desk in the center, this cell contains the administrative slave. A legitimate user entering the slave summons the jackpriest who operates the work station. The jackpriest enters the slave and conducts business.

Routine calls and information are routed through here before being passed onto the core or placed into the administration vault (cell 14). A cyberpriest clerk enters and retrieves data as required by the controller of the plant. This slave is guarded by a Gatekeeper sentinel (G8).

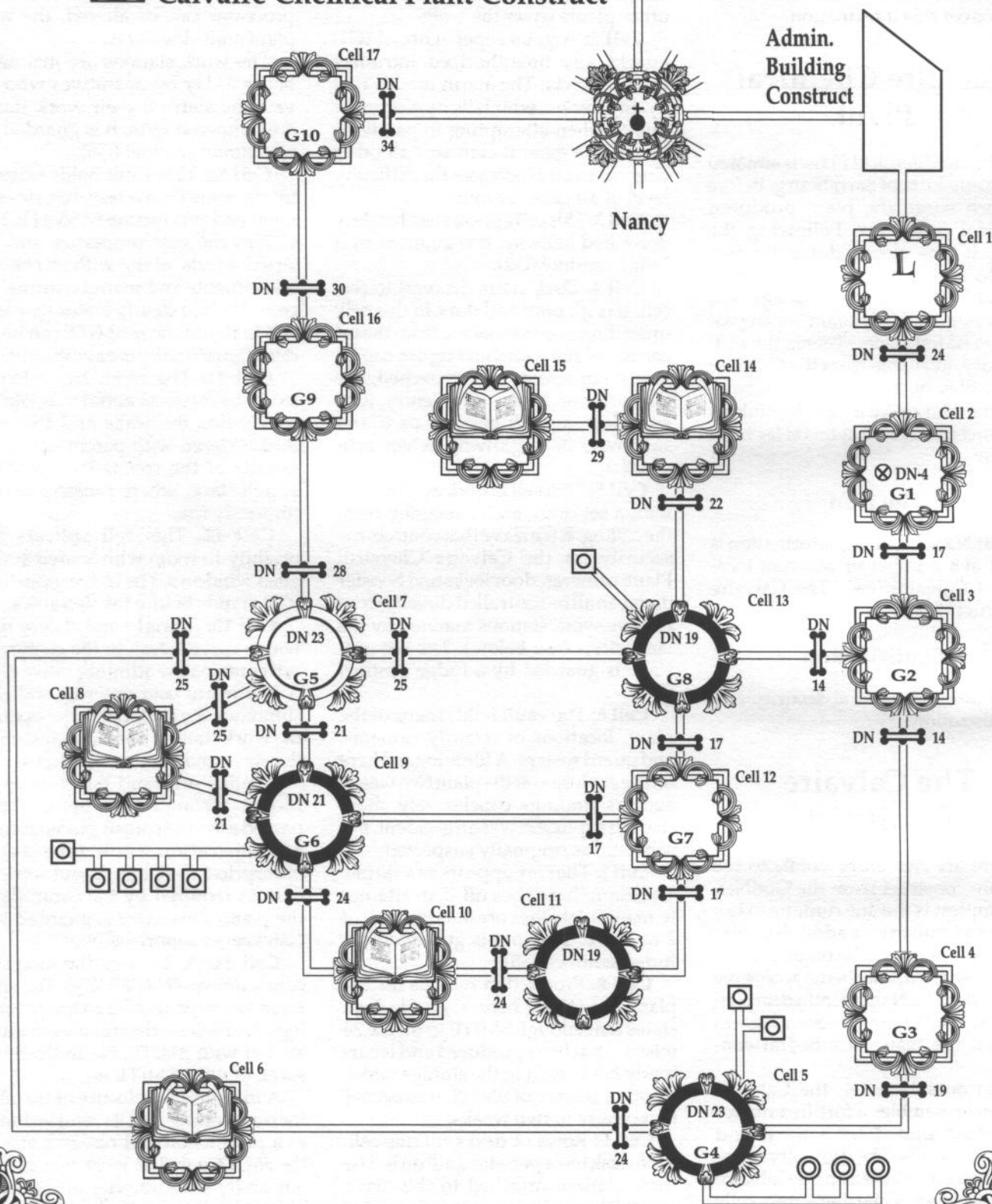
Cell 14: A file logs the arrival of consignment #HA985/232. The shipment has been moved to the processing plant where the missiles are to be loaded with SMITE. No indication is given of what SMITE is.

A file notes the closure of the plant for two months, and its refurbishment as a production and research site for the SMITE gas. The work was carried out under the authority of the Archbishop of Nancy. It shows that the work force was reduced dramatically





The GodNet: Diagram 10 **Calvaire Chemical Plant Construct**



from 250 to 24 personnel.

Another file logs an explosion at the processing plant two weeks ago. The shortfall in production has already been made up. Personnel lost during the explosion have been replaced.

A file entered two days after the explosion logs the delivery of large quantities of powdered lime which is being stored in holding tanks next to the SMITE tanks.

Cell 15: Stored in the sub-vault at administration are two files. One is labelled "Choke Project," the other "Medical Reports." The "Choke Project" file shows that the SMITE gas will be ready for loading into the missiles in two days. The missiles are then to be moved under Church Police guard to Nancy Cathedral. The file shows that Project Choke is to take place in one week's time when the missiles will be fired over Les Vosges.

The "Medical Reports" file contains two sub-files of interest. The first lists the casualties from the explosion at the processing plant. One man died in the blast from the explosion; another two died from being exposed directly to SMITE. The report describes how the gas passed straight through the men's protective suits. The effects of the gas are described in the "SMITE: Effects on Human Tissue" file.

The second sub-file discusses the use of SMITE upon human tissue. Two of the previous work force were used as guinea pigs and exposed to early versions of the gas. The report details bubbling of the skin and slight rupturing of the lungs, but both were insuffi-

cient to cause death. An appended note to the file describes the effects of SMITE on those caught in the explosion — the gas penetrated protective clothing and attacked lung and skin tissue violently. Within 10 seconds the men were immobilized by contortions and shock; death followed in another 10 to 40 seconds.

Cell 17: This cell resembles an antechamber with comfortable chairs and plush carpets. The Protector sentinel (G10) watches for anyone attempting to pass through here to use the data line behind. This data line leads directly to the Nancy Cathedral construct. Use the Typical Cathedral Construct on page xx if the Storm Knights decide to enter it.

The Jackpriests

The construct is monitored by two jackpriests at all times. They are stationed at security and enter the construct if an alarm is raised or if they

detect an intruder via a net blip. Prior to entering the construct, they alert Babel Central and request assistance in the form of an Angel.

Calvaire Chemical Plant

Calvaire is situated in low lying hills two miles from Sarrebourg. A blackened patch of ground lies outside of the perimeter fence to the east. This is where the explosion at the plant released quantities of SMITE into the air. It burned and blackened the grass and ground here.

Chain-link Fence: The plant is surrounded by a three-meter high, electrified chain-link fence (damage value 25). The fence is scanned by cameras with a *find* skill value of 15. If the cameras detect intruders, an alarm rings in the administration building.

The Gates: The gates are guarded

S MITE

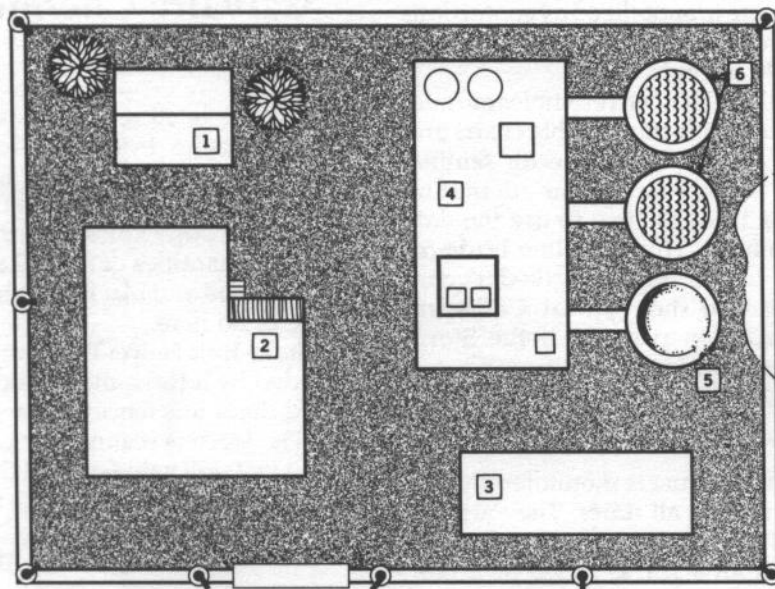
SMITE is produced in liquid form, but becomes instantly gaseous on exposure to oxygen. It is highly corrosive, able to burn through protective clothing in seconds. Its effects on skin and lung tissue is fast and horrendous, causing damage with a Strength value of 25 per round. It stays active for up to 24 hours before dissipating.



Grant Coleash



The GodNet: Map 7 Calvaire Chemical Plant



1. Administration Building
2. Warehouse
3. Worker barracks
4. Processing plant
5. Ruptured tank
6. Holding tanks
7. Water
- Security cameras

Cathleen Hunter

by two Church Police with booster dogs. These stop and check the IDs of all visitors to the plant. Knights with fake IDs can bluff their way through successfully, providing they logged the information in the security and administration vaults. Failure to have logged at security results in the Church Police becoming immediately suspicious. False IDs that were not logged at administration are only spotted by the guards on a *Find* or *Perception* total of 14.

Buildings: The buildings are all made from ferro concrete and are sealed by electronic locks (*lock picking* total of 16 to open).

Administration Building: This contains the four administrative staff, the office containing the two Jackpriests who oversee the plant construct, and the Church Police headquarters.

The upper floor contains bedrooms and recreation areas.

Processing Plant: An office along the west side contains the work stations operated by workers at the station. These five work stations directly

control processes at the plant. Another three workers monitor the production of the plant by visually checking on its operation. Protective suits are stored just inside the work station room — these provide no protection against SMITE.

The rest of the processing plant is comprised of vats, mixing tanks, crucibles and other chemical production equipment. Manually operated valves are attached to each of the tanks in case of emergency.

To the east of the processing plant are three holding tanks. The southernmost one was ruptured in the explosion and has not yet been repaired.

Warehouse: This building holds four hover trucks that will be used to move the filled missiles to Nancy. The missiles are stored here.

Worker Barracks: This building houses the work team that operates the production plant. HolyVids are available in each of the rooms.

Defenders

The Chemical Plant is guarded by 12 Church Police, lead by a captain and a lieutenant. The Church Police have eight booster dogs which are looked after by their handlers, but can be over-ridden from the security slave.

The numbers of guards have been increased by another six Church Police who accompanied the missiles here. These six Church Police are also responsible for the delivery of the Choke rockets to Nancy.

Guard Roster

The guards work in eight-hour shifts, with four guards always on duty. Two are stationed at the gates with two booster dogs. The other two patrol the grounds, making one circuit every 15 minutes. Each of these guards has a booster dog with him.

The captain and lieutenant are stationed in the administrative building. Off-duty guards are usually in the administration building, or may be discovered taking exercise on the



grounds. Two of the other six Church Police guards watch over the missiles in the warehouse.

Booster Dogs

Booster dogs are cybernetically-enhanced dogs. They can be controlled by their handler or by the security slave within the construct.

Booster Dog

DEXTERITY 12

Dodge 13, maneuver 13, running 14, swimming 13, unarmed combat 14

STRENGTH 8

TOUGHNESS 9

PERCEPTION 7

Find 10, tracking 13

MIND 3

CHARISMA 3

SPIRIT 13

Intimidation 14.

Bite Damage: 12.

Equipment: IriMesh armor

Cyberware: BelleScan, CSI Hotshot,

BelleSee TeleSight, Fangs

Staff

The plant is manned by a work force of 24 who work in eight hour shifts. When not working, the transformed and loyal workers pass their off-duty hours in the worker barracks.

Outcome

A run through Calvaire should reveal the urgency for dramatic action by the Storm Knights or the Resistance. A strike team could hit the plant to destroy it. The drawback here is that, given a strong wind, the SMITE could be blown up to 100 kilometers from the plant, with severe loss of civilian life.

A better plan is to have a decker enter the system and use the production slave to feed lime into the SMITE, rendering it harmless. The plant could then be safely destroyed.

Another option is to wait until the gas has been loaded into the missiles and then attack to capture the missiles, and then destroy the plant. Or wait until the missiles are moved out on the hover trucks, then ambush the convoy.

If the missiles are captured, Resistance members will want to find a way to destroy the SMITE in the missiles rather than use them. Storm Knights who insist on keeping the missiles should be made nervous by making the missiles a liability. For example, fine mist appears around the warhead; the missiles start to give off an unpleasant chemical smell; one of the warheads starts to heat up and needs defusing, etc.



Chapter Eight

Characters in the Net



he data lines of the GodNet are traveled frequently by deckers. During a run, deckers may encounter other deckers looking for a score or riding shotgun on data files. Deckers also have to contend with jackpriests and Babel Monitors who strive constantly to detect and eradicate heretics from the sanctified precincts of the GodNet. But there are also other forces in the GodNet. Entities that follow their own schemes, free of the strictures of the Church.

This section presents a variety of characters that may be encountered in the GodNet. These characters can be used to add additional excitement to a run or even be the target of a run.

Francois DuBango, The Lion

Avignon lay before the Lion. The Tower of Babel marked its center and his destination. He must enter it to find out where the Resistance members captured by the Cyberpapists were being held. The other constructs had failed to provide him with the answers. That left only Babel.

The Lion crouched by the wall leading to the Avignon exchange. His scan of the gate had confirmed his suspicions. Babel had grown stronger; it had improved its protection since he last entered its most sacred fortress. It was not enough.

He slid through into the shadows beyond. The sentinel there stared blankly ahead; it had failed to see him. He passed through and selected the line for Babel. Heavenly voices soared and golden light played around him. He ignored them and moved on.

The Lion leaped up stairs, turned head over heels, and continued upward. Babel was a mess, with stairs and balconies jutting out of the walls at crazy angles. But he was the Lion. It would take more than this to stop him.

He froze into the shadows cast by a hanging plant and slowly extended his claws. Above him an Angel glided past, but he knew it would return. He needed to work fast.

Finally, he reached his target. It lay at the end of a brightly-lit hall. He pulled his Shroud around him and took on the guise of a cyberpriest. At the vault, he cracked the protection and fed the data to his waiting deck.

He retraced his passage down the hallway. Jumped down the staircases, and slipped out of Babel Central. As soon as he was outside of the tower, he jacked out.

Another successful run completed, Francois stretched languidly and lit a cigarette. He was more than a match for the Cyberpapacy.

Background

Francois DuBango was born in Algeria, but moved to Jamaica in 1978 upon becoming a convert to the Rastafarian religion. He stayed in Kingston, Jamaica where he worked as a record producer for a number of Dub Reggae bands.

In 1987, Francois moved to Paris to take up a position as a freelance record producer in the growing African music scene. He worked out of various studios in Paris, until the Collapse occurred.

When the Tech Surge came, he suddenly found himself the possessor of a cyberdeck and programs. His extensive knowledge of electronic recording equipment put him in good stead to run the GodNet.



Francois is a valuable member of the Resistance. His expertise with a cyberdeck means that he is often called upon to perform difficult missions.

Appearance

Francois wears dreadlocks, and a brightly-colored knit hat. He has a beard and frequently wears dark glasses.

Virtual Self

His preferred image is of a demonic black lion with chromed claws and teeth. If the need arises to be able pass as a cyberpriest, he alters his image accordingly.

Personality

Francois has a carefree personality, tending to take things as they come. He is committed to the overthrow of

the Cyberpope and the destruction of the right wing groups that make up the Hands of God (HOGs). Since the beginning of the Possibility Wars, many of his friends have been murdered or sent to concentration camps.

An expert decker, Francois prefers to rely on stealth to avoid detection, rather than enter the GodNet for combat. He runs the GodNet to steal and alter data files, not for thrills.

Location

His work for the Resistance often requires Francois to leave Paris with the other members of his cell. When in Paris, he likes to keep on the move, only staying in one place for a week at most. He is consequently hard to find; even the controller of his cell cannot contact him. He has to wait for Francois to call in.

Staging

Francois' ability to hide effectively within the GodNet means that he is unlikely to be met by deckers within it unless he wants to be. This makes him useful as a means of rescuing deckers who get themselves into trouble in the GodNet.

In his role as a Resistance member, Francois can be used to brief deckers on runs, supplying them with maps of constructs and likely defenses. If Francois ever joins Knights on a run, he will make it clear that he has no desire to get involved in combat. This does not, however, mean that he will abandon deckers in the GodNet when things turn bad, unless they act in a very reckless manner. In fact, he has taken great risks to help endangered deckers.



Grant Goleash

Quote

"Babel gonna fall, mon."

Francois DuBango, The Lion

DEXTERITY 9

Dodge 10, fire combat 10, stealth 13

STRENGTH 8

TOUGHNESS 8

PERCEPTION 12

Cyberdeck operation 18, first aid 13, language 13, scholar (computer science) 14, tracking 13, trick 14

MIND 10

Artist (music) 14, test of will 12, willpower 12

CHARISMA 9

Charm 12, taunt 11

SPIRIT 10

Faith 13, reality 13

Net Values: net attack (fire) 16, net defense 16, net find 18, net stealth 19, net manipulation 18, net track 19

Possibilities: 13

Equipment: Homemade Priest-Burner, J-Jack, Fury (damage value 21)

Programs: Attack 1 (1), Scramble 2 (2), Defense 1 (1), Scan 2 (2), Shroud 2 (2), Evade 1 (1)

Cyber Value: 2

Sanjuro Shintaro, The Hunchback

Want information on what's going down in the Net? Go see the Hunchback. Jack into the Paris Exchange and take the Notre Dame line. You can't miss it; shines like a beacon in the night. Go down it, and you'll end up where Hunchy hangs out.

You have to wait around for a while. The guy's a bit too theatrical for my tastes. But he's usually got all the hot news on what's happening. So, it's worth humoring him. You gotta remember that not everybody came through the Collapse and Tech Surge with all their synapses intact. Guess old Hunchy musta got burned more than most.

Yeah, Notre Dame, looks like a huge cathedral, just like the real thing, in fact. Hunchy hangs out at the top. He's got an office up there, right next to the bells. He's done some crazy stuff with the VX systems. Really feels like your

climbing endless flights of stairs to get up there.

And watch out for those flaming bells. I'm sure that he's got them rigged up to his attack progs in some way. Went up there one time to get a score about the Net, and there was this guy plastered all over the side of one those bells. Beats me how Hunchy does it, but I figured if the guy looked that bad, then the part of him punching a deck out in the real world was either fried, or else had one hell of a headache.

I'm not trying to put you off. Just warning you that you need to play safe and fair. This is Paris and you don't want to go upsetting no one, unless you're prepared to take the consequences.

Yeah, Hunchy's strange, but he can come up real sweet with the info you need to burn the frocks. All he wants is some info in exchange. You know, you trade him stuff like locations of chrome dome churches, fortresses, their defenses and what they're currently holding, and he'll supply similar about another place. He's an information exchange, that's what Hunchy is. Play straight with him, and he'll play straight with you.

Background

Unknown to any except a few high-ranking Kanawa executives and three Nippon Tech agents, the Hunchback is a spy for the Kanawa Corporation. Sanjuro Shintaro entered the Cyberpapacy shortly after the GodNet was formed. His original mission was to discover all he could about the changed realm and report back to his superiors. Sanjuro quickly realized that the GodNet could provide him with information beyond even his superiors' high expectations.

Using his surgically-altered appearance and *language* skill, he headed to Paris where he set up a front for himself as a cyberdeck salesman. It soon became obvious that his identity was not providing the level of information he required. He started to run the GodNet, but this too proved too slow and laborious for his needs.

He then hit on the idea of becoming the Hunchback, a dealer in information. He started off trading informa-

tion about the constructs he had entered. In exchange he received skimpy and often incomplete information on other constructs. While this helped to establish his reputation among Parisian deckers, he was trading at a disadvantage. Fortunately, an extensive GodNet map came into the possession of other Nippon Tech agents operating in the Cyberpapacy. They passed it to Sanjuro who used it to increase his operation. He was able to supply very extensive details to deckers about the GodNet, in exchange he asked for and received additional GodNet information and, more importantly, details of files held in the vaults of constructs. He is now operating from a position of strength and is careful that no one discovers his true identity. If attacked in the Net, he always jacks out.

His system is protected by a Protector Sentinel and his vaults protected by a difficulty 24 seal. To avoid losing his data in a net raid, he keeps two data vaults, one loaded with false information, and another containing the correct information. The two vaults are, however, connected; the connection can be discovered with a *net find* of 18. The second vault is rigged with an alarm. If triggered, it immediately increases the difficulty levels throughout the system by one, and sounds an audible alarm in the Hunchback's apartment. Highly sensitive data, such as his connections with the Kanawa Corporation, are not stored in the system, but are kept as audio tapes.

Appearance

Originally, Sanjuro had jet black hair and oriental features. Following intensive plastic surgery, he now resembles a handsome Frenchman with striking strawberry blond hair. When he leaves his fortified apartment, he wears wraparound mirrorshades fitted with thermal image lenses.

Virtual Self

The Hunchback is bent almost double and has a huge hump on his back. His face is twisted, and his eyes shine with an insane gleam.

The bells in his cell are part of his Virtual Self and represent his attack



programs. He attacks by swinging on the bell ropes that hang from each bell. The bells make huge amounts of noise when he attacks; damage is caused when he succeeds in striking his opponents with them.

Personality

Sanjuro is dedicated to the ideals of Nippon Tech and serves his masters to the best of his abilities. One day he hopes to be in a position to take their place, but until then he appears as the model employee.

As the Hunchback, he deals fairly and scrupulously with all who have information to trade. He has carefully nurtured his reputation as someone who is both reliable and trustworthy, and who expects to be treated in a similar manner. He has made no secret of having killed four deckers who gave him false information. Their bodies were all discovered floating in the River Seine with two large bells carved into their foreheads.

Location

The Hunchback can be reached by a line running from the Paris Exchange. His real world location is in western Paris in a heavily fortified and scanned apartment. Because of money supplied to him by the Kanawa Corporation, his security is second to none in Paris, and is backed up by two surgically disguised corporate ninjas.

Staging

The Hunchback is an excellent source of information, although at a price. He will not divulge anything without receiving information in exchange. Deckers dealing with him have to weigh up the likely effects of providing him with information against what they are likely to receive in return.

Because of his extensive knowledge, the Hunchback's system may be a tempting target to Storm Knights. If this is the case, the Hunchback will attempt to later eliminate them if he is able to discover their identities.

Quote

"Fair exchange is no robbery."

Sanjuro Shintaro, The Hunchback DEXTERITY 10

Acrobatics 12, dodge 12, lock picking 12, maneuver 11, martial arts 12, melee weapons 12, missile weapons 11, stealth 12

STRENGTH 8

Climbing 10

TOUGHNESS 9

PERCEPTION 11

Language 12, scholar (business) 12, scholar (computer science) 15, tracking 13, trick 12

MIND 10

Test of will 11, willpower 11

CHARISMA 9

Charm 11, persuasion 10, taunt 11

SPIRIT 9

Reality 11

Net Values: net attack (fire) 16, net defense 16, net find 18, net stealth 19, net manipulation 18, net track 19

Possibilities: 8

Equipment: IRCOM Custom Vee Cyberdeck, J-Jack, portable computer, GodMeeter pistol (value 20), IriMesh armor, thermal image glasses

Programs: Attack 1 (1), Onslaught 3 (2), Defense 2 (2), Armor 3 (2), Scan 2 (2)

Cyber Value: 3

The Death Queen

She lies on the padded rig at a 45 degree angle. Her eyes are closed, but they move rapidly beneath their fleshy covers. Her breathing is shallow. You have to look very closely to note the almost imperceptible rise and fall of her chest.

Lights flicker at the top of the rig. Wires run from small boxes to enter the sockets at her temples and neck. Tubes disappear down her nostrils, others enter the veins in her arms. Further down, more tubes drain her of waste products.

No matter how you look at her, she's a mess. The thin arms, the chalk-colored skin stretched tightly over the skeletal face, the legs like wasted pieces of meat hanging from her bones, the missing clumps of hair—it all adds up

to one dead girl. Gives me the creeps just looking at her.

Three months ago, someone who pulled the plug on her would have been doing her a big favor; not now. Because now she's one of the best deckers ever to punch a deck.

That's a cellular rig there. It's wired into the GodNet, but it also exists outside of it. It's loaded with progs that she can run, just like a deck, but 'cause she can't use her hands no more, it's wired directly into her nervous system. All she has to do is think about moving her hands, and the progs are loaded and run.

Yeah, she's a mess, but she's a happy mess. In the rig she's got this great playground that she designed herself. In there she can be whoever she likes and do whatever she likes. To her it's real. Who's to say she's any worse off than the rest of us; Paris sure ain't no place for a picnic. At least in there, she's only got her own brains to contend with.

I keep her hyped on drugs, feed her, and give her the occasional clean. In exchange, she runs the Net. Seen enough? Good, let's go talk business.

Background

Josephine Soult was once a bright and happy student at the Sorbonne. She loved her studies and looked forward to the day when she could start her own graphic design studio. When the Collapse hit, it didn't bother her that much, but the Tech Surge brought dramatic changes in her life. She suddenly found that she could run the GodNet.

She made frequent excursions into it to marvel at its remarkable appearance. She grew skilled at by-passing the gates and Guardians, but she never stole from the Church, only to admire the awesome beauty of its constructs.

The Church Police saw it differently. They came in the early morning, kicked in her door and chopped her down with their automatic weapons. Taking her cyberdeck, they left her for dead.

For two days she lay in her own blood. Then Guillaume, her boyfriend and transformed cyberlegger, arrived. He dragged her from her apartment across Paris to his own.



Using his medical knowledge, Guillaume built the rig to keep her alive, but it was obvious that she was brain damaged. He struck upon the idea of the cellular rig to save what remained of her brain. He labored hard and finally succeeded in creating a GodNet cell for her. He hid it in the deepest region of the GodNet, and directed her consciousness into it. She took it and made it into her own reality. Together they could meet and converse within the cell. It wasn't ideal, but it was better than nothing.

Then Henri, a psychopathic street punk, found them. He killed Guillaume and took over his apartment. He let Josephine live, and figured out how to tap into her rig. He told her that the Church Police had killed Guillaume. Now she runs the GodNet for Henri.

Appearance

Josephine has deteriorated under Henri's clumsy care. She looks terrible, and it is only a matter of months before her body dies. Given proper medical attention the deterioration can be reversed, but Josephine cannot exist without her rig unless her consciousness is transferred to a spirit chip.

Virtual Self

In the GodNet, Josephine is beautiful. Her hair shines like silver and her body is covered in tight gold lurex. Her eyes shine with a bright blue light and her lips are moist and red.

Josephine is highly dangerous. Electric blue razors snap from her fingers and toes, which she uses as melee weapons or fires at opponents.

Personality

Josephine hates the Cyberpapacy vehemently. Traumatized by her own experiences and the reported death of Guillaume, she is a vicious killer as well as a decker. Her desire for revenge colors many of her runs; instead of jacking out once she has her data, she taunts jackpriests into entering the GodNet where she can attack them.

Josephine has also attacked other deckers who cross her path. Her isolation,

following the death of Guillaume and the drugs that Henri feeds her, has made her very unstable. She is always hostile to other deckers she encounters in the GodNet.

Location

Josephine travels the GodNet and may be encountered anywhere within it. Her physical body is located in a rundown apartment in eastern Paris.

Staging

Josephine can be used in a number of ways. She can be an enigma within the GodNet, threatening and occasionally attacking other deckers. She may "grab" a Knight who appeals to her and whisk him away to her own cell for her amusement. Or, Henri may become involved with the Storm Knights as a source of information. Henri may even meet with a sticky end, or Josephine be stolen by someone else, even more incompetent than him. Her condition would then deteriorate further, affecting her mind even more. Maybe the Knights could trace Josephine through the GodNet, rescue her, and get her some much needed psychological help.

Also, a Romance card could lead to a relationship between a Knight and Josephine within the GodNet.

Quote

"Come here sweetie, see what I've got for you."

The Death Queen

DEXTERITY 1

Dodge 6, fire combat 6, stealth 6

STRENGTH 1

TOUGHNESS 1

PERCEPTION 12

Cyberdeck operation 17, find 13, scholar (computer science) 12, tracking 14, trick 14

MIND 10

Artist (graphic arts) 12, test of will 11, willpower 11

CHARISMA 9

Charm 10, taunt 11

SPIRIT 10

Faith 16, reality 11

Net Values: net attack (fire) 11, net defense 11, net find 18, net stealth

11, net manipulation 17, net track 19

Possibilities: 12

Equipment: Cellular rig equivalent to a HellHound cyberdeck with eight storage spaces, and full life-support functions

Programs: Attack 2 (2), Onslaught 3 (2), Surge 1 (2), Defense 2 (2), Defense 1 (1), Scan 1 (1), Shroud 1 (1), Trace 1 (1)

Cyber Value: 4

The Heretics

Traces of authorized VX personas slipped and slid across the screen. As she finished her coffee, Muriel studied the information. The legitimate traffic was heavy today; hard to say how many shadow users had slipped through.

Muriel put her cup down, picked up the lead, and jacked into the exchange. Disorientation hit her as she flew over the GodNet. No matter how hard they tried, the techs could not blank out the image of the glowing cross. Then as she zoomed into the exchange, it faded.

A huge tricolor sign flared in front of her. The words, "Paris Liberte, Free France," hung before it. Muriel paused to log in her ID, then passed through the gate.

The Paris Exchange was humming. VX personas sped along its datapaths. Muriel headed for the area where Stephane kept watch.

"All quiet," Stephane's leather-clad persona informed her. "Just the usual local deckers."

"Okay, I'll take over from here," Muriel said as she settled down into the soft, upholstered VX chair and preened her spiked, electric-purple hair.

"Fine. See you later," Stephane said as he blinked out.

With her Scan program Muriel swept the exchange for illegals. Nothing. Hopefully it would stay that way. She wanted a quiet night.

Deckers came and went. Most openly, a few on secret runs in the Paris area. Muriel caught them, logged them, and let them go. Halfway through her shift, it arrived.

It didn't bother sneaking through



the gate protecting Paris from the rest of the GodNet. It cracked it. Shards of light splintered into the cell as the glowing Angel came through. Deckers either jacked out or jumped lines leading deeper into Paris.

"Thanks, guys," she muttered as she hastily threw up her defense. It came for her, its eyes shone with a brilliant light.

"Come with me and enjoy life everlasting," it said. Its voice was sweet, seductive.

"No way!" She flicked out her nails and watched with pleasure as the attack program caused deep scratch marks to appear across the Angel's glowing face. "Save that crap for someone else. When I die, I'm staying dead."

The Angel smiled and lunged with its glowing sword. It caught her. The metallic sheath created by her defense program disappeared as it crashed.

Muriel activated her second defense program, slashed again with her nails, and triggered the alarm. "Louis, get in here!"

The Angel attacked again. It missed. Good, now all she had to do was hold it until the others got here. "Come on, guys! Move it."

Background

Part of the GodNet, the Paris Exchange also lies partially outside of it. Datapaths run through the exchange linking Paris databases to one another. Other datapaths link the exchange to others in the GodNet. A gate is placed at the point where these lines converge. Its function is to protect the Paris lines from Jackpriests, Angels and entities.

Stationed behind the gate is a decker who acts as the Paris Exchange's second line of defense. Currently four deckers (two male and two female) take turns to guard the Paris Exchange. They are each on-line for six hours out of every 24. Chosen for their lack of religious beliefs, they are known as the Heretics.

As well as defending the exchange, the Heretics attempt to log all traffic using it from the Paris side. Most users passing through the exchange do so openly, but a few prefer to use stealth to conceal their passage. The Sun Kings



Rick Harris

tend to raid data bases in Paris and prefer for their deckers not to be detected within Paris.

An additional problem arises from Jackpriests and HOGs who jack-in from within the Paris area, rather than from outside it. These have to be detected and dealt with.

Appearance

The Heretics vary in appearance. Muriel, Stephane and Jean-Paul favor studded, black leather clothing; Clair dresses more conservatively.

Virtual Self

Within the GodNet, the Heretics' appearances are greatly exaggerated: hairstyles are outrageously tall and spiked, black leather shimmers intensely, and chains sparkle. Clair looks like she has just stepped out of a meeting of the Paris Stock Exchange, her

business suit is painfully sharp and angular.

Personality

Dedicated to their work, the Heretics do not like to be messed with. More than one decker has had his brains fried for trying to pull a fast one on them. The Heretics have struck up warm friendships with a number of legitimate users.

Location

All four live in the telephone exchange building. They also frequent various bars in their off-time. They rarely travel in the GodNet.

Staging

The Heretics can be used as a source of information on who has been running where in the Paris GodNet. While

they cannot track every shadow user, they have caught and logged a fair few in their time, and can supply information on these people.

Storm Knights can become involved in the defense of the exchange, either directly by standing in for one of the Heretics, or by being on call. This simply requires that the Knight's deck be wired into the exchange or that he carries a bleeper. In the event of an emergency, the decker would receive an alarm call, and could enter the exchange to help an on-duty Heretic.

Quote

"Stay cool, stay legal, and we'll get along just fine."

The Heretics

DEXTERITY 9

Dodge 11, fire combat 11, prestidigitation 10, stealth 12

STRENGTH 9

TOUGHNESS 8

PERCEPTION 12

Cyberdeck operation 16, find 13, forgery 14, scholar (computer science) 14, trick 14

MIND 12

Willpower 13

CHARISMA 8

Taunt 11

SPIRIT 9

Reality 10

Net Values: net attack (fire) 11, net defense 11, net find 18, net stealth 11, net manipulation 17, net track 19

Possibilities: 4

Equipment: CyberGlide deck, J-Jack, various cyberware

Programs: Attack 2 (2), Defense 1 (1), Defense 2 (2), Scan 2 (2), Trace 1 (1)

Cyber Value: 2-5

Guiles Mondue, Babel Monitor

They sat in rows in the hall, their eyes fixed on the screens before them. They watched and waited for the heretics to give themselves away.

A flash of light on his console caught his attention. Guiles zoomed in. Diagrams flickered across the screen, bringing him higher and higher resolu-

tions of the GodNet. There it was, a net blip.

He called the Master of Monitors over. The Master's voice was firm and commanding, "Notify the priests at the construct. Tell them they are not to interfere. Lock a trace onto him." Guiles nodded, activated the program and sent the requested message.

The trace came through: *TR#127-33 Microwave Transmission — Lyon Relay Station*. The Master called the mobile tracking unit on his throat mike. Two helicopters were moved to triangulate on the transmission.

The blip moved. "He's approaching the core, father."

"Continue monitoring."

"He's reached the vault."

The Master conferred with the mobile tracking unit, then turned to him, "Do we have any records on this heretic?"

"Yes, father. He has made a number of runs from this area, but has always eluded us."

The Master nodded. He spoke once more into his throat mike, listened to the reply, and addressed Guiles. "Prepare to enter the realm of God, brother. Hold him until the tracking team has him. Now go."

Within the GodNet, Guiles zoomed through the airy hallways of Babel Central, exited the gate, and sped to Lyon. He entered the construct and headed for the vault.

The heretic was there, reading data from the vault. Guiles stepped forward and grabbed. He struggled with the heretic to hold him in place. The data continued to feed into the decker. Then the heretic's eyes widened, anguish swept across his face. Suddenly the decker disappeared. He was gone from the GodNet.

Guiles returned to Babel Central. The Master greeted him. "You did well, brother. The heretic has been collected."

Background

Guiles Mondue is one of the hundreds of Babel Monitors who watch over the GodNet. Born in Madrid, Magna Verita, he entered the Church at an early age and was trained as a scribe in a monastery in the Pyrenees.

One of the first to enter the Cyberpapacy following Jean Malraux's arrival, he adjusted quickly to the new reality. As a scribe, he was assigned to entering and retrieving data from the GodNet. As the number of deckers running the GodNet increased, he and many others were transferred over to tracking them.

Guiles and his brother Monitors are on-line for eight hours a day. There are three shifts a day: Midnight to 8:00 am; 8:00 am to 4:00 pm; and 4:00 pm to midnight. Shift changes do not all take place at the set times, but are staggered over an hour. This ensures that there is never a period when the GodNet is not being monitored. Babel Monitors spend their off-duty hours in meditation, pray and relaxation.

Monitors rarely enter the GodNet to combat intruders. Their job is to watch for net blips, identify them, and then lock a trace onto a decker. They then inform the Church Police and Inquisition of the decker's place of entry into the GodNet. As a result of the increasing use by deckers of microwave transmissions, the Monitors now have direct links to mobile tracking units. These consist of helicopters equipped with tracking equipment that triangulate on a microwave transmission, and then drop Church Police into the area to arrest the decker.

Babel Monitors are assigned areas of the GodNet to watch over, such as the department of Alsace, or Provence. Other Monitors operate and regulate the defense systems of the Palace of the Popes at Avignon. Responsibility for monitoring data transfers occurring within Babel Central falls to the lesser jackpriests.

Appearance

Babel Monitors dress in light blue robes, and wear light blue skullcaps edged with micro-circuitry.

Virtual Self

Within the GodNet, Babel Monitors are dressed in flamboyant electric blue robes. They have tall mitred hats and carry automatic pistols.



Personality

All Babel Monitors are carefully screened for any signs of heresy. They are all totally loyal to Jean Malraux and his new doctrine. They strive to further their own doctrinal purity by vigilantly watching each other for signs of heresy. This has lead Guiles to be exemplary in his behavior and scrupulous in his reporting of any misdemeanors committed by his brother monitors.

Location

Guile lives and works in the Palace of the Popes at Avignon.

Staging

Babel Monitors are a constant threat to Storm Knights running the GodNet. Their ability to watch for and identify net blips, means deckers can be detected wherever they are in the GodNet.

Quote

"I am merely a vessel for the work of the Lord."

Guiles Mondue, Babel Monitor

DEXTERITY 8

Dodge 9, fire combat 9, maneuver 9, melee weapons 10

STRENGTH 8

TOUGHNESS 9

PERCEPTION 11

Cyberdeck operation 16, find 12, scholar (Avignon doctrine) 12, tracking 12, trick 12

MIND 11

Test of will 12, willpower 12

CHARISMA 8

Persuasion 10, taunt 9

SPIRIT 9

Faith 12, focus 11, intimidation 11, reality 10

Net Values: net attack (fire) 14, net attack (melee) 15, net defense 14, net find 17, net stealth 13, net manipulation 16, net track 17

Possibilities: 3

Equipment: Penitence IV terminal, EpiphaNeur Jack

Programs: Any

Cyber Value: 2

Simone Darc, The Opener of the Way

Darkness descended over the GodNet, driving light from the data core. The decker blinked, rubbed his eyes. It did no good. The radiance of the core was gone.

Panicked, he tried to jack out. He felt a sudden lurch, but he remained in the GodNet. Something held him fast. He switched in his defense program, and powered up his attack. He yearned for the brilliant glow his VX sword would provide.

The sword flared into life dispelling some of the darkness. A dark figure stood before him. Stars sparkled behind it in a vast expanse of interstellar space. The stars wavered as the being slowly flexed and relaxed its wings.

The decker felt his soul expand and glow with warmth as the being transfixed him with its eyes. Drawn toward its dark beauty, he noted its perfect features, its slender, yet powerful form, and, above all else, its deep, dark eyes.

"Come with me, I shall bring you the peace of the Lord." The voice was sweet and calming. "Together we shall reside in the everlasting glory that is His name."

As the decker stepped into the welcoming embrace of its dark wings, he briefly considered resisting. But he would have to then forego his chance of entering the gates of Heaven. No, he would do as he was bid.

The wings swept around the decker, then flared backwards lifting the Angel into the night sky. The decker was gone, his VX form absorbed into the Angel. Simone Darc carried his prize toward Babel Central, and smiled to himself. He had saved another soul from the sins of the world. This one had welcomed its release. Now he would take the soul to Purgatory where it would be cleansed totally of its sins.

Simone Darc began to sing. His angelic voice floated over the expanse of the GodNet bringing peace to the servants of God.

In a Paris apartment, a lone decker stared into space and drooled. A week later his neighbors, alerted by the stench, broke down his door and buried his rotting corpse.

Background

Simone Darc is the Opener of the Way, a Virtue Angel who resides in the areas of the GodNet surrounding the Paris exchange. Formerly, a member of the College of the Way, Cardinal Simone Darc was drawn into the GodNet during its formation.

After basking in the beatific delights of cybernetic heaven, Simone emerged as a Virtue. His appointed role to search out those who have deviated from the path of righteousness, and either destroy them, or if they are not too tainted by the sins of the modern age, to bring them to Purgatory where their sins can be expunged.

Virtual Self

As a Virtue Angel, Simone is an awe-inspiring sight. He seems to absorb all light into himself and then radiate it out from his being. His wings are black and shimmer with starlight as they move. His robes are blue-black as are his skin and sword. On his feet he wears glimmering black sandals.

Personality

Simone is a being at peace with himself. A religious fanatic, he firmly believes that he performs God's will. He is eager to talk to deckers to convince them of the errors of their ways. But conversations with him tend to be one-sided, as he cannot be persuaded to act contrary to his own beliefs.

Although a conversationalist, Simon is quite capable of killing those who disagree with him.

When encountering unsanctified deckers, his first move is to use his Grab program and then try to persuade them to join him. Simone will usually spend a Possibility to make his *Persuasion* more appealing.

All who willingly accept the Lord are shown the path of righteousness and taken to Purgatory. Those who oppose him are assaulted in spiritual combat, or attacked by his programs and miracles if their spirits are too strong. He seeks to kill in this case. The godless must be destroyed.

Simone never fights to his death. If he is being badly beaten he immediately evades or flees.



Location

Simone is frequently encountered on datapaths leading from the Paris Exchange into the GodNet. He often lurks within cells waiting for deckers to pass through and then follows them through the GodNet.

Staging

Simon Darc is a powerful character and he should not be encountered too early in a campaign. Instead, the Storm Knights should pick-up rumors about deckers who are disappearing in the GodNet. They should also hear of deckers found dead in apartments. Then reported sightings of the Dark Angel can begin to circulate. Finally, Simone can be encountered by the heroes. His use of evasion means that he can become a recurring nemesis for deckers.

Quote

"Come, join me in the peace that is everlasting."

Simone Darc, Virtue

DEXTERITY 8

Dodge 9, flight 9, maneuver 9, melee combat 9, stealth 9

STRENGTH 8

TOUGHNESS 9

PERCEPTION 9

Find 10, tracking 10, trick 10

MIND 11

Test of will 12, willpower 12

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 9

Faith 12, focus 10, intimidation 11, reality 10

Net Values: net attack (melee) 12, net defense 12, net find 13, net stealth 12, net manipulation 12, net track 13

Possibilities: 12

Response/Processor/Storage: 3/4/

9

Programs: Attack 2 (2), Defense 2 (2), Scan 2 (2), Grab 2 (2), Trace 1 (1)

The Puppet

Louise pulled her Shroud close around herself and stepped through the gate. The cell behind was not what

she had been expecting. Gray cobwebs hung from the ceiling and dust covered the font and altar.

She thought it odd that the data church should be so rundown. From outside it looked as awe inspiring as all others she had entered. But instead of the usual ostentatious display, this church was dark and drab.

Disturbed by the sight, she paused to scan the cell. She screamed as a figure dropped from the vaulted ceiling. Dressed in tattered red robes, it bobbed up and down before her. Its limbs flailed out of control. Abruptly, it stopped moving and she saw that it hung from strings attached to its arms, legs and head.

Its eye lids popped open revealing two glowing red disks. Its mouth sagged down; metal teeth glinted like chrome. Razors flicked from its dangling wrists, as it swung toward her.

She dodged, switched in her Attack program, and let fly with her VX knife. She caught it in the arm, felt the blade bite deep, and saw the gush of blood. Only the blood did not stop, it continued to pump as the puppet jerked into the air by an unseen puppet-master?

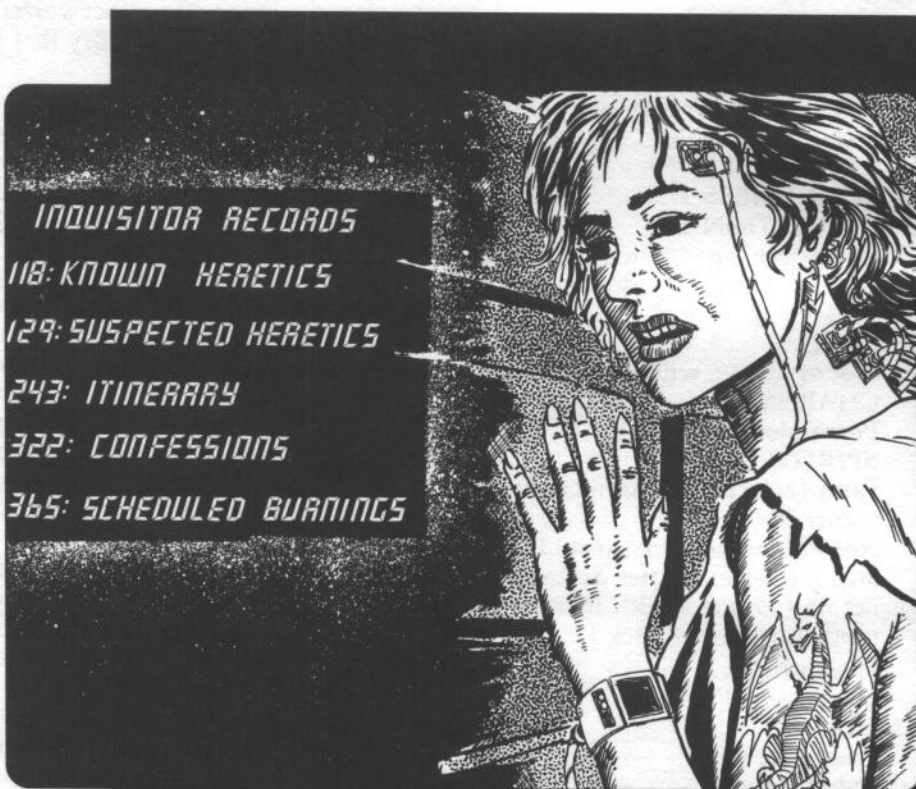
Then it swung at her a second time. It cackled loudly. The sound set her teeth on edge. Its wrist blades stung as they slashed across her arms. Its teeth tore deep into her throat.

The door clicked open. The leather clad figure stepped through and shut it behind him. He sniffed, drawing scents deep into his nostrils. From the next room wafted the stale stench of fear.

He crossed to the other room and stepped toward the body slumped in the chair. Louise's brain-dead body breathed slowly and shallowly as he lifted her head and slit her throat. He leant forward to guzzle the flowing blood.

Background

Bloodletter had been bored. Life was just not providing the kind of thrills he craved. Tormenting peasants and corrupting young girls had lost a lot of its charm over the centuries. He was ready to try something new. He was delighted when he was sucked across the Maelstrom Bridge to Earth.



Dumped into the GodNet's version of Hell with the other demons, Bloodletter amused himself for a few days trying out his VX powers, but he grew bored of the incessant fighting and started to look for ways out. What was the point of being a demon, if you only consorted with other demons? None. There was a whole new world out there and he wanted to sample it.

When a portal opened before him, he stepped into it and found himself within the Promised Land. There he preyed on jackpriests and deckers, but again found himself becoming bored. Frying brains and stealing souls was all well and good, but he had always prided himself on his earthly appetites. He decided that it was time to move on. Olivier Beauvoir was unlucky. It was his first run and his last. Bloodletter took him by surprise, sucked his soul out, and possessed him.

Bloodletter now had a body and a new world to explore. He could satisfy his craving for blood by attacking deckers in the GodNet, and then tracing their physical bodies. Once he

knew where they were, he could feast on his defenseless victims.

Appearance

The body of Olivier Beauvoir has seen better days. Living on a diet of blood and human flesh has taken its toll. Olivier has an emaciated appearance, with red, sunken eyes, lank, greasy black hair, a sallow complexion, and long, filthy finger nails. He dresses in tattered leathers and carries a straight razor in his pocket.

Virtual Self

Olivier's VX form has been distorted by Bloodletter's perverse sense of humor. Olivier resembles a puppet, complete with strings and slack-jawed expression. Bloodletter likes to make his puppet twitch and dance around in combat.

Cutting the puppet's strings in combat has no real effect, but Bloodletter will pretend that it does. He will let the puppet sag to the ground, then have it lunge upward, slashing with its blades.

Personality

Bloodletter is depraved, dangerous and demonic. Lacking any human emotions, he enjoys causing pain and toying with his victims.

He never goes out during the daytime, preferring to spend the day in the GodNet. At night, he tracks down his prey.

Bloodletter is aware that Olivier's body is beginning to fall apart. He intends to leave it before it becomes useless and find another one, preferably one with more cyberware. He will then devour Olivier's body.

If Bloodletter is ever forced out of his host body, either by spiritual combat, or by the death of the host body, he will enter the nearest cyberdeck. From there, he will use it to enter the GodNet or wait until its user Jacks-in when he will attempt to destroy him. If there is no cyberdeck available, Bloodletter will enter the nearest item of cyberware and wait until he can enter a cyberdeck. Bloodletter can only be totally destroyed in spiritual combat.

Location

The Puppet usually preys on deckers using the Paris exchange. He uses Olivier's rundown apartment in eastern Paris as his base of operations.

Staging

The Puppet is useful for staging detective style adventures. His trail of victims will become apparent after a while, and it will be obvious that they are all deckers.

In the GodNet he can harry deckers and rumors of his presence can circulate from the few that escape his attacks. Tracking him down outside of the GodNet may prove more difficult, as Bloodletter can possess a new body to throw off his pursuers.

Quote

"Cackle, cackle."

Bloodletter

DEXTERITY 13

Dodge 15, melee combat 15, stealth 14

STRENGTH 15

TOUGHNESS 16

PERCEPTION 13

Tracking 14, trick 15

MIND 13

Test of will 14, willpower 14

CHARISMA 11

Taunt 13

SPIRIT 13

Faith 15, focus 14, intimidation 14, reality 14

Net Values: net attack (melee) 18, net defense 18, net find 16, net stealth 17, net manipulation 16, net track 17

Possibilities: 8

Response/Processor/Storage: 3/6/10

Programs: Onslaught 4 (3), Defense 2 (2), Scan 1 (1), Scramble 1 (1), Shroud 1 (1), Trace 1 (1), Evade 1 (1)



Rick Harris



THE GODNET™

by Jim Bambra with Bill Slavicsek

Your fingers dance across the keyboard of your cyberdeck as you load an interface program. You check the wires running from the side of your head to the unit, making sure the connection is secure. Your finger hesitates above the command key, delaying the final tap that jacks you in. You've heard the rumors about Babel Central and its guardian angels. Do you have what it takes to run the GodNet?

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