

GURPS[®]

CYBERPUNK ADVENTURES

Dark Scenarios for Roleplaying on the Edge

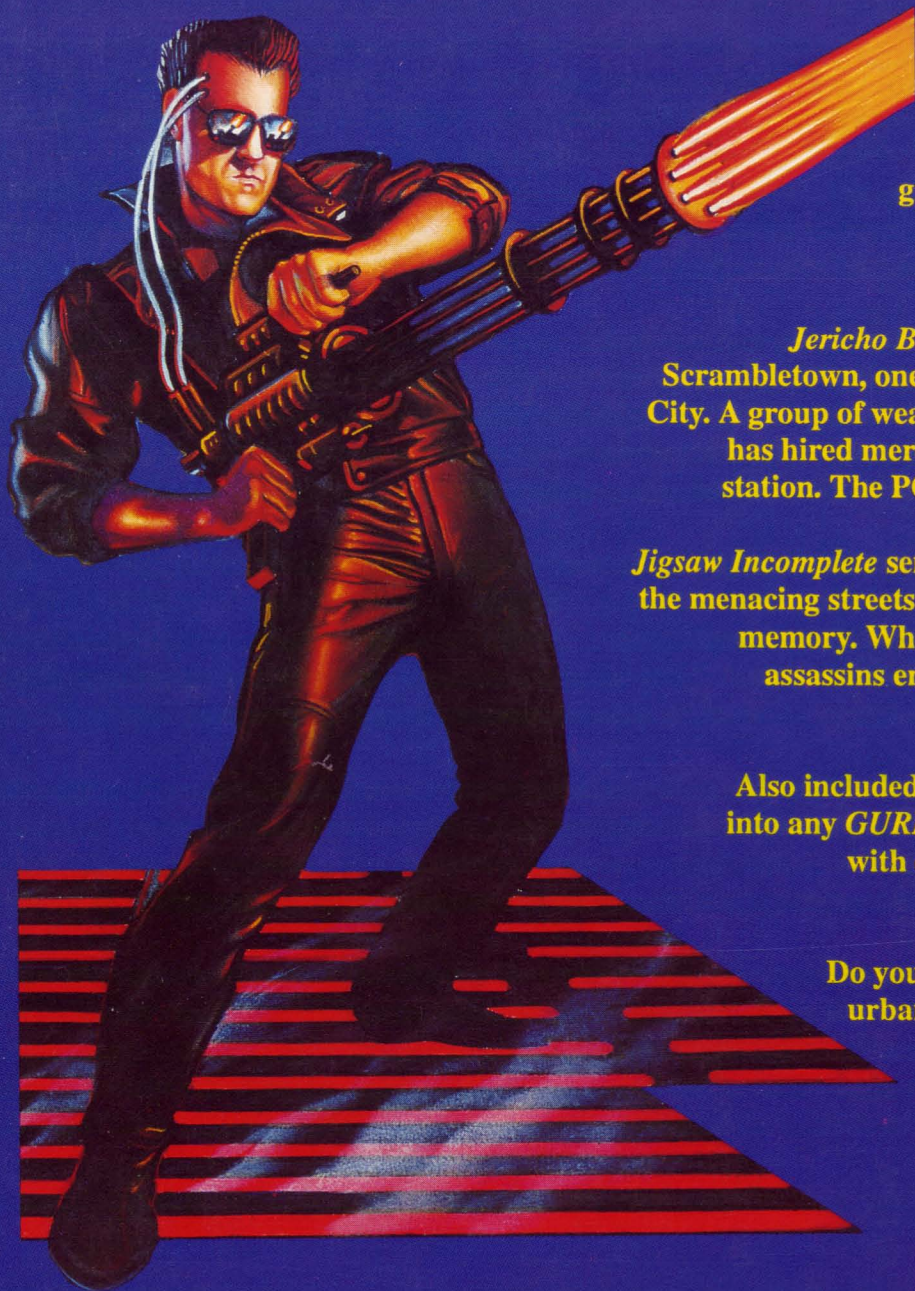


STEVE JACKSON GAMES

STARTING 34

FLESH, CHROME AND CIRCUITRY

The gritty world of *GURPS Cyberpunk* is filled with danger, violence and exotic beauty. This book presents three adventures that capture the dark essence of life in the streets of the all-too-near future. Each adventure offers challenging puzzles, mysterious encounters and heart-stopping action.



The Medusa Sanction sends a group of agents on a far-flung chase across the country, searching for a canister of deadly nanomechs. Can the PCs locate the group of renegade androids called Chimera before they release their mechanical plague over a helpless city?

Jericho Blackout is a high-powered adventure set in Scrambletown, one part of the divided community of Jericho City. A group of wealthy isolationists in the walled-off ConFed has hired mercenaries to destroy Scrambletown's power station. The PCs are the working-class town's only hope.

Jigsaw Incomplete sends the party on a fast-paced trek through the menacing streets to recover two weeks missing from a PC's memory. When a heavily chromed hit-man and Yakuza assassins enter the scene, the agent might find that he doesn't want to remember.

Also included are three net maps that can be integrated into any *GURPS Cyberpunk* campaign, and an appendix with descriptions of system types and net icons, for easy reference.

Do you think you have what it takes to prowl the urban jungle, face down cyborgs, androids and razor-wielding street scum, or hack into government systems, crawling with Black Ice?

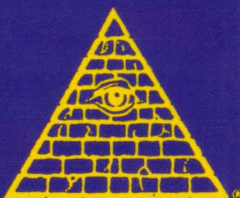
Open this book and find out . . .

Written by David L. Pulver, Jak Koke
and Tim Keating

Edited by Jeff Koke

Cover by Jeffrey K. Starling

Illustrated by Dan Smith, Darrell Midgett
and Gary Washington



ISBN 1-55634-225-X

SJG01695 6121
Made in U.S.A.

STEVE JACKSON GAMES

GURPS®

CYBERPUNK ADVENTURES

Dark Scenarios for Roleplaying on the Edge

By David L. Pulver, Jak Koke and Timothy Keating

Additional Material by Loyd Blankenship and Jeff Koke

Edited by Jeff Koke

Cover by Jeffrey K. Starling

Illustrated by Dan Smith, Darrell Midgette and Gary Washington

Additional Illustrations by Carl Anderson, Michael Barrett, Guy Burchak, Dan Carroll,
C. Bradford Gorby, Rick Harris, Paul Mounts, Rob Prior and Ruth Thompson

GURPS System Design by Steve Jackson

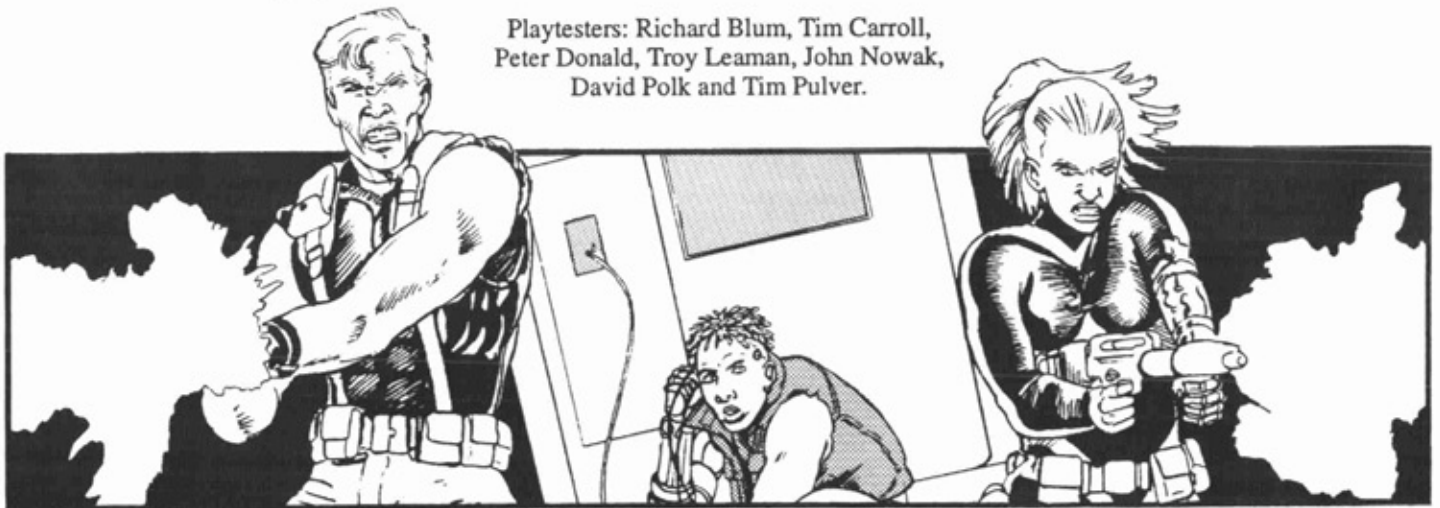
Jeff Koke, Managing Editor; Loyd Blankenship, Product Development Manager

Chris W. McCubbin, Art Director; Derek Percy, Print Buyer

Page Layout and Typography by Jeff Koke and Clair Lavaye

Production by Lynette Alcorn, Laura Eisenhour, Jeff Koke, Clair Lavaye and Monica Stephens

Playtesters: Richard Blum, Tim Carroll,
Peter Donald, Troy Leaman, John Nowak,
David Polk and Tim Pulver.



GURPS, *Illuminati*, *Roleplayer* and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. All names of other products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license.

GURPS *Cyberpunk Adventures* is copyright © 1992 by Steve Jackson Games Incorporated. All rights reserved. Printed in the U.S.A.

Cyberpunk is a registered trademark of R. Talsorian Games Inc.

ISBN 1-55634-225-X

1 2 3 4 5 6 7 8 9 10

STEVE JACKSON GAMES

CONTENTS

INTRODUCTION	3	JERICHO BLACKOUT	49	JIGSAW INCOMPLETE	88
Net Maps and Icons	3	Involving the Characters	50	Synopsis	89
About <i>GURPS</i>	3	An Offer They Can't Refuse	50	About the Author	89
THE MEDUSA SANCTION	4	About the Author	50	Coopting a Player Character	89
Charli	5	<i>Chizmatron</i>	50	Setup	90
About the Author	5	Shuttleport Detail	51	Ambush!	90
Charli Minelli	5	Transportation in Jericho City	51	<i>Ninja Stats</i>	90
Abraxas	6	Shuttle to Scrambletown	52	<i>Vic Redmond</i>	91
<i>Michaelmass</i>	7	Briefing	52	Imperial Stormtrooper Marksmanship	
Angels of Torment	8	<i>Mandrakes</i>	52	Academy	92
<i>Sabbath</i>	8	<i>Scrambletown General Hospital</i>	53	Map of Ambush Site	92
<i>Typical Angel of Torment</i>	9	Wolves in Sheep's Clothing	54	Tracing the License Plate	94
Jane Street Book Depository	9	The Big Picture: GM's Information	54	<i>Polly Chromatique of the DMV</i>	94
<i>Chamosuits</i>	10	<i>Pop Mahoney</i>	54	<i>Cyber Jack's</i>	95
Charli's Jacket	11	<i>Pop Mahoney's Pharmacy</i>		Tracing the Ninja	96
<i>Chemical Warfare Gear</i>	11	and Survival	55	No News is Good News?	96
<i>The Korean Connection</i>	11	Shuttleport	56	Abamadeus Appears	96
<i>Mycroft Soft</i>	12	<i>C.H.A.I.N.</i>	56	The Lone PC	96
<i>Toshio (Kangetsu series)</i>	13	<i>Linkers</i>	57	<i>Jack</i>	97
Mycroft Soft's Apartment	13	Pop Mahoney's Pharmacy		Gomijutsu Waste Removal, Inc.	99
Going Soft	14	and Survival	58	<i>Abamadeus Kilifrey</i>	99
Ann-Marie (<i>Yasha series</i>)	14	Jericho City	59	Gomijutsu Waste Removal	99
<i>Androids</i>	15	<i>Linkers' Agenda</i>	60	Headquarters	100
<i>Data Precip - Saladin series</i>		The Triple X	61	Audience With O-Mishu	
<i>Combat Androids</i>	16	On The Street	61	the Oyabun	102
<i>Eumenides Police Androids</i>	17	Meet the Doorman	61	Dealing With the Chip	102
<i>Data Search: Joanna Ness</i>	18	<i>Linkers' Agenda</i>	61	<i>Letha Chip</i>	102
<i>Geronimo Flak</i>	19	Sven	62	Nina Jerrold's Message	104
The Android Liberation Front	20	Smoking, Hard, from		Nina's Place	104
<i>The Moreau File</i>	20	Floor to Ceiling	63	<i>Memories Awaken</i>	104
SkyTec	21	Spilling Blood on a Shifting Floor	63	<i>O-Mishu the Oyabun</i>	105
SkyTecNet	21	<i>Blackie</i>	64	<i>Kozuo</i>	106
<i>Cassius (Mngwa I)</i>	22	The Ruins	65	Finding Vic Redmond	107
<i>Arafel (Britomart-100B)</i>	23	<i>Dumdum</i>	65	The Address Book	107
Selected Sites Near SkyTecNet	24	Dog Boy Escort	67	Talltrees' Apartment	107
<i>Neko/Catseye (Bast III)</i>	25	<i>Backbone</i>	67	<i>Zaphod's Body Shoppe</i>	108
Catseye	26	Gangs	68	<i>Under the Wire Orderlies</i>	110
<i>Kidnapping or Shadowing Neko</i>	27	Frankie's Pad	69	Under the Wire	111
<i>Typical Toadsticker</i>	28	Sitting Pretty	69	<i>Handling Netruns</i>	111
<i>Ivan Ruskov</i>	29	Frankie's House	70	<i>Running the Adventure for</i>	
<i>Cleo (Cassiopea series)</i>	31	<i>Colmine</i>	72	<i>Tougher Crowds</i>	112
<i>Chi-7 "Cherry" (Chiroptera series)</i> ..	32	Gang Mentality	72	Club Neurosis	113
Cherry's Story	33	Fashionably Late	73	Adapting to Other Genres	114
Ian O'Connell	33	Frankie	73	Wrapping it Up	115
Splashdown!	34	Better Late Than Never?	74	Deadly Kozuo	116
The Dornier Condor	34	Players' Map of the Sewer System	74	<i>Data Safe Deposit Corporation</i>	116
Zengi (<i>Saladin M-2D</i>)	35	<i>The Sewers</i>	75	Bargaining with Onishima	117
Fennis (<i>alias Peter Wolf</i>)	37	From Bad to Worse to Downright Dead ..	76	Negotiating with Cyberrad	118
The Chimera Hunt	38	Going Down	76	Fencing the Data	119
Chimera's Lair	38	Mule	76	Further Adventures	119
<i>Alecto Eumenides (Jo Ness)</i>	38	War Zone	77	The Chip Revisited	119
Cyberpets (Chimera's Lair)	39	Taking the High Road	77	Whatever Happened to	
Sarah Juliet	40	Autodefenses	77	Damian Blake?	119
<i>Typical Redjack</i>	41	Blackie's Betrayal	78	<i>Character Points</i>	119
<i>The Medusa Plague</i>	42	Frankie's Chip	78	<i>Debugging</i>	119
Skytower Mall	43	Showdown at the Power Station	79	Network Map	120
Shopping for Medusa	45	<i>Overdrive: Linker Attack Force</i>	79	Network	121
Houston Metrocop	45	Arriving Early	80	Standard Assumptions	121
<i>Character Points</i>	46	Lauren	80	APPENDIX	125
Resolutions	47	Scrambletown Power Plant	80	Mapping the Network	125
Adapting To Other Genres	47	<i>Vasso</i>	81	System Types	126
<i>Further Adventures</i>	47	Jerrold	82		
Android Advantages and Disadvantages ..	48	Arriving Late	84		
		<i>'Chelle</i>	84		

INTRODUCTION

The cyberpunk genre is overflowing with opportunities for adventure and intrigue. Shady megacorporations with their Yakuza patrons pull the strings of treacherous street ops. Vicious gangs prowl the back alleys, waiting for a careless step or a knock on the wrong door. Cocky console cowboys cruise the net, ripping off corps or shaving the ice off military systems for fun and prestige. From netrunner to razorgirl to samurai, anyone can find excitement and danger in this world.

GURPS Cyberpunk Adventures presents three detailed scenarios for roleplaying in the dystopian future. Each adventure includes maps, NPCs and suggestions for adapting the scenario to the GM's campaign.

In *The Medusa Sanction*, a canister containing a deadly nanomech virus has been stolen from a Yakuza courier. She calls in the PCs to help her get it back. What they don't know is that a deranged, rogue android has purchased the canister and plans to release the virus over Houston, Texas. Can they find her and stop her from carrying out her plan?

Jericho Blackout takes the agents to Jericho City, a crater town in the badlands of central Montana, where a class struggle has escalated to near-war. Using a team of bionically-linked mercenaries, the ConFed isolationists are trying to cause the middle-class Scrambletown to self-destruct. The PCs are called in to stop the mercs before they take out the power station, sending the city into total chaos.

Finally, *Jigsaw Incomplete* is a mind-bending scenario that keeps the party guessing until the very end. After a PCs loses his memory (and keeps having it jogged by rifle-wielding assassins), the party must stay one step ahead of unknown enemies until they can locate the clues to the missing memories . . . and use what they find to bargain for their lives.

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly magazine includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

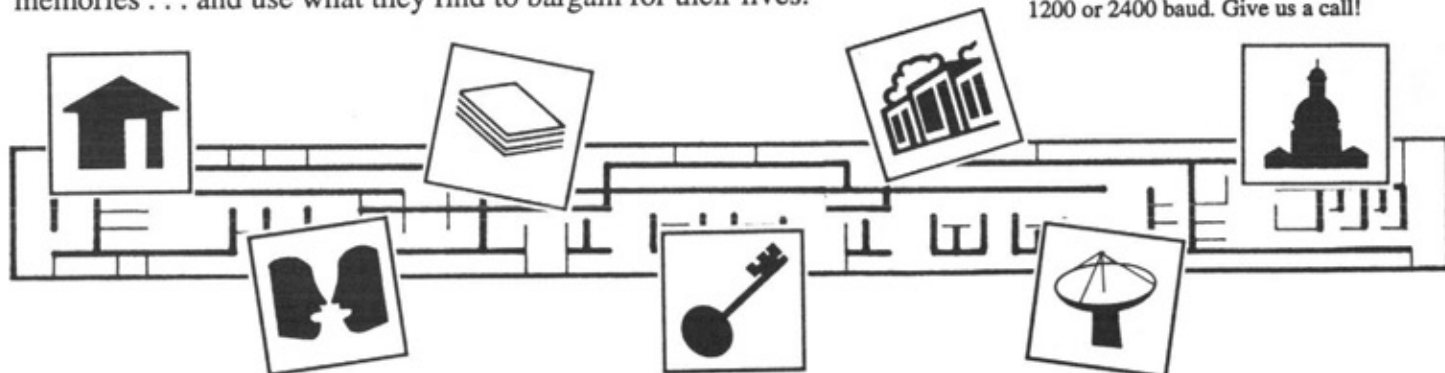
New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have computers, SJ Games operates a BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours a day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!



Net Maps and Icons

All of the adventures in this book include network maps, with the location and statistics of systems described in the adventure. The nodes in these maps have been given high numbers to facilitate their insertion into existing networks. If the GM does not have a standard network in his campaign, the maps can be used as they are.

For the GM's convenience, we have included the descriptions of system types and network icons from pp. CY82-87 of *GURPS Cyberpunk*. This material can be found on pp. 125-128 of this book.

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to a page in the *Basic Set* – e.g., p. B102 means p. 102 of the *Basic Set*, Third Edition. Page references beginning with CY refer to *GURPS Cyberpunk*.

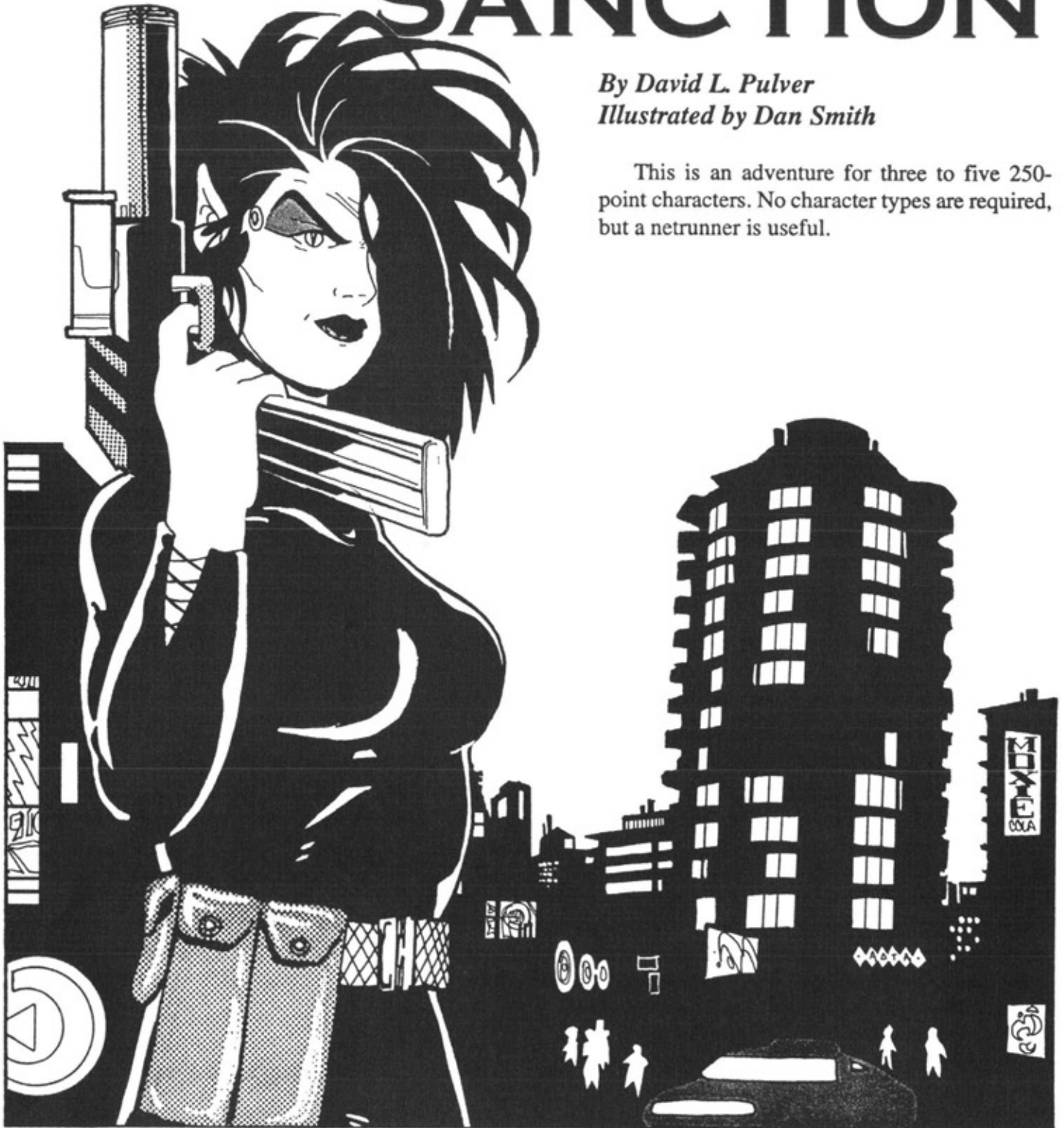
1

THE MEDUSA SANCTION

By David L. Pulver

Illustrated by Dan Smith

This is an adventure for three to five 250-point characters. No character types are required, but a netrunner is useful.



Charli

One adventurer (preferably known as a freelance covert operative) returns home to find a message on his answering machine (even cellular phone implants have answering machines, unless the PC likes being awakened at midnight!). Read or paraphrase the following:

The machine said the call came from St. Catherine's Hospital, Toronto, Canada. The recorded voice was a young woman's, unsteady, with a trace of an Italian accent.

"It's Charli, Charli Minelli. I need your help."

You remember a decker's bar a few years back, a proud teenager with new Chulan eyes and a devil's grin who'd partied all night. She worked as a delivery girl for the local cowboys, and had just smuggled two Chinese military icebreakers out of Tsintow. Charli Minelli, celebrating her first big run. But now the laughing voice was dazed with pain and drugs, and the confidence was leaking like a sieve.

"It was a simple run, Berlin to Toronto, but it went sour. I lost the packet – not to mention both legs, my arm, and . . ."

Her voice breaks, then continues, stronger.

"Sorry. I'm a jigsaw, okay? The gang that cut me could have been paid to intercept me, or maybe it was bad luck. When I woke up in hospital, the package was gone. I want you to help me get it back: 50 grand, half my fee. Ten thousand in advance. Put together a team, split the cash."

A pause, and deep breathing.

"I'm going into surgery again. Time's important; if you can take the job, call my agent." – she relays the number – "He'll send plane tickets. I'll be out eight hours. I'd like to wake up and find you here. Ciao, baby."

The GM can adjust this message to fit the PCs' background. With cooperation from a player, the GM can fit Charli Minelli more tightly into his history. They may have just met once, but their brief encounter at a party could also have turned into a friendship or love affair before they separated.

Assuming they take Minelli's offer, the PCs can have round-trip tickets to Toronto International Airport, first class, delivered in an hour. If they are cautious they can call St. Catherine's Hospital, which confirms a Charlotte Minelli was admitted to Emergency yesterday, and is now in surgery.

Toronto

Toronto is a thriving Canadian metropolis, brain of the Toronto-Windsor Metropolitan Area, a dense urban sprawl stretching west along Lake Ontario until it mates with the seething civic cancer of Detroit. The PCs' arrival is greeted with



About the Author

David Pulver is the author of *GURPS Ultra Tech*, *GURPS Psionics* and *ICE's Aliens and Artifacts* sourcebook, and the co-author of *GURPS Space Atlas 4*. He has contributed to *GURPS Space Adventures*, *GURPS Fantasy Adventures*, *GURPS Supers Adventures* and TSR's *Marvel Universe '92 Update*. He has also written articles for *Challenge*, *White Wolf* and *Roleplayer* magazines. When not writing, he likes to read SF novels. He's been thinking of getting some mirrored contacts, but lacks the cash.

Charli Minelli

Age 20, 5' 6", 110 lbs., black hair and eyes.

ST 9, DX 11, IQ 13, HT 12.

Speed 5.25, Move 5.

Dodge 5, Parry 8 (Karate).

No armor or encumbrance.

Advantages: Appearance (Attractive); Charisma +3; Eidetic Memory (Level 1); Empathy; Language Talent +2; Flesh Pockets (2 oz. in head, 1 lb. in leg).

Disadvantages: Code of Honor (Stays Bought); Overconfidence.

Quirks: Collects foreign postcards; Hates to stay in one place; Loves disguises.

Skills: Acting-17; Area Knowledge (Major Ports and Airports)-20; Beam Weapons (Laser)-14; Detect Lies-11; Disguise-14; Diplomacy-13; Fast-Draw (Laser)-10; Fast-Talk-17; French-14; First Aid-13; Forgery-15; Holdout-18; Karate-12; Italian-10; Japanese-12; Judo-12; Mandarin-15; Merchant-13; Motorcycle-11; Powerboat-11; Shadowing-14; Spanish-14; Stealth-12; Streetwise-12; Survival (Urban)-13; Swimming-11.

Charlotte Minelli's parents hoped to send her to an exclusive drama school, but a recession cost them their jobs first. Her natural acting talent found another niche, and Charli became an undercover courier for small, valuable and usually illegal packages. She's practiced her trade since she was 12, smuggling everything from diamonds to icebreakers. She has a thousand ways to smuggle a parcel into or out of a country. Besides knowing every major sea and airport in the developed world, Charli has a talent for manipulating people. She senses the kind of person they'd like to deal with, then uses her acting skills to *become* that person. Charli would rather charm someone than fight; most of the time it works.

Charli's injuries give her the Blindness, One Arm and Legless disadvantages. She hates being trapped in hospital, and if she wasn't trying so hard to get the PCs to like her, she'd be shrieking in frustrated rage. If Charli survives long enough, her missing eyes and limbs will be replaced by bionics (with light amps in her eyes).

JERICO BLACKOUT

2

By Jak Koke

Illustrated by Darrell Midgette

Jericho Blackout is a fast-paced, action-oriented adventure with an emphasis more upon street-level violence than netrunning. It is a high-powered adventure, designed for two to six 200- to 250-point characters. Lower point levels are acceptable, but the adventurers' opponents should be toned down to compensate.



About the Author

Jak Koke is a freelance writer who lives and works with his wife, Seana, in Springfield, Oregon. After receiving his Bachelor's degree in both English and Biology from the University of Oregon, Jak went to work part-time in a genetics lab.

When not at work, Jak writes short stories and novels, mostly in the cyberpunk vein. He has sold several stories to science-fiction magazines: "Deadwise" will appear in the August, 1992, issue of *Amazing Stories*, and "Lead-Lined Christmas," written in collaboration with Jonathan Bond, will be printed in the December issue of *Science Fiction Revue*. At least five other stories have been scheduled to appear in periodicals, including *Pulphouse* and *The Review*.

Chizmatron

Chizmatron works as a "middle-man" company. When a corporation or organization has personnel needs for a delicate operation, legal or not, they contact Chizmatron. If something needs doing, Chizmatron can get in touch with someone who can do it.

Chizmatron uses a double blind system. Working through the net, Chizmatron contacts a field operative, giving him or her the personnel requirements and whatever specifics are required, and only that information. The operative finds candidates (often without their knowledge) who fit those needs – five times as many as are needed for the job – and sends a list back to Chizmatron. The company then runs extensive background and experience checks on the prospects. The operative is given a list of those agents who are acceptable, still many more than are needed. The operative does not tell Chizmatron who is finally hired; he makes that decision himself. If someone were to hack into Chizmatron's *very secure* system, all he could find is a long list of possible candidates. If someone interrogates the operative, he could only follow the trail back to Chizmatron, not the client.

Once they accept the job, the recruits get a decryption code from the operative, and receive their specific orders later – either through e-mail from an anonymous account on a public net, or delivered via courier in the form of a scrambled electronic briefing (the courier is also hired anonymously). Any other untraceable method of delivering the briefing will work, but Chizmatron must maintain plausible deniability. Once the briefing has been unscrambled and read, a self-contained virus destroys the coded message.

Chizmatron accepts no responsibility for damages; no refunds will be issued if the recruits fail to complete their contract. If legal action is pursued against Chizmatron, they will deny everything, usually letting their operative take the fall, rather than allowing the company to be brought down.

The PCs should have a wide variety of skills including Streetwise, Fast-Talk, and Diplomacy. Cyberdeck Operation and Computer Hacking will come in handy, especially late in the adventure, and thief and spy skills will be very useful. Demolition, Tactics and Strategy are good selections, as are any combat and weapon skills.

Involving the Characters

There are several ways to involve the PCs in the scenario. Only one has been detailed here, but any number of options will work. The basic plot requires that the adventurers be shuttled to Jericho City – an isolated community in the badlands of central Montana where economic disparity between the classes has resulted in outbreaks of violence, bordering on war. The upper-class faction – the ConFed – has hired a group of expert mercenaries to locate and destroy certain key sites in the Scrambletown district, hoping to damage the middle-class and poor districts enough to make them fall into ruin. The PCs are hired by a leader of the Scrambletown resistance, "Pop" Mahoney, who has uncovered this plan.

The most obvious method to get the PCs involved is for Pop to contact them directly. However, Mahoney knows he is being watched carefully by the ConFed; anyone he contacted for help would be targeted immediately. Instead, Pop would work through an intermediary, like Chizmatron (see sidebar). While the ConFed would know that Mahoney hired *someone* through Chizmatron, they have no way of finding out who.

Alternately, the agents could know or be related to someone in Scrambletown – a sibling or parent – who contacts them in the hopes of recruiting some help. Finally, the PCs could just get caught up in the situation. Perhaps Jericho City was just a shuttle stop on the way to somewhere else. When the shuttleport starts to explode (see p. 57), the PCs are stuck in the middle of things; the adventurers just happen to be in the wrong place at the wrong time.

An Offer They Can't Refuse

This is detail for the first method of involving the characters. If this is not the introduction the GM prefers, skip to *Shuttle to Scrambletown*. Note that certain passages in the adventure assume the Chizmatron connection; the GM will have to alter some things if this is not the case.

The party is contacted by the secretive go-between organization, Chizmatron (see sidebar). The original contact can be anything from a back-alley meeting to a mysterious vid-call (a human shape in the shadows with an electronically-disguised voice). Anything that will whet the appetites of curious PCs will work.

Once contacted, the recruits are instructed to meet with a Chizmatron representative for briefing and to complete the contracts. The meeting's location is up to the GM. However, Chizmatron will insist on an isolated place, without crowds.

The Chizmatron contingent consists of five people – four of them heavily-armed bodyguards wearing mirrored contacts and medium monocrys. They carry Gauss needlers or laser rifles (skill 15). The fifth member of the group is a rail-thin blonde of about 30.

3

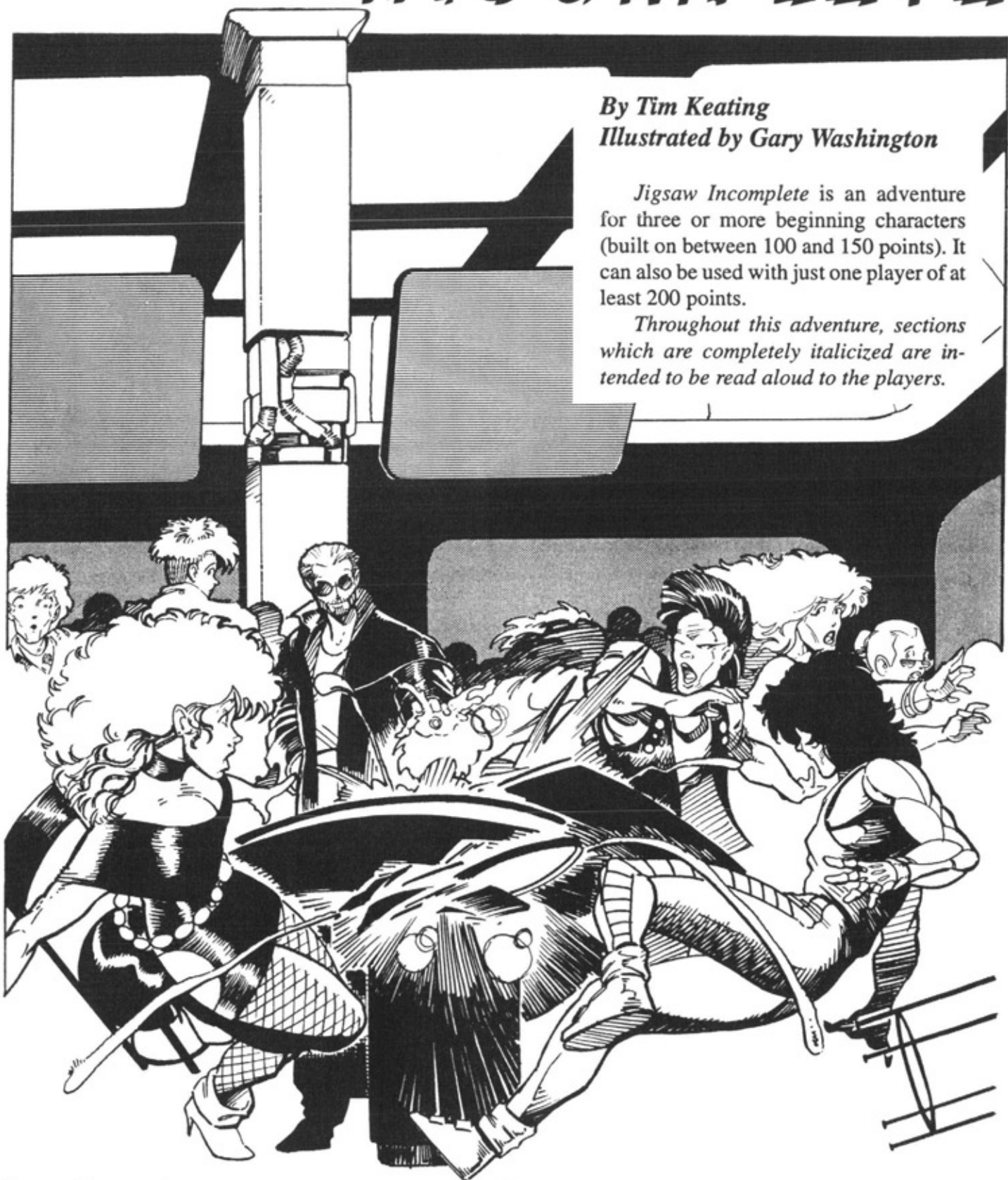
JIGSAW INCOMPLETE

By Tim Keating

Illustrated by Gary Washington

Jigsaw Incomplete is an adventure for three or more beginning characters (built on between 100 and 150 points). It can also be used with just one player of at least 200 points.

Throughout this adventure, sections which are completely italicized are intended to be read aloud to the players.



Synopsis

The main idea behind *Jigsaw Incomplete* is that one of the adventurers has participated in an adventure “off-screen” prior to the events described herein. During this escapade the character, along with an NPC named Vic Redmond, stole important data belonging to Onishima Corp, a small electronics zaibatsu. Onishima had entered into a licensing agreement with Damian Blake, a famous designer of dreamgames (see p. CY66). Under the terms of the agreement, Onishima was to braintape Blake, and use the data to create a skill chip, tentatively titled *Imagination!*

However, Cyberrad Games, Blake’s publisher, heard about the agreement. Although he was a free agent and, technically, he was not in breach of contract, top CG management concluded that he was “violating the trust and goodwill” between the designer and the company. It was decided that a major operation to interfere with the release of the skip was too risky. But a small-scale job looking as though a competing manufacturer were stealing the data to make black-market copies was viable and cost-effective. They hired a fixer named Nina Jerrold to find them a small-time op team capable of stealing the data. That op team consisted of the PC and Vic Redmond (see sidebar, p. 91).

Under Jerrold’s direction, the physically-oriented of the two (see sidebar) infiltrated the lab where Blake’s braintape was stored. A braintape contains 100 gigabytes of data; however, only about 2% of this (on average) is needed to create a functional skill chip. The Onishima scientists distilled this information from the braintape and burned it into a ROM deck. Ideally, the easiest way to steal the data would have been to steal the ROM.

However, security at the Onishima compound was tight; everyone leaving the area was carefully searched. Smuggling the ROM offsite was impossible. But it *was* possible to switch the deck with a dummy to slot it to a cyberdeck with a Net hook-up long enough for the netrunner to punch through Onishima’s ICE and download the data.

No operation of this sort runs smoothly, and this one went awry in a big way. At 20 minutes per gig, the download took a nerve-racking 40 minutes – ample time for the PC to get caught. If he was the inside man, he got nabbed on-site when the ROM cartridge was discovered missing. If he was the netrunner, Redmond left the Onishima complex immediately after switching the ROM decks. He picked up the data (on optical disks) from the console cowboy for delivery to Nina Jerrold. Shortly thereafter, the PC was nabbed by toughs from Onishima, following a Trace used by one of the zaibatsu’s nethacking hired guns.

Either way, the results were the same. Onishima interrogated the prisoner, producing Jerrold and Redmond’s names. They also extracted the account number and password containing the payment for the job. That money became a positive entry in Onishima’s ledgers. They used the cash to offset the expense of what they did next.

Imagination! was expected to be an all-time best-seller. Bootleg copies would cost Onishima millions. It was essential that they recover that lost data. But Redmond, double-crossing his partners, had hidden the data and dropped out of sight. The zaibatsu decided to use their captive as bait. They fitted him with a hidden chip socket and installed a *Lethe chip* (see sidebar,

About the Author

Tim Keating is a freelance author who lives in Galway, New York. This is his first writing project for Steve Jackson Games, though he is a regular participant on the Illuminati BBS, helps with the SJ Games booth at GenCon and often playtests new products.

His other writing credits include his regular contributions to *All of the Above*, the *GURPS APA*, and *Murder in Stronghold*, an adventure for the *Hero System*. Strangely enough, he has no cats.

Coopting a Player Character

One of the characters in this adventure has a problem. He was involved in an illicit netrun before this adventure started, caught, and technologically “brainwashed” (see p. 90). Now he has new enemies and a new chip in his head. The GM must decide which character to choose for this.

The player should be a good, mature roleplayer. He should be told *only* that something has happened to his character offscreen, and that some of the things in the adventure will be as much a surprise to his character as they are to the player. He can be assured that his character has the same chance of survival as anyone else. That’s all the player has to be told.

Two kinds of character are suited to being the target. The first is a physical operative with infiltration skills. Necessary skills include Acting, Disguise, Electronics (Security Systems) and Stealth.

The other type is a netrunner. Cyberdeck Operation is necessary, obviously, but current ownership of a deck is not required – Onishima would have confiscated it after they captured him. Note that this provides a great opportunity to reward the character with a good deck – he can just “get it back” if he decides to negotiate with Onishima at the end of the adventure (see p. 117).