DANGER gal DOSSIER

A FACTION AND NPC GUIDE FOR Cyberpunk RED

DANGER
gal

Danger gal Dossier

Cast and Crew

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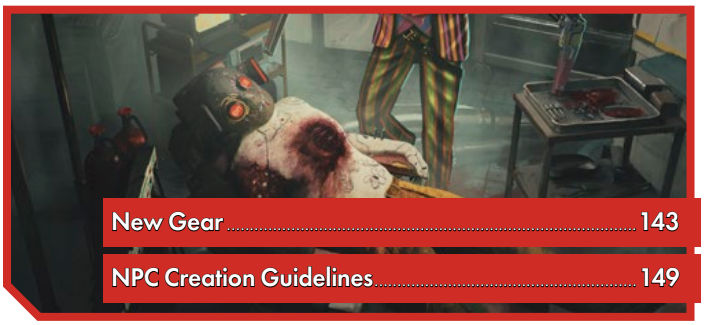

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The memory's a vivid one.

I was working the booth at one of my first conventions as part of the *R. Talsorian Games* crew when my boss, Mike Pondsmith, shoved a small, sculpted chunk of plastic in my face.

"*What do you think of this?*" he asked me.

I took a moment to focus on the small chunk of plastic – a gray miniature perfect in scale for placing on a TTRPG grid map – and mumbled something about it looking nice.

Mike nodded as if I was confirming his own thoughts, then went on to show the small chunk of plastic to Cody.

I'll be honest. At the time, I was so focused on doing a good job and nervous about working with gaming legends that I didn't think much about the encounter. I should have, though, because miniatures maker *Monster Fight Club* had created the small chunk of plastic, a fantastic cyberpunk sculpt. From that beginning, the ***Cyberpunk RED*** miniature line and, later, the ***Cyberpunk RED: Combat Zone*** miniature skirmish game grew.

Over the next year, with the ink on a licensing deal dry, *Monster Fight Club* created and showed us dozens upon dozens of sculpts, some based on our artwork but just as often original creations born from their imagination. And they didn't just show us the sculpts, either! They shared their packaging, with beautiful digital, full-color "paintovers" of each miniature. Those paintovers brought the miniatures to life, transforming them from small chunks of plastic into people. People with stories. Stories we on the ***Cyberpunk RED*** team found ourselves itching to tell. Who were they? What was their Lifepath like? How did they survive on the streets of Night City? Our curiosity sparked the idea for an NPC book containing biographies and stat blocks for each miniature hammered out on *Monster Fight Club's* forge.

A familiar idea, honestly. After all, we'd already done it once. If you're a ***Cyberpunk 2020*** fan, you'll probably remember ***Edgerunners Inc***, a book about an in-universe "street mercs for hire" temp firm, complete with biographies and stat blocks for Solos, Techs, Netrunners, and more to plug into your campaign. It was almost exactly what we wanted to do with the characters represented by *Monster Fight Club's* miniatures.

Almost.

At *R. Talsorian Games*, we find inspiration from the past but shape it through a lens formed by the evolution of role-playing games, the world around us, and ***Cyberpunk*** as a whole. In-world files on Night City residents made sense but ***Edgerunners Inc*** didn't. Danger Gal, though? A private investigation NeoCorp? Yeah. That hit the spot. With Infocomp dead and buried in the Corporate graveyard thanks to the 4th Corporate War, Danger Gal might well be the most significant information broker in The Time of the Red. Of course they'd have files on the factions and people of Night City. Information is power, after all, and what NeoCorp doesn't want power? And, lucky you, we're opening up Danger Gal's archives to sneak you a peek.

Enjoy the show and remember, there's no such thing as a good Corp. Even if they're fond of cat ears and anime.

Want more content for free? Scan the QR code to visit our website and download hundreds of pages of free ***Cyberpunk RED*** DLCs.

Want to snag the miniatures for the NPCs you'll find in this book? Scan the QR code to visit *Monster Fight Club's* store!

Stay Safe on
The Street,
J Gray
Cyberpunk RED
Line Manager

BY NEIL BRANQUINHO

USING DANGER GAL DOSSIER

GETTING THE MOST OUT OF THIS BOOK

A good GM knows there's no such thing as a generic character, especially in ***Cyberpunk RED***. Night City's a living, breathing world brimming with people, each living their own life and telling their own story. That's what ***Danger Gal Dossier*** is: a collection of Non-Player Characters (NPCs) belonging to different factions in Night City, each with their own histories and lives – all from the viewpoint of the analysts at Danger Gal, the Dark Future's premiere private detective and security agency.

USING DANGER GAL DOSSIER

During a ***Cyberpunk RED*** campaign, your Crew will meet many people. An entire relationship could play out as a brief transaction across an Oasis counter or spin into an epic story worthy of a Rockerboy's ballads. You'll form bonds with friends, enemies, family, allies, acquaintances, lovers, rivals, and more. The NPCs you'll encounter will be many things. One thing the NPCs in your campaign should never be, though, are generic, faceless drones without a story of their own.

That's the Megacorp way of looking at people, choomba. Not the Cyberpunk way.

DATA

CP:R refers to the Cyberpunk RED core rulebook.

THE FACTIONS

Danger Gal Dossier brings to light fifteen factions in Night City. We worked hard to provide a wide selection usable in your games, ranging from Nomad Packs, Boostergangs, and Edgerunning Crews to elite Corp Squads and NCPD's finest.

DATA

For more information about Danger Gal, SEE CP:R PAGE 271.

Each faction's entry details its history, resources, goals, and base of operations; in other words, everything you need to weave the group into your own story.

THE CHARACTERS

Yeah, they've got Stat Blocks, which means you can throw them into a fight and kill them. The NPCs in this book, however, are more than just numbers. Each has history, each has goals, and each is ready for a supporting role as a Character in your campaign.

Players, grab them for your Lifepath. GMs, grab them for your plots or, better yet, save a few for when your Crew goes out partying. Those bars and clubs are full of people, and you'll find plenty in this book without needing to make up a single name.

The Characters inside each faction are listed in order of power level, from highest to lowest.

CHARACTERS AS TEMPLATES

We pay attention to what the community's saying, and we know, as useful as the Mook stat blocks from the ***Cyberpunk RED*** core rulebook are, they can feel bland after a while. What makes a Maelstrom Mook different from a Tyger Claw Mook or an NCPD Mook? How do you make a desperate fight against a Trauma Team squad swooping in to rescue your prey feel different from a shootout against a rival Edgerunning Crew looking to score the loot you already stole fair and square?

Danger Gal Dossier to the rescue! In many of the factions, we spread out the power levels, from Mook to Boss, to provide not just characters but templates for each power level.

Say your Crew needs to break into an NCPD evidence locker for less than lawful purposes. Sure, they planned the job out, but what about when things go wrong, and the cops show up?. No problem!

Head to the NCPD chapter of this book (SEE PAGE 79) and you'll find two cop Mooks ready to go: Cherub and Pitbull. You can use their stat blocks, either as is or with your chosen modifications, as a basis for the dog pile of Mooks who'll descend upon the Crew if they mess up and sound the alarm. Maybe your Edgerunners will get in and get out without causing a fuss but you'll be ready, just in case.

CREATING YOUR OWN NPCS

Or you can do it all yourself! Flip to PAGE 149 and you'll find guidelines on creating stat blocks for your own NPCs at any power level, ranging from Mooks to Bosses.

And if your Crew's filled with combat monsters, use the Hardened variation (SEE PAGE 150) for each level to add extra potency to their opponents.

THE MISSION

Last but not least, we know today's GM is busy, and we want to help you save time in planning your game.

So, check out The Incident (SEE PAGE 153), a fully playable Mission putting your Crew smack dab in a conflict between Danger Gal and... well... your Players might be reading this, so we'll clam up. GMs, read the mission for yourselves.

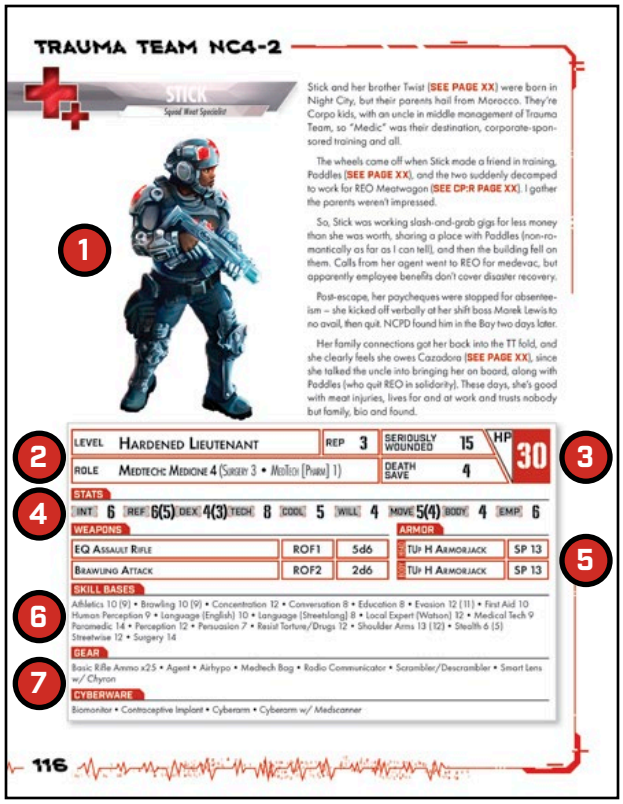
Players, stay away from pages 153 through 166!

We promise – you'll have more fun if you don't spoil the plot for yourselves.

READING THE CHARACTER PAGES

Here's how to read and work with the Character pages in ***Danger Gal Dossier***.

1. The top half of each page features the Character's name, a pithy descriptive, their faction logo, a portrait, and a biography.
2. The Character's level (**SEE CP:R PAGE 399**), their Reputation (**SEE CP:R PAGE 193**) and Role(s) are listed here. Note, for Medtechs, we don't specify which pharmaceuticals they can create. We're leaving it up to the GM. Feel free to decide as the scene demands and add a few doses to their gear.
3. The Character's Seriously Wounded, Death Save, and HP values. In other words, when they're really hurt and when they die.
4. The Character's STATS. When armor plays a factor, we list the unmodified STAT first and the armor-modified STAT in parenthesis second.
5. The Character's weapons, including any attachments, and armor. When they're only carrying a single weapon, we also list their Brawling or Martial Arts Attack. Some Characters carry more than two weapons. We note additional weapons in their gear/cyberware along with ROF and damage.
6. The Character's Skill Bases (their STAT + Skill Level). The only bonus/penalty accounted for in these listings is due to armor. We do not include bonuses from Role Abilities, equipment, or cyberware because they are situational. Be sure to account for those bonuses when needed!
7. The Character's gear and cyberware. Gear is listed with ammunition first, then additional weapons and grenades, and finally additional items (including Bulletproof Shields). Gear (such as Smart Glasses) and cyberware (such as a Cybereye) with slots includes any attached options in the listing instead of as a separate item. When a Character has two or more of the same item/cyberware (including installed options) it is listed as x#.


TRAUMA TEAM NC4-2

STICK
Squad Meat Specialist

Stick and her brother Twist (SEE PAGE XX) were born in Night City, but their parents hail from Morocco. They're Corpo kids, with an uncle in middle management of Trauma Team, so "Medic" was their destination, corporate-sponsored training and all.

The wheels came off when Stick made a friend in training, Paddles (SEE PAGE XX), and the two suddenly decamped to work for REO Meatwagon (SEE CP:R PAGE XX). I gather the parents weren't impressed.

So, Stick was working slash-and-grab gigs for less money than she was worth, sharing a place with Paddles (non-romantically as far as I can tell), and then the building fell on them. Calls from her agent went to REO for medevac, but apparently employee benefits don't cover disaster recovery.

Post-escape, her paycheques were stopped for absenteeism – she kicked off verbally at her shift boss Marek Lewis to no avail, then quit. NCPD found him in the Bay two days later.

Her family connections got her back into the TT fold, and she clearly feels she owes Cazadora (SEE PAGE XX), since she talked the uncle into bringing her on board, along with Paddles (who quit REO in solidarity). These days, she's good with meat injuries, lives for and at work and trusts nobody but family, bio and found.

LEVEL Hardened Lieutenant | REP 3 | SERIOUSLY WOUNDED 15 | HP 30
ROLE Medtech: Medicine 4 (Surgery 3 • MedTech [Pharm] 1) | DEATH SAVE 4

STATS
INT 6 | REF 6(5) | DEX 4(3) | TECH 8 | COOL 5 | WILL 4 | MOVE 5(4) | BODY 4 | EMP 6

WEAPONS
EQ Assault Rifle | ROF1 | 5d6
Brawling Attack | ROF2 | 2d6

ARMOR
TUp H Armorjack | SP 13
TUp H Armorjack | SP 13

SKILL BASES
Athletics 10 (9) • Brawling 10 (9) • Concentration 12 • Conversation 8 • Education 8 • Evasion 12 (11) • First Aid 10 Human Perception 9 • Language (English) 10 • Language (Streetslang) 8 • Local Expert (Watson) 12 • Medical Tech 9 Paramedic 14 • Perception 12 • Persuasion 7 • Resist Torture/Drugs 12 • Shoulder Arms 13 (12) • Stealth 6 (5) Streetwise 12 • Surgery 14

GEAR
Basic Rifle Ammo x25 • Agent • Airhypo • Medtech Bag • Radio Communicator • Scrambler/Descrambler • Smart Lens w/ Chyron

CYBERWARE
Biomonitor • Contraceptive Implant • Cyberarm • Cyberarm w/ Medscanner

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A GLOSSARY OF TERMS

Due to limited space, we used a few shorthand terms when filling out stat blocks in ***Danger Gal Dossier***.

Armor and Ammo: L stands for Light, M stands for Medium, H stands for Heavy, VH stands for Very Heavy.

Quality: Poor Quality is abbreviated as PQ. Excellent Quality is abbreviated as EQ. Standard Quality is the default and not noted.

TUp: The item has been upgraded by a Tech. For Armor, the upgrade is usually either a +1 SP or a -1 reduction to the REF/DEX/MOVE penalty. In most other cases, the specific upgrade is explained in parenthesis.

Maker Specialties: Field Expertise is abbreviated to Field Exp. Upgrade Expertise is abbreviated to Up Exp. Fabrication Expertise is abbreviated to Fab Exp. Invention Expertise is abbreviated to Inv Exp.

Medicine Specialties: Medical Tech (Pharmaceuticals) is abbreviated to MedTech (Pharm). Medical Tech (Cryosystem Operation) is abbreviated to MedTech (Cyro). When a Medtech possesses both specialties they're listed as MedTech (Pharm) # • (Cryo) #.

DATA

Most of the gear used in this book comes from the ***Cyberpunk RED*** core rulebook, but not all.

If you don't recognize the name of a weapon, piece of gear, or cyberware in a stat block, check the New Items section **ON PAGE 143** for more information.

Search

Emergency Protocol Appleseed

From: Tag Ophelia Nist
To: Danger Gal Analyst Team NC-1

That's right. I'm calling Appleseed. This is not a drill! I need you to wake up. Shake off the cobwebs. Chug some Koff Pop or Triti-Fizz and come down to the office! All holidays are canceled. All leave is suspended. If you're freelance, consider yourself on the payroll until this crisis passes.

Everything you're about to read is privileged information.

Last night, a crew of six Edgerunners managed to infiltrate Danger Gal HQ. In fact, they made it all the way to the archive room. Luckily, Puma Squad agents Mouse and Pantera decided the archive room was a better assignation point than their own quarters. No, I don't know why, and it isn't my job to discipline them for slammin' in a top-secret facility. The critical thing is Puma Squad engaged and won the day. Except for the two who escaped. Not our problem, though.

We've contracted a crew to track down the remaining infiltrators and figure out the how and the why so don't worry about the break-in. Our job, sent down to us straight from Michiko Sanderson herself, is to ensure the integrity of Danger Gal's person-of-interest dossiers. In the long run, we'll perform digital forensics on the whole lot but, in the short run, we're going with a spot check, starting with the latest data. To that end, I've randomly pulled reports turned in during the past month. Analyze the files. Compare them to your memories and notes. Make sure nothing's changed. If so much as a word is wrong, we need to know! It doesn't look like the infiltrators downloaded from, uploaded to, or accessed the dossiers, but CEO Sanderson insists on being thorough, and she's the boss. If it helps, she's working on this with us, checking one of her reports, so she'll be doing the work, too, on top of all her other duties.

I know this sucks, but I also know you'll do this right. You're the best of the best or you wouldn't be here.

Make me proud.
Tag Ophelia Nist, Analyst Team NC-1 Lead

6TH STREET

Prepared by Cornelius Wright (Formerly Hellraiser of 6th Street)

Fuck! Tag, I told you I didn't want this one. I'm too close to the subject! Fine. You're paying my bills. Here we go.

6th Street are veterans. Some folks call them guardians, protectors, and nightmares-in-chrome, but let's call them what they are: a gang. A deputized gang utilizing a loose military rank structure inherited from their time in the War, dispensing "justice" and protecting "everyone" who follows the "law."

The founder of 6th Street, X (aka Colonel Solomon Wright), a Black ex-military Intelligence Officer, refers to the gang as an "organization" to grant them some legitimacy. When making operational decisions, they use a 3-'I's principle of leadership: Investigations (detectives), Impact (troopers), and Internal (management). If 2/3rds of the 'I's disagree with X on a command-staff vote, they overrule them.

Base of Operations

A sprawling, nine-story, retrofitted National Guard armory in North Heywood. Their base has a vehicle bay, weapon lockers, military-level comms and security, and one of the sublevels is even a fallout shelter. So essentially, anyone in the basement could survive a nuke.

It was built in the 1950s, rebuilt in the late 1990s, and then rebuilt again just before the 4th Corporate War broke out. It is a hangout, Forward Operations Base (FOB), and business center. The first floor is primarily for public relations, meetings, and customer service. The second floor is dedicated to R&R, sleeping quarters for lower-ranking members, and a canteen. The senior staff offices are on the top floor and the roof has a landing pad. The other floors currently remain a mystery.

Recent History

Recently deputized as a private law enforcement contractor, 6th Street patrols North Heywood's streets in regular shifts, on foot and on motorcycles, in groups of four to six. A Forward Operating Base rapid-response team is always ready to back up the patrols in their heavily armored vehicles, bought from the Nomads.

Resources

This is a tricky one. 6th Street is well-funded, supplied, and armed by various short-term Corporate and government contracts. In addition, they acquired a "policing" contract as deputized, private law enforcement in North Heywood. Their primary unit for law enforcement is the Davis Squad; named after legendary US Brigadier General Benjamin Oliver Davis Senior.

It's rumored X blackmailed various Corporate Execs (we've got some leads but are still figuring out which ones) to help with funding back when 6th Street got started. While initially a lucrative strategy, those Execs have died off (natural or unnatural causes) or the Corps have plugged their holes. Based on how much they're spending to compete with bigger private contractors like Militech and Lazarus, current projections indicate 6th Street's cash flow will hit a rough patch within the next three to five years. Their high ideals are likely to be compromised or abandoned if this is not resolved. They've already taken to selling property "confiscated" in the course of their duties in order to bring in more money.

6th Street currently has a good working relationship with the Nomads. This is likely to change as North Heywood becomes more gentrified and the gap between it and the Nomad-occupied Santo Domingo increases.

Note: X has mandated operatives must update their list of cyberware monthly. If they are too heavily cybered, they are released from service – likely from fear of a gang member going cyberpsycho on a civilian.

Goals

6th Street dreams of expanding its protection from North Heywood to all of Night City and replacing the corrupt NCPD. They have the funds, equipment, and drive, but lack the numbers. X also has a dream, no matter how unrealistic, of reuniting Night City with the United States.

DATA

North Heywood is the northern half of the region known as Heywood/ Santo Domingo. For more information, SEE CP:R PAGE 299.

ARBITER

Squad Leader

Arbiter, X's son, is the leader of the 6th Street Davis Squad; some say it's nepotism as he's not a veteran. That is, until they see him in action. While he hasn't fought in any wars, he grew up with 6th Street, living under the tutelage of hundreds of veterans over the last two decades, learning a myriad of military skills.

First and foremost, he's a sniper. Possibly one of the best snipers in Night City. During his first mission, a Raffen Shiv Pack assaulted his squad's extraction site, a tenement building over 800 m/yds away from his sniper's perch.

A spotter conveyed target locations while Arbiter dispatched the enemy, taking advantage of the crumbling building and numerous exposed locations to decimate the enemy with head shot after head shot.

Arbiter's constant joking and chatter hides tactical thinking focused primarily on team cohesion. Part of this rationality is that, as a sniper, he's rarely in the thick of a fight with the others and so he ensures situational awareness through conversational banter.

When not on patrol, he can be found in the maintenance bay working on his sniper rifle, Lucille.

LEVEL	Mini-Boss	REP 5	SERIOUSLY WOUNDED	20	HP 40
ROLE	Lawman: Backup 4		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	8	5	4	8	6	4	5	4

WEAPONS

EQ Sniper Rifle w/Sniping Scope	ROF1	5d6
Heavy Pistol	ROF2	3d6

ARMOR

HEAD	Kevlar®	SP 7
BODY	L Armorjack	SP 11

SKILL BASES

Athletics 12 • Brawling 7 • Concentration 11 • Conversation 7 • Criminology 12 • Deduction 12 • Education 11 Evasion 14 • First Aid 6 • Human Perception 12 • Language (English) 13 • Language (Japanese) 10 Language (Spanish) 10 • Language (Streetslang) 11 • Lip Reading 11 • Local Expert (North Heywood) 13 Personal Grooming 13 • Perception 13 • Persuasion 15 • Shoulder Arms 16 • Stealth 10 • Tactics 12 • Tracking 12 Wardrobe & Style 13

GEAR

Armor-Piercing Rifle Ammo x10 • Basic H Pistol Ammo x16 • Agent • Flashlight • Handcuffs x2 • Homing Tracer Radio Communicator • Road Flares x3

CYBERWARE

Contraceptive Implant • Cybereye x2 *w/ Anti-Dazzle x2 & Image Enhance x2* • Cyberarm *w/ Grapple Hand* Techhair • Skinwatch

COLDFIRE

Action Heroine

We've confirmed the 6th Street operative known as Coldfire fought on the "wrong" side of the 4th Corporate War. She's the daughter of some middle management at Arasaka who fled to Japan during the War but she stayed behind and went dark in the aftermath. She resurfaced as Coldfire roughly a decade ago. These days, she doesn't talk about her ties to the Arasaka Corporation, nor have we been able to ascertain just how active those ties are. In other words, we can't confirm if she's an active Arasaka agent. We also aren't certain who at 6th Street knows about her past or why she's hiding in a group known to actively despise Arasaka. I figure the boss has her flagged for assassination, just in case.

In battle, Coldfire is a goddamn action heroine! During the War, she charged a Militech transport full of troops armed only with an assault rifle and a grenade. In seconds both drivers, the turret gunner, and rear guard were dead. Then she dropped the grenade into the sealed troop transport, killing everyone inside. Since joining 6th Street, she has acted as the spear during their attacks, charging forward and firing.

I recall Coldfire having several contacts and friendlies in the Heywood area from my time with the gang. When off duty, she can be found shooting pool and drinking with the squad in the 6th Street saloon, The Captain's Cup.

LEVEL	Hardened Lieutenant	REP 3	SERIOUSLY WOUNDED	23	HP 45
ROLE	Solo: Combat Awareness 4		DEATH SAVE	7	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	8(6)	6(4)	3	3	6	6(4)	7	4

WEAPONS

Arasaka WAA Bullpup Assault Weapon	ROF1	5d6
Heavy Melee Weapon	ROF2	3d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	H Armorjack	SP 13

SKILL BASES

Athletics 12 (10) • Autofire 14 (12) • Brawling 8 (6) • Bureaucracy 9 • Concentration 8 • Conversation 6 • Education 10 Evasion 12 (10) • First Aid 5 • Human Perception 8 • Language (English) 8 • Language (Japanese) 10 Language (Streetslang) 7 • Local Expert (North Heywood) 10 • Melee Weapon 12 (10) • Perception 10 • Persuasion 5 Resist Torture/Drugs 12 • Shoulder Arms 14 (12) • Stealth 11 (9)

GEAR

Basic Rifle Ammo x50 • Flashbang Grenade • Incendiary Grenade • Smoke Grenade • Teargas Grenade Disposable Cell Phone • Flashlight • Handcuffs • Road Flare x3

CYBERWARE

Contraceptive Implant • Cyberleg x2 *w/ Jump Booster x2* • Neural Link *w/ Interface Plugs & Sandevistan*

BREACHER

Ground Leader

Breacher was a former pro-boxer from Mexico City before the 4th Corporation War turned them into a soldier. They were, in fact, on a global tour when the fighting erupted, and their manager died during one of the early attacks.

I've included an excerpt about the moment from their self-published book: "Miguel lay in a pool of ever-increasing red as he bled out. He looked up at me with his last breath and whispered... 'Fuck Arasaka!' Then died. I took those words on as my motto to the end of the line."

I can't verify if the above actually happened, but if it did, it could create tension between Coldfire (**SEE PAGE 11**) and Breacher.

As second in command of the Davis Squad, Breacher is always in the heat of the battle with the team. Reporting indicates them to be a highly skilled covert operative with extensive close combat expertise in small arms, melee weapons, and boxing.

They've been known to order the entire team to hang back while they sneak into a location either to plant explosives or provide a tactical advantage via recon.

When not on duty, Breacher lives at the 6th Street headquarters with their partner, a member of the investigation unit.

LEVEL	LIEUTENANT	REP	3	SERIOUSLY WOUNDED	20
ROLE	SOLO: COMBAT AWARENESS 4			DEATH SAVE	7

HP **40**

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	4	8	4	5	4	4	7	4

WEAPONS

HEAVY PISTOL	ROF2	3d6
HEAVY MELEE WEAPON	ROF2	3d6

ARMOR

HEAD	L ARMORJACK	SP 11
BODY	L ARMORJACK	SP 11

SKILL BASES

Athletics 14 • Brawling 14 • Concentration 6 • Conversation 6 • Education 6 • Endurance 7 • Evasion 14 • First Aid 6
Handgun 10 • Human Perception 8 • Interrogation 9 • Language (English) 6 • Language (Spanish) 10
Language (Streetslang) 6 • Local Expert (North Heywood) 6 • Martial Arts (Judo) 12 • Melee Weapon 12 • Perception 8
Personal Grooming 8 • Persuasion 10 • Resist Torture/Drugs 8 • Stealth 10 • Streetwise 10

GEAR

Basic H Pistol Ammo x16 • Carryall • Flashlight • Handcuffs • Radio Communicator • Road Flare • Rope (60 m/yds)

CYBERWARE

Contraceptive Implant • Neural Link *w/ Kerenzikov*

KNOCK!KNOCK!

Veteran in His Sunset Years

The oldest member of Davis Squad, Knock!Knock! fought in all four Corporate Wars but gets slower every decade. Their knowledge of Corporate War history is staggering, even if their skill set is focused solely on close-range combat. Some attribute their survival to skill and others to pure luck, but either way, even to this day they still come out of most battles with minimal injuries.

We haven't been able to locate or retrieve most of Knock!Knock!'s war records, and they've never unmasked while being recorded. So, most of this intelligence is derived from ad-hoc interviews with witnesses and people they've interacted with while on patrol. We know Knock!Knock! is patient and places civilian lives above those of their team, having stopped during a firefight to perform first aid on a gunshot victim on one occasion and giving up a suspect chase to knock bystanders out of the way of a runaway vehicle.

When not on patrol Knock!Knock! doesn't stay around the headquarters and seems to view being in the gang as a job, not a calling. They are paid in cash directly after each mission. My analysis concludes that is due to the loss they've seen during their long service career; they are suffering some kind of detachment disorder, likely as a form of subconscious self-care.

LEVEL	Hardened Mook	REP 2	SERIOUSLY WOUNDED	20	HP 40
ROLE	Solo: Combat Awareness 2		DEATH SAVE	9	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	5	4	3	4	3	4	9	3

WEAPONS

PQ Shotgun	ROF1	5d6
Heavy Melee Weapon	ROF2	3d6

ARMOR

HEAD	Kevlar®	SP 7
BODY	Kevlar®	SP 7

SKILL BASES

Athletics 10 • Brawling 6 • Concentration 5 • Conversation 5 • Education 8 • Evasion 10 • First Aid 8
Human Perception 5 • Language (English) 10 • Language (Streetslang) 8 • Local Expert (North Heywood) 8
Melee Weapon 10 • Perception 10 • Persuasion 6 • Shoulder Arms 10 • Stealth 6 • Streetwise 10

GEAR

Junk Shotgun Slug Ammo x8 • Basic Shotgun Shell Ammo x8 • Anti-Smog Breathing Mask • Disposable Cell Phone
Flashlight • Handcuffs • Radio Communicator • Road Flare x3

CYBERWARE

Grafted Muscle and Bone Lace

ROOF DIVER

Squad Member

A native BosWasher who served in the War with little fanfare. Like so many veterans of the 4th Corporate War, they came back to no support structure or post-employment benefits, so they were left to their own devices to make ends meet. In the war's immediate aftermath, Roof Jumper made their way westward, working convoy security for different Nomad Packs along the way.

Once they reached Night City, they wandered at loose ends and might have met a bad fate if they hadn't caught the attention of 6th Street. The idea of returning to a military structure without returning to an actual military appealed, so they signed up.

Roof Jumper didn't have any cyberware until a few years ago while serving with Davis Squad. A squad member was knocked off the roof of a 40-story building. Thinking quickly, Roof Jumper dropped their gun and dove after their teammate. They grabbed a nearby cable with one hand and the teammate with the other. The move saved the teammate but ruined Roof Jumper's arm beyond hope of recovery. The team member paid to upgrade the destroyed limb with a cybernetic one as a thank-you.

When not on the job, Roof Jumper can be found at home with their husband, wife, and two kids living in a North Heywood tenement.

LEVEL	MOOK	REP	1	SERIOUSLY WOUNDED	15
ROLE	LAWMAN: BACKUP 2			DEATH SAVE	4
				HP	30

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	4	4	3	3	4	3	4	4

WEAPONS

PQ ASSAULT RIFLE	ROF1	5d6
POPUP MICROWAVER	ROF1	—

ARMOR

HEAD	KEVLAR®	SP 7
BODY	KEVLAR®	SP 7

SKILL BASES

Athletics 8 • Concentration 6 • Conversation 9 • Education 6 • Evasion 10 • First Aid 10 • Handgun 10
Human Perception 6 • Language (English) 8 • Language (Streetslang) 6 • Local Expert (North Heywood) 6 • Perception 8
Persuasion 5 • Shoulder Arms 12 • Stealth 6

GEAR

Junk Rifle Ammo x50 • Disposable Cell Phone • Flashlight • Handcuffs • Radio Communicator • Road Flare x3

CYBERWARE

Contraceptive Implant • Cyberarm *w/ Popup Microwaver*

THE BOZOS

Prepared by Sandi Quarter (author of* Fears of a Clown: The Bozo Story*)

You know the story. The Bozos are Night City legends. Clown-like in appearance and attitude. A seemingly unending legion of violent, bodysculpted pranksters causing chaos and mayhem, all led by the mythical "Great Bozo".

Only they've evolved in the past year. No longer a single troupe of jesters, a civil war of clowns has led to the gang splitting up into different "circuses." Despite the internal struggles though, they continue to wreak havoc.

Base of Operations

Since Hilaria 2045, the Bozos have abandoned some of their known hideouts, leaving only a bloody red nose left behind. There's a joke shop in Little Europe some say they frequent and a compound deep in South Night City.

The main bases of the various circuses remains a mystery, although intelligence suggests they are connected to the sewers since legions of Bozos tend to pop out from beneath manhole covers during street fights.

Recent History

You've probably heard about the recent Hilaria 2045 event, where a group of supposedly fake Bozos shot up the Forlorn Hope.

Turns out, it goes deeper than just an attack on a well-known Edgerunner bar. What we were seeing were the edges of an internal civil war. In this case, one of the rebel leaders, Big Top, captured, bodysculpted, and brainwashed a bunch of scrubs and then unleashed them on the Hope. It seems this civil war isn't about clown murder but outdoing each other in the prank arena.

For example, since Hilaria 2045, several large, gift-wrapped boxes decorated with a yellow bow have been found in various locations in Night City.

One box, left at Network54's main office in New Westbrook (care of network superstar reporter Fiona Hayes [SEE PAGE 92]), contained a severed human nose cut in twain, and a photo of a Bozo with a nosebleed smiling.

It was captioned: "The Nose is split". Obviously a statement to the world by Big Top or one of the other circus leaders. Net54 was lucky. All they got was the nose and photo.

Five other boxes, carefully placed in a Day Market in Little Europe exploded, spreading clouds of synthcoke across the area, something NCPD now refers to as an "MAE" (Mass Addiction Event).

That's right. They had to come up with a new incident name for the damn thing. Estimates suggest as many as a hundred new synthcoke addicts were created on that particular day.

And with multiple Bozo circuses, all trying to outprank each other? It'll only get worse from here.

DATA

For more about the Forlorn Hope SEE CP:R PAGE 313.

Resources

Who the hell knows. The Bozos always seem to have whatever they need to pull off their sick, twisted plans – including more Bozos.

We know some Bozos join willingly but they're also known to just grab people at random and torture them until they're broken and ready to sign up.

They're never lacking for cyberware or weapons and no one knows how they get it all. One thing we do know? The synthcoke used in the MAE incident was more potent and addictive than what you can get on The Street.

DATA

You can play out the Hilaria 2045 event with one of the Screamsheet Adventures in the ***Cyberpunk RED Data Pack***!

Goals

The goals of the Bozos change hourly. Chaotic pranks are their fingerprint and the civil war is only making it worse. Edgerunners should be wary. The Bozos are like cockroaches – they're everywhere.

BIG TOP

Scalpel-Wielding Ringleader

Let's be clear. Big Top isn't the mythical Great Bozo. In fact, he rails against the Great Bozo, calling him stale, unoriginal, and worst of all, unfunny. In Big Top's mind, the Great Bozo's the past while he's the future: louder, flashier, crueler, and "funnier". From what I can tell, he instigated the Hilaria 2045 event by biosculpting and Braindance mindwashing a group of captured civilians before letting them loose on the Forlorn Hope. He used the incident to declare the independence of his circus from the other Bozos, sparking the civil war.

To give you an idea of how depraved he is, search the Data Pool for a video he starred in. It popped up last week. I'm warning you, though, it isn't for the faint of heart. Obviously an execution vid, it shows Big Top shoving his Militech Tactical Umbrella down the throat of an unidentified Bozo and then opening it.

Big Top obviously has training as a Medtech. He's been seen operating in the streets on friend and foe alike. He uses his extra cyberarms to help "improve" his crew and to harvest his enemies parts for comedy and profit.

LEVEL	Hardened Boss	REP 6	SERIOUSLY WOUNDED 25	HP	50
ROLE	Medtech: Medicine 8 (Surgery 5 • MedTech [Pharm] 3)		DEATH SAVE 8		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	8	6	7	8	7	7	8	0

WEAPONS

TUp Militech Tactical Umbrella w/ Smart Link	ROF2	3d6
Popup IMI Chainknife x4	ROF1	2d6 (4d6)

ARMOR

HEAD	TUp L Armorjack	SP 12
BODY	TUp L Armorjack	SP 12

SKILL BASES

Athletics 10 • Brawling 12 • Bribery 12 • Conceal/Reveal Object 10 • Concentration 12 • Conversation 6 • Cybertech 16 Education 10 • Electronics/Security Tech 15 • Endurance 12 • Evasion 12 • Handgun 16 • Human Perception 4 Interrogation 14 • Language (English) 10 • Language (Streetslang) 8 • Lip Reading 8 • Local Expert (Unknown) 10 Medical Tech 10 • Melee Weapon 16 • Personal Grooming 10 • Paramedic 14 • Perception 12 • Persuasion 14 Resist Torture/Drugs 13 • Streetwise 12 • Surgery 17 • Tactics 11 • Trading 12 • Wardrobe & Style 12

GEAR

Armor-Piercing H Pistol Ammo x6 • Biotoxin Grenade • Flashbang Grenade • Agent • Duct Tape • Glow Paint Handcuffs • Medtech Bag • Rope (60 m/yds) • Techtool

CYBERWARE

Exotic Bodysculpting • TUp (+2 limbs) Artificial Shoulder Mount • Chemskin • Cyberarm x2 *w/ Hardened Shielding x2 & Popup IMI Chainknife x2* • Cyberarm *w/ Hardened Shielding, Popup IMI Chainknife & Medscanner* • Cyberarm *w/ Hardened Shielding, Popup IMI Chainknife & Raven Microcybernetics MicroWaldo* • Cyberaudio Suite *w/ Amplified Hearing, Homing Tracer & Voice Stress Analyzer* • Cybereye *w/ Anti-Dazzle & MicroOptics* • Cybereye *w/ Anti-Dazzle & Targeting Scope* • Enhanced Antibodies • Nasal Filters • Neural Link *w/ Braindance Recorder, Chipware Socket, Interface Plugs & Pain Editor* • Sycust FleshWeave

BLAMMO

OG Bozo

This guy is old. He was there in the early days, when the Bozos took the joke shops. He was there when they drove cars full of armed clowns into the malls. Rumor has it he came up with the poison pie bit.

Blammo isn't just a Bozo. He's a legend.

Little is known of his life before the gang. If there was one at all. NCPD's done DNA analysis on blood he's left behind on the scene three times over the last several decades and, each time, they got a match to a different name.

Despite his legend, Blammo refuses to take charge of his own circus. Instead, he acts as an instigator. Harsh and unfair, he's pushed young Bozos to greater heights of insanity, demanding they up their prank game and create some real chaos or "die and reduce the surplus population".

I wouldn't be surprised if it were his whispers in Big Top's (**SEE PAGE 16**) ears that started the Bozo civil war.

In a fight, Blammo uses explosives to corral enemies for the other Bozos, still taking the shot even if his own clowns are in the way.

LEVEL	Boss	REP	5	SERIOUSLY WOUNDED	23
ROLE	Solo: Combat Awareness 6			DEATH SAVE	8

HP 45

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	8(6)	8(6)	5	5	5	8(6)	8	0

WEAPONS

EQ Rocket Launcher w/Extended Clip	ROF1	8d6
EQ Shotgun	ROF1	5d6

ARMOR

HEAD	Kevlar®	SP 7
BODY	TUP H Armorjack	SP 14

SKILL BASES

Athletics 15 (13) • Brawling 16 (14) • Bribery 14 • Conceal/Reveal Object 14 • Concentration 11 • Conversation 2
Dance 10 (8) • Demolitions 10 • Education 9 • Endurance 10 • Evasion 16 (14) • First Aid 7 • Heavy Weapons 16 (14)
Human Perception 2 • Interrogation 14 • Language (English) 11 • Language (Streetslang) 9 • Local Expert (Unknown) 12
Melee Weapon 14 (12) • Perception 12 • Persuasion 10 • Resist Torture/Drugs 12 • Shoulder Arms 16 (14)
Stealth 10 (8) • Tactics 11 • Trading 10

GEAR

Armor-Piercing Rocket x2 • Armor-Piercing Shotgun Slug Ammo x4 • Flashbang Grenade x2 • Incendiary Grenade x3
Disposable Cell Phone

CYBERWARE

Exotic Bodysculpting • AudioVox • Cyberaudio Suite *w/ Audio Recorder, Level Damper & Voice Stress Analyzer*
Cybereye x2 *w/ Anti-Dazzle x2 & Low Light/Infrared/UV x2* • Neural Link *w/ Chipware Socket, Pain Editor & Reflex Co-Processor* • Subdermal Pocket x5

JESTER

Bouncing Bozo Beauty

Jade Sky was once one of the greatest acrobatic fire-spinners Night City has ever seen. I was a huge fan back in the day. Her star was rising until, during a particularly dangerous performance involving helium balloons, a fire broke out in the theater. The helium ignited, causing massive damage to the building, the audience, and Jade. In total, ninety-four died. Jade survived but lost both legs in the explosion. Easily replaced, I know, but she vanished from the scene as rumors spread about her unsafe helium storage practices.

Years later, Jade resurfaced as a member of the Bozos, now sporting cybertech legs (installed by Big Top [**SEE PAGE 16**] himself, I hear) and the Bozos' classic clown style. Calling herself Jester, her favorite prank involves putting on a show as a street performer, luring in a crowd, then watching as her circus-mates rush in from the shadows and do their worst.

Jester lives for spectacle. When there's an audience, Jester takes more risks. Bounding around the battlefield, brawling with her legs, slashing flesh with her feet, and taking a shot. All before jumping back to a safe distance, laughing all the while.

I hear, even after all this time Jester still has a fear of helium fire. A helium fire with its orange-pink flame might well throw her off her game.

LEVEL	Mini-Boss	REP 4	SERIOUSLY WOUNDED 20	HP	40
ROLE	Rockerboy: Charismatic Impact 4		DEATH SAVE 6		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	8	7	3	6	5	8	6	3

WEAPONS

EQ Heavy Pistol	ROF1	3d6
IMI Chainknife	ROF1	2d6 (4d6)

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Acting 14 • Athletics 14 • Brawling 14 • Conceal/Reveal Object 9 • Concentration 7 • Contortionist 14
Conversation 5 • Dance 13 • Education 6 • Endurance 10 • Evasion 16 • First Aid 5 • Handgun 16 • Human Perception 7
Interrogation 10 • Language (English) 8 • Language (Streetslang) 6 • Local Expert (Little Europe) 6 • Melee Weapon 16
Perception 8 • Personal Grooming 10 • Persuasion 8 • Resist Torture/Drugs 10 • Stealth 9 • Wardrobe & Style 10

GEAR

Armor-Piercing H Pistol Ammunition x16 • Smoke Grenade x2 • Agent • Vial of Biotoxin

CYBERWARE

Chemskin • Contraceptive Implant • Cyberleg x2 *w/ Jump Booster x2 & Talon Foot (ROF2 • 1d6) x2*
Neural Link *w/ Sandevistan* • Light Tattoo x3

Tom Smart, aka Tomfool, had the clown biosculpt before he joined the Bozos. It was part of his gimmick as a performer in the underground bloodsport scene. Tomfool, the Killer Clown, would smile ear to ear as he beat his opponents into submission. As you can imagine, the Bozos were tickled by this, with some seeing his shows almost religiously.

The Bozos tried to recruit him but he refused unless one of their number could beat him in the ring. Many tried, but not one Bozo came back victorious. In fact, most came back in body bags.

After Hilaria 2045, Big Top (SEE PAGE 16) visited Tom. We don't know what happened but suddenly Tomfool belonged to Big Top's circus and became their lead combatant during street brawls. We don't think Big Top beat him in a fight, so whatever he offered Tom must have been good enough to buy the killer clown's loyalty.

Tomfool starts fights at a distance, using his air cannon to soften his enemies up. Then he gets up close and personal, using Judo to throw opponents to the ground so he can beat on them at his leisure.

His fellow Bozos usually clap. Even on the battlefield he's quite the showman.

TOMFOOL

Bozo Brawler

LEVEL	HARDENED LIEUTENANT	REP 3	SERIOUSLY WOUNDED	20	HP 40
ROLE	SOLO: COMBAT AWARENESS 4		DEATH SAVE	7	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	7	7	3	6	5	6	7	3

WEAPONS

NOMAD AIR CANNON	ROF1	—
MARTIAL ARTS ATTACK	ROF2	3d6

ARMOR

HEAD	SUBDERMAL ARMOR	SP 11
BODY	SUBDERMAL ARMOR	SP 11

SKILL BASES

Acting 10 • Athletics 14 • Concentration 7 • Conversation 5 • Education 6 • Endurance 11 • Evasion 14 • First Aid 5 Human Perception 7 • Language (French) 8 • Language (Streetslang) 6 • Local Expert (Old Combat Zone) 6 Martial Arts (Judo) 14 • Perception 10 • Persuasion 10 • Resist Torture/Drugs 10 • Shoulder Arms 13 • Stealth 9 Wardrobe & Style 8

GEAR

Agent • Duct Tape • Glow Paint • Vial of Poison x3

CYBERWARE

Exotic Bodysculpting • Contraceptive Implant • Cyberarm • Light Tattoo • Subdermal Armor

CENTWIT

Clown Gone Bad

Unlike most Bozos, Terry Claymora comes from an actual clown legacy. He's a third-generation member of the Claymoras, a clown family going back to the last century. His father toured worldwide with the circus, performing and wowing audiences on multiple continents.

Terry's father died in Night City, mistaken for a Bozo and assassinated by the Voodoo Boys (**SEE CP:R PAGE 309**). An apprentice clown at the time, Terry fled into the Combat Zone, where the Bozos found him. He joined up, took the name Centwit, and began terrorizing the Voodoo Boys. This all happened in 2020 and he's still hitting them from the shadows, making their lives hell.

Over the years, Centwit biosculpted himself into an exact replica of his father's clown alter ego. He isn't a full member of Big Top's circus but remains on good terms with the Bozo boss and helps out with his plans on occasion.

In a fight, Centwit is a force, trained in explosives and trick shots, He'll use misdirection and flair to enact damage on his enemies, laugh, and then take a bow. He takes the Bozo love of circus-themed weapons to an extreme with explosives disguised as balloons and pom poms on his costume.

Beware, Centwit is full of surprises.

LEVEL	LIEUTENANT	REP 3	SERIOUSLY WOUNDED	20	HP 40
ROLE	SOLO: COMBAT AWARENESS 4		DEATH SAVE	6	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	7(6)	6(5)	3	4	5	6(5)	6	3

WEAPONS

HEAVY PISTOL	ROF2	3d6
BRAWLING ATTACK	ROF2	2d6

ARMOR

HEAD	TUP M ARMORJACK	SP 12
BODY	TUP M ARMORJACK	SP 12

SKILL BASES

Acting 10 • Athletics 13 (12) • Brawling 12 • Conceal/Reveal Object 9 • Concentration 9 • Contortionist 10 (9) Conversation 7 • Dance 8 (7) • Education 8 • Endurance 10 • Evasion 12 (11) • First Aid 5 • Handgun 13 (12) Human Perception 5 • Language (Louisiana Creole) 8 • Language (Streetslang) 6 • Local Expert (Unknown) 8 Perception 8 • Persuasion 8 • Resist Torture/Drugs 10 • Stealth 8 • Trading 6

GEAR

Basic H Pistol Ammo x8 • Armor-Piercing Grenade x2 • Flashbang Grenade x2 • Teargas Grenade x2 • Agent • Rope (60 m/yds)

CYBERWARE

Exotic Bodysculpting • Cybereye x2 *w/ Low Light/Infrared/UV x2* • Neural Link *w/ Kerenzikov*

Even fellow Bozos find it hard to tell the Dead Ringers apart and that's despite their different hair colors. As far as we know, they were born and bred in Night City and, despite their doll-like appearance and playful demeanor, they are deadly little terrors.

After much observation, I've noticed some differences between the two. For example, the blue-haired one is the louder of the twins. She's always telling jokes, making it hard to ignore her. She obviously loves the attention. In a fight, she'll juggle poison grenades or vials, run around the field, and even set fire to things. All while giggling and cracking wise.

The blue-haired Dead Ringer is the distraction. She's loud and flashy on purpose. Like many Bozos, she loves grenades, and usually laces her Scratchers with poison.

While her sister (SEE PAGE 22) will try to pick your pocket, this one prefers looting your corpse when you're twitching on the ground.

When it comes to Bozo stans (and yes, there are entire Garden Patches dedicated to clown fandom) the Dead Ringers rank only behind Jester (SEE PAGE 18) and Tom Fool (SEE PAGE 19) in popularity.

DEAD RINGER

The Blue One

LEVEL	LIEUTENANT	REP 3	SERIOUSLY WOUNDED	18	HP 35
ROLE	NONE		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	6	6	4	6	4	6	5	3

WEAPONS

VERY HEAVY PISTOL	ROF1	4d6
SCRATCHERS	ROF2	1d6

ARMOR

HEAD	–	–
BODY	SCAVENGED ARMOR	SP 11

SKILL BASES

Acting 11 • Athletics 13 • Brawling 8 • Conceal/Reveal Object 6 • Concentration 6 • Contortionist 11 • Conversation 6 Dance 8 • Education 6 • Endurance 7 • Evasion 13 • First Aid 6 • Human Perception 5 • Language (English) 8 Language (Streetslang) 6 • Library Search 12 • Lip Reading 10 • Local Expert (South Night City) 6 • Melee Weapon 12 Personal Grooming 10 • Perception 7 • Persuasion 11 • Resist Torture/Drugs 8 • Stealth 8 • Wardrobe & Style 10

GEAR

Incendiary VH Pistol Ammo x8 • Poison Grenade • Carryall • Disposable Cell Phone • Vial of Poison

CYBERWARE

Exotic Biosculpting • Contraceptive Implant • Neural Link *w/ Reflex Co-Processor* • Scratchers

DEAD RINGER

The Pink One

While her sister's (**SEE PAGE 21**) all flash and pizazz, the pink-haired Deadly Ringer is the spooky, silent sort. She never tells jokes. In fact, she never says a word at all.

Sometimes she giggles, but mostly she creeps silently through the world, fingers slipping into pockets. If you see her sister, check your possessions. There's a good chance you're already missing your gun or your blade or your eb.

She's especially fond of giving her mark's weapons to other Bozos so they can shoot someone with their own pistol or stab them with their own knife.

Like her sister, the pink-haired Ringer carries grenades full of toxins and coats her scratchers with the same nasty substance.

I can't find any information on the sisters from before their time with the clown gang. Most assume they've always been Bozos, adding to rumors they are part of a family line going back for years. Makes you shiver, right?

Bozos giving birth to Bozos. Some say the twins look a lot like Blammo (**SEE PAGE 17**), but it would be wise not to mention or ask about it. It's a touchy subject.

LEVEL	LIEUTENANT	REP	3	SERIOUSLY WOUNDED	18
ROLE	NONE			DEATH SAVE	5

HP 35

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	6	6	6	4	4	6	5	3

WEAPONS

EQ LIGHT MELEE WEAPON	ROF2	1d6
SCRATCHERS	ROF2	1d6

ARMOR

HEAD	–	–
BODY	SCAVENGED ARMOR	SP 11

SKILL BASES

Athletics 12 • Brawling 8 • Conceal/Reveal Object 6 • Concentration 6 • Contortionist 10 • Conversation 5 • Education 6 Endurance 6 • Evasion 12 • First Aid 8 • Human Perception 5 • Language (English) 8 • Language (Streetslang) 6 Lip Reading 6 • Local Expert (South Night City) 6 • Melee Weapon 12 • Perception 10 • Personal Grooming 9 Persuasion 6 • Pick Lock 14 • Pick Pocket 15 • Resist Torture/Drugs 7 • Stealth 12 • Wardrobe & Style 9

GEAR

Flashbang Grenade • Smoke Grenade • Carryall • Disposable Cell Phone • Lock Picking Set • Vial of Biotoxin

CYBERWARE

Exotic Bodysculpting • Contraceptive Implant • Neural Link *w/ Reflex Co-Processor* • Scratchers

They say you should never bite the hand that feeds you.

A street punk named Kane Nove learned that lesson the hard way when he mouthed off to a local ripperdoc. When Kane bit, the ripperdoc had his muscle hold the streetrat down while he wired his jaw shut. The wire gives a little movement, Kane can sort of chew and he can grunt. But not much more. Then they tossed him in the bay.

Big Top's circus fished Kane out of the water and obviously thought Kane's predicament to be hilarious. They named him Finale and signed him up. The streetrat's rage has only increased since joining.

The other Bozos tease him but he's learned his lesson and is smart enough not to attack them directly. Instead, when they laugh, he gets angry. They laugh some more. He gets angrier. Then they point him at a target and giggle their heads off while he takes out his rage on Night City.

My sources say Big Top (**SEE PAGE 16**) has promised he'll free Finale's jaw when he's "earned his tongue".

I'm not sure he'll ever actually do it. The Bozos find the whole situation too damn amusing and probably still will when Finale "bites" the big one and dies. His final curtain, if you will.

FINALE

Silent But Deadly

LEVEL	LIEUTENANT	REP 3	SERIOUSLY WOUNDED	18	HP 35
ROLE	NONE		DEATH SAVE	6	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	7	7	3	4	4	6	6	3

WEAPONS

ASSAULT RIFLE	ROF2	5d6
BRAWLING ATTACK	ROF2	2d6

ARMOR

HEAD	–	–
BODY	SCAVENGED ARMOR	SP 11

SKILL BASES

Athletics 13 • Autofire 13 • Brawling 15 • Conceal/Reveal Object 8 • Concentration 7 • Conversation 5 • Dance 12 Demolitions 5 • Education 6 • Endurance 8 • Evasion 13 • First Aid 5 • Handgun 9 • Human Perception 5 • Language (English) 8 Language (Streetslang) 6 • Lip Reading 6 • Local Expert (Old Combat Zone) 6 • Perception 7 • Persuasion 6 Resist Torture/Drugs 6 • Shoulder Arms 13 • Stealth 9 • Streetwise 7

GEAR

Armor-Piercing Rifle Ammo x25 • Smoke Grenade • Agent

CYBERWARE

Cybereye x2 *w/ Low Light/Infrared/UV x2*

BURT THE SQUIRT

An Acid Wit

It almost reads like a comic book; after losing all of his hair in an industrial accident, Burt Batail became obsessed with acid. He covered his head with metal plates to hide the massive scars on his scalp and began experimenting, spending whatever downtime he could to perfectly recreate the mixture that took his hair.

He wants to, no joke, use it to inflict permanent baldness on Night City. He thinks it's funny, even if you don't.

Burt joined the Bozos because they promised him an unlimited supply of chemicals and he's thrived as a member. His favorite pranks all involve acid and he's been known to giggle gleefully as he watches people's skin melt off.

Burt followed Big Top (**SEE PAGE 16**) during the civil war because he was the leader who reached out to him first. He's happy to be just another Bozo with an obsession and, as long as he's allowed to keep playing with acid, he doesn't care who is in charge.

Burt carries a gun loaded with acid rounds and will always attack the target with the most luxurious hair. Even if it's cyberware.

Tech hair or organic hair, it's all the same to him.

LEVEL	Hardened Mook	REP 1	SERIOUSLY WOUNDED 20	HP	40
ROLE	None		DEATH SAVE 7		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
3	6	4	5	5	5	5	7	1

WEAPONS

Air Pistol	ROF2	—
PQ Heavy Pistol	ROF2	3d6

ARMOR

HEAD	Kevlar®	SP 7
BODY	Kevlar®	SP 7

SKILL BASES

Athletics 10 • Basic Tech 8 • Brawling 7 • Concentration 6 • Conversation 3 • Education 5 • Evasion 12 • First Aid 7
Handgun 12 • Human Perception 3 • Interrogation 10 • Language (English) 7 • Language (Streetslang) 5
Local Expert (Heywood Industrial Zone) 5 • Perception 5 • Persuasion 6 • Resist Torture/Drugs 10 • Stealth 6

GEAR

Acid Paintball x24 • Basic H Pistol Ammo x8 • Agent

CYBERWARE

Exotic Bodysculpting • Contraceptive Implant • Cybereye x2 *w/ Color Shift x2*

DUNCE

A Fool No More

One Fool (SEE PAGE 26) made it through Hilaria 2045 and graduated to full Bozo status.

He used to be Sion Bannerkin but now they call him Dunce. Any sane person would say he survived via luck alone but Dunce insists "it's all in his smile."

While down in the sewers before the fight at the Forlorn Hope, Dunce's guns fell into the sewage. He lost them both but a baseball bat he found while rooting through the muck saved his skin.

Dunce stumbled away from the fight, covered in blood and sewage and glitter, with a hole in his chest and a baseball bat clutched in his hand.

As a reward, Big Top (SEE PAGE 16) fixed him up, melted a mask onto his face, and made him a full-fledged member of his circus.

Dunce's bat is heavy and covered in sharp little points and he'll use it with reckless malice and skill. In a fight, Dunce will draw close and start swinging, taking pot shots with his crappy pistol when he can't get near.

Watch your face. He'll go for the nose whenever he can.

LEVEL	MOOK	REP 3	SERIOUSLY WOUNDED	15	HP 30
ROLE	NONE		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
2	4	5	2	4	3	5	5	3

WEAPONS

PQ HEAVY PISTOL	ROF2	2d6
HEAVY MELEE WEAPON	ROF2	3d6

ARMOR

HEAD	KEVLAR®	SP 7
BODY	LEATHERS	SP 4

SKILL BASES

Athletics 7 • Brawling 12 • Conceal/Reveal Object 4 • Concentration 7 • Conversation 5 • Dance 7 • Education 4 Endurance 6 • Evasion 12 • First Aid 4 • Handgun 8 • Human Perception 5 • Language (English) 6 Language (Streetslang) 4 • Local Expert (Sewers of Little China) 4 • Melee Weapon 12 • Perception 4 • Persuasion 6 Stealth 7

GEAR

Basic H Pistol Ammo x8 • Disposable Cell Phone

CYBERWARE

None

THE FOOL

Tears of a Clown

There's always a Fool on a Bozo battlefield.

You can count on it. The Fool isn't a specific person, but rather a form of initiation. The Bozos of Big Top's circus give "less promising" recruits a mask known as the Good Luck Bag and push them to the front of the line. Fresh meat makes a good shield.

If the Fool survives till the next "fresh meat" comes along, they get to hand off the mask and obtain the biosculpting needed to become a proper member of the circus.

The bag's taken off a corpse more often than it is handed over from graduated Fool to new Fool.

The Bozos see this as a trial by fire. Or maybe just one big joke they play on anyone "fool" enough to want to sign up willingly. Night City isn't fair; especially when the joke's on you.

A Fool's guns are bad and their bright, loud outfits grab a lot of attention on the battlefield. Other Bozos will take any opportunity to use them as a human shield. The bag offers no protection and is hard to see out of.

Honestly, it's amazing anyone survives the fool's trial at all.

LEVEL	Mook	REP	0	SERIOUSLY WOUNDED	15
ROLE	None			DEATH SAVE	4

HP 30

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
3	5	3	2	3	4	6	4	3

WEAPONS

PQ Heavy Pistol	ROF2	3d6
PQ Heavy Pistol	ROF2	3d6

ARMOR

HEAD	–	–
BODY	Leathers	SP 4

SKILL BASES

Athletics 8 • Brawling 8 • Concentration 6 • Conversation 5 • Education 5 • Endurance 5 • Evasion 8 • First Aid 4
Gamble 5 • Handgun 11 • Human Perception 5 • Language (Probably Won't Live Long Enough to Talk) 7
Language (Streetslang) 5 • Local Expert (The Place They Die In) 5 • Melee Weapon 8 • Perception 5 • Persuasion 5
Play Instrument (Bike Horn) 4 • Stealth 5 • Streetwise 7

GEAR

Junk H Pistol Ammo x8 • Incendiary H Pistol Ammo x1 • Bike Horn • Disposable Cellphone • Duct Tape

CYBERWARE

None

DANGER GAL PUMA SQUAD

Liberated from Lazarus Intelligence Analyst 13-Gamma-001

Everyone's heard of Puma Squad. There's an animated series, a Data Pool comic, fashion dolls sold out of Vendits, and premade costumes for ages infant through adult. Made up of a group of attractive and capable operatives, Puma Squad serves as a team of intrepid crime-solvers, and a means by which Michiko Sanderson fosters goodwill in Night City. Hence the merchandising.

While the official Puma Squad origin story claims they were simply five operatives whose various cases all happened to intersect, the truth is Puma Squad is most definitely carefully engineered and cultivated to be extremely photogenic and popular – at least to people who aren't under investigation by them. Even the cartoon and merchandising are investigative tools. It's almost impossible to tell whether the person in the Lynx (**SEE PAGE 32**) outfit is the actually the real Lynx or a cosplayer with strong crafting skills. Puma Squad has been known to impersonate their own fans.

Base of Operations

Puma Squad operates out of the 11th and 12th levels of the Danger Gal HQ, in a space reserved exclusively for their use. The various team members have suites on the 12th floor, and the rest of the space is used for training simulations, meetings, R&R, R&D, and their extensive armory. They have access to the AV hanger on the building's roof, and to a large range of vehicles from the official Danger Gal pool.

Recent History

The highest profile case Puma Squad has solved to date was the Arboretum Water Lily Heist, where several almost-extinct water lily specimens were stolen from Loggagia Arboretum at Night City University, a high-tech, secure "living vault" for rare and valuable plants. Members of Puma Squad went undercover to infiltrate rogue propagator circles and identified a ring of floral patent pirates in the process, while also recovering the stolen specimens. The theft turned out to have been commissioned by a wealthy, upscale Fixer specializing in biologicals.

Puma Squad took him into custody after documenting the large-scale plant poaching he had funded and committed to make his garden the "most exotic private collection of rare plants in the world", all at the expense of Biotechnica's intellectual property. Danger Gal cleaned up the case and transformed it into an award-winning season-long saga for the Puma Squad animated series.

Resources

Puma Squad has full access both to official and unofficial armories kept by the Corporation. Their equipment load-out tends toward the flashy and attractive, in line with their image – at least when operating in public. During undercover missions, Puma Squad agents avail themselves of subtler weapons and gear so as not to stand out.

DATA

Danger Gal HQ is in Little Europe. For more information **SEE CP:R PAGE 311.**

Goals

While Puma Squad serves as a walking advertisement for Danger Gal, they are also CEO Michiko Sanderson's personal spearhead in covert, anti-Arasaka operations. In those missions the members of Puma Squad work clandestinely to investigate and identify Arasaka stay-behind agents and eliminate them.

Michiko Sanderson directs Puma Squad to take on a "feel good" case once or twice a year. Usually, the team chooses a target slightly below their weight class and obliterates in a publicized bust, calculated to both win public affection and demonstrate how Danger Gal takes the side of the average choomba.

Simplified and censored versions of these cases are then transformed into cheerful propaganda for public consumption via the animated series and the Data Pool comics. This generates quite a bit of positive PR for Danger Gal, and the merchandise sales help offset Puma Squad's operating costs.

Puma Squad is also responsible for Danger Gal's outreach to and recruitment of YoGangers, due to Tigress' (**SEE PAGE 29**) personal interest in the matter.

DATA

Michiko Sanderson was born Michiko Arasaka. Intrigued? To learn more about her and Danger Gal **SEE CP:R PAGE 271.**

PANTERA

One Badass Librarian

The agent known as Pantera was born in Vancouver, the child of a custom Braindance editor and a Biotechnica fauna designer. Growing up they experienced regular body dysmorphia, but it took deep introspection over time for them to understand why. Roughly midway through high school, they sought out gender transition bodysculpting and legally changed their name to Shoko Asagiri.

After obtaining a Master's in Library Sciences at a Canadian university, Mx. Asagiri traveled to Night City and took a position there as a research librarian.

They entered Danger Gal's notice after a series of exceptionally discrete data thefts of the, then-unreleased, *Elflines Online Chronicles* season 2 episodes. Mx. Asagiri did not seek to spoil, sell, or release the data in question; instead, they saved the hours of footage for their personal viewing pleasure.

It was clear to the case's lead investigator, Mouse, that Mx. Asagiri was bored out of their mind in their day job. Needless to say, Danger Gal recruited them straight away, and they've been a key member of Puma Squad ever since.

We have been unable to substantiate rumors of a relationship, romantic or sexual, between them and Mouse.

LEVEL	Hardened Mini-Boss	REP	6	SERIOUSLY WOUNDED	20
ROLE	Netrunner: Interface 6			DEATH SAVE	5

HP 40

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
8	5	5	7	6	6	6	5	6

WEAPONS

EQ Heavy Pistol w/Smartgun Link	ROF2	3d6
—	—	—

ARMOR

HEAD	Bodyweight Suit	SP 11
BODY	Bodyweight Suit	SP 11

SKILL BASES

Athletics 9 • Basic Tech 13 • Brawling 7 • Concentration 10 • Conversation 10 • Cybertech 10 • Education 14 Electronics/Security Tech 13 • Evasion 15 • First Aid 9 • Handgun 14 • Human Perception 8 • Language (English) 12 Language (Japanese) 12 • Language (Streetslang) 10 • Library Search 14 • Local Expert (University District) 10 Paint/Draw/Sculpt 12 • Perception 12 • Personal Grooming 10 • Persuasion 10 • Resist Torture/Drugs 10 Science (Library) 13 • Stealth 9 • Tactics 12 • Wardrobe & Style 10

GEAR

Armor-Piercing H Pistol Ammo x16 • Agent • Disposable Cell Phone • Memory Chips x5 • Radio Communicator Scrambler/Descrambler • Trauma Team (Silver) • Virtuality Goggles • EQ Cyberdeck *w/ Armor, DeckKRASH, Sabertooth x3, Shield & Range Upgrade (in Bodyweight Suit)*

CYBERWARE

Contraceptive Implant • Neural Link • Interface Plugs x2 • Reflex Co-Processor

TIGRESS

YoGanger Made Good

Records on the operative known as Tigress are patchy and incomplete, due to a life spent primarily in the Combat Zones. What we do know is that she organized and led a YoGang, making sure the other children under her watch had food, guns, and a safe place to stay by brokering favors with various boostergangs.

Eventually Tigress grew up, as did the few other kids in her gang who survived. Most found a place as Edgerunners or fell into membership in one boostergang or another. Tigress gained the notice of Danger Gal when she took on a contract to assassinate a VIP the NeoCorp was providing protection to.

Buying her contract provided a double win. The client went unassassinated and Danger Gal gained a skilled new operative.

While Tigress is generally self-interested and amoral, she is a good team member, works well with others, and holds a soft spot for orphans and other waifs. She's the driving force behind Puma Squad's overtures to various YoGangers, and offers food and temporary latchkey refuge from time to time.

So long as Danger Gal supports her outreach efforts, we predict she will remain loyal to the Corporation.

LEVEL	Hardened Mini-Boss	REP 6	SERIOUSLY WOUNDED	20	HP 40
ROLE	Solo: Combat Awareness 4		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	8	6	5	7	7	7	5	4

WEAPONS

EQ Sniper Rifle w/Smartgun Link & Sniping Scope	ROF1	5d6
Heavy Melee Weapon	ROF2	3d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Athletics 12 • Brawling 8 • Concentration 9 • Conversation 6 • Dance 10 • Drive Land Vehicle 10 • Education 7 Endurance 13 • Evasion 16 • First Aid 9 • Handgun 14 • Human Perception 6 • Language (English) 9 Language (Streetslang) 7 • Local Expert (South Night City) 7 • Melee Weapon 14 • Perception 14 • Personal Grooming 10 Persuasion 9 • Photography/Film 12 • Resist Torture/Drugs 12 • Shoulder Arms 16 • Stealth 8 • Streetwise 12 • Tactics 11 Trading 11 • Wardrobe & Style 10

GEAR

Armor-Piercing Rifle Ammo x 12 • Basic H Pistol Ammo x8 • Backup Heavy Pistol (ROF2 • 3d6) • Backup Medium Melee Weapon x2 in Heels (ROF2 • 2d6) • Agent • Cat Ears Headband • Disposable Cell Phone x2 • Grapple Gun Radio Communicator • Scrambler/Descrambler • Trauma Team (Silver) • Video Camera

CYBERWARE

Contraceptive Implant • Cybereye *w/ Targeting Scope* • Neural Link *w/ Interface Plugs*

DOC MITTENS

A Beary Good Field Medic

Agent Naomi Alexis grew up with a struggling Reclaimer family in the badlands surrounding what's left of Colorado Springs. When her family's well ran dry, they failed to raise the funds to drill a new one, and faced starvation.

Desperate, her parents sold her younger sister, Minna, to a wealthy Night City couple who were supposedly looking to adopt. To prevent a scene from occurring, Naomi was sent out to gather firewood the day the deal went down. By the time she returned, Minna and her new "family" were long gone.

The loss of her sister stayed with Naomi. The farm's prospects eventually improved after they redrilled their well but, without her sister, Naomi lost all desire to stay. Instead, she joined a Nomad Pack who came to resupply at her parents' settlement and talked her way into apprenticing with their healer.

Eventually, the Pack visited Night City, and Naomi took her leave to resume her search for Minna. Naomi accepted employment with Danger Gal largely to use their reach and databases in her quest to locate Minna, and was eventually promoted to Puma Squad.

Minna has yet to be found. Locating her might be the key to securing Naomi's loyalty away from Danger Gal.

LEVEL	Hardened Lieutenant	REP 6	SERIOUSLY WOUNDED 18	HP	35
ROLE	Medtech: Medicine 4 (MedTech [Pharm] 2 • [Cryo] 2)		DEATH SAVE 4		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	6(5)	6(5)	6	4	6	5(4)	4	5

WEAPONS

Heavy Pistol	ROF2	3d6
Brawling Attack	ROF2	2d6

ARMOR

HEAD	TUp M Armorjack	SP 12
BODY	TUp M Armorjack	SP 12

SKILL BASES

Athletics 8 (7) • Brawling 8 (7) • Concentration 8 • Criminology 12 • Deduction 10 • Drive Land Vehicle 11 (10) Education 10 • Evasion 12 (11) • First Aid 8 • Handgun 14 (13) • Human Perception 7 • Language (Finnish) 10 Language (Spanish) 8 • Language (Streetslang) 8 • Library Search 10 • Local Expert (Santo Domingo) 8 • Medical Tech 10 Paramedic 12 • Perception 8 • Personal Grooming 10 • Persuasion 6 • Science (Forensics) 10 • Stealth 8 Wardrobe & Style 6

GEAR

Basic H Pistol Ammo x16 • Agent • Airhypo • Bear Ears Headband • Cryopump • Disposable Cell Phone • Medtech Bag Radio Communicator • Scrambler/Descrambler • Trauma Team (Silver)

CYBERWARE

Contraceptive Implant • Cyberarm *w/ Medscanner*

MOUSE

Cat Burglar and Poster Girl

The child of two middle-management-tier Execs, Moira Kahn grew up in Night City. She had security, comfort, and an adequate education, but also an utter lack of emotional security or affection. Her parents were too busy to pay much attention to her in her early childhood, but were also jealous enough that they would dismiss any nanny she grew close to. An average student, the only thing Moira seemed to excel in was gymnastics, and several Corporations were interested in sponsoring her nascent career.

A car accident in Moira's high school years cost her both her legs and her inattentive parents, and drove her deep into depression. She lingered in the Corporate Orphan Training Program for three months before aging out on her eighteenth birthday, and absconded before they could force her into a menial job in accounting.

Moira resurfaced as a cat burglar five years later, leading Danger Gal operatives on a merry chase across the rooftops after a series of flashy heists, made possible by her natural flexibility, agility, and custom-designed cyberware. Michiko Sanderson noted her innate talents and made the recruitment pitch herself, offering the thief exotic body-sculpting, a new identity, and a place with the company.

Mouse's loyalty to Danger Gal, and to Michiko Sanderson, appears to be unshakable.

LEVEL	Hardened Lieutenant	REP 7	SERIOUSLY WOUNDED	18	HP 35
ROLE	Solo: Combat Awareness 4		DEATH SAVE	6	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	8	7	6	6	3	6	6	4

WEAPONS

EQ Heavy SMG w/Drum Magazine	ROF1	3d6
Scratchers x2	ROF2	1d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	TUp L Armorjack	SP 12

SKILL BASES

Athletics 12 • Autofire 13 • Brawling 9 • Concentration 5 • Contortionist 12 • Conversation 6 • Education 8 Electronics/Security Tech 10 • Evasion 12 • First Aid 8 • Handgun 10 • Human Perception 10 • Language (English) 8 Language (Streetslang) 6 • Local Expert (Little Europe) 6 • Melee Weapon 12 • Perception 10 • Personal Grooming 10 Persuasion 8 • Pick Lock 12 • Resist Torture/Drugs 8 • Stealth 12 • Wardrobe & Style 10

GEAR

Basic H Pistol Ammo x60 • Agent • Grapple Gun • Lock Picking Set • Radio Communicator • Scrambler/Descrambler Techtool • Trauma Team (Silver) • Vial of Poison x5

CYBERWARE

Exotic Biosculpting • Contraceptive Implant • Cybereye x2 *w/ Low Light/Infrared/UV x2* • Cyberleg x2 *w/ Jump Boosters x2* EMP Threading • Grafted Muscle and Bone Lace • Scratchers • Shift Tacts • Techhair

LYNX

Enjoys Shooting People

Bella Sawyer grew up in a highly abusive environment with an alcoholic father, overworked mother, and her big sister, Jack. Eventually, her mother managed to escape with the children to the home of their grandmother. Unfortunately, Grandma only agreed to take the family in if she got to raise the children under the strict doctrine of the Inquisitors. Both girls grew up following a harsh Inquisitor regimen and were forbidden to interact with any other children. When big sister Jack came out as lesbian, she was cast out, and took to The Street before finding apprenticeship work with none other than Eran Malour.

Bella found a happier family following Grandma's arrest on terrorism charges after the Inquisitors hit Rocklin Augmentics. Bella's mother, a reluctant convert to the cause, died in the attack, and the girl was adopted by an NCPD police officer who worked the case. She tried for a while to follow in her adopted father's footsteps, and joined the force with ambitious zeal. In fact, Bella attracted the notice of Danger Gal after she applied for the position of City Executioner. Rejected on the grounds of her youth and inexperience, she accepted employment from Danger Gal, a Company willing to help her advance up the ladder without years spent walking a beat.

Many of Agent Sawyer's firearms are provided by her older sister Jack, who now works for Night City's newest weapon wunderkind workshop, Faisal's Customs.

LEVEL	LIEUTENANT	REP 6	SERIOUSLY WOUNDED	18	HP 35
ROLE	SOLO: COMBAT AWARENESS 4		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	7	6	4	4	4	6	5	4

WEAPONS

EQ SHOTGUN	ROF1	5d6
HEAVY PISTOL	ROF2	3d6

ARMOR

HEAD	L ARMORJACK	SP 11
BODY	L ARMORJACK	SP 11

SKILL BASES

Athletics 8 • Brawling 10 • Concentration 6 • Conversation 6 • Criminology 12 • Deduction 12 • Drive Land Vehicle 10 Education 6 • Evasion 8 • First Aid 6 • Handgun 10 • Human Perception 6 • Interrogation 10 • Language (English) 8 Language (Streetslang) 6 • Local Expert (The Glen) 6 • Perception 6 • Persuasion 6 • Resist Torture/Drugs 10 Shoulder Arms 14 • Stealth 8 • Streetwise 10 • Tactics 8 • Tracking 11

GEAR

Basic H Pistol Ammo x8 • Basic Shotgun Slug Ammo x8 • Basic Shotgun Shell Ammo x4 • Agent • Disposable Cell Phone Flashlight • Handcuffs • Radio Communicator *w/ Cat Ears* • Scrambler/Descrambler • Trauma Team (Silver)

CYBERWARE

Chemskin • Contraceptive Implant • Neural Link *w/ Chipware Socket & Chemical Analyzer* • Techhair

THE DIGITAL DIVAS

Prepared by Juana "Catrolos" García (Danger Gal Music Specialist)

The Digital Divas are a brat-punk band who exploded in popularity after an arsonist took their song, *Burn it Down*, a little too literally and proceeded to methodically torch locations near where the band played, granting them a spotlight in local media and tons of social commentary on the Garden.

The event didn't grant them "national sensation" status but, like most bands, they still dream of going global.

Base of Operations

The band has a love/hate relationship with their manager Sizzle Jams (**SEE PAGE 38**), who handles their finances, pays them just enough to survive, and covers the expenses of their living and rehearsal space – an abandoned cinema in the east of Heywood's Industrial Zone.

Sizzle Jams operates from an office park in New Westbrook, close enough to admire the Executive Zone, but far away enough to be affordable.

Recent History

After the Digital Divas released their latest single, *Burn it Down*, an arsonist brought its lyrics to life by starting a fire every time the band played a show. Some media just reported the incidents. Others ran sensationalist stories to paint the band as responsible for the actions of a crazed fan. What somehow didn't hit the screamsheets was how the Digital Divas themselves hired a crew to find the arsonist. Although a suspect was identified, the reasons for her attack are yet unknown since she flatlined herself when caught and didn't leave a paper trail behind. The arsonist was confirmed to be Bev Hatric, secretary at DyneTech with no criminal record or history of mental illness.

Also at that time, during a concert at New Westbrook, a Ziggurat Netrunner named Jezz Stiles died after stepping in front of a passing truck. Although originally ruled as a suicide, her mother, Militech freelancer recruitment specialist Major Veronica Stiles, launched her own investigation and determined her daughter's death was related to a rogue AI known as the Reaper. As far as I can tell, the Digital Divas themselves have no connection to the hostile AI.

Whew! That's a lot of drama for a local band.

DATA

The Digital Divas first appeared in the Screamsheet adventure *The Digital Divas Burn it Down*. You can find it in the ***Cyberpunk RED Data Pack***.

Resources

Whilst the Digital Divas are paid miserably, even by Night City standards, the budget for their equipment is on par with their local fame. Sizzle Jams seems to be a "feed the art, starve the artists" sort of manager. Concert security is usually handled by freelance Edgerunners or the occasional Nomad Pack.

They are, through their manager, in touch with Fixers across the Pacifica Confederation to set up gigs and acquire any specific equipment they may need for a show. Although they don't have an in-house Tech to keep their machinery sharp, they farm out equipment repairs to a fixit specialist from Old Japantown named Matt.

DATA

To learn more about the Pacifica Confederation **SEE CP:R PAGE 259**.

The band's groupies are passionate punk-wannabes desperate to get a picture with the Divas to post on the Garden. However, most won't risk their safety or freedom for the band.

DATA

For more information about the Garden and Garden Patches **SEE CP:R PAGE 280**.

Goals

The Digital Divas are ambitious enough to want to be the next Crimson Steel but self-aware enough to know they aren't the next Samurai.

Their thirst for fame is not the most extreme example you can find in the industry and they seem to have a certain moral compass, limiting what they'll do to boost their popularity.

ANDRÉ NEZ

Gunner Turned Drummer

André joined the ranks of Militech's army to protect America's "national interests" around the globe after growing up an orphan in the streets of Night City. He soon realized the primal rage and affinity for guns that he used to survive as a streetrat could help him thrive in a military career. At least, until he hit an ethical wall. Discharged after he refused to kill a Nomad kid, André discovered his skills wouldn't transfer well to private security. It turns out strong moral values were an obstacle to career advancement.

Desperate for work, André joined a building crew in Night City but lost his legs in a construction accident when a GRAF3 stumbled over a beam and landed on him. His employer was surprisingly helpful in the aftermath, helping him obtain a Rocklin Augmentics cyberchair and keeping him on. Still, André found construction work unsatisfying and embraced a new career, projecting the primal rage still beating in his heart from his early youth into playing drums. During his audition for the Digital Divas he unleashed a storm of rhythm so intense the other members of the band still talk about it to this day.

Since joining the band, André has had his Cyberchair modified into a full percussive kit with Interface Plugs, allowing him to neurologically experience the sound of his drums. The connection also automatically transmits beats to Firewall (**SEE PAGE 35**) for synchronized effects.

LEVEL	LIEUTENANT	REP 5	SERIOUSLY WOUNDED 18	HP	35
ROLE	ROCKERBOY: CHARISMATIC IMPACT 2 SOLO: COMBAT AWARENESS 2		DEATH SAVE 5		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	5	6	4	5	5	5	5	6

WEAPONS

HEAVY MELEE WEAPON	ROF2	3d6
HEAVY MELEE WEAPON	ROF2	3d6

ARMOR

HEAD	SUBDERMAL ARMOR	SP 11
BODY	SUBDERMAL ARMOR	SP 11

SKILL BASES

Athletics 12 • Brawling 14 • Concentration 7 • Conversation 10 • Education 6 • Endurance 13 • Evasion 11 • First Aid 6
Human Perception 8 • Interrogation 7 • Language (English) 8 • Language (Streetslang) 6
Local Expert (Watson Development) 6 • Melee Weapon 13 • Perception 11 • Personal Grooming 10 • Persuasion 14
Play Instrument (Drums) 12 • Shoulder Arms 13 • Stealth 8 • Wardrobe & Style 10

GEAR

Armor-Piercing Grenade x2 • Smoke Grenade x2 • Agent • Drum Synthesizer • Pocket Amplifier
Rocklin Augmentics Mercurius Cyberchair

CYBERWARE

Contraceptive Implant • Medical Grade Cyberarm x2 • Kiroshi OptiShields • Neural Link *w/ Interface Plugs* • Subdermal Armor

FIREWALL

Light and Sound Rigger

In their younger days, Firewall worked as an AI-assisted "artist" until the pseudo-intelligence they used spontaneously transformed into a savage, self-aware digital entity and violently began "requesting" royalties. Apparently, Firewall had been feeding the algorithm with illegally obtained Corporate data and the AI ended up learning a couple of inconvenient truths on how the economy operates.

As terrified of Netwatch as they were of a psychopathic self-aware program, Firewall gave the machine a fatal dose of C9 antivirus, blowing its server to binary bits before the digital authorities could so much as say "encryption."

The story traveled through the grapevine across Night City and, as legends tend to do, morphed from a simple moment of explosive-driven panic into an epic clash between a young artist and a rogue AI, earning Firewall some respect amongst their peers and a few free drinks down at Short Circuit. Firewall received some insubstantial death threats from AI-rights activists for their efforts, but nothing above the usual toxicity of the Garden's trolls. Fortunately for them, Netwatch considers the entire story just an unsubstantiated rumor and hasn't bothered investigating.

Now needing work, Firewall answered a "help wanted" ad from Sizzle Jams (**SEE PAGE 38**) and was put in charge of lights, audio, and effects for the Digital Divas.

LEVEL	LIEUTENANT	REP 4	SERIOUSLY WOUNDED	18	HP 35
ROLE	NETRUNNER: INTERFACE 4		DEATH SAVE	4	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	5	5	5	4	5	4	4	6

WEAPONS

HEAVY PISTOL	ROF2	3d6
BRAWLING ATTACK	ROF2	1d6

ARMOR

HEAD	BODYWEIGHT SUIT	SP 11
BODY	BODYWEIGHT SUIT	SP 11

SKILL BASES

Athletics 7 • Basic Tech 6 • Brawling 10 • Composition 10 • Concentration 10 • Conversation 8 • Cryptography 11 Demolitions 7 • Education 10 • Electronics/Security Tech 9 • Evasion 9 • First Aid 8 • Handgun 13 • Human Perception 11 Language (English) 10 • Language (Streetslang) 8 • Local Expert (Japantown) 8 • Perception 13 • Persuasion 6 • Stealth 11

GEAR

Basic H Pistol Ammo x8 • Agent • Computer • Techtool • Virtuality Goggles • Cyberdeck *w/ Armor, DeckKRASH x3 & Nervescrub x3*

CYBERWARE

Neural Link *w/ Interface Plugs*

JOSÉ QUISPE

Brat-Punk Songsmith

Raised on the Nomad trade routes between Bolivia and the Pacifica Confederation, José came to Night City when he was thirteen with a head full of dreams of becoming a rock star but needs pushed him into a less glamorous occupation. He ran as an errand boy for a now-defunct dorpher gang called the Desperados. Fortunately, unlike his mates, he never laid hands on the merchandise, so he was the last Desperado standing as the rest of the gang fell to overdose, one after another.

His days as a ganger gave him a useful skill set with guns, which in turn gave him a reputation for good aim across Night City. He also didn't lose his mother tongues Spanish and Quechua, giving the songs he wrote a unique flair. At sixteen he began gaining popularity as a self-produced musician on the Garden so it didn't take long for Sizzle Jams (**SEE PAGE 38**) to recruit him as the Digital Divas songwriter and keytarist.

While he's a Rockerboy by day, by night José is as addicted to *Elflines Online* as his old gang mates were to Black Lace. His obsession has led to some missed rehearsals in recent days. So far, José has convinced his bandmates he's slammin' it with a new input/output because he's worried they'll think less of him if they knew about his real hobby. On the other hand, his virtual alter ego is pretty badass, so you never know.

LEVEL	LIEUTENANT	REP	4	SERIOUSLY WOUNDED	18
ROLE	ROCKERBOY: CHARISMATIC IMPACT 4			DEATH SAVE	4

HP 35

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	6	6	4	4	5	4	4	5

WEAPONS

HEAVY PISTOL W/SMARTGUN LINK	ROF2	3d6
BRAWLING ATTACK	ROF2	1d6

ARMOR

HEAD	—	—
BODY	L ARMORJACK	SP 11

SKILL BASES

Athletics 8 • Brawling 12 • Composition 12 • Concentration 7 • Conversation 7 • Drive Land Vehicle 10 • Education 10 Evasion 8 • First Aid 6 • Handgun 13 • Human Perception 7 • Language (English) 8 • Language (Quechua) 8 Language (Spanish) 8 • Language (Streetslang) 8 • Local Expert (Badlands) 10 • Perception 8 • Personal Grooming 10 Persuasion 6 • Pick Lock 10 • Pick Pocket 10 • Play Instrument (Keytar) 12 • Play Instrument (Sing) 10 • Stealth 8 Streetwise 8 • Wardrobe & Style 10

GEAR

Basic H Pistol Ammo x16 • Agent • Duct Tape • Flashlight • Keytar • Segotari RUSH Revolution *w/ Elflines Online* Pocket Amplifier • Radio Scanner/Music Player

CYBERWARE

Contraceptive Implant • EMP Threading • Neural Link *w/ Interface Plugs*

PAT REZIN

Power to the People?

Growing up with her fathers, two Zhirafa engineers, Pat had exposure to construction machines from a young age and developed a fascination with the sounds and rhythms they produced. As a child, she experimented with creating her own music using circuit boards and electronic components salvaged from drones and other technology her fathers dragged home from work.

As she grew up, Pat noticed her music skills made her popular. Craving greater acclaim, she learned to play guitar and implanted an AudioVox, hoping to grow a fanbase and attract notice as a Rockerboy. Cultivating a persona as a rebel musician, Pat loves recording speeches for her Garden Patch followers about how her objective in life is giving power back to the people. So far, no one has bothered to ask her exactly what she's actually doing to restore that power.

Although José (**SEE PAGE 36**) writes the songs and André (**SEE PAGE 34**) sets the beat, it is Pat's husky stylings and sharp, intense delivery to which, first and foremost, fans gravitate. Pat's also gaining attention for the judo throws she uses when fans try to give her unwanted extra attention.

Harsher critics in Night City believe she's just a talentless, pretty face who draws fans more for her popularity and looks than for her musical ability. Pat's fans argue male Rockerboys never face such criticism.

LEVEL	LIEUTENANT	REP 5	SERIOUSLY WOUNDED	15	HP 30
ROLE	ROCKERBOY: CHARISMATIC IMPACT 4		DEATH SAVE	4	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	5	6	6	6	4	3	4	5

WEAPONS

MARTIAL ARTS ATTACK	ROF2	1d6
BRAWLING ATTACK	ROF2	1d6

ARMOR

HEAD	—	—
BODY	L ARMORJACK	SP 11

SKILL BASES

Acting 11 • Athletics 8 • Brawling 9 • Composition 10 • Concentration 11 • Conversation 9 • Education 10
Electronics/Security Tech 8 • Evasion 11 • First Aid 8 • Human Perception 9 • Language (English) 9 • Language (Streetslang) 7
Local Expert (Little Europe) 7 • Martial Arts (Judo) 13 • Perception 10 • Personal Grooming 12 • Persuasion 12
Play Instrument (Sing) 13 • Play Instrument (Guitar) 13 • Stealth 8 • Wardrobe & Style 12

GEAR

Agent • Audio Recorder • Electric Guitar • Pocket Amplifier • Techtool

CYBERWARE

AudioVox • Contraceptive Implant • EMP Threading • Light Tattoo x3 • Shift Tacts • Techhair

SIZZLE JAMS

Independent Entertainment Agent

Sizzle Jams is a woman who you can trust. By which I mean if you cross her, you can trust she'll have your legs removed from your torso. Despite wearing no weapons, her reputation of dealing harshly with difficult people is widely known and even her casual acquaintances are careful to put on their best smile in front of her, though clever operators know how to take advantage of her cold-burning temper.

It's thought her reputation comes from the time when she worked as a courier in her youth. She reportedly went to great lengths to ensure no one would lay a finger on her packages, as she wouldn't get paid if delivery wasn't completed. The bike couriers of Night City still talk about her ruthlessness though, since no one bothers fishing dead bodies out of the bay, her actual body count may be exaggerated.

On the other hand, she's a big fish in a small bowl – her fame doesn't extend beyond the local entertainment industry and few in the Corp world know her name nor would they care to learn it.

Sizzle Jams is an independent entertainment agent with a surprisingly good track record. Suspicious of her success, I dug deeper and uncovered some juicy rumors pointing to a high-level DMS Exec by the name of Albert Rudd secretly grooming her from the shadows, for unknown reasons.

LEVEL	Hardened Mook	REP 3	SERIOUSLY WOUNDED 18	HP	35
ROLE	Exec: Teamwork 2		DEATH SAVE 4		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	4	4	2	6	5	5	4	2

WEAPONS

Brawling Attack	ROF2	2d6
–	–	–

ARMOR

HEAD	–	–
BODY	Kevlar®	SP 7

SKILL BASES

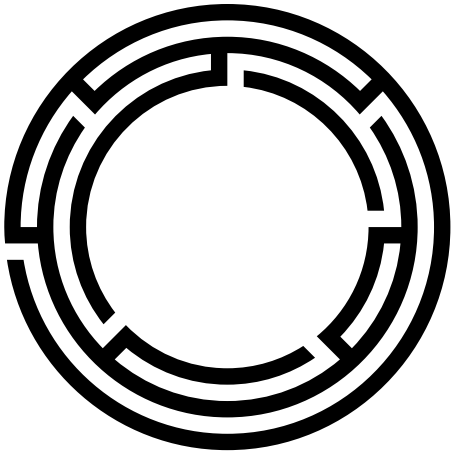
Accounting 12 • Acting 10 • Athletics 6 • Brawling 10 • Bribery 11 • Bureaucracy 11 • Business 11 • Concentration 7 Conversation 4 • Drive Land Vehicle 10 • Education 9 • Evasion 6 • First Aid 4 • Human Perception 4 • Interrogation 8 Language (English) 11 • Language (Streetslang) 9 • Local Expert (New Westbrook) 9 • Perception 9 • Persuasion 8 Stealth 6

GEAR

Audio Recorder • Handcuffs • Flashlight • Personal CarePak

CYBERWARE

Contraceptive Implant • Cyberarm *w/ Psiberstuff Watch-Man*



EDGERUNNERS

Prepared by Justin Case (the name says it all)

We also serve who watch and spread vicious gossip, I mean carefully vetted intelligence, no? Whether corner-case, space-case, cold-case, missing-case or – in this case – edge-case, Justin Case is on the case, and at your service.

Life on the Edge can be fast and brutal, and yet there are more than a few who have made it work for them and who are still around in spite of the danger. Edgerunners have taken the tools and tech of the Time of the Red and used it to remake themselves into operators who can survive, even thrive, on The Street and on their own terms. Or, at least on the best terms they can negotiate. That negotiation is the key to understanding Edgerunners, both working with them and against them. Chances are equally good for either, depending on who is paying them. Because of this, these dossiers evaluate Edgerunners as potential allies and as potential adversaries. Just know that, either way, it's usually nothing personal.

What do Edgerunners want? Money. When do they want it? Usually half up-front and the rest when they finish the job. Do they have other goals? Of course, but as individuals and not as a group. About the only things Edgerunners have in common is their profession and their professionalism. Edgerunners live by a code and their reputation is often the most valuable thing they have. You take the job, you do the job. Sometimes people look to take advantage of that code, but they also find out that Edgerunners talk, and word gets around about users and exploiters, assuming the offended Edgerunners don't simply take care of the problem themselves.

Some Edgerunners live on the Edge but also inhabit other circumstances, living double- (or even triple-) lives where they "pass" in another society while also maintaining their Edgerunner life and persona. There's always the hustle. Some want to eventually put aside one or more of their different lives and dedicate themselves fully to a specific path, but circumstances often don't allow for it, not until the Edgerunner makes the kind of score needed to provide the freedom that comes with resources.

The Edgerunner life doesn't usually lend itself to settling down and having a family, so often an Edgerunner's "legacy" is their name, reputation, and what they pass on to the people they choose to mentor in the life. "Elder" Edgerunners are rare — the lifestyle doesn't lend itself to longevity — but they are all the more deserving of respect because of that.

As requested, the Edgerunners profiled here aren't connected permanently to any specific crew.

Base of Operations

You'll find Edgerunners everywhere in Night City, from the lowest tent city to the highest starscraper. Most live relatively modest lives in converted cargo containers or small conapts.

Recent History

Edgerunner history is Night City history. They've always been there, acting as the grease keeping the wheels of power in motion – or helping the Corporate machine fall apart with a well-timed push.

Resources

For most Edgerunners? Their resources are their tools, whatever contacts they've made, and their word. An Edgerunner who plays the people who trust them dirty doesn't last long in this town.

Goals

Ask a dozen Edgerunners what they want out of life and you'll get a baker's dozen worth of answers. Money. Fame. Power. Survival. You name it, there's a motivation beating in the heart of some Edgerunner or another.

Some even want to make the world a better place. Poor things.

TETSUO

Great with a Knife

Have you been to Daiseikō in Pacifica Playgrond for sushi? If not, you must try it! So good! It's not easy to get a reservation but I know from experience dropping the boss's name can open something up. What... ? It was field research! Anyway, Night City's newest and hottest traditional Japanese restaurant has more to offer than what's on the menu. There's also the equally yummy celebrity head-chef, Ryu Sakai, who is nightly preparing all kinds of delectable dishes and occasionally dropping by tables to stoically accept the accolades of his satisfied guests.

What they don't know is, up until just before Daiseikō opened, "Ryu Sakai" didn't exist. Oh, sure, there's a data-trail for him, but it was retroactively inserted into the right databases. From what I've been able to put together, Ryu appeared in Night City not long after a Solo called Tetsuo disappeared from the Japanese Edgerunner scene with a substantial score stolen from the Yakuza in Chiba prefecture. Definitely enough to pay for some bodysculpting and a new business venture. Interesting, no?

Naming his restaurant "Big Success" turned out to be a self-fulfilling prophecy. Maybe he's been too successful, since the Night City Yakuza have taken a liking to the place. If they talk to their cousins back in Japan, it could be Chef Sakai will need friends in the near future.

LEVEL	Boss	REP 6	SERIOUSLY WOUNDED	23	HP 45
ROLE	Solo: Combat Awareness 6		DEATH SAVE	7	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	8	8	6	6	6	5	7	5

WEAPONS

EQ Heavy Pistol w/Smartgun Link	ROF2	3d6
Kendachi Mono-Three	ROF1	4d6

ARMOR

HEAD	TUp L Armorjack	SP 12
BODY	TUp L Armorjack	SP 12

SKILL BASES

Athletics 16 • Brawling 14 • Bribery 10 • Bureaucracy 10 • Business 11 • Concentration 8 • Conversation 7
Drive Land Vehicle 10 • Education 8 • Endurance 10 • Evasion 16 • First Aid 8 • Handgun 16 • Human Perception 9
Interrogation 10 • Language (English) 8 • Language (Japanese) 10 • Language (Streetslang) 8
Local Expert (Pacifica Playground) 8 • Martial Arts (Karate) 16 • Melee Weapon 16 • Perception 12
Personal Grooming 9 • Persuasion 10 • Resist Torture/Drugs 10 • Science (Culinary) 14 • Stealth 16 • Streetwise 12
Tactics 12 • Trading 10 • Wardrobe & Style 9

GEAR

Armor-Piercing H Pistol Ammo x16 • Heavy Melee Weapon x2 (ROF2 • 3d6) • Agent • Disposable Cell Phone

CYBERWARE

Contraceptive Implant • Cyberarm *w/ Hardened Shielding* • Cyberarm *w/ Hardened Shielding & Subdermal Grip*
Neural Link *w/ Chipware Socket x2, Olfactory Boost, Sandevistan & Tactile Boost*

CRAB LORD

Night City Street Legend

A literal urban legend, some people think "CrAB Lord" is a title passed down through a series of Edgerunners, but I'm here to tell you the original CrAB Lord is still up and running — so to speak. He honestly doesn't do any real "running" these days and could use a hip replacement or some new legs, and most of his income probably goes to the daily cocktail of pharmaceuticals he uses to maintain himself. But then remotes and drones have always been his arms and legs, eyes and ears and hands, and that hasn't changed.

If anything, ol' CrAB Lord knows all the tricks to get the most out of his tech and could teach the new generation of Edgerunners a thing or two.

While CrAB Lord still goes out into the field to be close enough to control and manage his "kiddies," he prefers to stay somewhere as secure as possible on-site while still within his portable NET Architecture's drone control range. With all of the remote surveillance and infiltration work he has done over the years, CrAB Lord is a treasure trove of intel on Night City.

I've heard he has terabytes of recordings and data squirreled away, although clearly none of it juicy enough to set the old man up for retirement, since he's still at it — at least, not so far as anyone knows, anyway.

LEVEL	Hardened Mini-Boss	REP 5	SERIOUSLY WOUNDED	18	HP 35
ROLE	Netrunner: Interface 4 Tech: Maker 2 (Field Exp 2 • Fab Exp 2)		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
8	7	7	8	7	5	3	5	4

WEAPONS

Heavy Pistol	ROF2	2d6
Heavy Melee Weapon	ROF2	3d6

ARMOR

HEAD	TUp Bodyweight Suit	SP 12
BODY	TUp Bodyweight Suit	SP 12

SKILL BASES

Athletics 9 • Basic Tech 14 • Brawling 9 • Bureaucracy 12 • Concentration 11 • Conversation 6 • Cryptography 14
Cybertech 14 • Drive Land Vehicle 10 • Education 12 • Electronics/Security Tech 14 • Evasion 9 • First Aid 12 • Gamble 11
Handgun 12 • Human Perception 8 • Land Vehicle Tech 10 • Language (English) 12 • Language (Streetslang) 10
Lip Reading 12 • Local Expert (Hot Zone) 12 • Melee Weapon 15 • Perception 12 • Persuasion 9 • Stealth 9 • Streetwise 15
Tactics 10 • Trading 10 • Weaponstech 12

GEAR

Basic H Pistol Ammo x8 • Carryall • Inflatable Bed & Sleep-bag • Kibble Pack • Virtuality Goggles
Portable NET Architecture • CrAB Drones • EQ Cyberdeck *w/ Armor, Giant, Hellbolt x2, Hardened Circuitry, Insulated Wiring & KRASH Barrier* (in Bodyweight Suit)

CYBERWARE

Neural Link *w/ Interface Plugs*

CRAB DRONE

CrAB Lord's Creepy Babies

Type	Description	Default Trigger	Data
CrAB Drone (Active Defense)	A walking drone roughly the size of a small dog. Equipped with: • Observation Camera • Grip Feet • Airhypo loaded with Black Lace, Blue Glass, or Biotoxin	Target enters area and fails biometric/facial recognition scan.	6 MOVE • 40HP Perimeter of Defended Area DV21 Electronics/Security Tech, 5 min to counter.

CrAB Lord's Portable NET Architecture

Demons Installed: Rock Lobster (Balron w/ a bit too much personality)

REZ 30 • **Interface** 7 • **NET Actions** 4 • **Combat Number** 14

Can perform any NET Action a Netrunner is capable of.

Floor		DV
1	**Black ICE**: Giant	—
2	**Password**	10
3	**Control Node**: CrAB Drone	10
4	**Control Node**: CrAB Drone	10

The woman they call "Auntie Fist" is someone who you want on your side — or at least you don't want her mad at you, if you can avoid it. Tía Puño used to work for Militech but she proved a "disciplinary problem" when a new superior didn't understand her protective streak, couldn't take a hint, and ended up with a broken jaw. Ultimately, no hard feelings on either side, since Tía still works for Militech from time to time, but she does so on a strictly freelance basis now, outside the chain of command.

Tía Puño is as close as you will find to an Edgerunner "den mother," but she ain't baking no cookies. Her specialty is explosive ordinance, always punching through obstacles, one way or another. She's as cool under fire as anyone I've ever seen, and there's no better choice when you need someone to defuse a bomb or plant a shaped-charge to blow through a wall while security is bearing down on you.

She looks after her people and fiercely defends her friends. If you ever find yourself on the wrong side of Tía Puño that might be your out: Appeal to her sense of protectiveness and fair-play. Assuming she buys your act, you might just get through to her with your face intact.

TIA PUÑO

Auntie Fist

LEVEL	Hardened Mini-Boss	REP 4	SERIOUSLY WOUNDED	25	HP 50
ROLE	Solo: Combat Awareness 4 Tech: Maker 2 (Field Exp 2 • Fab Exp 2)		DEATH SAVE	8	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	6	5	6	6	7	6	8	5

WEAPONS

Constitutional Arms Multiammo Pistol	ROF1	4d6
Martial Arts Attack	ROF2	3d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Athletics 10 • Basic Tech 13 • Brawling 15 • Concentration 11 • Conversation 8 • Education 7 • Electronics/Security Tech 10 Evasion 15 • Handgun 14 • Heavy Weapons 10 • Human Perception 9 • Language (Spanish) 9 • Language (Streetslang) 7 Local Expert (NorCal Military Base) 7 • Martial Arts (Aikido) 15 • Perception 9 • Personal Grooming 8 • Persuasion 8 Stealth 7 • Wardrobe & Style 8 • Weaponstech 13

GEAR

Basic VH Pistol Ammo x3 • Armor-Piercing VH Pistol Ammo x3 • Expansive VH Pistol Ammo x3 • Incendiary VH Pistol Ammo x3 • Rubber VH Pistol Ammo x3 • Armor-Piercing Grenade • Agent • Carryall • Disposable Cell Phone • Techbag

CYBERWARE

Contraceptive Implant • Cyberarm *w/ RealSkinn Covering & Toolhand* • EMP Threading • Neural Link *w/ Chipware Socket & Pain Editor*

BACKHAND

Freelance Tech

How can someone be so good at organizing and getting things done (and looking good doing it) and be so bad at getting people to like her? The phrase "I didn't come here to make friends" could have been invented for Cicely Feng. People started calling her "Backhand" early in her career because of her gift for praising and punishing with the same phrase.

Rather than changing course, Cicely took "Backhand" as a badge of honor and dared anyone to get on the receiving end of hers. Usually, her backhand is verbal, but I know of at least one physical example using that third arm of hers. Some people never learn.

Thing is, while Backhand prefers not to rely on anyone, she can be relied upon to get things done, no matter what it takes, or who it ticks off. She's a freelance Tech par excellence.

When you want it done, and done right, and you don't overly care about anyone's feelings, she's the one to call. In the same vein, if you are up against Backhand, understand that loyalty for her is limited.

The people working with her might be willing to turn on her, but only if they think they can get away with it.

LEVEL	Hardened Lieutenant	REP 3	SERIOUSLY WOUNDED 20	HP	40
ROLE	Tech: Maker 4 (Field Exp 4 • Fab Exp 4)		DEATH SAVE 5		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	5	5	7	5	6	5	5	4

WEAPONS

EQ Heavy SMG	ROF1	3d6
Brawling Attack	ROF2	2d6

ARMOR

HEAD	TUp L Armorjack	SP 12
BODY	TUp L Armorjack	SP 12

SKILL BASES

Athletics 7 • Autofire 13 • Basic Tech 13 • Brawling 7 • Concentration 8 • Conversation 8 • Cybertech 13 • Education 10 Electronics/Security Tech 13 • Evasion 11 • First Aid 9 • Handgun 13 • Human Perception 8 • Interrogation 7 Language (English) 10 • Language (Streetslang) 8 • Local Expert (Heywood Industrial Zone) 8 • Perception 10 Personal Grooming 9 • Persuasion 9 • Stealth 7 • Wardrobe & Style 9 • Weaponstech 11

GEAR

Basic H Pistol Ammo x80 • Agent • Carryall • Computer • Duct Tape • Flashlight • Tech Bag

CYBERWARE

Artificial Shoulder Mount • Contraceptive Implant • Cyberarm *w/ Techscanner & Tool Hand*

JUMPSHOT

Leaping into the News

Angela Banks picked up the handle "Jumpshot" when she literally jumped from an AV-4 with her camera running in order to get a shot of a NCPD beat-down on organized protesters near where South Night City borders the Glen. When her bosses decided not to use the footage because it was "likely to further inflame violence" (among their advertisers, that is) Angela released it herself. Thing is, she might as well have signed her name to it, given how unique it was.

Jumpshot went freelance after that, still as dedicated as ever to getting in, getting the shot, and getting it out there so people can see for themselves what is happening. She's found work with 24/7's (**SEE PAGE 46**) Never Blink News, along with others in Night City, and is someone to involve if you want a story out there, but not if you're looking for discretion. Jumpshot will go to great lengths to get the story, but then she absolutely will tell it.

If you're looking to keep something under wraps, then Jumpshot works best as a distraction from the main attraction. Give her something else to focus on, another story to pursue and release, and you may buy yourself a news-cycle or two. Just whatever you do, don't let her get wind that you're setting her up that way — or that I told you to, for that matter.

LEVEL	HARDENED LIEUTENANT	REP 4	SERIOUSLY WOUNDED	20	HP 40
ROLE	MEDIA: CREDIBILITY 4		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	5(3)	5(3)	4	6	6(4)	7	5	5

WEAPONS

HEAVY PISTOL	ROF2	3d6
MICROWAVER	ROF1	—

ARMOR

HEAD	M ARMORJACK	SP 12
BODY	M ARMORJACK	SP 12

SKILL BASES

Athletics 9 (7) • Brawling 13 (11) • Composition 10 • Concentration 8 • Conversation 9 • Deduction 9 • Education 7 Evasion 13 (11) • First Aid 6 • Handgun 13 (11) • Human Perception 11 • Language (English) 9 • Language (Streetslang) 7 Library Search 10 • Lip Reading 9 • Local Expert (The Glen) 11 • Perception 10 • Persuasion 12 • Photography/Film 12 Stealth 7 (5)

GEAR

Basic H Pistol Ammo x16 • Agent • Audio Recorder • Carryall • Flashlight • Memory Chips x10 • Video Camera

CYBERWARE

Contraceptive Implant • Cyberleg x2 *w/ Jump Booster x2* • Neural Link *w/ Interface Plugs*

24/7

Never Blink News

The name and logo of Never Blink News (NBN! 24/7!) are intended to make you think it is a sizable organization delivering the unvarnished truth to discerning viewers, but the unvarnished truth about that is NBN's just one guy, 24/7. He's journalist, anchorman, researcher, and often-times camera and soundman as well: a one-person media crusade.

24/7 ("sometimes shortened to "Toofer") got his start in Corp-run news. Unlike most other idealistic newbie journalists on the Megacorp treadmill, his experience with the realities of the media world didn't lead him to trade his principles for job security. Just the opposite, in fact. He quit in protest over media censorship and bias and took it to The Street, producing his own stories and content for his own pirate channel. The way I know he's a true idealist is how some of Never Blink News' exposés could have earned 24/7 a tidy pay-off if he'd only kept the lid on them as a "favor" to the right people.

24/7's a truth-seeking bloodhound to sic on targets, provided you want the story splashed across the Data Pool. Once he's got the scent, he doesn't give up. He's also a potential ally to other Edgerunners, especially if they're able to provide information, access, and protection for his journalistic crusades.

LEVEL	Lieutenant	REP 2	SERIOUSLY WOUNDED 18	HP	35
ROLE	Media: Credibility 4		DEATH SAVE 4		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	4	4	4	7	6	5	4	5

WEAPONS

Heavy Pistol	ROF2	3d6
Brawling Attack	ROF2	1d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Athletics 6 • Brawling 6 • Composition 10 • Concentration 8 • Conversation 10 • Deduction 11 • Education 7 • Evasion 13 First Aid 6 • Handgun 13 • Human Perception 11 • Language (English) 9 • Language (Streetslang) 7 • Lip Reading 12 Local Expert (Upper Marina) 12 • Perception 10 • Persuasion 12 • Photography/Film 12 • Stealth 6

GEAR

Basic H Pistol Ammo x16 • Agent • Audio Recorder • Binoculars • Computer • Disposable Cell Phone x2 Radio Scanner/Music Player • Video Camera

CYBERWARE

Contraceptive Implant • Cyberaudio Suite *w/ Voice Stress Analyzer* • EMP Threading

Do we go in for extreme sports? Because when I first saw "Demolition" Derby in action, I thought she was a pair of cat ears away from being one of ours. She started out on the roller derby circuit in Night City and the lady knows how to play to a crowd as well as she can clothesline or hip-check an opponent.

Thing is, Derby learned things outside the rink can be even more dangerous, especially when money is on the line. Her subdermal armor and fighting skills may have kept some leg-breakers from doing their job on her and her teammates, but roller derby pays like shit, so she's been looking for more lucrative work of late and getting some upgrades to do it, including a subdermal grip for a smartgun link.

In short, she's hungry and she's capable, making her a perfect candidate to hire (did I mention she could easily be one of ours?). Of course, that also means she might end up working for whoever is paying to run jobs against us. I don't think she's the type who will flip for a better offer, since she does seem to have a strong sense of fair play and values her professional reputation.

Come to her with work that gets her money, security, and maybe a chance to stick it to "The Man?" Then I think you'll have yourself a deal.

DERBY

Star Jammer

LEVEL	LIEUTENANT	REP 2	SERIOUSLY WOUNDED	18	HP 35
ROLE	SOLO: COMBAT AWARENESS 4		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	6	4	4	6	5	6	5	4

WEAPONS

VERY HEAVY PISTOL W/ SMARTGUN LINK	ROF1	4d6
HEAVY MELEE WEAPON	ROF2	3d6

ARMOR

HEAD	SUBDERMAL ARMOR	SP 11
BODY	SUBDERMAL ARMOR	SP 11

SKILL BASES

Acting 8 • Athletics 12 • Brawling 13 • Concentration 9 • Conversation 8 • Dance 8 • Education 6 • Endurance 8
Evasion 12 • First Aid 6 • Handgun 12 • Human Perception 8 • Language (English) 8 • Language (Streetslang) 6
Local Expert (Watson Development) 7 • Melee Weapon 9 • Perception 6 • Personal Grooming 10 • Resist Torture/Drugs 10
Stealth 6 • Streetwise 9 • Wardrobe & Style 10

GEAR

Basic VH Pistol Ammo x16 • Smoke Grenade • Disposable Cell Phone • Inline Skates

CYBERWARE

Contraceptive Implant • Neural Link • Subdermal Armor • Subdermal Grip

FORTY

Making Music and Raising Hell

If you want to know about Forty, start by downloading her music catalog. I recommend listening to *Famous for Famous* and *Not for Nothing* first, followed by *When I Was* and *Song for the Others* if you want to know more about what makes this Rockerboy tick.

The long and the short of it is: Forty's dad was Adam Dore, still a top-forty "hit" with the tween and teen set, if you go by the Garden's numbers. Thing was, heartthrob "A.Dore" was a musician's musician who taught his kid how to sing and play from childhood.

Unfortunately, he was also a lousy businessman who ended up screwed over by DMS thanks to a predatory contract. Before he knew it, his "big break" broke him under what amounted to Corporate indentured servitude. His way out was to hide some of his work and pass it along with the only other legacy he had to offer: A hard-won lesson not to trust those "big breaks."

Forty took her dad's files, lessons, and a serious grudge against the Corps forward to do her own thing, reinventing herself and hitting the Night City underground music scene. There she found community, as well as the Edgerunner scene, and has been making music and raising hell ever since.

LEVEL	Lieutenant	REP 3	SERIOUSLY WOUNDED	18	HP 35
ROLE	Rockerboy: Charismatic Impact 4		DEATH SAVE	4	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	5	5	4	6	6	4	4	6

WEAPONS

Very Heavy Pistol	ROF1	4d6
Brawling Attack	ROF2	1d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Acting 8 • Athletics 7 • Brawling 9 • Bribery 8 • Composition 10 • Concentration 8 • Conversation 8 • Dance 9 Education 8 • Evasion 11 • First Aid 6 • Handgun 13 • Human Perception 12 • Language (English) 8 Language (Streetslang) 6 • Local Expert (New Westbrook) 6 • Perception 6 • Personal Grooming 10 • Persuasion 12 Play Instrument (Guitar) 12 • Play Instrument (Singing) 12 • Stealth 7 • Wardrobe & Style 12

GEAR

Basic VH Pistol Ammo x16 • Flashbang Grenade x2 • Agent • Electric Guitar • Pocket Amplifier • Radio Scanner/Music Player

CYBERWARE

Contraceptive Implant • Cyberaudio Suite *w/ Audio Recorder* • EMP Threading • Medical Grade Cyberleg • Light Tattoo x3 Techhair

GREASE

Up-and-Coming Fixer

I'll be honest here. I like Grease – it's kind of hard not to. He's as smooth as his namesake, which he says is all about "greasing the wheels" rather than anything more fun. Grease is like that: all business, at least so far as I can tell. "I'm just the middleman," he says, and that's the maxim he sticks to: get people and things together, get the job or the deal done, take the money and go.

That professional attitude and knack for getting things done make Grease an up-and-coming Fixer on The Street, although he still keeps a low profile since, as he says, "Poking your head up is a good way to get it shot off."

If you're looking for a competent Fixer, I'd recommend Grease in a second. If, however, you're looking for a risk-taker, or someone so fiercely dedicated to getting the job done they'll go the extra distance, look elsewhere. Grease isn't that kind of guy.

If the job needs to be scrubbed because he thinks it won't work, he won't hesitate to do so. If you're going up against him, Grease is loyal — he won't risk his reputation by taking bribes to abandon his client — but you can convince him the smart thing to do is walk away and tell his client the job just isn't happening.

LEVEL	LIEUTENANT	REP 2	SERIOUSLY WOUNDED	18	HP 35
ROLE	FIXER: OPERATOR 4		DEATH SAVE	4	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	5	4	5	6	6	4	4	5

WEAPONS

VERY HEAVY PISTOL	ROF1	4d6
BRAWLING ATTACK	ROF2	1d6

ARMOR

HEAD	L ARMORJACK	SP 11
BODY	L ARMORJACK	SP 11

SKILL BASES

Accounting 7 • Acting 8 • Athletics 6 • Basic Tech 7 • Brawling 6 • Business 9 • Concentration 9 • Conversation 12 Education 8 • Evasion 12 • First Aid 7 • Handgun 13 • Human Perception 10 • Language (English) 9 • Language (Spanish) 9 Language (Streetslang) 7 • Local Expert (Watson Development) 7 • Perception 9 • Personal Grooming 9 • Persuasion 10 Stealth 8 • Streetwise 10 • Tactics 7 • Trading 12 • Wardrobe & Style 9

GEAR

Basic VH Pistol Ammo x16 • Carryall • Disposable Cell Phone x2 • Smart Glasses *w/ Targeting Scope*

CYBERWARE

Contraceptive Implant • Cyberaudio Suite *w/ Bug Detector, Internal Agent & Voice Stress Analyzer*

REDEYE

Runs the Edge and Your Games

If you think Redeye looks more like she'd fit in with some elite Corporate Netrunning squad, don't ever tell her that. I hear she escaped just that kind of life and doesn't want to be anywhere near it again, unless she's hacking into some Corp's NET Architecture. Redeye never felt she belonged: in her "upright citizen" Corporate family, in their planned career for her, or in being assigned male at birth. She was a natural coder from the first days of playing "I Can Code!™" and running roleplaying games for friends as a kid, but being a Corporate clonerunner, chained to a terminal to grind out executables? Not for her.

First chance she got, Redeye slipped out of Corporate-land and got her first taste of the real Night City, from the clubs to the code-havens. There was no turning back.

Eventually, she disappeared from her former life and hit The Street, earning the reputation and the cred to transition to life on her terms. Redeye still has that daring spirit, which makes her good at the kind of work Netrunners do these days. She can get into a facility with a team and get down to work.

If you want to get in with her, drop a mention of RPGs (the games, not the grenades) – Redeye still runs them for her Edgerunner friends on the regular.

LEVEL	LIEUTENANT	REP 1	SERIOUSLY WOUNDED	18	HP 35
ROLE	NETRUNNER: INTERFACE 4		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	6	4	5	5	4	5	5	4

WEAPONS

HEAVY PISTOL	ROF2	3d6
BRAWLING ATTACK	ROF2	2d6

ARMOR

HEAD	BODYWEIGHT SUIT	SP 11
BODY	BODYWEIGHT SUIT	SP 11

SKILL BASES

Athletics 6 • Basic Tech 11 • Brawling 6 • Concentration 10 • Conversation 6 • Cryptography 12 • Cybertech 11 Education 12 • Electronics/Security Tech 11 • Evasion 10 • First Aid 7 • Forgery 9 • Handgun 11 • Human Perception 6 Language (English) 10 • Language (Streetslang) 8 • Library Search 12 • Local Expert (Little Europe) 8 • Perception 8 Persuasion 7 • Stealth 9

GEAR

Basic H Pistol Ammo x16 • Agent • Virtuality Goggles • Cyberdeck *w/ Armor, See Ya, Sword, Vrizzbolt & Worm*

CYBERWARE

Contraceptive Implant • Neural Link *w/ Interface Plugs* • Shift Tacts x2

SABER

Freelance Corporate Troubleshooter

Some people build their reputation on their loyalty, competence, and success, others on the treachery, incompetence, and failures of others. Denny Haulk, known as Saber, did both. True to his name, Saber enjoys a good fencing match, either literal (he was on the fencing team at NCU) or verbal.

His somewhat argumentative nature means Saber doesn't fit into a comfortable Corporate hierarchy. Rather than letting this be a career-ender, he turned the flaw to an advantage. Now Saber is the freelancer who companies hire to come in and fix their messes and he gets the job done, no matter who that ticks off.

Still, Saber made good impressions where it counted. Early in his freelance career, he saved the life of an Exec targeted with assassination, even though he lost both arms to a monofilament blade. The grateful Exec paid for Saber's medical care and new cyberarms and connected him with other potential clients.

While he still puts loyalty to his client first, Saber learned a hard lesson about jumping before he looks, and he's a good deal more cautious these days. That includes the backup weapon and shield built into his cyberarms so Saber will never be caught unarmed (if you'll excuse the expression) again.

LEVEL	LIEUTENANT	REP 2	SERIOUSLY WOUNDED	18	HP 35
ROLE	EXEC: TEAMWORK 4 (DRIVER)		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	5	5	4	5	5	5	5	5

WEAPONS

HEAVY PISTOL	ROF2	3d6
POPUP HEAVY MELEE WEAPON	ROF2	3d6

ARMOR

HEAD	SUBDERMAL ARMOR	SP 11
BODY	SUBDERMAL ARMOR	SP 11

SKILL BASES

Accounting 12 • Athletics 7 • Brawling 9 • Bureaucracy 10 • Business 12 • Concentration 7 • Conversation 9 • Deduction 9 Education 9 • Evasion 13 • First Aid 6 • Handgun 11 • Human Perception 7 • Language (English) 9 Language (Streetslang) 7 • Local Expert (The Glen) 7 • Melee Weapon 13 • Perception 9 • Personal Grooming 10 Persuasion 9 • Stealth 7 • Wardrobe & Style 10

GEAR

Basic H Pistol Ammo x16 • Agent • Businesswear Outfit • Carryall • Scrambler/Descrambler

CYBERWARE

Cyberarm *w/ Popup Melee Heavy Weapon* • Cyberarm *w/ Popup Shield* • Subermal Armor

TORCH

Fire-Wielding Tech

Plenty of people, understandably, want to burn it all down these days, but a few actually know how to build it back up again afterwards. Enter João "Torch" Barbosa Alves, He's the owner of Torch's Total Repairs on the south end of the Upper Marina and a believer in the maxim "if you can't fix it, you don't really own it".

That's an increasing challenge as the world slowly rights itself and the Megacorps claw their way back into the picture.

Nevertheless, if there is a way to crack open a case and fix what's inside, Torch has either figured out a way to do it or determined it can't be done.

He'll tell you so either way.

What's more, since most of Torch's repair jobs skirt the bounds of legality anyway, he does the work without asking a lot of questions, although the obviously illegal stuff is going to cost you extra.

Torch got his handle from regularly wielding a blowtorch and soldering iron to cut things open and patch things up, but I also know for a fact that he has a working flame-thrower in his shop and he knows how to use it, amongst other weapons, when there's a need.

LEVEL	LIEUTENANT	REP	1	SERIOUSLY WOUNDED	18
ROLE	TECH: MAKER 4 (FIELD EXP 2 • UP EXP 2 • FAB EXP 2 • INV EXP 2)			DEATH SAVE	5

HP 35

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	4	5	7	4	4	4	5	5

WEAPONS

HEAVY PISTOL	ROF2	3d6
FLAMETHROWER	ROF2	3d6

ARMOR

HEAD	L ARMORJACK	SP 11
BODY	L ARMORJACK	SP 11

SKILL BASES

Athletics 7 • Basic Tech 13 • Brawling 7 • Business 10 • Conceal/Reveal Object 8 • Conversation 7 • Cybertech 9
Education 8 • Electronics/Security Tech 11 • Evasion 9 • First Aid 9 • Handgun 12 • Heavy Weapons 13
Human Perception 8 • Land Vehicle Tech 10 • Language (Portuguese) 10 • Language (Spanish) 8 • Language (Streetslang) 8
Local Expert (Upper Marina) 10 • Perception 8 • Persuasion 6 • Stealth 7 • Weaponstech 10

GEAR

Basic H Pistol Ammo x8 • Incendiary Shotgun Shell x 4 • Disposable Cell Phone • Duct Tape • Tech Bag

CYBERWARE

Contraceptive Implant • Cyberarm *w/ Tool Hand* • Cybereye *w/ MicroOptics* • Skinwatch

CRASHER

Weddings and Funerals

There are Medias who believe in and fight for "the power of the press" – even if many of them don't know what a printing press was, the poor dears. Crasher ain't one of them. His handle is short for "Wedding Crasher" and he's an out-and-out "have camera will travel" mercenary.

If you need it shot – on video, that is – Crasher will shoot it, provided the money is right, and ideally there's a buffet or open bar as part of the deal. His job is to get the images, whether it is some Corporate brat's lavish themed birthday party, a high-society wedding, an illegal chop-shop in operation, or a staged underground fight.

Thing is, Crasher is good at what he does and he's smart enough to keep a "personal archive" of potentially useful footage; he's a digital pack-rat who never deletes anything, especially if it might prove incriminating to someone else someday. Considering how much you can fit on a memory chip these days, he could be carrying his entire archive around with him and still have a dozen backups squirreled away in hidey holes around the city.

And, for the right price, he'll search through his back-footage: a unique historical archive of Night City life for the past few years.

LEVEL	Hardened Mook	REP 1	SERIOUSLY WOUNDED	18	HP 35
ROLE	Media: Credibility 2		DEATH SAVE	4	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	5	4	4	5	5	4	4	4

WEAPONS

PQ Medium Pistol	ROF2	2d6
Brawling Attack	ROF2	1d6

ARMOR

HEAD	Kevlar®	SP 7
BODY	Kevlar®	SP 7

SKILL BASES

Athletics 6 • Brawling 6 • Composition 8 • Concentration 7 • Conversation 8 • Education 6 • Evasion 8 • First Aid 6 Handgun 12 • Human Perception 10 • Language (English) 8 • Language (Streetslang) 8 • Local Expert (Heywood) 8 Perception 8 • Persuasion 9 • Photography/Film 10 • Stealth 6

GEAR

Incendiary M Pistol Ammo x12 • Computer • Disposable Cell Phone • TUp (+1 to Photography/Film) Video Camera

CYBERWARE

EMP Threading

FLASHER

He'll Show You His Goods

Full disclosure, I'm the one who tagged Mal Devincher with the handle "Flasher." I mean, look at him: If you saw him opening up that skanky coat to show you his cheap-ass wares, what would you think?

It's just a relief he's more opportunist than exhibitionist, I'll tell you.

Flasher is one of those shifty hustlers you can find all over the city, always on the lookout for anything he can sell, and anyone he can sell to, in order to pick up a few eb.

At the least, Flasher has an eye for an opportunity and a deal. He's strictly small-time and a lot of his wares are, too.

He's more likely to sell you a scratched-up Teen Dream auto-mag that'll melt the first time you burst fire it, or whatever else "got dropped by a delivery drone" that week, than quality goods.

While I personally wouldn't go to Flasher for whatever he's got stowed under that coat (on any level) don't underestimate his value as a source of information as well as wares.

Like I said, he's always hustling, on the lookout, meaning he sees and hears a lot of what's going down on The Street.

LEVEL	Hardened Mook	REP 1	SERIOUSLY WOUNDED	15	HP 30
ROLE	Fixer: Operator 2		DEATH SAVE	4	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	5	4	4	5	4	4	4	4

WEAPONS

PQ Heavy Pistol	ROF2	3d6
Brawling Attack	ROF2	1d6

ARMOR

HEAD	Scavenged Armor	SP 11
BODY	Scavenged Armor	SP 11

SKILL BASES

Athletics 6 • Brawling 6 • Bribery 9 • Conceal/Reveal Object 10 • Concentration 6 • Conversation 8 • Education 7 Evasion 12 • First Aid 6 • Handgun 12 • Human Perception 8 • Language (English) 9 • Language (Streetslang) 7 Local Expert (Old Combat Zone) 7 • Perception 7 • Persuasion 9 • Stealth 6 • Trading 9

GEAR

Expansive H Pistol Ammo x8 • Disposable Cell Phone x2 • Unloaded Teen Dreem (ROF1 • 2d6) x12

CYBERWARE

Cyberaudio Suite *w/ Internal Agent* • Cybereye *w/ Chyron*

HAMMER

All the World's a Nail

They used to say when all you've got is a hammer, every problem tends to look like a nail, but conversely, there are some problems that are best handled with, shall we say, a blunt instrument. For those problems there are guys like Hammer. Harlan Briggs has a story you'll find all over: An ex-private military grunt who signed up to drag himself out of poverty and put a talent for the ol' ultra-violence to use only to discover taking orders and being shoved onto the front-lines to get shot wasn't all that.

After some "discipline problems" and a lack of advancement opportunities past "cannon fodder" Hammer decided to get out and go into business for himself.

While not quite as blunt as the name implies, Hammer does tend to deal with problems directly and forcefully. If that's what you're looking for, then he's a good choice: up-and-coming, but without the rep needed to demand higher prices.

He's smart enough to know who's paying the bills and to act accordingly, and I think he'd most likely stay bought once he's taken a job. Hammer cultivates that "nothing personal, just business" attitude but he can still get distracted flexing for anyone he wants to impress, something to be aware of if you hire him, or to exploit if you go up against him.

LEVEL	Hardened Mook	REP 0	SERIOUSLY WOUNDED	18	HP 35
ROLE	Solo: Combat Awareness 2		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
3	6	5	4	4	5	4	5	3

WEAPONS

PQ Very Heavy Pistol w/Extended Magazine	ROF1	4d6
Brawling Attack	ROF2	2d6

ARMOR

HEAD	Scavenged Armor	SP 11
BODY	Scavenged Armor	SP 11

SKILL BASES

Athletics 7 • Brawling 10 • Concentration 7 • Conversation 5 • Education 5 • Evasion 10 • First Aid 8 • Handgun 12
Heavy Weapons 10 • Language (English) 7 • Language (Streetslang) 5 • Local Expert (Rancho Coronado) 5
Melee Weapon 10 • Perception 8 • Persuasion 6 • Stealth 7

GEAR

Armor-Piercing VH Pistol Ammo x14 • Disposable Cell Phone

CYBERWARE

Cybereye *w/ Targeting Scope*

LEVERAGE

Edgerunner by Accident

Some people are born to the Edgerunning life, others have it thrust upon them by circumstance, and still others, like Leverage, kind of fall into it by accident. Leverage was working late as an on-site Corporate Tech when he unexpectedly found himself in the middle of a group of Edgerunners sneaking into the building.

Leverage wasn't exactly feeling a lot of job satisfaction at the time, so he helped the Edgerunners out in order to screw over his bosses (and to save his own skin). He was the "Leverage" they needed to get the job done.

Turned out that he liked the experience so much he couldn't stop thinking about it. Hard to go back to Corp drudge-work after a thrill like that – plus there was always a chance his employers might find out what really happened and make him pay, either in eb or in blood.

So, Leverage quit and decided to take up the Edgerunner life himself.

The guy's a decent Tech who is still learning the ropes. Pay him well and you can probably earn his loyalty pretty easily. He's a good resource to start cultivating now, before he earns a reputation and gets more expensive – or before he manages to get himself killed.

LEVEL	Hardened Mook	REP 0	SERIOUSLY WOUNDED 18	HP	35
ROLE	Tech: Maker 2 (Field Exp 2 • Fab Exp 2)		DEATH SAVE 6		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	3	4	6	4	4	4	6	4

WEAPONS

PQ Medium Pistol	ROF2	2d6
PQ Very Heavy Melee Weapon	ROF1	4d6

ARMOR

HEAD	–	–
BODY	Kevlar®	SP 7

SKILL BASES

Athletics 6 • Basic Tech 12 • Brawling 8 • Bureaucracy 6 • Concentration 6 • Conversation 6 • Education 6 Electronics/Security Tech 10 • Evasion 6 • First Aid 8 • Handgun 8 • Human Perception 6 • Language (Samoan) 8 Language (Spanish) 6 • Local Expert (Heywood Industrial Zone) 6 • Melee Weapon 12 • Perception 6 • Persuasion 6 • Stealth 6

GEAR

Junk M Pistol Ammo x12 • Disposable Cell Phone • Smart Lens *w/ MicroOptics* • Tech Tool

CYBERWARE

Contraceptive Implant

GENERATION RED

Prepared by Agent Gib (on desk duty due to an assignment going south)

The kids ain't all right, to borrow a phrase. Night City has more than its fair share of children whose families are absent, broken, uncaring, or just too busy to look after the rugrats.

Without the resources or training to be able to protect themselves, most of the time those kids wind up in deep shit, but every so often a clever or lucky group forms an enduring YoGang and manages to carve out a temporary bastion of near-stability for themselves. Generation Red is one of those lucky few. I'm just not sure how long their luck will last.

I can see why the Boss wants to recruit them, but I don't think it's going to be a simple task.

Base of Operations

Generation Red's claimed an abandoned office building in the Old Combat Zone a couple of blocks southeast of the Glen as a clubhouse. It used to be pretty snazzy, but the decorative statuary is crumbling, the fountain's run dry, and the stick-on lighting strips the gang put up flicker like strobe lighting in Club Atlantis on occasion. Still, it's home for many of them, and they've done some damn hard work to make it so.

They've turned most of the ground floor into a skate park, with ramps built from scavenged debris, they've created some comfortable spaces to sleep on the upper floors, and they've covered the boring beige walls with spray-painted artwork and poetry.

I think they even have a live plant in there somewhere.

Recent History

Generation Red is focused on surviving. Which isn't to say that they're not also a bunch of viciously determined little menaces who'll put up more of a fight than anybody's bargained for, just that they're not actively seeking out chances to make trouble.

A couple of adult gangers discovered this recently; they thought they could boot Generation Red out of their clubhouse and move in, and instead got their asses soundly kicked. The downside of kicking ass and taking names, though, is attention, and at least one of Generation Red's members is worried about the consequences of drawing too much of it, as a group of kids without any real backup.

Generation Red's leader, Apex (**SEE PAGE 59**), on the other hand, wants to keep anybody from being in a position to tell them what to do, because it's always just one more favor...

Resources

They're resourceful kids, but they're still kids. They have what a handful of determined and clever children can scrounge up or steal. They've booby-trapped their clubhouse to hell and back and Tetra appropriated a rocket launcher from her parents' weapons closet, but they're not going to be toting the latest heavy pistols from Militech.

Some of their parents have influence with their Corporations, but bringing in a "guardian" is going to be the absolute last resort for these kids. If they agree to join up with Danger Gal... well, they may not get explicit help, but they might end up far better-supplied.

DATA

To learn more about the Old Combat Zone **SEE CP:R PAGE 299**.

Goals

The little menaces want what kids always want – to be themselves, without a bunch of adults telling them what to do. But even the most dedicated loners tend to care about companionship and some degree of stability, somewhere deep down. With the right lever, I think we can turn them into the next generation of Danger Gal (**SEE PAGE 27**) operatives. The trick is finding the right lever.

Hell, maybe it'll make their lives better to be gobbled up by the Corporate machine. Better us than the Maelstrom, right?

BLADES

On the Edge of Adulthood

Birth name unknown. Blades has been on The Street since she was a very young child, and she's survived on sheer grit, determination, and a lot of luck. She's made many connections during her time on the streets, and she knows the scavenging sites of the Old Combat Zone inside and out. Her experience of lacking safety and security is likely why she wants it so badly in her life, and she admired Danger Gal even before Tigress of Puma Squad (**SEE PAGE 29**) first contacted her.

Blades lost her eye and her legs fighting off a group of scavengers who were trying to eliminate the competition, and the story's gotten around – she's got a reputation for fighting like a wildcat among her contacts. As a gesture of good will in the recruitment efforts, Danger Gal funded the replacement of Blades' medical-grade cyberlegs with the upgradeable ones and skate feet she has now.

Blades isn't quite sure what to do with Tetra's hero-worship (**SEE PAGE 60**), but she's invested in the kids in the gang. Tigress has encouraged Blades to use her influence to convince the other members of Generation Red to work with Danger Gal.

I'm not sure she'll manage to do anything other than cause a schism, but hey – I'm just the analyst here, right?

LEVEL	LIEUTENANT	REP	1	SERIOUSLY WOUNDED	15
ROLE	FIXER: OPERATOR 2			DEATH SAVE	3

HP **30**

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	7	6	3	5	4	7	3	5

WEAPONS

HEAVY MELEE WEAPON	ROF2	3d6
BRAWLING ATTACK	ROF2	1d6

ARMOR

HEAD	LEATHERS	SP 4
BODY	SCAVENGED ARMOR	SP 11

SKILL BASES

Athletics 12 • Brawling 8 • Bribery 7 • Conversation 9 • Education 6 • Evasion 12 • First Aid 5 • Handgun 8
Human Perception 10 • Interrogation 7 • Language (English) 8 • Language (Streetslang) 10 • Library Search 8
Local Expert (Old Combat Zone) 9 • Melee Weapon 12 • Perception 7 • Persuasion 10 • Photography/Film 9
Pick Lock 5 • Pick Pocket 5 • Stealth 8 • Streetwise 10 • Trading 10 • Wardrobe & Style 8

GEAR

Carryall • Disposable Cell Phone x2 • Duct Tape • Flashlight • Inflatable Bed & Sleep-bag • Lock Picking Set • Personal CarePak

CYBERWARE

Contraceptive Implant • Cybereye *w/ MicroVideo* • Cyberleg x2 *w/ Skate Foot x2*

Born Marianna Brooks to a pair of Corporate cogs working for Zhirafa. Her parents were expecting their daughter to be a good little uncomplaining gearbit, and were surprised when, after experiencing abuse at the hands of one of their higher-ups, Apex fled and set up in the Old Combat Zone with the help of her friend Lookout (SEE PAGE 63).

The event left Apex with a deep distrust of adults and their motivations, and I can't blame her. She's a natural leader, stubborn as hell, fiercely independent, and has built up quite a little collection of other disaffected kids.

Generation Red's recent encounter with a group of gangers looking to take over their clubhouse has the kids flying high – they beat a group of adults, and it's Apex they have to thank.

Well, her and a contribution from Tetra's parents' weapons closet (SEE PAGE 60), but we all know how easy it is for even the best-supplied mission to go to shit because of a leadership fuckup.

Apex and her crew would be a valuable asset to Danger Gal, but Apex's mistrust will be a real problem. She's got no love for Corps, no matter how sparkly their cat ear headbands are.

APEX

YoGang Leader

LEVEL	Hardened Mook	REP 1	SERIOUSLY WOUNDED 15	HP	30
ROLE	Tech: Maker 2 (Field Exp 1 • Up Exp 1 • Fab Exp 1 • Inv Exp 1)		DEATH SAVE 3		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	4	4	5	5	5	3	3	6

WEAPONS

PQ Heavy Pistol	ROF2	3d6
Brawling Attack	ROF2	1d6

ARMOR

HEAD	Leathers	SP 4
BODY	Leathers	SP 4

SKILL BASES

Athletics 7 • Basic Tech 10 • Brawling 6 • Concentration 7 • Conversation 8 • Education 6 • Electronics/Security Tech 10
Evasion 6 • First Aid 7 • Handgun 10 • Human Perception 10 • Language (English) 8 • Language (Streetslang) 6
Local Expert (Old Combat Zone) 6 • Perception 6 • Persuasion 10 • Stealth 8 • Streetwise 10 • Tactics 7 • Weaponstech 10

GEAR

Junk H Pistol Ammo x8 • Flashbang Grenade x3 • Anti-Smog Mask • Battleglove *w/ Tool Hand* • Carryall
Disposable Cell Phone • Duct Tape x2 • Flashlight

CYBERWARE

None

TETRA

Latchkey Kid Chaos

Born Andrea Olivetti to a pair of security Execs who work for Petrochem. Tetra's parents are decidedly absent – I'd be damn surprised if they'd recognize their kid if they saw her, given how little attention they pay to her, her life, and her interests.

Her parents' obliviousness extends beyond their kid – Tetra got her rocket launcher right out of their unsecured weapons closet, and they haven't missed it yet, even though Tetra's made use of it on the gangers who were trying to oust Generation Red from their clubhouse.

The martial arts classes Tetra's parents signed her up for in lieu of hiring an actual babysitter have proved useful too. Tetra met the other members of Generation Red via Wheelie (**SEE PAGE 65**); Petrochem was in talks with his family before the crash, and Tetra insisted on keeping in touch.

Tetra's a bit bossy, but she's so over the moon about having friends, she's happy to spend a good chunk of her allowance on things for the gang.

More than a few of Hi-Stick's plushies (**SEE PAGE 61**) are contributions from Tetra. Tetra adores Blades (**SEE PAGE 58**), thinks she's incredibly cool, and is often found hanging around near her, somewhat to Blades' confusion.

LEVEL	Hardened Mook	REP 1	SERIOUSLY WOUNDED	18	HP 35
ROLE	Solo: Combat Awareness 2		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
3	6	5	3	4	4	4	5	5

WEAPONS

Midnight Arms SDF-45	ROF1	8d6
Martial Arts Attack	ROF2	2d6

ARMOR

HEAD	Kevlar®	SP 7
BODY	Kevlar®	SP 7

SKILL BASES

Athletics 7 • Brawling 7 • Concentration 6 • Conversation 7 • Education 7 • Evasion 10 • First Aid 5
Heavy Weapons 10 • Human Perception 7 • Language (English) 7 • Language (Streetslang) 5 • Library Search 5
Local Expert (New Westbrook) 5 • Local Expert (Old Combat Zone) 5 • Martial Arts (Taekwondo) 10 • Perception 7
Persuasion 7 • Stealth 7

GEAR

Armor-Piercing Rocket x4 • Agent • Carryall • Flashlight

CYBERWARE

None

HI-STICK

Street Hockey Meets Street Poetry

Born LeShawna Johnson. Her parents died six years ago, but she was already living with her extended family – grandmother, aunts, uncles, cousins – in a couple of cargo containers in the South Cargo Village. Hi-Stick spends time with her clan and will run home if they call, but she has her own room at the clubhouse, partly to store her collection of stuffed animals. She's both an excellent street hockey player and a poet.

During games, Hi-Stick's checked opponents twice her size, which is going to serve her well if she catches the wrong person's attention with her art.

She's won a few small awards for her poems – she focuses on the interaction between humans and the Corporate machine and paid for her EMP threading with the Eurobucks from her prize money.

I'm not a fan of poetry myself, but I've read some of hers on this assignment, and the little menace has talent. She said the threading was an artistic statement when Shredder asked her.

She, Wheelie (SEE PAGE 65), and Shredder (SEE PAGE 64) have set up a skate park on the ground floor of the clubhouse, and they're usually hanging out there together or trying to encourage Blades (SEE PAGE 58) to show off for them.

LEVEL	Mook	REP 1	SERIOUSLY WOUNDED	15	HP 30
ROLE	None		DEATH SAVE	4	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	4	4	2	4	3	3	4	5

WEAPONS

PQ Heavy Melee Weapon	ROF2	3d6
Brawling Attack	ROF2	1d6

ARMOR

HEAD	–	–
BODY	Leathers	SP 4

SKILL BASES

Athletics 10 • Basic Tech 4 • Brawling 10 • Composition 10 • Concentration 5 • Conversation 7 • Education 6 • Endurance 5 Evasion 10 • Human Perception 7 • Language (English) 7 • Language (Streetslang) 6 • Local Expert (Old Combat Zone) 6 Local Expert (South Night City) 6 • Melee Weapon 10 • Perception 7 • Persuasion 6 • Stealth 7

GEAR

Carryall • Disposable Cell Phone • Duct Tape • Glow Paint • Inflatable Bed & Sleep-bag • Inline Skates • Kibble Packet Radio Scanner/Music Player

CYBERWARE

EMP Threading

IZZY

Future Audio Tech

Born Israel Octavius to a competent Medtech who works out of the Crisis Medical Center in Old Japantown. Izzy inherited their mother's appreciation for engineering, but they prefer to focus on audio tech, rather than bio. They're quite stealthy for someone who loves noise and music as much as they do, although part of that may be a prankster's instinct for mischief. They're quite close with Lookout (**SEE PAGE 63**) – I believe their parents know each other – and have been experimenting with making beat poetry with Hi-Stick (**SEE PAGE 61**) and Wheelie (**SEE PAGE 65**).

Their mother is busy with work most of the time, so they're free to run about doing whatever as long as they show up for family meals on Thursdays, which is typically the two of them sharing some Prepak and chatting while watching an Addiswood soap opera. Izzy's mother is also happy to encourage her little menace to take bits and bobs earmarked by the Medical Center for the trash, so Izzy is a source of bargain basement medical supplies for Generation Red.

Apex (**SEE PAGE 59**) and Izzy collaborated on the booby-traps serving as the first line of defense for the clubhouse – Apex is more practiced, but Izzy has some clever ideas.

LEVEL	Mook	REP	0	SERIOUSLY WOUNDED	15
ROLE	Tech: Maker 1 (Field Exp 1 • Fab Exp 1)			DEATH SAVE	3

HP **30**

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	3	3	5	3	4	3	3	5

WEAPONS

PQ Heavy Pistol w/Extended Magazine	ROF2	3d6
PQ Heavy Pistol w/Extended Magazine	ROF2	3d6

ARMOR

HEAD	Leathers	SP 4
BODY	Leathers	SP 4

SKILL BASES

Athletics 5 • Basic Tech 10 • Brawling 5 • Composition 6 • Concentration 6 • Conversation 7 • Education 7 Electronics/Security Tech 8 • Evasion 5 • First Aid 10 • Handgun 8 • Human Perception 7 • Language (Hebrew) 8 Language (Streetslang) 6 • Local Expert (Old Combat Zone) 6 • Local Expert (Old Japantown) 6 • Perception 8 Persuasion 5 • Play Instrument (DJ Deck) 8 • Stealth 10 • Weaponstech 6

GEAR

Rubber H Pistol Ammo x28 • Agent • Carryall • Computer • DJ Deck • Food Stick • Memory Chip x5 Radio Scanner/Music Player • Techtool • Virtuality Goggles

CYBERWARE

None

Born Chloe Yannatou. She has a better relationship with her Corp parents than Apex (SEE PAGE 59) does, but they don't seem to be upset about their daughter spending so much time on her own. I don't have the specifics on what her parents actually do for Ziggurat, but I have some suspicions – Lookout's forgery skill didn't spring fully-formed from her thirteen-year-old head. She's a quiet one, most of the time, but she's always listening.

Nearly caught me once, actually. Little menace. Her attentiveness makes her an excellent sentry, and that's her official position in Generation Red. As much as they have official positions.

Lookout's another artist in a gang full of them, though she tends towards spray paint instead of poetry. She's done quite a bit of decorating at the clubhouse, and I suspect Generation Red's logo is her handiwork, based off of one of Apex's ideas.

She and Apex are close friends, and Lookout helped Apex escape her family and get the clubhouse set up for habitability. They still spend a lot of time together, enjoying each other's company and planning for the future.

If you wanted to get Apex on board with an idea, Lookout's the one to convince first.

LOOKOUT

Sharp-Eyed Graffiti Artist

LEVEL	MOOK	REP	0	SERIOUSLY WOUNDED	13
ROLE	NONE			DEATH SAVE	3

HP 25

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	4	4	4	3	3	3	3	4

WEAPONS

PQ LIGHT MELEE WEAPON	ROF2	1d6
BRAWLING ATTACK	ROF2	1d6

ARMOR

HEAD	LEATHERS	SP 4
BODY	LEATHERS	SP 4

SKILL BASES

Athletics 8 • Brawling 8 • Concentration 5 • Conversation 6 • Education 7 • Evasion 10 • First Aid 6 • Forgery 10
Human Perception 10 • Language (Greek) 7 • Language (Streetslang) 7 • Library Search 7 • Local Expert (Old Combat Zone) 7
Local Expert (Upper Marina) 7 • Paint/Draw/Sculpt 10 • Perception 11 • Persuasion 5 • Stealth 10

GEAR

Agent • Carryall • Duct Tape x3 • Flashlight • Food Stick • Glow Paint x10

CYBERWARE

Light Tattoo

SHREDDER

Skateboarding Streetrat

Birth name unknown, Shredder's an orphan with Edgerunner parents. They actually cared for her, right until they got flat-lined on a job. She scrounged for a year or two, then fell head over heels for Hi-Stick (**SEE PAGE 61**) when she saw her knock down a kid twice her size while scoring a goal during a street hockey match. Shredder managed to introduce herself without stuttering too much, and was quickly adopted into Generation Red.

Shredder, Wheelie (**SEE PAGE 63**), and Hi-Stick worked together to transform the ground floor of Generation Red's clubhouse into a skate park, where they're often found practicing their tricks.

Shredder also knows how to sew. She fixes clothes for the gang and is trusted to perform surgery on Hi-Stick's stuffed animals. Shredder is a bit rough around the edges, no doubt, but she's opening up to her gang like they're family, slowly but surely.

She's probably the one who least wants to see arguments among the others, doubtless out of a fear of losing the one place she feels like she belongs.

Shredder isn't a particularly practiced peacemaker, but her attempts to get the others to "quit bitching and do something fun" has defused the odd squabble or two before.

LEVEL	Mook	REP	0	SERIOUSLY WOUNDED	15
ROLE	None			DEATH SAVE	4

HP 30

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
3	5	3	2	3	4	4	4	5

WEAPONS

PQ Very Heavy Melee Weapon	ROF1	4d6
Brawling Attack	ROF2	1d6

ARMOR

HEAD	Kevlar®	SP 7
BODY	Leathers	SP 4

SKILL BASES

Athletics 8 • Basic Tech 8 • Brawling 5 • Concentration 6 • Conversation 7 • Education 5 • Endurance 10 • Evasion 9
First Aid 8 • Human Perception 7 • Language (English) 7 • Language (Streetslang) 5 • Library Search 5
Local Expert (Old Combat Zone) 5 • Melee Weapon 8 • Perception 5 • Persuasion 5 • Stealth 5

GEAR

Carryall • Disposable Cell Phone • Flashlight • Inflatable Bed & Sleep-bag • Kibble Pack • Skateboard • Techtool

CYBERWARE

None

Born Hiroki Nishioka. Yes, his parents were the Nishiokas working to develop a Kibble alternative. The ones who died in a tragic and, in my professional opinion, manufactured car crash when Wheelie was about six. He was in the car with them, which is how he lost his arm.

His brother stepped up to look after him, and although they get along, they have a lot of unresolved feelings about the crash and their situation.

Tetra (SEE PAGE 60), who was happy to hang out with Wheelie while their parents talked shop, kept him from retreating completely, but Wheelie got involved with Generation Red through Hi-Stick (SEE PAGE 61); they share an interest in poetry. Wheelie hasn't entered any competitions, but in my inexpert opinion his poems are competition-worthy – Wheelie is just very cautious about drawing attention to himself.

If he has similar suspicions about the death of his parents as I do, lying low might be the safest option for him, just in case Continental Brands gets any ideas about hidden research caches. He comes out of his shell more around Generation Red, and especially around Hi-Stick, Shredder (SEE PAGE 64), and Tetra, who he's closest to.

WHEELIE

Heir to the Kibble Alternative

LEVEL	Mook	REP 1	SERIOUSLY WOUNDED	13	HP 25
ROLE	None		DEATH SAVE	3	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	4	4	3	3	3	3	3	5

WEAPONS

PQ Heavy Pistol	ROF2	3d6
Brawling Attack	ROF2	1d6

ARMOR

HEAD	–	–
BODY	Leathers	SP 4

SKILL BASES

Athletics 10 • Brawling 6 • Composition 8 • Concentration 5 • Contortionist 8 • Conversation 7 • Education 8 • Evasion 6 First Aid 7 • Handgun 8 • Human Perception 8 • Language (English) 9 • Language (Japanese) 7 • Language (Streetslang) 7 Library Search 10 • Local Expert (University District) 7 • Local Expert (Old Combat Zone) 7 • Perception 8 • Persuasion 8 Science (Biochemistry) 8 • Stealth 8 • Streetwise 5

GEAR

Armor-Piercing H Pistol Ammo x8 • Bicycle • Disposable Cell Phone • Carryall • Computer • Kibble Pack

CYBERWARE

Medical Grade Cyberarm

Talk to Your Players

Child endangerment's a line for many people. Before you add kids to your campaign and put them in mortal danger – and mortal danger is a constant in ***Cyberpunk*** *– we recommend talking to your Players and finding out their thoughts on the matter.*

Is it alright to include kids so long as they aren't in danger? Is danger alright so long as the consequences aren't too dire or the Crew has a chance to save the kids? Should kids be left out entirely?

Gaming is about having fun, and if a Player feels nothing but discomfort and dread because the Maelstrom picked a local YoGang as their next target, they're probably not having much fun. So, talk to your Players. Get their thoughts and plan accordingly.

Kids in Night City

You can't show Night City as a living, breathing city and pretend kids don't exist there. Of course they do. No matter the problems plaguing the world, humanity persists and makes more humans. Life, as someone once said, finds a way. In other words, yes Virginia, there are kids in Night City. That's especially true on the top rungs of the economic ladder, where having children is an affordable luxury, and the bottom rungs, where the option *not* to have children is an unaffordable luxury.

Fair warning, this won't be a bright, cheerful bit of text to read.

YoGangs

Like adults, kids forced to live on The Street band together for survival; not that it helps their chances much. Youth Gangs, also known as YoGangs, rarely last for long. In the crucible of The Street, YoGangs just can't match the firepower or strength of older, more ruthless – and often more cyberpsycho – gangs. And that's not counting the toll problems rising from poverty – like disease, malnutrition, and lack of resources – take on their membership.

Living on The Street is challenging for anyone but for a kid? The odds of making it to eighteen aren't good.

Still, some YoGangs do survive, often with an ever-shifting membership as older kids age out or die and new kids join up. Some, like the Andersons (**SEE BLACK CHROME PAGE 140**), survive due to the patronage and leadership of a capable older teen or adult. Others, like the Lost Kids (**SEE TALES OF THE RED: STREET STORIES PAGE 136**), form groups akin to localized Nomad Packs, traveling from spot to spot in the city and squatting in spaces most adults can't or won't go. And still others, like Generation Red, hit a sweet spot: capable kids from multiple backgrounds helped along by access to decent tech. Don't be fooled though. Even though Generation Red drove off an attack by a group of adult gangers hoping to claim their base, they wouldn't last long against a threat like the NCPD or Militech. If another bigger, badder group decided they wanted the building, it wouldn't matter how many rocket launchers Tetra (**SEE PAGE 60**) liberated from her parents' weapon closet. Without help, the kids would lose the fight and maybe their lives.

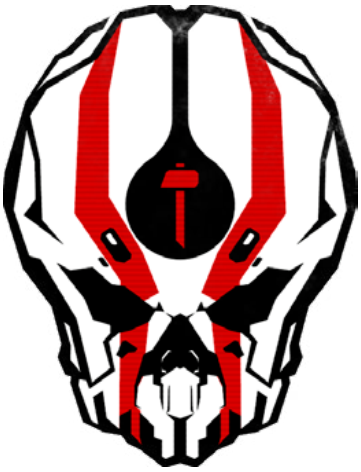
Kids as Allies

Many people feel an instinctive need to protect or help kids – or at least not hurt them – so there's a good chance if a YoGang shows up in a campaign, they'll do so as potential allies. More cynical Edgerunners might make use of the kids much as Sherlock Holmes did the Baker Street Irregulars: to help them gather information or run errands. More kind-hearted Edgerunners, on the other hand, might bond with the kids. Helping the kids out could become a plot point, great for creating a job or three. Better yet, it could become a motivational force for the Crew, working to create deeper and better-rounded Characters who exist as more than the missions they go on, the chrome they implant, and the guns they fire.

Kids as Enemies

We hope your Edgerunners aren't the sort to run around slaughtering kids but it is possible a YoGang might end up opposing a Crew. Having to go up against a group of kids works best not as a straight-up fight but as an ethical dilemma. For example, say a Fixer hired the Crew to grab some prewar tech from a specific building. They scope the place out, only to discover a squatting YoGang considers the tech theirs.

What's a group of big, tough Edgerunners to do? The wrinkle adds pathos to the story, making it more interesting than a basic snatch-and-grab.



MAELSTROM

Prepared by Linda "Overpass" Lucastra (undercover at the Totentanz)

Maelstrom clawed their way through the 4th Corporate War and reconstruction much as Night City did: scarred, battered, but fiercely alive. And like the city, bright new chrome is replacing burned steel. Before the War, Maelstrom was a middle-grade boostergang. Today, they're growing in power and influence through a flourishing drug and cybernetic trade.

Maelstrom also leads the other gangs in salvaging valuable gear from the Hot Zone using hordes of scavvers willing to get cancer for a shot at membership and some shiny metal. Maelstrom looks to have a long, bloody future ahead of it.

Base of Operations

In 2023, Maelstrom lost their entire territory to the Arasaka Tower nuke. The neighborhood around the abandoned department store they called home survived the blast, but raging fires swept through the area and brought it all down. Totentanz, Burleson Tower Hotel's legendary booster slam-bar (which the Maelstrommers called their second home) was also badly damaged.

Maelstrom's survivors stabilized the building, re-opened the bar, and moved themselves into the middle floors of the old hotel. Today the gang holds court in a ballroom there. Burned-out chrome from the Fallen covers one entire wall, including the mummified corpse of their former leader, Hammer, killed after the Nuke. It's considered a mark of honor among members to wear "old chrome" with visible Nuke scars.

Recent History

Maelstrom began with and continues to build itself on cast-offs and survivors of other gangs. It was only blind luck that a condo tower shielded the gang's old headquarters from the worst of the Nuke.

DATA

To learn more about the infamous Night City Nuke of 2023 see CP:R PAGE 292.

Even so, many of the most heavily cybered members died in a weird (survivors claim EMP-induced) frenzy of hyper-violence immediately following the explosion.

The survivors fought on, absorbing remnants of other high-chrome gangs during the Recovery. Warlock, the gang's current leader, has forged Maelstrom's best and most ruthless members into a productive core that runs its businesses while he uses its rank and file to wreck competitors.

Resources

Maelstrom controls a drug-trafficking network, which also moves reclaimed weapons and technology. They run packs of disposable wannabe gangers who scavenge the Hot Zone wreckage for valuable equipment of all kinds, but especially cyberware. They have deals with many ripperdocs across the city, trading cheap parts for discounted service.

DATA

You can learn more about the Hot Zone on CP:R PAGE 297.

Of course, the gang has a strong presence at Totentanz, with their headquarters and garage in the same building.

Goals

Maelstrom's rank and file members work the gang's drug or cyberware trade to advance and earn drinking money or credit with allied ripperdocs.

DATA

For more information on the Totentanz, see CP:R PAGE 310.

Warlock, their leader, has longer-term ambitions. He wants a new permanent home for Totentanz and the gang. Between his drive and the gang's strong trade network, they stand to own a real piece of the city's underworld in the future.

And, of course, Maelstrom is still a gang, so "Chrome, Smash, Dance, and Bash" is still popular with all members.

DATA

Want to know more about the Inquisitors? See CP:R PAGE 308.

Side note? Every single Maelstrom member will set aside all other business to stomp any Inquisitors they come across.

There's decades of bad blood on both sides.

CRUSHER

Cyberpsycho Urban Legend

Crusher became Maelstrom's leader when its founder, Hammer, died in the gang's "Nuke Frenzy" after Arasaka Tower fell. He rallied the gang's survivors to fight through the wreckage of the burning city to the Burleson Tower Hotel and Totentanz. He dueled the Warrior Heart's gang leader for the hotel floors that serve as Maelstrom's headquarters today.

He and other survivors stabilized the Totentanz's structure with rubble and salvaged construction gear. Maelstrom, held the building against looters, end-of-world types, and even soldiers from various sides. Often, Crusher headed the charge. With all his cyberware still working, he was one of the most dangerous people in the city.

But something broke in Crusher as the city burned. In 2027, during a cyberpsychotic episode, he slaughtered a StormTech convoy and disappeared into the Hot Zone.

Since then he's made seemingly random reappearances, like the gang's personal angry god. Sometimes it's to join Maelstrom's battles. Sometimes it's to beat down the gang's current members while cryptically ranting. I can't figure out how he dodges MAX-TAC, let alone to where he vanishes to. Wherever it is must have spare parts.

LEVEL	Hardened Boss	REP 9	SERIOUSLY WOUNDED 35	HP	70
ROLE	Solo: Combat Awareness 8		DEATH SAVE 15		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	8	8	7	8	8	8	15	0

WEAPONS

Popup Kendachi Flamethrower	ROF1	3d6
Popup Grenade Launcher x2	ROF1	6d6

ARMOR

HEAD	TUp Subdermal Armor	SP 12
BODY	TUp Subdermal Armor	SP 12

SKILL BASES

Athletics 16 • Brawling 16 • Conceal/Reveal Object 7 • Concentration 16 • Conversation 2 • Drive Land Vehicle 10 Education 9 • Electronics/Security Tech 7 • Endurance 13 • Evasion 14 • First Aid 11 • Handgun 14 • Heavy Weapons 16 Human Perception 2 • Interrogation 12 • Language (English) 11 • Language (Streetslang) 9 • Local Expert (Night City) 15 Martial Arts (Karate) 16 • Melee Weapon 16 • Perception 15 • Persuasion 10 • Resist Torture/Drugs 16 • Shoulder Arms 14 Stealth 16 • Streetwise 16 • Tracking 13

GEAR

Incendiary Shotgun Shell x4 • Incendiary Grenade x4

CYBERWARE

Cyberarm *w/ Hardened Shielding, Popup Kendachi Flamethrower & Wolvers (ROF2 • 3d6)* • Cyberarm *w/ Hardened Shielding, TUp (-1 Slot) Popup Grenade Launcher x2* • Cyberaudio *w/ Level Damper* • Cybereye x2 *w/ Anti-Dazzle x2 & Low Light/Infrared/UV x2* • Cyberleg x2 *w/ Hardened Shielding x2 & Jump Booster x2* • Grafted Muscle and Bone Lace x2 • TUp (+1 BODY) Implanted Linear Frame Beta • Neural Link *w/ Chipware Socket, Kerenzikov & Pain Editor*
TUp (+1 SP) Subdermal Armor

WARLOCK

Maelstrom Warlord

Warlock looks like a typical disposable 'ganger chump at first glance, to the point of being mistaken for muscle occasionally at meetings. Yet, he wields a surprising range of knowledge, social awareness, and presence effectively to drive his agenda and win deals, even with Corporate agents. Meanwhile, his foot soldiers build the gang's reputation for messy hyperviolence and creepy rituals.

Warlock learned leadership under a legend: he joined the gang as a kid in the chaos of a city still smoldering as Crusher (**SEE PAGE 68**) kept the gang alive and secure. When Crusher's successor, Hextra, earned herself a 30mm brain piercing from MAX-TAC, Warlock took the reins with Quake (**SEE PAGE 71**) and Flenser (**SEE PAGE 72**) backing him up.

Warlock organized the wannabes who hung around Totentanz into one of the best scav forces working the Hot Zone. He consolidated the gang's grasp on Totentanz as well. Every boosterganger is still welcome (in the same "come get stabbed" sense as always), but Maelstrom literally keeps the building standing.

Warlock purposefully makes Maelstrom look chaotic from outside, but his core teams operate methodically, enacting his long-term plans. If Warlock lasts, Maelstrom could wield real power in Night City.

LEVEL	Boss	REP 6	SERIOUSLY WOUNDED	30	HP 60
ROLE	Solo: Combat Awareness 6		DEATH SAVE	12	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	7	7	3	8	8	6	12	2

WEAPONS

Militech Crusher	ROF1	3d6
Popup Magnum Opus Hellbringer	ROF1	5d6

ARMOR

HEAD	Subdermal Armor	SP 11
BODY	Subdermal Armor	SP 11

SKILL BASES

Athletics 9 • Autofire 11 • Brawling 13 • Bribery 12 • Business 12 • Concentration 16 • Conversation 8 • Cybertech 10 Deduction 10 • Drive Land Vehicle 10 • Education 9 • Endurance 16 • Evasion 11 • First Aid 6 • Handgun 15 Human Perception 9 • Interrogation 14 • Language (English) 11 • Language (Streetslang) 12 • Local Expert (Upper Marina) 13 Melee Weapon 7 • Perception 13 • Persuasion 14 • Resist Torture/Drugs 16 • Shoulder Arms 11 • Stealth 10 • Streetwise 15 Tactics 15 • Trading 12

GEAR

Armor-Piercing Shotgun Slugs x12 • Basic VH Pistol Ammo x6 • Anti-Smog Breathing Mask • Auto Level Dampening Ear Protectors • Disposable Cell Phone x2 • Kibble Pack x10

CYBERWARE

Cyberarm *w/ Popup Ranged Weapon (Hellbringer)* • Cyberaudio Suite *w/ Internal Agent* • Cybereye *w/ Chyron & Low Light/Infrared/UV* • Cybereye *w/ Low Light/Infrared/UV & Targeting Scope* • EMP Threading • Grafted Muscle and Bone Lace • Implanted Linear Frame Sigma • Neural Link *w/ Chipware Socket & Pain Editor* • Subdermal Armor Subdermal Pocket

THE PIT

Pet Cyberpsycho

Way down in the sub-sub-basement of the Burleson Tower, full of cracked concrete and forgotten machinery, a monster stalks. They call it The Pit. The gang uses this hulking ball of grafted meat and metal to entertain and to punish. It used to be human. I wouldn't say it is anymore.

I'm not kidding. I've done ride-alongs with MAX-TAC. I've seen them put down cyberpsychos charging through buildings and crowds like a kaiju stomping across a city.

This thing's beyond that. It's straight from a braindance horror sim. They throw people down there to fight it. It stalks them before it kills them. Nobody wins.

It believes it's a monster. Joe Pitt (**SEE PAGE 73**) had to bolt a mask on the thing a few years back because eating the victims was making it sick. Meanwhile, gangers from Totentanz stand around watching and yelling "Feed 'em to The Pit!" like it's funny!

I have nightmares where I'm in the dark down there and I can hear its breathing over the hum of the jacks supporting the building, and it's getting closer. If I thought I could, I'd put a bullet through its brain before you exfiltrate me.

The world would be better off. I know I'd sleep better at night.

LEVEL	Hardened Mini-Boss	REP 6	SERIOUSLY WOUNDED 33	HP	65
ROLE	Solo: Combat Awareness 6		DEATH SAVE 13		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
2	8	8	2	8	8	8	13	0

WEAPONS

Brawling Attack	ROF2	4d6
Someone Else's Very Heavy Pistol	ROF1	4d6

ARMOR

HEAD	Subdermal Armor	SP 11
BODY	Subdermal Armor	SP 11

SKILL BASES

Athletics 14 • Brawling 18 • Concentration 16 • Conversation 2 • Education 4 • Endurance 18 • Evasion 16
First Aid 4 • Handgun 12 • Human Perception 2 • Language (Unknown) 6 • Language (Streetslang) 4
Local Expert (Tunnels Beneath Totentanz) 12 • Perception 12 • Persuasion 13 • Resist Torture/Drugs 16
Shoulder Arms 12 • Stealth 16 • Streetwise 12 • Tactics 6 • Tracking 8 • Wilderness Survival 8

GEAR

Basic VH Pistol Ammo x3 • Anti-Smog Breathing Mask (bolted on) • Smart Glasses *w/ Low Light/Infrared/UV* (bolted on)

CYBERWARE

Cyberleg x2 *w/ Grip Foot x2* • Grafted Muscle and Bone Lace • TUp (+1 BODY) Implanted Linear Frame Sigma Subdermal Armor

The literal "mailed fist" of Maelstrom is a big, scarred, blunt instrument of a guy named Quake. While he's not stupid, he knows his limits. Quake trusts Warlock (SEE PAGE 69) implicitly and follows his lead. In return, Warlock makes sure Quake gets to lead the gang's rabble in lots of riots and throwdowns, especially against the Inquisitors.

Some gangers gear up to fight fellow chromers. Quake specializes in "chewing up meat," as he calls it. Everything about him — the massive, customized hammer and built-in revolver, his deliberately chunky linear frame, his glossy black leathers, and the red underlighting built into all of them — is there to draw in anti-cyberware extremists.

Everyone in Maelstrom's lost people to Inquisitor ambushes. Quake's their avenger. He doesn't just kill, he terrifies. The rest of the crew blocks a band of Inquisitors into a vacant lot or building while Quake singlehandedly tears them apart.

I saw him pull a guy into a storm drain by his ankle. Through the grate.

Low-level members are adopting Quake's style. Not just the leathers and red lights, either – but the messy killings, too. We could be seeing the start of outright war.

QUAKE

Lord of the Hammer

LEVEL	HARDENED MINI-BOSS	REP 5	SERIOUSLY WOUNDED 30	HP	60
ROLE	SOLO: COMBAT AWARENESS 6		DEATH SAVE 12		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	8	8	3	8	7	6	12	2

WEAPONS

EQ VERY HEAVY MELEE WEAPON	ROF1	4d6
POPUP MAGNUM OPUS HELLBRINGER	ROF1	5d6

ARMOR

HEAD	SUBDERMAL ARMOR	SP 11
BODY	SUBDERMAL ARMOR	SP 11

SKILL BASES

Athletics 14 • Brawling 10 • Concentration 13 • Conversation 4 • Drive Land Vehicle 10 • Education 7 • Endurance 13
Evasion 14 • First Aid 5 • Handgun 16 • Human Perception 6 • Interrogation 14 • Language (English) 9
Language (Spanish) 8 • Language (Russian) 8 • Language (Streetslang) 9 • Library Search 10
Local Expert (Upper Marina) 12 • Melee Weapon 16 • Perception 8 • Persuasion 12 • Resist Torture/Drugs 13
Stealth 10 • Streetwise 15 • Tactics 12 • Tracking 10

GEAR

Basic VH Pistol Ammo x6 • Agent • Disposable Cell Phone • Road Flare x5

CYBERWARE

Contraceptive Implant • Cyberarm *w/ Popup Ranged Weapon (Hellbringer)* • Cyberarm *w/ Popup Shield*
EMP Threading • Grafted Muscle and Bone Lace • Implanted Linear Frame Sigma • Shift Tacts x2 • Subdermal Armor

FLENSER

Maelstrom Intelligence Expert

Quake (SEE PAGE 71) is a mace. Flenser's a stiletto. In a gang known for roaring brawls and armored heavyweights, Warlock's (SEE PAGE 69) other lieutenant is a stealthy, patient, clever spy. The role Warlock sets for Flenser is the best evidence of his cunning. She stalks other gangs, deducing their patterns, scouting their resources, and stealing their secrets.

Though plenty deadly, Flenser rarely fights directly. Warlock keeps her profile intentionally low. She hangs at Totentanz sometimes but keeps to the back. I don't think the other gangs even know why they keep missing kills and losing shipments and I have evidence she's breached some government and NeoCorp systems.

She gets in through rooftops. She crawls through utility tunnels. She's even packed herself into cargo pods. Once inside, she hits and fades before the targets even know she's there.

Warlock uses Flenser's data sparingly, but several of the gang's recent big wins (notably the Red Chrome beat down and the Steel Vaquero deal) hinged on her efforts.

Flenser also protects Maelstrom's own secrets. Gangers' Agents run the latest security software, their floors in Burleson Tower have strong locks and good surveillance, and no doombas or addicts get keys to anything important. She was the biggest obstacle to compiling this brief.

LEVEL	Hardened Lieutenant	REP 3	SERIOUSLY WOUNDED 13	HP	35
ROLE	Netrunner: Interface 4		DEATH SAVE 5		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	5	7	7	6	5	5	5	3

WEAPONS

Very Heavy Pistol	ROF1	4d6
Popup Heavy Melee Weapon	ROF2	3d6

ARMOR

HEAD	Bodyweight Suit	SP 11
BODY	Bodyweight Suit	SP 11

SKILL BASES

Athletics 11 • Brawling 10 • Bribery 10 • Concentration 10 • Contortionist 10 • Conversation 5 • Education 7 Electronics/Security Tech 14 • Evasion 11 • First Aid 9 • Handgun 13 • Human Perception 5 • Language (Korean) 9 Language (Streetslang) 7 • Library Search 8 • Local Expert (Upper Marina) 9 • Melee Weapon 11 • Perception 11 Persuasion 8 • Pick Lock 12 • Pick Pocket 12 • Stealth 13

GEAR

Basic VH Pistol Ammo x16 • Agent • Audio Recorder • Binoculars • Flashlight • Grapple Gun • Lock Picking Set Memory Chip x5 • Scrambler/Descrambler • Techtool • Video Camera • EQ Cyberdeck (in Cyberarm) *w/ Shield x5, Speedy Gonzalves x4 & Insulated Wiring* (in Bodyweight Suit)

CYBERWARE

Contraceptive Implant • Cyberarm *w/ Cyberdeck* • Cyberarm *w/ Popup Melee Weapon (Heavy Melee Weapon)* Cybereye *w/ Chyron & Virtuality* • Cybereye *w/ Virtuality* • Cyberleg x2 *w/ Grip Foot x2* • Neural Link *w/ Interface Plugs*

JOE PITT

Maelstrom Tech Guru

The gang's resident engineer and tech lead. When he joined, shoring up Burleson Tower was a constant dozen-person effort. Joe built active servo-hydraulic supports that he runs almost alone. Pitt also installs Flenser's security gadgets (**SEE PAGE 72**), maintains cyberware and weapons, keeps Totentanz's deafening sound system running, and even tunes other ganger's bikes.

Pitt's handle comes from some ancient book series about a vampire detective stuck doing the aristocracy's shit work, which encapsulates his personality. While the gang does actually take his skills for granted, Joe was always opinionated, sullen, and self-righteous. He does extra work, then complains when it's not noticed. He grumbles at every assignment. He sits in the back at Totentanz sipping "blood" (some horrible, red-colored "gin") and avoiding conversation, except to discuss how "Warlock's pet monster" (**SEE PAGE 70**) stole his handle. Joe's a hard guy to like, but he truly cares about Maelstrom.

Burleson Tower couldn't have lasted without his improvements. Maelstrom core members never worry about their gear crapping out. The weirdest demonstration of his love comes in the form of squealing. To keep MAX-TAC from descending on them like avenging angels, Pitt reports gangers whose psychosis gets truly dangerous to an NCPD officer named Mauser (**SEE PAGE 81**). In return, Mauser does his best to scoop up the psychos before they make headlines and catch Hammerman's attention. Risky!

LEVEL	HARDENED LIEUTENANT	REP 5	SERIOUSLY WOUNDED 20	HP	40
ROLE	TECH: MAKER 4 (FIELD EXP 3 • UP EXP 2 • FAB EXP 2 • INV EXP 1)		DEATH SAVE 7		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	6	5	8	4	5	6	7	3

WEAPONS

ASSAULT RIFLE	ROF1	5d6
COMBAT JAW	ROF1	4d6

ARMOR

HEAD	—	—
BODY	L ARMORJACK	SP 11

SKILL BASES

Athletics 7 • Autofire 13 • Basic Tech 12 • Concentration 9 • Conversation 5 • Cybertech 12 • Education 8 Electronics/Security Tech 12 • Evasion 13 • First Aid 10 • Human Perception 5 • Language (English) 10 Language (Streetslang) 8 • Local Expert (Upper Marina) 10 • Perception 8 • Persuasion 6 • Science (Engineering) 8 Shoulder Arms 13 • Stealth 8 • Streetwise 7 • Weaponstech 10

GEAR

Armor-Piercing Rifle Ammo x25 • Agent • Bug Detector • Computer • Tech Bag • Techscanner

CYBERWARE

Combat Jaw • Contraceptive Implant • Grafted Muscle and Bone Lace

RIPPER

True Believer

Ripper rose to leadership when Maelstrom's scavver army needed a full-time organizer. Of all Warlock's decisions (SEE PAGE 69), this is the one most likely to bite him.

Ripper was a typical street enforcer with a good rep and Quake (SEE PAGE 71) sponsored him for this role. As an enforcer under Quake, Ripper's sadism pointed outward: disemboweling Inquisitors, slicing parts off deadbeats, dragging traitors behind his van for a "chat." But his new job, herding disposable streetrats to work in radioactive deathtraps, offers even better opportunities for cruelty.

Ripper entices his scavvers with the chance to earn membership in the Maelstrom. And they might — maybe one in twenty survive and graduate to the big leagues. As for the rest, some resurface on The Street or elsewhere, but a frightening number (and higher than Ripper reports to Warlock) journey into the Hot Zone and never come out. Even the "winners" bear scars. Ripper's developed pseudo-mystical "Tests," rituals for scavvers on the cusp of graduating.

Ripper makes Maelstrom bank, and Quake likes how Ripper's wannabe gangers idolize him. But his trail of cast-off corpses might sink the gang one day. Or Ripper might decide he's better off making all the decisions, take his streetrats, and split off into his own gang.

LEVEL	Lieutenant	REP 2	SERIOUSLY WOUNDED	20	HP 40
ROLE	Solo: Combat Awareness 4		DEATH SAVE	6	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	6	6	4	6	5	5	6	1

WEAPONS

Assault Rifle	ROF1	5d6
Wolvers	ROF2	3d6

ARMOR

HEAD	Sycust FleshWeave	SP 7
BODY	Sycust FleshWeave	SP 7

SKILL BASES

Athletics 10 • Basic Tech 12 • Brawling 11 • Conceal/Reveal Object 8 • Concentration 7 • Conversation 4 • Education 7 Endurance 7 • Evasion 13 • First Aid 6 • Gamble 7 • Handgun 9 • Human Perception 5 • Interrogation 9 Language (English) 9 • Language (Streetslang) 7 • Local Expert (Hot Zone) 10 • Melee Weapon 13 • Perception 10 Persuasion 11 • Shoulder Arms 13 • Stealth 8 • Streetwise 8 • Weaponstech 6

GEAR

Basic Rifle Ammo x50 • Agent • Disposable Cell Phone x2 • Carryall • Glow Paint • Techtool

CYBERWARE

Cyberarm *w/ Wolvers* • EMP Threading • Neural Link *w/ Chipware Socket & Pain Editor* • Sycust FleshWeave

Drop's a good example of Maelstrom's mid-tier personnel. Drop dresses like a Central Am vet thirty years older than they are, with some road gang chic thrown in for extra edge. They're lightly cybered, so far, having spent their hard earned ebs on the best cybereyes they could afford.

Drop works Burleson Tower's sniper nests, carrying a cheap knockoff of a more reliable NeoSov AR with a decent-quality scope bolted on. Kid's from South Night City and their sibling, FreeFall (**SEE PAGE 136**), is a leading Zoner. Drop laughs off any idealist politics.

While Drop's earned a reputation as a good shot, they dream of being on some elite HALO commando squad. Every third word they speak is sniper slang (cold barrel zero, lock times, rate of twist) that's absurdly out of scope for a weedy doomba with a 3D-printed rifle that rattles in the breeze.

Drop's next goal is interface plugs and speedware, custom-tweaked for sniping. Their biggest dream, the one they'll talk your ear off about? Getting a Tsunami Arms RJ85 ramjet sniper rifle. "Shoot from here, put a round through a doomba's eye in Heywood!" They'll be lucky to own a ramjet bullet, much less the whole gun.

DROP

Cosplaying as a Sniper

LEVEL	HARDENED MOOK	REP 1	SERIOUSLY WOUNDED	18	HP 35
ROLE	SOLO: COMBAT AWARENESS 2		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	6	4	3	4	4	5	5	3

WEAPONS

PQ ASSAULT RIFLE W/SNIPING SCOPE	ROF1	5d6
BRAWLING ATTACK	ROF2	2d6

ARMOR

HEAD	—	—
BODY	SCAVENGED ARMOR	SP 11

SKILL BASES

Athletics 9 • Brawling 7 • Concentration 8 • Conversation 5 • Education 7 • Evasion 10 • First Aid 5 • Human Perception 5 Language (English) 9 • Language (Streetslang) 7 • Local Expert (Upper Marina) 9 • Perception 12 • Persuasion 6 Shoulder Arms 12 • Stealth 10 • Streetwise 8

GEAR

Basic Rifle Ammo x25 • Agent • Binoculars • Radio Communicator

CYBERWARE

Cybereye x2 *w/ Low Light/Infrared/UV x2*

RAGUEL

Recent Convert

The biggest surprise in my investigation was running facial recognition on my videos and finding an Inquisitor had infiltrated the Heart of the Metal Devil and then been corrupted by it. Raguel dropped off the radar in a NeoLuddite fascist colony outside Portland last year and popped up in Night City with cheap, flashy gear and a quick-and-dirty eye implant. Poser looks aside, he worked hard dealing and street fighting to get into the Maelstrom.

He's a full member, if low-level, though he hasn't made many friends because of his creepy Chosen One vibe. Acting as a spy at first, Raguel faithfully dead-dropped gang secrets to his Inquisitor bosses for the first six months.

After he got his new arms, though, he stopped.

I think the little lightweight went cyberpsycho and changed "religions." He talks about the rituals Quake (**SEE PAGE 71**) and Ripper (**SEE PAGE 74**) run like they mean something. He points to his cybereye and says, "Sometimes you have to cut until you see the truth!" There's no bigger zealot than a fresh convert.

Either he's going to slip up and get torn to bits or Quake will put him in charge of the next big Inquisitor purge, which should be a hell of a thing to watch.

LEVEL	Hardened Mook	REP	0	SERIOUSLY WOUNDED	18
ROLE	None			DEATH SAVE	6

HP 35

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	4	6	2	5	4	6	6	0

WEAPONS

PQ Heavy Melee Weapon	ROF2	3d6
PQ Very Heavy Melee Weapon	ROF1	4d6

ARMOR

HEAD	–	–
BODY	Leathers	SP 4

SKILL BASES

Acting 8 • Athletics 10 • Brawling 9 • Concentration 6 • Conversation 2 • Education 8 • Evasion 12 • First Aid 4
Human Perception 2 • Language (English) 9 • Language (Streetslang) 7 • Local Expert (Hot Zone) 7 • Melee Weapon 12
Perception 8 • Persuasion 7 • Pick Lock 8 • Stealth 9 • Streetwise 7 • Wardrobe & Style 5

GEAR

Agent • Audio Recorder • Disposable Cell Phone • Memory Chips x5

CYBERWARE

Cyberarm x2 • Cybereye *w/ Chyron*

GHOUL

Bottom of the Barrel

You wanted an example of Maelstrom's newer recruits so here you go. Ghoul signed up at eighteen as a Hot Zone scavver named Digger. After surviving irradiation, two tunnel collapses, and nanoswarm poisoning, he caught his boss's attention by digging up a big haul of Kiroshi optics.

As a reward, Ripper (**SEE PAGE 74**) worked him harder but the scavver held up under the strain. That's when Ripper set his first "Test:" Digger could only eat what he caught in the Hot Zone without help. After watching the streetrat cook and eat a carcass of some weird, irradiated monster of a thing, Ripper gave Digger his new handle: Ghoul.

For his final Test, Ripper offered Ghoul a carbon-crystal fighting knife. Only after grasping it did he realize Ripper'd heated it with a blowtorch first. When the streetrat jerked his smoking hand back, the knife fell into a pan of molten aluminum.

"I give you a gift and you drop it?" Ripper said. "Fish it out. No tools. Just your hand."

It took the streetrat two tries and a lot of screaming before he graduated to Maelstrom membership, with a replacement hand and arm. He kept the knife.

A lot of the new Maelstrom members are like this: horribly messed up by both the world and the gang. Like Totentanz, Maelstrom's standing on wreckage. It'll only last if Warlock (**SEE PAGE 69**) gets it all onto solid ground.

LEVEL	MOOK	REP 0	SERIOUSLY WOUNDED	18	HP 35
ROLE	NONE		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
3	5	5	2	2	5	5	5	1

WEAPONS

PQ HEAVY PISTOL	ROF2	3d6
MEDIUM MELEE WEAPON	ROF2	2d6

ARMOR

HEAD	—	—
BODY	LEATHERS	SP 4

SKILL BASES

Athletics 9 • Basic Tech 8 • Brawling 10 • Concentration 7 • Conversation 3 • Education 5 • Endurance 8 • Evasion 9 First Aid 4 • Handgun 10 • Human Perception 3 • Language (English) 7 • Language (Streetslang) 5 • Local Expert (Hot Zone) 7 Melee Weapon 10 • Perception 9 • Persuasion 4 • Resist Torture/Drugs 10 • Stealth 7

GEAR

Basic H Pistol Ammo x16 • Disposable Cell Phone • Glow Paint x2 • Techtool

CYBERWARE

Cyberarm • Techhair

Maelstrom Ripperdoc

Being a Ripperdoc for the Maelstrom might be more dangerous than being an actual member. Still, no matter how many they feed to The Pit, there's somehow always another failed med student or out-of-work EMT ready to try their hand at being a cyberdoc for the city's most chromed-out gang.

LEVEL	Hardened Mook	REP 0	SERIOUSLY WOUNDED	15	HP 30
ROLE	Medtech: Medicine 2 (Surgery 2)		DEATH SAVE	4	

STATS

INT 5 | REF 4 | DEX 5 | TECH 7 | COOL 3 | WILL 4 | MOVE 4 | BODY 4 | EMP 3

WEAPONS

PQ Heavy Pistol	ROF2	3d6
Light Melee Weapon	ROF2	1d6

ARMOR

HEAD	Kevlar®	SP 7
BODY	Kevlar®	SP 7

SKILL BASES

Athletics 7 • Brawling 7 • Concentration 11 • Conversation 6 • Cybertech 14 • Education 10 • Evasion 7 • First Aid 9 Handgun 6 • Human Perception 5 • Language (Native) 9 • Language (Streetslang) 7 • Local Expert (GM's choice) 7 Paramedic 14 • Perception 7 • Persuasion 5 • Stealth 7 • Surgery 11

GEAR

Basic H Pistol Ammo x8 • Anti-Smog Breathing Mask • Disposable Cell Phone • Duct Tape x2 • Medtech Bag • Techtool

CYBERWARE

Cyberarm *w/ Tool Hand & Scratchers* • Cybereye *w/ MicroOptics*

Maelstrom Scavver

Not technically a member of the Maelstrom, these poor doombas hope to earn their way out of the Hot Zone and into the Totentanz. Most won't earn their way past their next birthday.

LEVEL	Mook	REP 0	SERIOUSLY WOUNDED	15	HP 30
ROLE	None		DEATH SAVE	4	

STATS

INT 3 | REF 4 | DEX 4 | TECH 4 | COOL 3 | WILL 3 | MOVE 4 | BODY 4 | EMP 4

WEAPONS

PQ Medium Pistol	ROF2	2d6
PQ Heavy Melee Weapon	ROF2	3d6

ARMOR

HEAD	Leathers	SP 4
BODY	Leathers	SP 4

SKILL BASES

Athletics 10 • Basic Tech 10 • Brawling 6 • Concentration 5 • Conversation 6 • Education 5 • Endurance 7 Evasion 10 • First Aid 6 • Handgun 10 • Human Perception 6 • Language (Native) 7 • Language (Streetslang) 5 Local Expert (Hot Zone) 5 • Melee Weapon 10 • Perception 5 • Persuasion 5 • Stealth 6

GEAR

Junk M Pistol Ammo x12 • Anti-Smog Breathing Mask • Carryall x2 • Disposable Cell Phone • Glow Stick x5 • Kibble Pack x2

CYBERWARE

None

NCPD PRECINCT #1

Prepared by Ramsey "Roxy" Cole (former* Night City Today *reporter)

The official Night City Police Department is overworked, understaffed, and corrupt as hell. That said, not every Lawman is looking for extra eb, and sometimes they're the Thin Blue Line you need when things go ballistic. Here's some of the city's finest with an eye toward who to tap and who to tag.

City Police Precinct #1, or the 1st Precinct, covers Central Night City (the "Island"), employs over two thousand officers, and is divided into nine sectors. Despite all the Corp-cops and private contractors claiming their pieces of turf, the NCPD has jurisdiction everywhere in Night City, even if they only directly police a few sectors. NCPD also has the best investigators in the city... after Danger Gal, of course. And since their jails are the only legal long-term holding facilities in town no matter who arrests you? Sooner or later you'll end up in NCPD's custody. Assuming you avoid being killed while "resisting arrest" of course.

Base of Operations

The 1st Precinct House is a huge bunker near where the Glen borders the Old Combat Zone and Old Japantown. Each sector has its own station house, varying in size and style depending on local affluence and threat levels. Most station houses have their own communications center with access to the NCPD database, holding cells, armory, a drone rookery, and vehicles, but only the main Precinct House has facilities for AVs, copters, and the TAC Squad's armored vehicles. Some sectors also have additional substations which are basically sheds with a comms center and a break room.

Recent History

Like the rest of this battered burg, the NCPD has been putting itself back together for the last twenty years. It struggled to restore order in the aftermath of the Nuke, especially after Hammerman stole away MAX-TAC, but at least the Corporations weren't muscling in.

The PD was building itself back into an authority on The Street: The gangs, at least in more affluent areas, were being partially contained, understandings were struck with the Nomad Families, rebuilding was accelerating, and (some) neighborhoods began to see their tax dollars at work.

But now the Corps are slithering back, buying officials and officers like they came out of a Vendit. Private security forces are being "deputized" in many sectors by City Managers, gangs are getting funded like private armies, and taxes and Night Corp aid money is being shunted to Corporate-favored projects, leaving the police scrambling for resources. It's the Bad Old Days all over again.

Resources

Lawmen have access to basic handguns, shoulder arms, armor, and gear, all of which can be requisitioned given approval. However heavy weapons only go to the TAC Squads in most circumstances. Patrol cars are assigned on a rotation or as needed basis. Of course, stations in certain sectors have better vehicles, weapons, and Corporate "donations" of special equipment. Those bordering – or worse, in – Combat Zones will often have poorer quality gear but lots of it.

The Department has been known to "requisition" items from crime scenes and suspects to sell, getting a fair portion of their budget through the seizure of goods. Many cops are happy to do this for themselves as well.

Goals

As a whole, the NCPD wants full control of policing in Night City, providing law enforcement without special interest interference. Don't hold your breath on that. Of course, while some Lawmen actually sign up to "serve and protect", each cop has their own agenda, and the longer they've been serving and protecting, the more likely it is their interests have turned... personal.

DATA

To learn more about Hammerman and MAX-TAC, see CP:R PAGE 302.

DATA

NCPD Precinct #1 covers Little Europe, the Hot Zone, most of the Upper Marina, University District, South Night City, The Glen, Old Combat Zone, Old Japantown, and Little China.

South Night City, Old Combat Zone, Old Japantown, and Little China see significantly less police presence than the others.

DATA

More information about the 1st Precinct House is in the core rulebook. See CP:R PAGE 311.

CALIBER

Sergeant Alexander Marconi

Sergeant Marconi is an *enigma*. His file describes a consummate professional with an excellent kill record: 34 out of 36 shots taken. Fellow officers value having him on overwatch and his sniper data set (DOPE) is solid. The problem is he's too perfect. He's a loner, which isn't too unusual for a sharpshooter, but he refuses to even use a spotter, which violates TAC policy.

The fact that he gets away with it means someone's been bought. Combine it all with Marconi having little to no social life and things get even juicier: this combination should normally have triggered a psych evaluation, but there's none in his jacket.

Casting my net a little further, I turned up some disturbing data: there have been at least twelve unsolved assassinations in the Precinct #1 area since Caliber came to the NCPD. Their shared M.O. is always of clean, long-range, single shots. Is Caliber's real tally 46 out of 48? I'm thinking he might be a deep plant: an assassin in police clothing. But who put him here: Arasaka? Lazarus? The Free State of Texas?

I'm not sure, and I'm actually worried. If the wrong people know I have this file I might be target 49.

I hate *enigmas*.

LEVEL	Boss	REP 4	SERIOUSLY WOUNDED	23	HP 45
ROLE	Solo: Combat Awareness 6		DEATH SAVE	6	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
8	8(7)	8(7)	6	6	7	6(5)	6	2

WEAPONS

TUp (+1 Slot) EQ Sniper Rifle w/ Infrared Nightvision Scope, Smartgun Link & Sniping Scope	ROF1	5d6

ARMOR

HEAD	TUp M Armorjack	SP 12
BODY	TUp M Armorjack	SP 12

SKILL BASES

Athletics 14 (13) • Autofire 14 (13) • Basic Tech 10 • Brawling 10 (9) • Concentration 15 • Conversation 4 • Deduction 10 Drive Land Vehicle 11 (10) • Education 10 • Electronics/Security Tech 11 • Endurance 10 • Evasion 16 (15) • First Aid 8 Handgun 14 (13) • Human Perception 4 • Interrogation 9 • Language (Italian) 12 • Language (Streetslang) 10 Local Expert (Precinct #1) 13 • Martial Arts (Judo) 12 (11) • Melee Weapon 12 (11) • Perception 14 • Persuasion 8 Resist Torture/Drugs 13 • Shoulder Arms 18 (17) • Stealth 14 (13) • Tactics 13 • Tracking 11 • Weaponstech 12

GEAR

Armor-Piercing Rifle Ammo x12 • Basic H Pistol Ammo x8 • Heavy Pistol (ROF2 • 3d6) • Smoke Grenade x2 Agent • Disposable Cell Phone x2 • Flashlight • Grapple Gun • Handcuffs x2 • Road Flare x5

CYBERWARE

Contraceptive Implant • Cyberaudio Suite *w/ Radio Communicator & Scrambler/Descrambler* • Cybereye *w/ Image Enhance* Cybereye *w/ Image Enhance & Targeting Scope* • Cyberleg x2 *w/ Jump Booster x2* • Enhanced Antibodies • Neural Link *w/ Chipware Socket, Interface Plugs, Reflex Co-Processor, Sandevistan & Skill Chip (Pilot Air Vehicle)* • Toxin Binders

Like his namesake, once Bill Mauser is on a case, he does not let go. Utterly incorruptible, he's the kind you follow from a distance, noting what he digs up even as you avoid getting in his way. He typically uses his brains before his gun but will definitely resort to strong-arm tactics to loosen lips when necessary.

His focus is investigating high-level crime such as serial killers, potential cyberpsychos, and the like, and his success record is good enough that any minor infractions tend to get buried.

If he thinks you're interfering with an investigation, he'll have you barred from every crime scene in the Precinct #1. And if that doesn't work, he'll see to you personally: at least one operative has been rendered "temporarily inactive" after Mauser confronted them. Like I said. Minor infractions get buried.

Based on his records, I suspect that Detective Mauser is fighting against some sort of obsessive cyberpsychosis, but his medical file is strangely redacted. There are some vague notes about an implanted Agent with "therapeutic programming" but I can't find much else. This suggests that, despite his past victories, Mauser may be turning into what he's always fought against.

HELLHOUND

Detective William "Bill" Mauser

LEVEL	Hardened Mini-Boss	REP 5	SERIOUSLY WOUNDED 25	HP	50
ROLE	Lawman: Backup 4		DEATH SAVE 7		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	7	6	4	7	8	5	7	1

WEAPONS

TUp EQ Nova Model 757 Cityhunter	ROF2	3d6
Heavy Pistol	ROF2	3d6

ARMOR

HEAD	—	—
BODY	L Armorjack	SP 11

SKILL BASES

Athletics 10 • Brawling 12 • Concentration 10 • Conversation 7 • Criminology 12 • Cybertech 8 • Deduction 13
Drive Land Vehicle 10 • Education 9 • Evasion 14 • First Aid 6 • Handgun 16 • Human Perception 11 • Interrogation 14
Language (English) 11 • Language (Streetslang) 11 • Local Expert (Precinct #1) 13 • Martial Arts (Aikido) 14
Perception 12 • Persuasion 11 • Pilot Air Vehicle 10 • Stealth 8 • Streetwise 12 • Tracking 13

GEAR

Smart Cityhunter Ammo x26 • Basic H Pistol Ammo x8 • Agent • Disposable Cell Phone • Duct Tape • Flashlight
Handcuffs x2 • Radio Communicator • Scrambler/Descrambler

CYBERWARE

Contraceptive Implant • TUp (+1 Slot) Cyberaudio Suite *w/ Audio Recorder, Internal Agent x2 & Scrambler/Descrambler* • Cybereye *w/ Chyron & Image Enhance* • Cybereye *w/ Image Enhance & Targeting Scope*
Enhanced Antibodies • Neural Link *w/ Chipware Socket, Olfactory Boost & Reflex Co-Processor*

ESCOBAR

Detective Philip Escobar

Phillip Escobar is an INTERPOL agent with the Fugitive Investigative Support Division, working alongside the NCPD on cases involving criminals moving across international borders. After all, Night City is the Pacifica Confederation's Casablanca, and INTERPOL wants a face man here. He has been involved in several investigations involving Corporate felons and other malfeasance. He doesn't always come out on NCPD's good side but he always looks sharp for the cameras.

As a man of the world, Phillip truly understands quid pro quo. While not exactly corrupt, he won't hesitate to cut deals and share data to further his investigations, probably because INTERPOL's juice is severely limited out here at the edge of civilization. He can be a great source of information, especially with his connections at the National Central Bureau... so long as you have something he needs in exchange, like somewhere to dispose of a body. I'm sure that he's quietly flatlined a few "problems" here for his superiors. Extradition can be so complicated.

Gracious, if a bit slick, he's managed to keep the heat off himself so far, but he might get rotated elsewhere if too many questions point his way.

He's also a hell of a dancer.

LEVEL	Mini-Boss	REP 5	SERIOUSLY WOUNDED	18	HP 35
ROLE	Media: Credibility 4		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	5	6	6	7	5	5	5	6

WEAPONS

Constitutional Arms Multiammo Pistol	ROF1	4d6
Constitutional Arms Multiammo Pistol	ROF1	4d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Athletics 8 • Brawling 10 • Bribery 10 • Composition 10 • Conceal/Reveal Object 14 • Concentration 7
Conversation 12 • Criminology 12 • Cryptography 10 • Dance 14 • Drive Land Vehicle 10 • Education 11 • Evasion 14
First Aid 8 • Handgun 14 • Human Perception 12 • Interrogation 10 • Language (English) 11 • Language (Spanish) 12
Language (Streetslang) 9 • Library Search 12 • Local Expert (Barcelona) 16 • Local Expert (Precinct #1) 11
Melee Weapon 14 • Perception 13 • Personal Grooming 10 • Persuasion 14 • Photography/Film 10 • Stealth 10
Streetwise 10 • Wardrobe & Style 10

GEAR

Basic VH Pistol Ammo x10 • Armor-Piercing VH Pistol Ammo x10 • Expansive VH Pistol Ammo x10 • Incendiary VH Pistol Ammo x10 • Rubber VH Pistol Ammo x10 • Agent • Disposable Cell Phone • Flashlight • Handcuffs x2
Radio Communicator • Scrambler/Descrambler • Trauma Team (Silver)

CYBERWARE

Biomonitor • Contraceptive Implant • Cybereye *w/ MicroVideo* • Cybersnake • Subdermal Pocket

GRINDER

Lieutenant Jessie Brasso

Lieutenant Brasso has led the Precinct #1's TAC Squad for over two years now (that's almost twenty in cop years). Not nearly as tricked out as MAX-TAC, NCPD's TAC Squad has done its best to deal with heavily armed gangers and cyberpsychos... often with mixed results and high casualty rates.

When he took over, Brasso implemented a rigorous training regimen, working to increase TAC officer effectiveness and survivability. Brasso leads the exercises himself, hence his handle.

In the field, his cool-headedness has saved more than a few lives even though he's been accused by his superiors of being "insufficiently aggressive." His TAC officers tell me that, since so much unpredictable tech is hitting The Street these days, Brasso always takes time to assess his opponents' capabilities before engaging. Despite some claiming cowardice, most love his ass. Yellow stripe or prudent caution? You decide.

All this has caught the eye of MAX-TAC (**SEE CP:R PAGE 302**), who've recently offered Brasso a job. But my read is Brasso thinks Hammerman's a traitor for going mercenary. The fact that Brasso hasn't responded to the offer has me wondering: what's he planning and how can we use that?

LEVEL	HARDENED LIEUTENANT	REP 3	SERIOUSLY WOUNDED	20	HP 40
ROLE	SOLO: COMBAT AWARENESS 4		DEATH SAVE	7	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	7(5)	6(4)	4	5	5	5(3)	7	4

WEAPONS

EQ VERY HEAVY PISTOL W/ SMARTGUN LINK	ROF1	4d6
MICROWAVER	ROF1	—

ARMOR

HEAD	H ARMORJACK	SP 13
BODY	H ARMORJACK	SP 13

SKILL BASES

Athletics 10 (8) • Autofire 13 (11) • Brawling 12 (10) • Concentration 7 • Conversation 6 • Criminology 9 • Deduction 9 Education 7 • Evasion 12 (10) • First Aid 8 • Handgun 13 (11) • Human Perception 8 • Interrogation 10 Language (English) 9 • Language (Streetslang) 7 • Local Expert (Little Europe) 7 • Perception 11 • Persuasion 9 Shoulder Arms 13 (11) • Stealth 8 (6) • Tactics 10

GEAR

Basic VH Pistol Ammo x16 • Flashbang Grenade x3 • Agent • Bulletproof Shield • Flashlight • Handcuffs x2 Radio Communicator • Scrambler/Descrambler • Smart Glasses *w/ Anti-Dazzle*

CYBERWARE

Biomonitor • Contraceptive Implant • Enhanced Antibodies • Neural Link *w/ Subdermal Grip*

CAVALRY

Officer Suri Navarro

Officer Navarro is as close to the cop ideal as you're going to get in the Precinct #1: honest, a believer in the public trust, and something of an icon to her fellow officers. Cavalry earned her handle and her cred being the first on scene to a whole lot of Officer Down calls.

Yet, while she's been in the Patrol Division for over five years, she hasn't bought into the toxic perspective so many Lawmen develop after time in the field. She still believes in the work, and she's damned good at it.

She's also a realist and will cooperate with outside agencies, although she stays frustratingly within the straight and narrow. When it comes down to brass tacks, she'll probably have your back in a firefight and then arrest you for any needless property damage afterwards.

But as shiny as Cavalry seems, she does have a crack in her chrome: Her wife's gambling problem has put her family in serious debt. Seems her mainline can't stay off the virtual card tables and might have a debt to a Fixer named Rex Royale. Is Cavalry's cooperation worth compromising a rare good cop? I recommend no.

Cavalry is more of an "In An Emergency, Break Glass" kind of asset. Use with care.

LEVEL	LIEUTENANT	REP 2	SERIOUSLY WOUNDED	20	HP 40
ROLE	LAWMAN: BACKUP 4		DEATH SAVE	6	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	6	5	4	5	6	6	6	3

WEAPONS

ASSAULT RIFLE	ROF1	5d6
HEAVY PISTOL	ROF2	3d6

ARMOR

HEAD	L ARMORJACK	SP 11
BODY	L ARMORJACK	SP 11

SKILL BASES

Athletics 7 • Autofire 13 • Brawling 11 • Concentration 8 • Conversation 9 • Criminology 12 • Deduction 10
Drive Land Vehicle 10 • Education 8 • Evasion 11 • First Aid 6 • Handgun 10 • Human Perception 5 • Interrogation 10
Language (English) 10 • Language (Streetslang) 8 • Local Expert (Upper Marina) 8 • Perception 8 • Persuasion 7
Shoulder Arms 13 • Stealth 7 • Tracking 10

GEAR

Basic H Pistol Ammo x8 • Basic Rifle Ammo x50 • Agent • Bulletproof Shield • Flashlight • Handcuffs x2
Radio Communicator • Road Flare x5

CYBERWARE

Contraceptive Implant • Cyberaudio Suite *w/ Internal Agent & Scrambler/Descrambler* • Hidden Holster • Subdermal Pocket

GOLDEN BOY

Officer Dennis Gant

You've probably heard of Golden Boy, even if you don't know it. Officer Gant has become something of a media darling, thanks to his good looks and action-hero mentality. He's recently been featured in screamsheets citywide for a whole series of exploits.

These include a dash into the Old Combat Zone to rescue a stranded Nomad family and a firefight in the University District that ended a kidnapping operation. Great front-screen stuff! I even interviewed him once – he's pretty but a bit twitchy.

Gant is a serious adrenaline junkie; he lives for the jag being an "Extreme Lawman" gives him. His jacket confirms he once had a synthcoke habit, and that's an easy hole to fall back into. He's demonstrated decent street skills but seems driven to actually live out every action Braindance he's ever chipped. His reckless impulses have garnered him fame but at serious risk to himself, and several innocent bystanders have been injured during his "adventures."

Golden Boy's superiors have quietly taken him off active patrol and put him under close supervision, working public relations in the Upper Marina District. Naturally, he'll do anything to get back on The Street. Anything. Make of that what you will but be prepared to accept the consequences.

LEVEL	LIEUTENANT	REP 3	SERIOUSLY WOUNDED	18	HP 35
ROLE	LAWMAN: BACKUP 4		DEATH SAVE	6	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	8(6)	7(5)	3	4	3	6(4)	6	3

WEAPONS

PQ ASSAULT RIFLE	ROF1	5d6
MEDIUM PISTOL	ROF2	2d6

ARMOR

HEAD	M ARMORJACK	SP 12
BODY	M ARMORJACK	SP 12

SKILL BASES

Athletics 9 (7) • Autofire 10 (8) • Brawling 11 (9) • Concentration 5 • Conversation 5 • Deduction 5
Drive Land Vehicle 12 (10) • Education 6 • Evasion 13 (11) • First Aid 5 • Handgun 12 (10) • Human Perception 5
Language (English) 8 • Language (Streetslang) 6 • Local Expert (Upper Marina) 6 • Perception 6
Personal Grooming 12 • Persuasion 6 • Shoulder Arms 15 (13) • Stealth 9 (7)

GEAR

Basic M Pistol Ammo x12 • Basic Rifle Ammo x50 • Agent • Braindance Viewer • Flashlight • Handcuffs x2
Radio Communicator • Road Flare x5

CYBERWARE

Chemskin • Mr. Studd Sexual Implant • Neural Link *w/ Kerenzikov* • Techhair

SARGE

Sergeant Titus Malloy

Sergeant Malloy has been an NCPD cop for over thirty years, which means he predates the Nuke and served throughout the reconstruction of this scarred city. During that time, he's built a decent rep as someone who knows the score.

He looks out for his officers, is good for the occasional favor or cover up (as long as it's not too serious), and is on good terms with several gangs and as well as a couple of Corporations. And by "good terms", I mean he's taken a whole lot of eb from them.

And best of all, Sarge is our guy, bought and paid for, and the inside source for much of the classified data I have on Precinct #1 personnel. Nearing retirement, he's got quite the golden parachute prepared, built from payoffs and items "missing" from the precinct's evidence lockers. That's not to say Sarge is seriously criminal – just pragmatic.

My sources tell me he recently sent a patrol unit to investigate the theft of a personal shipment, but Officer Warren (**SEE PAGE 89**) got a bit overzealous in her interrogation of the Nomad suspects. That's seriously pissed off the local Clans and they might be looking for payback.

Normally, Sarge does favors for us but maybe he's the one who needs a favor now.

LEVEL	LIEUTENANT	REP	3	SERIOUSLY WOUNDED	18
ROLE	LAWMAN: BACKUP 4			DEATH SAVE	4

HP **35**

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	6(4)	5(3)	2	7	5	4(2)	4	5

WEAPONS

MILITECH CRUSHER	ROF1	3d6
MEDIUM PISTOL	ROF2	2d6

ARMOR

HEAD	L ARMORJACK	SP 11
BODY	H ARMORJACK	SP 13

SKILL BASES

Athletics 7 (5) • Brawling 7 (5) • Bribery 10 • Bureaucracy 9 • Concentration 7 • Conversation 9 • Criminology 11
Deduction 10 • Drive Land Vehicle 10 (8) • Education 8 • Evasion 9 (7) • First Aid 6 • Handgun 15 (13)
Human Perception 10 • Interrogation 12 • Language (English) 10 • Language (Streetslang) 10
Local Expert (Precinct #1) 11 • Perception 10 • Persuasion 13 • Shoulder Arms 10 (8) • Stealth 7 (5) • Streetwise 11

GEAR

Basic M Pistol Ammo x12 • Basic Shotgun Shell x12 • Agent • Disposable Cell Phone x2 • Flashlight • Handcuffs x2
Kibble Pack • Radio Communicator • Road Flare x5

CYBERWARE

Biomonitor • Cybereye *w/ Chyron & Low Light/Infrared/UV* • Cybereye *w/ Low Light/Infrared/UV* • Enhanced Antibodies
Skinwatch

SHEPARD

Officer Elena Korda

Officer Korda is a strange one, and in Night City, that's saying something. One of eight K-9 units assigned to Precinct #1, she and her dog Gustav are an inseparable team. If I didn't have her medical files, I'd assume they were directly cyber-linked, but she seems to track his cybercam through her Chyron and communicates with him via Agent. I'm not sure she ever breaks that connection, even off duty.

Her jacket says she's a widow: Cop husband died in the line of duty. That could explain a lot.

Her canine partner, Gustav (**SEE PAGE 88**), is primarily a Gun Dog, trained to locate weapon propellants and explosives. While the pair do patrol together, they're also called in to search for weapon caches when a site is designated "dog-worthy." They've got a good record for turning over ganger stockpiles and locating bombs before they detonate. The latter got them some face-time on *Night City Today's* Garden Patch, where I interviewed them.

I think the dog spoke more words than she did.

Can she be useful to Danger Gal? I honestly don't know. She's a bit of a closed book. But whatever you do, do not threaten the dog in front of Korda. Ever.

Don't say I didn't warn you.

LEVEL	LIEUTENANT	REP 2	SERIOUSLY WOUNDED	18	HP 35
ROLE	LAWMAN: BACKUP 4		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	7(5)	6(4)	3	5	4	4(2)	5	4

WEAPONS

ASSAULT RIFLE	ROF1	5d6
MEDIUM PISTOL	ROF2	2d6

ARMOR

HEAD	H ARMORJACK	SP 13
BODY	H ARMORJACK	SP 13

SKILL BASES

Animal Handling 12 • Athletics 10 (8) • Autofire 13 (11) • Brawling 10 (8) • Conceal/Reveal Object 11 Concentration 8 • Conversation 6 • Criminology 10 • Deduction 10 • Education 8 • Evasion 11 (9) • First Aid 5 Handgun 12 (10) • Human Perception 6 • Interrogation 7 • Language (English) 10 • Language (Streetslang) 8 Local Expert (Precinct #1) 10 • Perception 11 • Persuasion 7 • Shoulder Arms 13 (11) • Stealth 10 (8) • Tracking 12

GEAR

Basic M Pistol Ammo x12 • Basic Rifle Ammo x50 • Flashlight • Handcuffs x2 • Kibble Pack x2 • Radio Communicator Road Flare x5

CYBERWARE

Cyberaudio Suite *w/ Amplified Hearing, Homing Tracer & Internal Agent* • Cybereye *w/ Chyron*

GUSTAV

Custom Security Canine

Before the 4th Corporate War, Biotechnica's biological security and utility animal projects competed poorly against electronic-based rivals such as Adrek Robotics and LawTech Unlimited. In a world rebuilding after the War, however, the world's premier biotechnology company has pushed hard to fill niches vacated by damaged and destroyed rivals.

One of Biotechnica's greatest successes in biological security and utility is a revamp of the Digital Watchdog. Born from Nicolo Loggagia's vision of a less-chromed world, the modern version of this classic offering has been redesigned from the genetic level up and rebranded as the Custom Security Canine or CSC. Biotechnica offers CSCs configured for many tasks, from traditional sentry duty to crowd control. Every CSC is upgraded with cyberware to ensure they stay focused on their duty and perform beyond the ability of their non-augmented counterparts.

Gustav represents the Gun Dog subbrand of the CSC line. Biotechnica augmented his olfactory senses utilizing genetic engineering and cybernetic enhancement. In addition, an Internal Agent and MicroVideo camera ensure his handler, Officer Elena Korda (**SEE PAGE 87**), can issue commands and track Gustav's progress no matter how far apart they are. To keep Gustav safe from criminals, vehicles, and other hazards, Officer Korda outfitted Gustav with the latest in canine-specific armor.

LEVEL	Hardened Mook	REP	2	SERIOUSLY WOUNDED	18
ROLE	None			DEATH SAVE	5

HP 35

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
2	7	8	2	2	4	7	5	2

WEAPONS

Combat Jaw	ROF1	4d6
Brawling Attack	ROF2	2d6

ARMOR

HEAD	–	–
BODY	L Armorjack	SP 11

SKILL BASES

Athletics 10 • Brawling 10 • Concentration 6 • Endurance 8 • Evasion 12 • Human Perception 8 • Language (German) 6 Melee Weapon 12 • Perception 10 • Stealth 10 • Tracking 10 • Wilderness Survival 10

GEAR

Homing Tracer

CYBERWARE

Combat Jaw • Contraceptive Implant • Cyberaudio Suite *w/ Internal Agent* • Cybereye *w/ MicroVideo* Neural Link *w/ Chipware Socket & Olfactory Boost*

PITBULL

Officer Judy Warren

A recent Training Program graduate, Warren became a cop so she could legally pound on people if they didn't do what she told them to. A muscle-minded thug with a badge, her favorite assignment is, naturally, riot duty. She knocked a lot of heads during the recent Zoners (SEE PAGE 131) protest.

Known as a smack talker around her station house, her informal handle has become Bullshit, and she already has a couple of Excessive Force write-ups. Given how much force it takes for NCPD to bother writing you up? That's telling you something.

Her recent acquisition of Muscle and Bone Lace augmentation also sent up some red flags, but the department seems willing to overlook it given how short-handed it is. There's no indication of how she paid for such a premium chrome, which means she's probably in hock to somebody. Given that her jacket shows suspected links to the Red Chrome Legion (SEE CP:R PAGE 309), they're my bet. And her med file indicates chronic use of painkillers since the operation. Perhaps her new body needs some retooling?

Sarge (SEE PAGE 86) shared that Warren has already taken some minor tributes from locals and is certainly open to bribery to help her pay off her cyberware. Unfortunately, he also used Pitbull to retrieve some "lost goods" from the Sightseers Nomad Pack (SEE PAGE 99), which resulted in her beating one of them near to death. This put the Nomads on the warpath, so her marketability may be at an all-time low.

LEVEL	Hardened Mook	REP 1	SERIOUSLY WOUNDED	23	HP 45
ROLE	Lawman: Backup 2		DEATH SAVE	10	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	5	6	3	3	3	5	10	2

WEAPONS

Stun Baton	ROF2	2d6
Brawling Attack	ROF2	3d6

ARMOR

HEAD	Kevlar®	SP 7
BODY	Kevlar®	SP 7

SKILL BASES

Athletics 8 • Brawling 12 • Bribery 5 • Concentration 5 • Concentration 5 • Conversation 4 • Criminology 6 • Education 6 Evasion 12 • First Aid 5 • Handgun 10 • Human Perception 4 • Language (English) 8 • Language (Streetslang) 6 Local Expert (South Night City) 6 • Martial Arts (Karate) 8 • Perception 6 • Persuasion 5 • Stealth 8

GEAR

Basic HP Ammo x8 • PQ Heavy Pistol (ROF2 • 3d6) • Agent • Anti-Smog Breathing Mask • Bulletproof Shield Disposable Cell Phone • Flashlight • Handcuffs x2 • Radio Communicator • Road Flare x5

CYBERWARE

Contraceptive Implant • Grafted Muscle and Bone Lace

CHERUB

Officer Ranbir Majumdar

Officer Majumdar is fresh out of the mold, having just graduated from the NCPD Training Program a month ago. As such, he's bright-eyed and chock full of cliché ideas about "making a difference" and "serving the public."

He's been put on patrol in the University District to help him find his Street Legs, but he's already had some dust-ups with private security. Note that he's got a bit of a chip on his shoulder regarding "rent-a-cops", which might extend to Danger Gal operatives, especially those working in the private security sector.

Still, he's displayed some good skills so far, being quick to back up his partners. There are two incidents of freezing up in his jacket, which might just be freshman jitters, but, if he gets three, I'd worry about a pattern. At least he hasn't shot any bystanders yet.

But all his naivete can be put to use if you can convince him that cooperating with Danger Gal will further the public good. We might see if we can arrange to assign Officer Majumdar to Officer Navarro (**SEE PAGE 84**) in order to cultivate his idealism.

I think it's important to keep this kid out of trouble... at least until he's properly groomed. And any leverage we use should be all public-spirit carrot, no stick.

LEVEL	Mook	REP	0	SERIOUSLY WOUNDED	18
ROLE	None			DEATH SAVE	5

HP 35

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	4	4	2	2	4	4	5	5

WEAPONS

PQ Heavy Pistol	ROF2	3d6
PQ Medium Pistol	ROF2	2d6

ARMOR

HEAD	Kevlar®	SP 7
BODY	Kevlar®	SP 7

SKILL BASES

Athletics 7 • Brawling 10 • Concentration 7 • Conversation 7 • Deduction 7 • Education 7 • Evasion 10 • First Aid 4
Handgun 12 • Human Perception 9 • Interrogation 4 • Language (English) 9 • Language (Hindi) 7
Language (Streetslang) 7 • Local Expert (University District) 7 • Perception 9 • Persuasion 4 • Stealth 6

GEAR

Basic M Pistol Ammo x12 • Basic H Pistol Ammo x8 • Disposable Cell Phone • Flashlight • Handcuffs x2
Radio Communicator • Road Flare x5

CYBERWARE

Biomonitor • Grafted Muscle and Bone Lace

NETWORK 54

Prepared by Cherri P.I. (Associate Investigator)

Alright, cuties, strap yourselves in for some juicy details on Net54's most elite investigative journalism squad, run by none other than legendary Media, Fiona Hayes (**SEE PAGE 92**). This award-winning team is responsible for breaking some of the biggest stories of corruption in Night City history.

Fiona's career spans thirty plus years! That's damn impressive for a Media with many powerful enemies, all of whom would pay good eb to see her flatlined.

Base of Operations

Although Net54's main headquarters are in Santa Fe, New Mexico, Fiona and her team operate in the Night City Corporate offices located in the New Westbrook. The Net54 Night City public offices look just like what you'd expect any Corporate stooge broadcasting building to be: a large neon sign with catchy headlines run across the length of the building 24 hours a day.

The Corporate building also has many other businesses where you can often find Net54 employees roaming around, like the restaurants and rec center. Fiona's team operates out of a suite of offices on the thirteenth floor.

Recent History

Digging deeper into Net54's darkest archives, we've uncovered a juicy bit of intel: the original Fiona was killed in 2020! Since then, Net54 has replaced her with a string of idealistic young Medias willing to endure the extensive Braindance boot-camp and biosculpting required by the network to carry on the illusion of a single rock star reporter. From Net54's point of view, there's always another "Fiona" waiting to take up the mantle.

The download got even juicier when we discovered Fiona's cameraman, Stringer (**SEE PAGE 94**), was in love with the previous Fiona and now wants to expose this crazy charade to the whole world.

Meanwhile, Fiona's bodyguard, Angle (**SEE PAGE 93**), is loyal to the network and will do anything to keep the secret – including killing anyone threatening to expose the lie. He might even kill the current Fiona if it came down to it!

Resources

Net54's signature news van (an armored AV-4) is equipped with all the necessary camera equipment for live broadcasts, including a NET Architecture and five camera-equipped Observer Drones.

Production and research assistants are a quick call away and willing to get any job done on behalf of the network. Fiona has a contact in the NCPD – a Netrunner named Burton Fox who passes along classified police intel.

She also relies on a Fixer specializing in secrets, named Infobros, who seems to have a soft spot for her.

Maybe he's just starstruck?

Goals

Net54 is always at the top of the food chain when it comes to media and reporting, and Fiona and her team intend to keep it that way. Fiona's personal team also works to keep any rumors surrounding Fiona quelled from the spotlight and to quash any controversies surrounding her.

The current Fiona hasn't had the idealism entirely squeezed out of her yet. She honestly wants to hold the rich and powerful accountable for their crimes. At the same time, it's obvious that she knows many of her stories will be censored by the network to protect their various allies.

What Fiona doesn't know is that Net54 uses those same stories to blackmail Execs and Corps for exorbitant fees.

DATA

Want to know more about Network54? See **CP:R PAGE 274**.

DATA

Need more dirt on Net54's Night City HQ? See **CP:R PAGE 314**.

FIONA HAYES

Night City Investigative Powerhouse

Fiona Hayes is a pragmatic and ambitious investigative reporter, and the star of Net54 in Night City. Since the 2010s, she has reported on the most hard-hitting stories, from political scandals to big gang conspiracies. Despite discussing darker topics, her reporting is always vigorous, upbeat, and passionate. People love her perky nature, even in the face of overwhelming tragedy.

Over the years, the rumors on the streets about Fiona have grown, but she's kept the same composure, taglines, and camera presence. This has caused many to wonder if her reports are now just an "act" or if there is something deeper going on behind the scenes. The main rumor opines she is not the "original" Fiona Hayes. And the rumors are, in this case, one hundred percent true!

We haven't been able to dig up information about her life before joining Net54 but the current Fiona has undergone extensive bodysculpting and Braindance training as part of her contract. In fact, the company carefully crafts her image, from her signature catchphrases to her ageless appearance. You've probably heard her trademark sign-offs before, right? "Until next time under the blood red skies." "Night City Awaits!" "Fiona Hayes is on the case." It's all part of the act.

LEVEL	Boss	REP 9	SERIOUSLY WOUNDED	23	HP 45
ROLE	Media: Credibility 6		DEATH SAVE	6	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
8	5	5	5	8	7	6	6	6

WEAPONS

Light Melee Weapon	ROF2	1d6
Brawling Attack	ROF2	2d6

ARMOR

HEAD	TUp Subdermal Armor	SP 12
BODY	TUp Subdermal Armor	SP 12

SKILL BASES

Acting 16 • Athletics 10 • Basic Tech 8 • Brawling 7 • Bribery 14 • Bureaucracy 14 • Business 11 • Composition 14 Concentration 9 • Criminology 10 • Deduction 16 • Drive Land Vehicle 10 • Education 13 • Evasion 10 • First Aid 9 Human Perception 15 • Interrogation 12 • Language (English) 12 • Language (Streetslang) 10 • Library Search 14 Lip Reading 12 • Local Expert (Night City) 14 • Perception 16 • Personal Grooming 16 • Persuasion 14 Resist Torture/Drugs 14 • Stealth 7 • Wardrobe & Style 16

GEAR

Auto Level Dampening Ear Protectors • Computer • Disposable Cell Phone x2 • Memory Chip x5 • Personal CarePak Scrambler/Descrambler • Trauma Team (Executive)

CYBERWARE

Biomonitor • Contraceptive Implant • Cyberaudio Suite *w/ Audio Recorder & Internal Agent* • Cybereye *w/ Chyron & MicroVideo* • EMP Threading • Enhanced Antibodies • PerfectFit Cyberfoot x2 • Subdermal Armor • Techhair

ANGLE

Bodyguard to a Star

Angle acts as Fiona's (SEE PAGE 92) bodyguard, but also serves as her Corporate handler. Ex-Intelligence, he is the picture of a stoic and reserved combat professional. As part of his employment contract, Net54 actively works to suppress his dodgy black ops history. They're happy to do so because of his efficiency and willingness to do whatever it takes to get the job done. And they've done good work!

I've dug deep, and I can't find much information on Angle before he started working for Network 54. His manner and looks suggest he's an old-fashioned Eurosolo, but I've heard rumors from a friend back in the BosWash corridor about a disgraced Secret Service Agent who left the job after being found in bed with their primary. The primary's identity is unknown, but I like to think Angle's been banging the President herself! Makes for a more juicy story.

He keeps his intentions and personal life private from the rest of the team. Neither Fiona nor Stringer (SEE PAGE 94) know he'll happily put a bullet in their brains without hesitation if anything about Net54's string of "Fionas" were to get out.

A man of few words, Angle keeps tabs on everyone Fiona and Stringer interact with. Net54 helps him get in touch with any resources in Night City that can assist him in maintaining his facade.

LEVEL	Hardened Lieutenant	REP 4	Seriously Wounded 20	HP	40
ROLE	Solo: Combat Awareness 4		Death Save 6		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	6	6	4	5	6	6	6	4

WEAPONS

Very Heavy Pistol	ROF1	4d6
Brawling Attack	ROF2	2d6

ARMOR

HEAD	Skin Weave	SP 7
BODY	L Armorjack	SP 11

SKILL BASES

Athletics 11 • Brawling 12 • Conceal/Reveal Object 7 • Concentration 9 • Conversation 6 • Drive Land Vehicle 10 Education 7 • Endurance 8 • Evasion 13 • First Aid 12 • Handgun 14 • Human Perception 12 • Interrogation 7 Language (English) 9 • Language (Streetslang) 7 • Local Expert (New Westbrook) 7 • Personal Grooming 8 Perception 12 • Persuasion 7 • Resist Torture/Drugs 8 • Stealth 8 • Streetwise 9 • Wardrobe & Style 8

GEAR

Armor-Piercing VH Pistol Ammo x8 • Basic VH Pistol x8 • Agent • Binoculars • Bulletproof Shield Disposable Cell Phone • Flashlight • Radio Scanner/Music Player

CYBERWARE

Contraceptive Implant • EMP Threading • Kiroshi OptiShield • Neural Link *w/ Reflex Co-Processor* • Skin Weave

STRINGER

Camera Jockey in Love

Stringer serves as Fiona's (SEE PAGE 92) cameraman and most trusted confidant. Though employed by Net54 for the past twenty years, he holds a long-standing grudge against the Megacorp.

Stringer started off on camera but his bland looks and delivery translated into poor ratings, so the powers that be forced him through retraining. Amazingly, he took to life outside the spotlight – especially when they assigned him to be the personal camera operator for what we believe to be the second or third Fiona Hayes. He's been with Fiona, no matter which one, ever since.

Stringer fell in love with the last Fiona and, after her death, he swore he would avenge her. He has decided to keep working with the Corp, hoping to find the right moment to expose their secret and show how they've wronged the many "Fionas" they've chewed through the gears of media programming. At times his frustration with Net54 shows, but for the most part he keeps it close to his chest and keeps churning out the news to keep the current Fiona safe.

It's clear Stringer wants to be the hero of this story for Fiona, but unclear which Fiona he'll be loyal to in the end. He may well sacrifice the latest Fiona to avenge the previous one.

LEVEL	Hardened Lieutenant	REP 4	SERIOUSLY WOUNDED 18	HP	35
ROLE	Tech: Maker 3 (Field Exp 2 • Up Exp 2 • Fab Exp 2) Media: Credibility 1		DEATH SAVE 4		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	6	5	6	4	6	5	6	5

WEAPONS

Heavy Pistol	ROF2	3d6
Brawling Attack	ROF2	2d6

ARMOR

HEAD	–	–
BODY	L Armorjack	SP 11

SKILL BASES

Athletics 10 • Basic Tech 12 • Brawling 14 • Concentration 9 • Conversation 8 • Cybertech 10 • Education 9 Electronics/Security Tech 12 • Evasion 7 • First Aid 9 • Forgery 8 • Handgun 14 • Human Perception 8 Language (English) 9 • Language (Streetslang) 7 • Library Search 7 • Local Expert (New Westbrook) 7 • Perception 7 Persuasion 6 • Photography/Film 13 • Resist Torture/Drugs 13 • Stealth 7

GEAR

Armor-Piercing H Pistol Ammo x16 • Audio Recorder • Memory Chip x5 • Observer Drone • Techtool • Video Camera

CYBERWARE

Contraceptive Implant • Cyberaudio Suite *w/ Internal Agent* • Cybereye *w/ MicroVideo* • Enhanced Antibodies

PIRANHAS

Prepared by D.R. Ache (Danger Gal Analyst and Event Coordinator)

Can you put a price on bliss? The Piranhas have the cost – and the drugs to give it to you. Whether you need a mile-high party with no budget or the slickest show possible for your gang for only a few Eurobucks, the Piranhas got you. Once known as the grunge garage partiers, the Piranhas have worked their way into becoming the one-stop shop for all things exclusive, shiny, and fucking lit.

Nowadays, there's a Piranha at every party, teeth shining. Wherever a good time is needed, the Piranhas lurk, providing everything anyone could want to guarantee the best night of their lives, transforming the post-scarcity Time of the Red into a neon wonderland.

Base of Operations

The Piranhas used to operate out of a convenience store. But now? The Piranha Palace is a moving refuge for every Piranha, shifting its location on the regular to keep rivals out and party makers in. It may be an abandoned warehouse in one of the Combat Zones one week and a penthouse apartment in the heart of Night City the next. Every shoal leader knows the code to get in, and only Piranhas may enter.

Recent History

Tired of living life on hard mode, Corpse Reviver (**SEE PAGE 97**) took control of the Piranhas after her predecessor overdosed. Under her leadership, the Piranhas absorbed several other two-bit party gangs, including an attempted retread of the DJs. She brought them all together, embraced their talents, organized them into cells known as "shoals," and introduced the idea of what they would become: the reigning party monarchs of Night City.

For every group she brought in, the Piranhas gained something new: light and sound techs, mixologists, cooks, dancers, and more. Like her namesake, Corpse took the bloody remains of a half-dozen burned-out gangs and raised them into a force capable of conquering the Night City party scene.

Since then, the Piranhas haven't looked back. They take every opportunity to bring in fresh blood from the streets and pull the most influential people into their circles as clients.

Now there isn't a killer party in Night City without a Piranha somewhere in the mix – designer drugs, craft cocktails, entertainment that slams, and the security to keep it all a dirty secret.

Resources

Piranha membership fluctuates constantly, as the party lifestyle chews up some members and attracts others. The top-level leadership, however, stays constant: a crew of young geniuses at the top of their game. Corpse Reviver and her right-hand badass, Bazooka Joe (**SEE PAGE 96**), recruit from clubs throughout the city.

After years of recruitment and training, the Piranhas boast some of the city's best cooks, dealers, MCs, light and sound crews, mixologists, chefs, VR artists, dancers, security teams, bouncers, adult entertainers, and of course, clean-up crews.

They know that bad shit goes down at parties and they ensure that bad shit doesn't leave a stain.

Goals

Any Piranha would say the goal is to be the only place to party. But Corpse Reviver would tell you it's to create her own fucked-up little family that keeps people like her safe while taking money from the rich leeches to fulfill their wildest (and most boring) dreams. The Piranhas seek out young and wealthy elite to lure them into the party lifestyle, and feed them a steady stream of drugs and fantasies to keep them hooked.

It gives the Piranhas all the leverage they need to stay on top.

BAZOOKA JOE

The Piranha's Teeth

Literally the oldest active Piranha still alive, Bazooka Joe serves as Corpse Reviver's (SEE PAGE 97) right-hand lieutenant and oversees security. Why? Well, let's just say they're in favor of blood, guts, and rock and roll.

Wherever there's violence at a Piranhas party, there's Joe.

Bazooka Joe puts the teeth in Piranhas, and focuses on training new recruits to be good at keeping a party lively – and safe. Not only that, but Joe also focuses on keeping each of the Piranhas safe.

Like a squishy, bloody older sibling, they're a junkyard dog when anyone comes after one of the Piranha's or fucks with one of their events.

Joe's original ties to the Piranhas' pre-Corpse Reviver network gave the gang's leader the starting blocks she needed to build a party empire. And, without Joe's muscle and lust for violence, Corpse Reviver would be a sitting duck for every up-and-comer who wants to take their shot at the big time.

For all Joe has in brawn, Corpse has in brains, and Joe has been an unflinching companion to the boss ever since she came on the scene.

LEVEL	Hardened Mini-Boss	REP 4	SERIOUSLY WOUNDED 25	HP	50
ROLE	Solo: Combat Awareness 4		DEATH SAVE 12		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	7	6	3	6	4	7	12	4

WEAPONS

TUp (+1 Wardrobe & Style) Tsunami Arms Helix	ROF1	—
Brawling Damage	ROF2	4d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Athletics 8 • Autofire 17 • Brawling 12 • Concentration 6 • Conversation 6 • Criminology 9 • Dance 14 • Education 7 Endurance 10 • Evasion 12 • First Aid 5 • Handgun 11 • Human Perception 8 • Language (French) 9 Language (Streetslang) 7 • Local Expert (Watson Development) 7 • Melee Weapon 11 • Perception 12 Personal Grooming 12 • Persuasion 8 • Resist Torture/Drugs 14 • Stealth 8 • Streetwise 12 • Wardrobe & Style 12

GEAR

Rubber Rifle Ammo x120 • Carryall • Duct Tape x2 • Handcuffs • Flashlight • Piranha Smash x5 • Synthcoke x1

CYBERWARE

Chemskin • Contraceptive Implant • Grafted Muscle and Bone Lace • Linear Frame Sigma • Neural Link *w/ Reflex Co-Processor* • Techhair x2

Corpse Reviver has a lot of stories and none of them about where she grew up. The best information on the ground is she came up in one of the Combat Zones. Not buying into the down-and-out poverty storyline, she rebelled against it all by choosing to live a life of fake bliss and unending joy.

Whatever the truth, she roared into the Piranhas like a rebel leader and united those random no-account fuckers, transforming them from a burned-out gang of partiers into the party makers of Night City.

She's a good talker but an even better accountant. Corpse keeps the books clean, the clients satisfied, and the Piranhas invisible to the average doomba.

While Corpse Reviver runs a tight ship, she relies on her lieutenants to keep each part of her system running smoothly. She manages them, they manage the recruits, and she steps in when shit hits the fan.

Whatever issues arise, Corpse works nonstop to raise other kids like herself out of the shittiest parts of the city and gives them jobs. She calls it a big, fucked-up family.

So maybe, beneath all the drugs and music and booze, is someone wanting a palace to call home.

CORPSE REVIVER

Party Queen of Night City

LEVEL	Hardened Mini-Boss	REP 6	SERIOUSLY WOUNDED 18	HP	35
ROLE	Exec: Teamwork 4 (Driver)		DEATH SAVE 4		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	6	6	5	7	6	6	4	5

WEAPONS

Sanroo Hello Cutie MicroCutie	ROF2	2d6
Sanroo Hello Cutie MicroCutie	ROF2	2d6

ARMOR

HEAD	TUp L Armorjack	SP 12
BODY	TUp L Armorjack	SP 12

SKILL BASES

Accounting 12 • Acting 10 • Athletics 8 • Brawling 8 • Bribery 11 • Bureaucracy 12 • Business 12 • Concentration 11 Conversation 10 • Dance 14 • Deduction 12 • Education 9 • Endurance 10 • Evasion 14 • First Aid 7 • Handgun 16 Human Perception 12 • Language (English) 11 • Language (Streetslang) 9 • Lip Reading 9 Local Expert (Watson Development) 9 • Melee Weapon 16 • Perception 11 • Personal Grooming 16 • Persuasion 12 Resist Torture/Drugs 14 • Stealth 8 • Streetwise 14 • Trading 12 • Wardrobe & Style 16

GEAR

Basic M Pistol Ammo x40 • Anti-Smog Breathing Mask • Audio Recorder • Blue Glass x2 • Braindance Viewer Bug Detector • Carryall • Computer • Food Stick x2 • Memory Chip x5 • Piranha Smash x2 • Synthcoke x2

CYBERWARE

Biomonitor • Contraceptive Implant • Cyberaudio Suite *w/ Internal Agent x2* • Cybereye x2 *w/ Chyron x2* Cybersnake • Midnight Lady Sexual Implant • Mr. Studd Sexual Implant • Lead's Turn-On-Show-Off Nails • Neural Link *w/ Reflex Co-Processor* • PerfectFit Cyberfoot x2 • Shift Tacts • Techhair

DIRTY SHIRLEY

Creator of Piranha Smash

Dirty Shirley was a cook and dealer on the edge of Night City, peddling her wares to the unhappiest doombas around. They paid for the joy she made with eb, bullets, trade goods, or whatever last remnants of themselves they had. She took it all, saying it was better to make people happy than to make a profit. Shirl wasn't in it for the money. She was there to let these miserable idiots die knowing at least one moment of bliss in their otherwise crap lives.

Then she met Corpse Reviver (**SEE PAGE 97**). The two ran into each other at a random party. Shirl was meeting her girlfriend while Corpse was running the gig and on the hunt for a new cook after the last one defected to Biotechnica. Shirl was fascinated with everything Corpse promised and signed on without asking a single question.

Shirl's hopeful optimism and general belief in the universal flow guided her into the open jaws of the Piranhas queen and her palace.

Months later, Shirley is the crowning glory of the Piranhas, with designer drugs that carry feelings like no other. In fact, her newest recipe, Piranha Smash, has become the talk of the town. Her talents lie beyond adding twists of lime to Smash, though. You name it, Shirl can make it and will do so with a smile.

LEVEL	LIEUTENANT	REP	3	SERIOUSLY WOUNDED	13
ROLE	TECH: MAKER 4 (FAB EXP 4 • INV EXP 4)			DEATH SAVE	3

HP 25

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
8	6	4	8	4	3	3	3	5

WEAPONS

SMG	ROF1	2d6
BRAWLING DAMAGE	ROF2	1d6

ARMOR

HEAD	L ARMORJACK	SP 11
BODY	L ARMORJACK	SP 11

SKILL BASES

Athletics 6 • Autofire 14 • Basic Tech 14 • Brawling 6 • Concentration 5 • Conversation 12 • Education 12 • Evasion 6 First Aid 14 • Human Perception 12 • Language (English) 12 • Language (Streetslang) 10 • Library Search 12 Local Expert (Watson Development) 10 • Paramedic 14 • Perception 10 • Personal Grooming 6 • Persuasion 6 Resist Torture/Drugs 12 • Science (Chemistry) 14 • Stealth 6 • Streetwise 8 • Trading 7 • Wardrobe & Style 6

GEAR

Basic M Pistol Ammo x30 • Agent • Airhypo • Black Lace x2 • Blue Glass x2 • Boost x2 • Carryall • Duct Tape x2 Medtech Bag • Piranha Smash x5 • Synthcoke x2 • Tech Bag • Techscanner • Urban Flash Mirrorshades

CYBERWARE

AudioVox • Contraceptive Implant • EMP Threading • Neural Link *w/ Chemical Analyzer & Chipware Socket* • Techhair

SIGHTSEERS

Prepared by Jag (Danger Gal Nomad Intel Specialist)

Founded by Racer Rajavi (**SEE PAGE 102**) and named by her first recruit, Endo (**SEE PAGE 100**), the Sightseers are an Aldecaldo (**SEE CP:R PAGE 314**) Nomad Pack specializing in the transport of small goods, as well as the escort of individuals and caravans alike. Of late, their job has been complicated by two members of their Pack being takenb in custody by the NCPD.

Base of Operations

Not wanting to drain the Aldecaldo camp's limited resources, the Sightseers are a self-sufficient crew. They make their home in the East Cargo Village, a strip of cargo containers on the outskirts of Santo Domingo. Running supplies and escorting caravans pays little, but enough for a few bare-bones containers with the basic necessities. Besides, Racer spends most of her time sleeping in her vehicle anyway.

Recent History

Throughout the Time of the Red, the NCPD and the Aldecaldos had an unspoken agreement. The Nomads may be free spirits at heart, but they know how to police their own and keep the various Packs from causing too much trouble. To the NCPD, Nomads are a necessary nuisance. They ignore most of the mischief the Nomads cause throughout Night City, and the Nomads continue to keep supply lines functioning for all cargo – legal and otherwise. The trouble comes when certain *cough* newbies *cough* can't keep their hands, or other cyber appendages, to themselves...

During a recent job, the youngest member of the Sightseers, Swirl (**SEE PAGE 104**), got careless and pocketed a few things. Our intel says those less-than-legal items were meant for NCPD Precinct #1's Sarge (**SEE PAGE 86**), who in retaliation trumped up charges leading to a warrant for Swirl and Endo's arrest. Worse, the arresting officer, Pitbull (**SEE PAGE 89**), went off-leash and beat Endo severely, doing so much damage it exposed and cracked open the Subdermal Armor beneath his skin.

The arrest led to increased tensions between the Nomads of Santo Domingo and the NCPD, especially after photos of Endo's ripped-up body made the rounds on the Data Pool thanks to Trace Santiago. If the two sides can't defuse the situation, it's only a matter of time before their tensions erupt and lead to all-out war between the Lawmen and the Aldecaldos. If he's smart, Sarge will throw Pitbull under the bus and consider himself lucky to have such a perfect scapegoat. Given Sarge is in our pocket, we may need to force him to be smart.

DATA

Trace Santiago is one of the protagonists of *Black Dog*, a ***Cyberpunk RED*** story you'll find on **CP:R PAGE 435**.

Resources

The Sightseers own a few bikes and a Kombi, all with upgrades essential for moving small cargo and smuggling goods across Night City. They cram into Racer's rig for large jobs, and it functions as an alternative living space when they're on the road for extended periods. Each member of the Pack owns their particular weapons, Cyberware, and accessories. If they run into serious trouble, the Sightseers are Nomads in good standing, and the rest of the Aldecaldos have their backs.

DATA

To learn more about Santo Domingo, **SEE CP:R PAGE 299**.

Goals

What does any Pack of Nomads want, other than to survive to see tomorrow without the boot of Corporate overlords stepping on their necks? Some might aspire to adding a second cargo container to their living situation, but for the most part the Sightseers seem content with bouncing from job to job.

Racer and Endo each pick jobs benefiting their individual goals, assisting others in their own way. Racer works toward reinforcing the Nomad Nations by providing resources and protecting supply lines. Endo sees more value in arming local communities against what he views as oppression by Lawmen and Corps. Both share a goal of safety for the downtrodden, although neither likes to admit any purpose beyond personal survival.

DATA

You'll find more info on the East Cargo Village from our free DLC, **CARGO CONTAINERS AND CUBE HOTELS.**

ENDO

The Heart of the Pack

Endo has a kind heart – albeit one plated with subdermal armor – and a habit of landing in sticky situations. A crack shot with a handgun with the Cyberware to back it up, he got his start as a mobile enforcer for a small guardian gang intent on protecting the locals of Santo Domingo from unwanted outside influence. Endo's belief in the ability of local communities to supply and police themselves has led to conflict with the NCPD and Corporate Security on multiple occasions.

After Racer Rajavi (**SEE PAGE 102**) took a job to smuggle much-needed medical supplies to the over-packed suburbs of Santo Domingo, Endo expressed interest in assisting her and became the catalyst for the Sightseers. While Racer focuses on food and meds, Endo's beliefs push him to move scavenged cyberware and weaponry from the city center to poorer communities on the outskirts via the Fixer known as Woodchipper.

A few months ago, Endo spotted Swirl (**SEE PAGE 104**) attempting to evade NCPD in the University District and helped her disappear. Taking Swirl under his wing and introducing her to the Pack, Endo took her on a few runs across the city. Recently, during one such drop-off, the two were arrested and Endo is currently in NCPD custody, looking like he went five rounds with Adam Smasher.

LEVEL	HARDENED LIEUTENANT	REP	3	SERIOUSLY WOUNDED	20
ROLE	NOMAD: MOTO 4			DEATH SAVE	6

HP 40

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	6	7	4	5	5	4	6	5

WEAPONS

HEAVY PISTOL	ROF2	3d6
POPUP GRENADE LAUNCHER	ROF1	6d6

ARMOR

HEAD	SUBDERMAL ARMOR	SP 11
BODY	SUBDERMAL ARMOR	SP 11

SKILL BASES

Athletics 12 • Basic Tech 8 • Brawling 14 • Concentration 7 • Conversation 7 • Drive Land Vehicle 14 • Education 7 Evasion 10 • First Aid 6 • Handgun 14 • Heavy Weapons 14 • Human Perception 9 • Land Vehicle Tech 8 Language (Spanish) 9 • Language (Streetslang) 7 • Local Expert (Santo Domingo) 7 • Perception 7 • Persuasion 10 Stealth 10 • Wilderness Survival 10

GEAR

Armor-Piercing H Pistol Ammo x8 • Armor-Piercing Grenade • Flashbang Grenade • Agent • Inflatable Bed & Sleep-bag Radio Communicator • Techtool • Tent & Camping Equipment • Roadbike *w/ NOS x2 & Smuggling Upgrade*

CYBERWARE

Contraceptive Implant • Cybereye *w/ Targeting Scope* • Cyberarm *w/ Popup Grenade Launcher* • Neural Link *w/ Interface Plugs* • Subdermal Armor

GAZE

The Fist of the Pack

Endo's got a habit of giving Pack members handles based on their eyes, so the instant he saw the cybereye and targeting scope, Gaze's fate was sealed. Initially hired to intimidate enemies and de-escalate situations by any means necessary, Gaze and his rifle have become an integral part of the Sightseers' security.

More can be said of Gaze's size and stature than his intelligence, but only because he rarely communicates in more than grunts and basic affirmations. Don't let that fool you, though. His assault rifle rarely leaves his hands and in a firefight he's a force to be reckoned with.

Gaze has a sweet spot for Racer (**SEE PAGE 102**), who knows he operates best when she points at a target and sets him loose. Endo (**SEE PAGE 100**) and the rest of the Pack, however, he seems to barely tolerate despite his loyalty to the Sightseers. At least on the surface.

Gaze typically rides with the important cargo on large transport jobs, escorts high-value targets, and accompanies Pack members on supply runs involving less reputable clients.

He possesses a healthy respect for Lawmen and the NCPD, but with their recent capture of Endo and Swirl (**SEE PAGE 104**), he may be rethinking that position.

LEVEL	Lieutenant	REP 2	SERIOUSLY WOUNDED	20	HP 40
ROLE	Solo: Combat Awareness 4		DEATH SAVE	7	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	7(5)	5(3)	4	4	5	4(2)	7	4

WEAPONS

Assault Rifle	ROF1	5d6
Very Heavy Pistol	ROF1	4d6

ARMOR

HEAD	M Armorjack	SP 12
BODY	M Armorjack	SP 12

SKILL BASES

Athletics 10 (8) • Autofire 14 (12) • Brawling 10 • Concentration 7 • Conversation 6 • Education 6 • Evasion 14 (12) First Aid 6 • Handgun 14 (12) • Human Perception 6 • Language (English) 8 • Language (Streetslang) 6 Local Expert (Santo Domingo) 6 • Melee Weapon 11 (9) • Perception 12 • Persuasion 6 • Shoulder Arms 14 (12) Stealth 7 (5) • Weaponstech 11

GEAR

Basic Rifle Ammo x50 • Basic VH Pistol Ammo x8 • Armor-Piercing Grenade • Agent • Binoculars • Flashlight Radio Communicator

CYBERWARE

Cybereye *w/ Targeting Scope* • Big Knucks (ROF2 • 2d6)

RACER

The Leader of the Pack

Racer Rajavi would tell you her job is moving goods to make ends meet and that all she wants out of life is to live long enough to see another sunrise from the driver's seat. Her track record says otherwise. Racer works hard to improve the lives of those around her, and her rapidly growing Nomad Pack serves as proof of her true motivations.

After spending a few years as an Edgerunner, running on high-value escort and extraction gigs, last year Racer set her sights on building a family from scratch. But don't be fooled into thinking she's settled down.

While most of her Pack spends their downtime lounging in their containers in the East Cargo Village, Racer prefers the comfort of her Kombi's living quarters. As far as she's concerned, those wheels are all the home she needs. These days she's mostly in the business of moving essential goods between various Nomad Packs and local Reclaimers, delegating easier runs to junior members of the Sightseers.

Food, medicine, and medical tech make up the bulk of Racer's cargo, but some members of her Pack take it upon themselves to transport more delicate and unsavory items. Racer ignores those runs, so long as the Corps and Lawmen don't come knocking.

LEVEL	Lieutenant	REP 3	SERIOUSLY WOUNDED	18	HP 35
ROLE	Nomad: Moto 4		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	6	8	3	4	5	4	5	5

WEAPONS

Shotgun	ROF1	5d6
Very Heavy Pistol	ROF1	4d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Animal Handling 10 • Athletics 10 • Brawling 10 • Concentration 7 • Conversation 7 • Drive Land Vehicle 12 Education 6 • Evasion 14 • First Aid 9 • Handgun 12 • Human Perception 7 • Language (Hindi) 8 Language (Streetslang) 6 • Local Expert (Badlands) 8 • Local Expert (Santo Domingo) 6 • Perception 8 • Persuasion 6 Shoulder Arms 14 • Stealth 12 • Tracking 10 • Trading 10 • Wilderness Survival 10

GEAR

Basic Shotgun Slug Ammo x8 • Basic Shotgun Shell Ammo x4 • Basic VH Pistol Ammo x8 • Smoke Grenade • Agent Carryall • Grapple Gun • Radio Communicator • Techtool • Compact Groundcar *w/ Heavy Chassis, Housing Capacity & Seating Upgrade*

CYBERWARE

Contraceptive Implant • EMP Threading • Neural Link *w/ Interface Plugs*

GLARE

The Eyes of the Pack

The handle "Glare" rings true for this Solo, as it's a coin toss whether you're more likely to catch a glare from his mean mug or from the light reflecting off his cybereyes. After being captured and blinded by the Red Chrome Legion early in his Solo career, Glare replaced his eyes with medical-grade Cyberware.

Less than a day later, he was on a roof overlooking their hideout and picking off gangers with his trusty pneumatic bolt gun.

Over the following years, Glare made a name for himself as a streetmerc and guard-for-hire, taking a special interest in occasional pro-bono work eliminating scavs and boosters.

Racer (**SEE PAGE 102**) hired Glare to protect two separate convoys on their way to the Aldecaldo camp on the outskirts and, after seeing him take out a group of scavs with a handful of armor-piercing arrows, she welcomed him into the Sightseers as a full member.

Glare's job is to scout drop-off locations and transport routes, provide tactical overwatch, relay information during runs, and take out any would-be marauders with an assortment of bolt gun ammunition.

LEVEL	HARDENED MOOK	REP 2	SERIOUSLY WOUNDED	15	HP 30
ROLE	SOLO: COMBAT AWARENESS 2		DEATH SAVE	4	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	7	6	3	3	4	3	4	4

WEAPONS

TUP (+1 SLOT) NOMAD PNEUMATIC BOLT GUN w/ INFRARED NIGHTVISION SCOPE	ROF1	4d6

ARMOR

HEAD	KEVLAR®	SP 7
BODY	KEVLAR®	SP 7

SKILL BASES

Athletics 10 • Brawling 10 • Concentration 9 • Conversation 6 • Education 7 • Evasion 12 • First Aid 5 • Handgun 10 Human Perception 6 • Language (English) 9 • Language (Streetslang) 7 • Local Expert (Santo Domingo) 7 • Perception 10 Persuasion 5 • Shoulder Arms 12 • Stealth 10 • Tracking 11

GEAR

Armor-Piercing Arrow x10 • Basic Arrow x10 • Basic H Pistol Ammo x8 • PQ Heavy Pistol (ROF2 • 3d6) Disposable Cell Phone • Grapple Gun

CYBERWARE

Contraceptive Implant • Cyberaudio Suite *w/ Radio Communicator* • Medical Grade Cybereye x2 • Kiroshi OptiShield

SWIRL

The Newbie of the Pack

Swirl is the youngest member and most recent addition to the Sightseers, eager to prove her worth. She's spent most of her youth hopping from one Nomad Pack to another, never quite fitting in with any of them. This may have to do with her proclivity for pocketing every shiny object she sets her eyes on.

In the past, Swirl has seemed loyal only to herself, and her departure from a Pack is usually announced by the disappearance of the group's valuables. She is adept at both acquiring and moving items others might overlook.

About six months ago, Swirl stole from a Fixer with powerful connections, and soon after fled from NCPD, zipping through the streets of the University District on her roadbike. When Endo (**SEE PAGE 100**) pulled up on his own bike and urged her down an alleyway, a desperate Swirl followed and the two evaded their pursuers.

Upon seeing the mesmerizing pattern of her shift tacts, Endo nicknamed her "Swirl" and introduced her to Racer (**SEE PAGE 102**). Swirl joined the Sightseers on a provisional basis, with Endo filling the role of mentor. After showing her the ropes, Endo started taking her on supply runs. But unable to keep her hands off a few choice items, Swirl was targeted by Sarge and both she and Endo landed in NCPD custody.

LEVEL	Hardened Mook	REP 1	SERIOUSLY WOUNDED 13	HP	25
ROLE	Nomad: Moto 2		DEATH SAVE 3		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	6	6	4	3	3	4	3	4

WEAPONS

PQ Heavy Pistol	ROF2	3d6
PQ Heavy Melee Weapon	ROF2	3d6

ARMOR

HEAD	Skinweave	SP 7
BODY	Skinweave	SP 7

SKILL BASES

Athletics 8 • Brawling 8 • Concentration 5 • Conversation 6 • Drive Land Vehicle 10 • Education 8 • Evasion 10
First Aid 6 • Handgun 10 • Human Perception 6 • Language (English) 10 • Language (Streetslang) 8
Local Expert (Santo Domingo) 8 • Melee Weapon 12 • Perception 8 • Persuasion 5 • Pick Lock 10 • Pick Pocket 10
Stealth 8 • Wilderness Survival 8

GEAR

Junk H Pistol Ammo x16 • Disposable Cell Phone • Flashlight • Radio Communicator • Techtool • Roadbike *w/ NOS*

CYBERWARE

Contraceptive Implant • EMP Threading • Neural Link *w/ Interface Plugs* • Shift Tacts x2 • Skinweave

TEAM MONSTER

Prepared by Yasmine Saab (Star of Stage, Screen & Intel Reports)

High risk yields high rewards, and Team Monster doesn't flinch at danger – sometimes to their detriment. You know how most people have that voice in their head when they're in trouble? The one screaming "Hey genius, get outta here before you get flatlined"? These chooms must have lost theirs in an upgrade. A motley crew ranging from stoic to thrill-seeking to unhinged, this enterprising team of Edgerunners always seems to get the job done with their limbs and chrome mostly intact.

However, they are Team "Monster" for a reason. Mercs are gonna merc, and if you happen to be in their way, they won't play nice. Hand selected for their individual strengths by a mysterious Fixer named Turbo, Team Monster has been a working partnership for about a year now. Though they didn't necessarily start off as "friends," they know now that they have one another's backs when the going gets rough and the rough gets stabby. Amid the chaos – and I mean chaos with this group – Team Monster is a fiercely loyal crew that can rely on one another in the stickiest of situations. Gossip still circulates around Night City about their infamous heist of the Anne Boleyn, a supermax container ship carrying a major payday's worth of Arasaka milspec gear. They destroyed a fleet of security drones and an absolutely insane AI in the process. Yup, that was them.

We don't have much intel concerning the mysterious Turbo (sometimes known as Mr. Fixit), but what we know is that he is a well-connected individual who honors his agreements, communicates only by Agent, and isn't afraid to provide additional resources to get a job done. He seems to have a long history with Too-Tall (**SEE PAGE 111**), but seeing as how this group was hand-selected, I wouldn't be surprised if Turbo were in the shadows at some point or another in all their lives, whether they were aware of him being there or not.

Base of Operations

When Team Monster isn't out on assignment, they're known to hang out at the Forlorn Hope. You ever been there? It's a local Edgerunner bar with a long history in Little China. I wouldn't go alone, and I would definitely not go unarmed. Patrons tend to be regulars and likely tight-lipped if they're not well in their cups.

DATA

Want to know more about the Forlorn Hope? See **CP:R PAGE 313**.

Recent History

More recently we've learned Team Monster helped recover a slew of stolen animal test subjects for Biotechnica. What originated as genetic experiments to enhance and repopulate an ecosystem resulted in a heist to supply rare pets to the highest bidder on the black market. Team Monster followed a hot lead to an upscale residential high rise and what they thought would be an easy-peasy bunny rescue, but the mission turned sideways faster than even a Sandy-enhanced Solo could react to.

Turns out the one little furball multiplied into hundreds of flesh eating – you read that right – killer bunnies. One of them reportedly bit right through Cereal's armor. They somehow managed to return one lone blood-thirsty critter to Biotechnica. Part of me wishes I could have seen one of those obnoxious high society women buy one as a pet. Does that make me a bad person?

DATA

Want to see Team Monster in action? Check out their adventures as Maximum Mike Pondsmith puts them through their paces in Actual Plays on the *Realmsmith* YouTube channel.

Resources

Given the individual skills of the crew, their access to additional gear thanks to their Fixer Turbo, and the money they have made on missions, Team Monster represents the modern, high-end Edgerunner crew perfectly – lots of fun toys in the hands of a chaotic group of potentially unstable individuals. Totally safe, I'm sure.

Goals

As far as we can tell, they're not big on long-term planning. Team Monster lives for the next big job and a crazy story to tell.

CEREAL

Hack Night City!

Sometimes terror doesn't come from knowing what an opponent will do to you – sometimes it comes from not knowing what they'll do next. And if your enemy's an unpredictable Netrunner with a love of blades and zipping around on skate feet? That's enough to throw a wrench in most enemy plans. Cereal is "all out of bubble gum," and for someone who repeatedly says he doesn't want to resort to violence, it sure seems like he wakes up choosing it.

Cereal seems to follow the well-established mold of "wack Netrunner." He began with minor pranks when younger, slowly escalating to full-on hacking in protest of societal establishments, and soon thereafter data-hacking Corporations. That's what put a target on his back.

Eventually Cereal took to finding work from Fixers to make ends meet and make contacts to help him out should the Corps come calling. Like many Netrunners, he abides by his own code of ethics and remains loyal to those he is close to, particularly Nox (**SEE PAGE 109**). Despite how often trouble comes looking for him, Team Monster seems to love the guy. They can always count on him to lighten the mood and keep morale high when needed most. Out of the whole crew, Cereal's the most likely to question Mr. Fixit's plans, but what do you expect from someone always railing against authority?

LEVEL	Hardened Lieutenant	REP 3	SERIOUSLY WOUNDED	20	HP 40
ROLE	Netrunner: Interface 5		DEATH SAVE	6	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	6	6	7	3	5	3	6	5

WEAPONS

Heavy Melee Weapon	ROF2	3d6
Brawling Attack	ROF2	2d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Athletics 12 • Basic Tech 13 • Brawling 8 • Conceal/Reveal Object 12 • Concentration 7 • Conversation 7
Cryptography 13 • Cybertech 12 • Education 13 • Electronics/Security Tech 13 • Evasion 13 • First Aid 10
Human Perception 7 • Language (English) 11 • Language (Streetslang) 9 • Library Search 10 • Local Expert (Little China) 9
Melee Weapon 13 • Perception 9 • Persuasion 5 • Stealth 10

GEAR

Agent • Carryall • Flashlight • Rope (60 m/yds) • Techtool • Virtuality Goggles • Cyberdeck *w/ Armor, Banhammer, Killer, Speedy Gonzalves & Worm*

CYBERWARE

Contraceptive Implant • Cyberleg x2 *w/ Skate Foot x2* • Neural Link *w/ Interface Plugs*

ISOLATE

No Longer a Red Shirt

Isolate grew up in Georgia, son to a legendary freedom fighter named Vladislav, aka the "Mountain Strigoi." SovOil drove his family and community off their mineral-rich land and into the arms of a burgeoning insurgent movement.

Growing up in a state of constant warfare, Isolate honed his weapon and combat skills to a razor's edge. He has a natural talent for long-distance firearms and established a deadly reputation as an elite sniper.

After his father and insurgent cell fell, Isolate decamped to Night City, where he found his years of fighting SovOil made him well-suited for Edgerunning as a Solo.

In a twist of fate (was it fate though?), Isolate found himself under the wing of his "uncle," Mr. Fixit. Still relatively green as an Edgerunner, Isolate is proving his worth and outgrowing the nickname given to him by Paladin (**SEE PAGE 110**): Red Shirt. The verdict is still out as to if Isolate can make it as a full-time Solo. This guy once side-quested during the middle of an active op to drop off a woman in labor at a hospital.

Granted, he came across her when Team Monster hijacked the ambulance she was riding in, but Isolate prioritized her safety over finishing the job.

LEVEL	HARDENED LIEUTENANT	REP 3	SERIOUSLY WOUNDED	20	HP 40
ROLE	SOLO: COMBAT AWARENESS 4		DEATH SAVE	6	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	7	6	4	5	5	6	6	4

WEAPONS

SNIPER RIFLE W/ SMARTGUN LINK	ROF1	5d6
HEAVY MELEE WEAPON	ROF2	3d6

ARMOR

HEAD	L ARMORJACK	SP 11
BODY	L ARMORJACK	SP 11

SKILL BASES

Athletics 10 • Concentration 7 • Conversation 6 • Education 7 • Evasion 13 • First Aid 10 • Handgun 13
Human Perception 6 • Interrogation 10 • Language (Russian) 9 • Language (Streetslang) 7 • Local Expert (Little China) 7
Melee Weapon 12 • Perception 12 • Persuasion 11 • Resist Torture/Drugs 11 • Shoulder Arms 13 • Stealth 12 • Tactics 12

GEAR

Armor-Piercing Rifle Ammo x12 • Agent • Duct Tape • Grapple Gun • Rope (60 m/yds)

CYBERWARE

Contraceptive Implant • Medical Grade Cyberarm • Cybereye x2 *w/ Low Light/Infrared/UV x2*
Cybereye *w/ Targeting Scope & TeleOptics* • MultiOptic Mount • Neural Link *w/ Interface Plugs*

LUCKY

High-Flying Healer

Luciano "Lucky" Galanti got his start working with a well-known salvage crew, flying their vehicles, or anything they needed really, no matter what the gig. As his nickname indicates, he's always had a knack for doing whatever it takes to get the job done and somehow getting out of the worst situations alive and kicking.

After the salvage crew fell apart, he picked up work as a pilot for Trauma Team and leveled up his medical skills in the process. Disliking the nine-to-five life, Lucky took his new medical training and piloting skills to Night City Fixers as an Edgerunner.

He worked individual gigs for a while, earning a reputation as the guy who not only got crews in and out but kept them alive no matter how much fire they took.

After a single job with Team Monster, he signed up full-time because why would you leave a great paying gig? And Team Monster welcomed him because it never hurts to have a little luck on your side.

Case in point. On the infamous Anne Boleyn mission, anti-air fire nearly knocked the team out of the sky, but Lucky's good fortune and skills let them land and they pulled off the heist.

LEVEL	Hardened Lieutenant	REP 3	SERIOUSLY WOUNDED 18	HP	35
ROLE	Medtech: Medicine 5 (Surgery 2 • MedTech [Pharm] 1 • [Cryo 2])		DEATH SAVE 5		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	7(6)	6(5)	6	3	5	5(4)	5	5

WEAPONS

Very Heavy Pistol	ROF1	4d6
Brawling Attack	ROF2	2d6

ARMOR

HEAD	TUp M Armorjack	SP 12
BODY	TUp M Armorjack	SP 12

SKILL BASES

Athletics 8 (7) • Brawling 8 (7) • Concentration 7 • Conversation 10 • Cybertech 10 • Deduction 10 • Education 12
Evasion 13 (12) • First Aid 8 • Handgun 14 (13) • Human Perception 10 • Language (Italian) 10
Language (Streetslang) 8 • Local Expert (Watson Development) 8 • Medical Tech 9 • Perception 8 • Persuasion 5
Pilot Air Vehicle 12 (11) • Resist Torture/Drugs 9 • Science (Anatomy) 10 • Stealth 8 (7) • Surgery 10

GEAR

Armor-Piercing VH Pistol Ammo x16 • Agent • Airhypo • Battleglove *w/ Medscanner* • Cryopump • Leisurewear
Mirrorshades • Medtech Bag

CYBERWARE

Contraceptive Implant • Cyberaudio Suite *w/ Amplified Hearing* • Cybereye *w/ MicroOptics*

NOX

ET Power-Belting Synth Pop Star

Nox Arya is a young Rockerboy who's gained quite a name for herself in recent years, playing in several well-known Night City clubs. With her self-described music style as "extraterrestrial power-belting synth pop," Nox's shows are nothing short of a hallucinogenic experience. Her fans adore the fanfare, the spectacle, and her ethereal presence, but the joy they feel from being part of the revelry is what keeps them coming back. It's subversive yet somehow positive. Quite a dangerous combination if you ask me.

For all the flashy spectacle, off-stage Nox is more down-to-earth with humble beginnings, having worked in dingy clubs for meager wages earlier in her career. It's rumored one club owner in particular started sending her out on some "overtime work," gathering intel in exchange for chrome from a Ripperdoc who "owed him favors." If I had to bet, I'd say her ability to gather information landed Nox on Mr. Fixit's radar.

These days Nox is still a rising star, playing larger and larger venues, but her family is definitely Team Monster. With her clever instincts, wit, and charm, she is highly capable of gaining an audience with most anyone. Take extra caution if Cereal (**SEE PAGE 106**) is nearby though he gets, uh... protective. I think they're dating? It depends on who you ask.

LEVEL	HARDENED LIEUTENANT	REP 5	SERIOUSLY WOUNDED	18	HP 35
ROLE	ROCKERBOY: CHARISMATIC IMPACT 5		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	6	6	3	7	4	5	5	6

WEAPONS

HEAVY PISTOL	ROF2	3d6
HEAVY PISTOL	ROF2	3d6

ARMOR

HEAD	SUBDERMAL ARMOR	SP 11
BODY	SUBDERMAL ARMOR	SP 11

SKILL BASES

Athletics 8 • Brawling 12 • Composition 10 • Concentration 6 • Conversation 8 • Education 8 • Evasion 13 • First Aid 5 Handgun 13 • Human Perception 12 • Language (English) 10 • Language (Streetslang) 8 • Local Expert (Upper Marina) 10 Perception 8 • Personal Grooming 11 • Persuasion 12 • Play Instrument (Guitar) 12 • Play Instrument (Singing) 12 Stealth 8 • Streetwise 12 • Wardrobe & Style 11

GEAR

Armor-Piercing H Pistol Ammo x8 • Incendiary Ammo x8 • Agent • Disposable Cell Phone x2 • Electric Guitar Glow Stick x5 • Pocket Amplifier

CYBERWARE

AudioVox • Biomonitor • Contraceptive Implant • Subdermal Armor • Techhair

PALADIN

Beast of a Battler

They always say it's the quiet ones you should be wary of. Paladin is a man of few words, and should he speak them, they'll either make you laugh, or they will be the last words you ever hear. Growing up on The Street in Night City, he always knew he had what it took to climb up out of the Combat Zone and into a better life. Paladin signed up with Militech, doing a few tours protecting weapons runs, high value assets, and dropping down into many high-risk situations.

He soon gained a reputation for being business-minded and following a mission plan to the letter. No problem too big, no emotions in the way. At some point he realized that as a Solo, going full freelance would provide more opportunities and a bigger payday. And as a man with a lot of life experience, he now "enjoys watching the youngsters mess up," as he has been known to put it.

You can recognize him from a mile away thanks to his signature beard (Maryanne Freeman at the Forlorn Hope describes it as a "majestic waterfall") but chances are he won't do more than grunt at you if you greet him.

Paladin runs point for Team Monster on combat ops and if you're ever interrogated by the rest of the crew and they threaten to "get the stick?" That's him.

LEVEL	HARDENED LIEUTENANT	REP 4	SERIOUSLY WOUNDED 23	HP	45
ROLE	SOLO: COMBAT AWARENESS 5		DEATH SAVE 7		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	7	7	4	4	6	5	7	3

WEAPONS

EQ ASSAULT RIFLE	ROF1	5d6
EQ SHOTGUN	ROF1	5d6

ARMOR

HEAD	L ARMORJACK	SP 11
BODY	L ARMORJACK	SP 11

SKILL BASES

Athletics 10 • Autofire 13 • Brawling 9 • Concentration 8 • Conversation 5 • Education 7 • Evasion 13 • First Aid 6 Handgun 13 • Heavy Weapons 12 • Human Perception 5 • Language (English) 9 • Language (Streetslang) 7 Local Expert (Old Combat Zone) 7 • Melee Weapon 12 • Perception 8 • Persuasion 6 • Resist Torture/Drugs 10 Shoulder Arms 13 • Stealth 9 • Tactics 10

GEAR

Basic Rifle Ammo x50 • Basic Shotgun Shell Ammo x8 • Agent • Binoculars • Carryall • Disposable Cell Phone Handcuffs • Flashlight

CYBERWARE

Contraceptive Implant • *Neural Link w/ Chipware Socket, Pain Editor & Reflex Co-Processor*

TOO TALL

Big Man, Big Boom

As you can probably guess by the handle, Too Tall isn't hard to pick out in a crowd. You just have to look up. Standing at nearly 7 feet (2.08 meters), his powerful frame allows for easy use of heavy weapons, which he wields with expertise.

Too Tall has been called a "DaVinci" when it comes to sea-going vessels due to his damn near encyclopedic knowledge of them.

Thorough and efficient, Too Tall's found a niche in the Aldecaldos (**SEE CP:R PAGE 314**) as a naval expert in a Nation full of land Nomads. He's well respected, too. The reputation he's gained for reliability has made him highly sought after when someone needs assets moved quietly and discreetly across any body of water.

Content to ride with Team Monster, at least for the moment, Too Tall ensures the crew can get the hell out of dodge (relatively) unscathed no matter the situation.

Technically, his family owns the team's AV but Two Tall's content to let Lucky (**SEE PAGE 108**) fly while he provides cover with his favorite rocket launcher. Too Tall's ability to stay calm, think on his feet, and roll with the punches has raised the bar in terms of what jobs Team Monster takes on.

LEVEL	Hardened Lieutenant	REP 3	SERIOUSLY WOUNDED 23	HP	45
ROLE	Nomad: Moto 5		DEATH SAVE 7		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	6	5	6	4	6	5	7	4

WEAPONS

Rocket Launcher w/TUp (+1 Ammo) Drum Magazine	ROF1	8d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Animal Handling 10 • Athletics 7 • Brawling 11 • Concentration 8 • Conversation 6 • Evasion 10 • First Aid 8
Heavy Weapons 12 • Human Perception 6 • Language (English) 9 • Language (Streetslang) 7
Local Expert (Night City Harbor) 7 • Melee Weapon 11 • Persuasion 6 • Pilot Sea Vehicle 12 • Sea Vehicle Tech 10
Stealth 7 • Tracking 11 • Trading 10 • Wilderness Survival 11

GEAR

Armor-Piercing Rocket x4 • Heavy Melee Weapon (ROF2 • 3d6) • Agent • Binoculars • Carryall
Radio Communicator • Techtool • Herakles AV (**SEE PAGE 112**)

CYBERWARE

Cyberarm x2 *w/ Hardened Shielding x2*

Team Monster's Zetatech Herakles

After the Anne Boleyn job, Team Monster felt a hole burning in their pocket from all the eb they picked up. Their answer? A new ride. After a particularly raucous night at the Forlorn Hope, they got the blessing Two Tall's (**SEE PAGE 111**) family to trade in the old AV-4 for a brand new Zetatech Herakles (**SEE BLACK CHROME PAGE 63**).

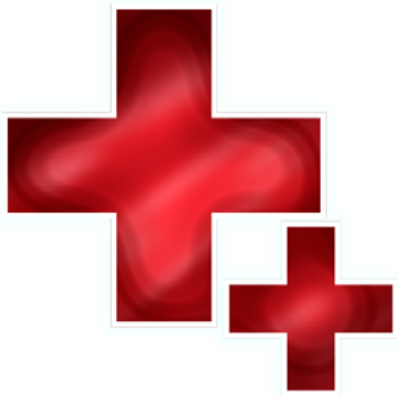
Of course, it isn't easy for a crew of Edgerunners to get their grubby mitts on a Herakles. Like most Corps in the Time of the Red, Zetatech's production runs are limited due to supply issues and they prefer to sell to other Megacorps, militarized groups, and security forces.

To obtain their new bird, Team Monster snagged a ride with a Nomad caravan to San José, made contact with a Zetatech AV factory security team member there, and paid an obscene amount of money for a certain door to be unlocked at a certain time on a certain day. You know, the standard way you obtain a military-grade flying car.

Things went pear-shaped halfway through the heist. It ended with Team Monster in possession of their new Herakles and two Zetatech security AVs down and dusted in the badlands outside the city. Needless to say, Team Monster isn't on Zetatech's good side these days.

Team Monster's Herakles is an AV-4 Multipurpose Aerodyne with an Armored Chassis, Bulletproof Glass, Heavy Chassis, an Onboard Machine Gun, a Seating Upgrade, and a Vehicle Heavy Weapon Mount w/ Militech Cowboy U-56 Grenade Launcher.

Name	Company	Type	Nomad Access	SDP	Seats	Speed (Combat)	Speed (Narrative)	Cost
Zetatech Herakles	Zetatech	AV-4	10	120	8	40 MOVE	200 MPH/ 322 KPH	63,000eb (Super Luxury)
Upgrades/Notes: Armored Chassis • Bulletproof Glass • Heavy Chassis • Onboard Machine Gun • Seating Upgrade • Vehicle Heavy Weapon Mount *w/ Militech Cowboy U-56 Grenade Launcher*								



TRAUMA TEAM SQUAD NC4-2

Prepared by Bex Haigh (Real-Life Superspy Turned DG Analyst)

Cheers for this absolute soap opera of a Trauma Team Squad, boss. If there's a Christmas wedding one year, bring popcorn. Think "three days till retirement" for likely levels of drama.

Honestly, the vids I've seen of this crew are entertainment well worth leaving the UK for. Right up there with the best dramas Auntie Beeb has on offer.

Base Of Operations

Their AV-4 is parked up on the fourth floor of Trauma Team Tower (US fourth, not UK fourth), Bay 4-2, and they run their business out of the adjacent offices.

They're flush but live atop one another. Cazadora (**SEE PAGE 114**), the boss, sleeps behind dividers in the main office while the pilot, Rockabye (**SEE PAGE 118**), camps in the AV Bay. There's a literal bunk room next door for Twist (**SEE PAGE 117**) and Stick (**SEE PAGE 116**), while Penitent (**SEE PAGE 115**) and Paddles (**SEE PAGE 119**) share a conapt a skip and a hop away.

They work, eat, and train together. "Cosy." Luckily, the office suite has a kitchenette and shower room.

Recent History

Squad NC4-2 is a crew of co-dependent over-achievers. A little bird fed me deets on their medical histories, and my take is they're using Trauma Team to shelter from the outside world, taking the toughest shouts (gigs for you lot), for the biggest paydays as a strange way to let adrenaline kill the pain.

They're terrifyingly efficient, specialise in Executive Level calls and poach from other, slower squads. I see disgruntlement but no official complaints in the comms – just whinges about lost commissions.

I've flagged several callouts where they were dispatched for fewer contract holders than they brought back. I know cards do get passed around, but the total numbers are wonky. The anomalous contracts date to the day of the extractions, which is either lucky, or someone's taking advantage of the desperate. Their bosses seem to like the high pressure, on-the-spot sales tactics.

DATA

REO Meatwagon is mentioned in a few bios in this section. For more info on them, see **CP:R PAGE 312.**

They've had some high-end executive extractions, with glowing reviews on their service record. Recently pulled a pair of "Wellness Thought Leaders" from the surprisingly secure sub-basement of a spa on the New Westbrook/Executive Zone border after it imploded and caught fire.

One type of case they'll trample other teams underfoot for is a building collapse. Understandable – half of them met when someone dumped six floors of architecture on their heads. Hell of a bonding experience.

Resources

Trauma Team isn't the force it was pre-war, but it still has channels for the good gear. This bunch keep their pharmaceuticals processing in-house as much as possible. Bay 4-2 also has biometric security (squad only), a compact but well-equipped armoury, and tools.

DATA

If you need more information on Trauma Team Tower, see **CP:R PAGE 313.**

Their AV-4 is decently stocked with meds, cryo units, and has been heavily modded with Nomad gear (courtesy of Rockabye's family) and enhanced weaponry and armour. Rockabye handles the maintenance, but Paddles and Penitent make the parts pickups. Operationally, Trauma Team backup is a short call away on a good day; on bad days, "all our operators are busy," so they're on their own.

Goals

Don't die. The dedication to making it home in one piece goes beyond duty into "obsessive and driven." Their inner demons work in concert, keeping them at it despite the danger of crossing over to the great beyond. Anyone goes down, the tea leaves tell me it'll kick off a blood-crazed vengeance quest.

CAZADORA

Squad Leader

Cazadora's a Spaniard by birth, out of the mountains of Guadalajara, and staying in Night City doesn't seem to have been in her plan. She's from a long line of bounty hunters, of the "bring them back alive, dead, or as a representative body bit" school (I've seen the case files, but it's fine, I didn't need to sleep), and they taught little Caz anatomy alongside her combat skills so as provide their clients' "receipts." Eighteen months back, the family let her fly free and do a solo (heh) mission looking for some unlucky sod in Night City; she stalks the guy, sets up shop in an apartment building, makes "friends" with the neighbours. Then someone set demolition charges off and everybody's life changed.

From the reports, Cazadora, Paddles (**SEE PAGE 119**), Stick (**SEE PAGE 116**), and a couple of other residents survived the initial crash, which breached the foundations. Several hours later, Cazadora led the remaining survivors out from a sewer grate. Her subsequent therapy sessions identified a massive sense of responsibility born from survivor's guilt, so Stick's suggestion they join Trauma Team together was a perfect fit. She's a natural leader and fast-tracked through Trauma Team training to head this squad. She's scary-quick and dedicated to her team, maybe to a fault.

LEVEL	Hardened Mini-Boss	**REP**	5	**SERIOUSLY WOUNDED**	20
ROLE	Solo: Combat Awareness 4 Medtech: Medicine 2 (Surgery 1 • MedTech [Cryo] 1)			**DEATH SAVE**	4

HP 40

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	8	7	8	6	7	5	4	5

WEAPONS

EQ Heavy SMG	ROF1	3d6
Heavy Melee Weapon	ROF2	3d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Athletics 12 • Autofire 16 • Brawling 15 • Bureaucracy 7 • Business 7 • Concentration 11 • Conversation 7
Drive Land Vehicle 10 • Education 6 • Evasion 15 • First Aid 10 • Handgun 16 • Human Perception 9
Language (Spanish) 12 • Language (Streetslang) 8 • Local Expert (Watson Development) 6 • Medical Tech 9
Paramedic 9 • Perception 6 • Personal Grooming 8 • Persuasion 9 • Pilot Air Vehicle 12 • Stealth 15 • Surgery 10
Wardrobe & Style 10 • Wilderness Survival 6

GEAR

Armor-Piercing H Pistol Ammo x30 • Incendiary H Pistol Ammo x30 • EMP Grenade • Flashbang Grenade • Agent Cryopump • Medtech Bag • Radio Communicator • Scrambler/Descrambler • Smart Lens *w/ Chyron* • Trauma Team (Silver)

CYBERWARE

Biomonitor • Contraceptive Implant • Enhanced Antibodies • Independent Air Supply • Toxin Binders

This bloke loves all that goes bang, so I'm not at all shocked he's living with Paddles. They're the perfect storm of violence, both up close and at a distance. Barely toxic at all. Penitent's fairly new to the squad and Cazadora (SEE PAGE 114) insisted on a full personal interview before she even let him put his application in.

He worked in the past as muscle-for-hire but seemed to be bad luck for his crews. Deals he made went south, meetings blew up (literally, on occasion), and people ended up dead. Immediately before joining Trauma Team, he worked a turf war between a pair of minor boostergangs in North Heywood (not important who, both sides are toast). He pitched up with hangers-on to tackle a lone pair of the opposition, only it turns out they weren't gangers, they were a couple of cosplaying Execs walking on the wild side.

Squad NC4-2 got the call and came in guns blazing. Penitent legged it but his mates weren't so lucky. Impressed by the Trauma Team crew and needing new work, Penitent tracked down Paddles, fanboyed his way into a meeting with Cazadora, and let his puppy-enthusiasm carry the day. Helps that he's a lot better with the AV's mounted weapons than Paddles (SEE PAGE 119). Why all this work? Psych profile suggests, deep down, he knows he's useless alone, and NC4-2's a dog with big teeth to cling to.

PENITENT

Squad Gunner

LEVEL	Hardened Lieutenant	REP 3	SERIOUSLY WOUNDED 20	HP	40
ROLE	Solo: Combat Awareness 4		DEATH SAVE 7		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	7	6	5	4	4	6	7	5

WEAPONS

EQ Heavy Pistol	ROF2	3d6
Brawling Attack	ROF2	3d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Athletics 12 • Autofire 14 • Brawling 8 • Concentration 6 • Conversation 7 • Drive Land Vehicle 10 • Education 6 Evasion 10 • First Aid 11 • Handgun 14 • Heavy Weapons 14 • Human Perception 7 • Language (English) 8 Language (Streetslang) 6 • Local Expert (North Heywood) 6 • Perception 6 • Persuasion 6 • Pilot Air Vehicle 10 Stealth 8 • Streetwise 8 • Tactics 8

GEAR

Basic H Pistol Ammo x16 • Disposable Cell Phone • Radio Communicator • Scrambler/Descrambler Smart Glasses *w/ Anti-Dazzle* (in helmet)

CYBERWARE

Biomonitor • Neural Link *w/ Interface Plugs* • Skinwatch

STICK

Squad Meat Specialist

Stick and her brother Twist (SEE PAGE 117) were born in Night City, but their parents hail from Morocco. They're Corp kids, with an uncle in middle management of Trauma Team, so "Medic" was their destination, Corporate-sponsored training and all.

The wheels came off when Stick made a friend in training, Paddles (SEE PAGE 119), and the two suddenly decamped to work for REO Meatwagon (SEE CP:R PAGE 312). I gather the parents weren't impressed.

So, Stick was working slash-and-grab gigs for less money than she was worth, sharing a place with Paddles (non-romantically as far as I can tell), and then the building fell on them. Calls from her Agent went to REO for medevac, but apparently employee benefits don't cover disaster recovery.

Post-escape, her paycheques were stopped for absenteeism – she kicked off verbally at her shift boss Marek Lewis to no avail, then quit. NCPD found him in the Bay two days later.

Her family connections got her back into the Trauma Team fold, and she clearly feels she owes Cazadora (SEE PAGE 114), since she talked the uncle into bringing her on board, along with Paddles (who quit REO in solidarity). These days, she's good with meat injuries, lives for and at work, and trusts nobody but family, bio and found.

LEVEL	Hardened Lieutenant	REP 3	SERIOUSLY WOUNDED	15	HP 30
ROLE	Medtech: Medicine 4 (Surgery 3 • MedTech [Pharm] 1)		DEATH SAVE	4	

STATS

INT 6 | REF 6(5) | DEX 4(3) | TECH 8 | COOL 5 | WILL 4 | MOVE 5(4) | BODY 4 | EMP 6

WEAPONS

EQ Assault Rifle	ROF1	5d6
Brawling Attack	ROF2	2d6

ARMOR

HEAD	TUp H Armorjack	SP 13
BODY	TUp H Armorjack	SP 13

SKILL BASES

Athletics 10 (9) • Brawling 10 (9) • Concentration 12 • Conversation 8 • Education 8 • Evasion 12 (11) • First Aid 10 Human Perception 9 • Language (English) 10 • Language (Streetslang) 8 • Local Expert (Watson Development) 12 Medical Tech 9 • Paramedic 14 • Perception 12 • Persuasion 7 • Resist Torture/Drugs 12 • Shoulder Arms 13 (12) Stealth 6 (5) • Streetwise 12 • Surgery 14

GEAR

Basic Rifle Ammo x25 • Agent • Airhypo • Medtech Bag • Radio Communicator • Scrambler/Descrambler Smart Lens *w/ Chyron* • Trauma Team (Silver)

CYBERWARE

Biomonitor • Contraceptive Implant • Cyberarm • Cyberarm *w/ Medscanner*

TWIST

Squad Metal Specialist

No surprise Twist grew up with his sister (SEE PAGE 116) and learned the basics of the family business; but after only a few months playing medic, Twist got bitten by the fame bug and made a play for stardom as an independent Pop Media reporter. Going by the name Flashes then, he was smart enough to find the stories but not slick enough to present them well, so never quite broke famous properly.

His biggest story was about the apartment collapse that nearly offed his sister. Flashes pulled an ID on the Nomad pilot, Rockabye (SEE PAGE 118), who delivered the explosives used to flatten the building. He splashed her face far and as wide as he could and even ran an interview with her, naming the client who gave the demolition order on this allegedly empty building.

It took two assassination attempts to send Flashes running for cover back to his family. With techhair and facial biosculpt "Twist" looks a little different, and it was easy enough to legacy his way into his sister's squad in Trauma Team, especially since he bought a cracking pilot with him in Rockabye, as an apology for ruining her life.

He's got an aptitude for cybernetic repairs and finds meat bodies "icky." He's a touch twitchy, too, as his time as Flashes left a neon target flashing on his back.

LEVEL	Hardened Lieutenant	REP 4	SERIOUSLY WOUNDED 18	HP	35
ROLE	Media: Credibility 2 Medtech: Medicine 2 (MedTech [Cryo] 2)		DEATH SAVE 5		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	6(5)	4(3)	8	7	4	4(3)	5	4

WEAPONS

EQ Assault Rifle	ROF1	5d6
Brawling Attack	ROF2	2d6

ARMOR

HEAD	TUp H Armorjack	SP 13
BODY	TUp H Armorjack	SP 13

SKILL BASES

Athletics 6 (5) • Brawling 6 (5) • Composition 10 • Concentration 7 • Conversation 10 • Cybertech 12 • Deduction 8 Education 8 • Evasion 12 (11) • First Aid 10 • Human Perception 12 • Language (English) 10 • Language (Streetslang) 8 Local Expert (Watson Development) 8 • Medical Tech 10 • Paramedic 12 • Perception 10 • Persuasion 9 Photography/Film 10 • Resist Torture/Drugs 10 • Shoulder Arms 13 (12) • Stealth 6 (5) • Streetwise 12 Wardrobe & Style 10

GEAR

Expansive Rifle Ammo x25 • Agent • Cryopump • Memory Chip x3 • Radio Communicator • Scrambler/Descrambler Smart Lens *w/ Chyron* • Tech Bag • Trauma Team (Silver) • Video Camera

CYBERWARE

Biomonitor • Contraceptive Implant • Cyberarm *w/ Techscanner* • Cyberarm *w/ Tool Hand* • Techhair

ROCKABYE

Squad Pilot

There's no dark secret here, just straight-up guilt. Rockabye delivered the explosives used to nearly flatten Cazadora and company, though all seems forgiven. She clearly still feels bad for her role in the attack and talking to Flashes (now Twist) (SEE PAGE 117) to expose the guilty party was a dramatic act of contrition at the cost of her own safety. Heavy sacrifice, indeed.

Maybe due to the guilt, Rockabye scarcely leaves Bay 4-2 except on calls and deals with her family (the Gavilan Nomad Pack) via her Agent.

She's still close to Twist, literally and figuratively, and is a spectacular and single-minded pilot. She gets her name from the silky-smooth ride casualties get out of danger zones, which makes for great post-incident reviews, but she bombs into trouble spots like a total demon. Probably why she does most of the squad's vehicle maintenance since the AV-4 has to be in top condition to reach casualties faster than their competition.

I've had eyes on messages trying to tempt her to another crew, but she is working off a debt of pure guilt. Still, I wonder how long before life in her self-imposed cage makes her pine for the open skies of her Nomad past?

LEVEL	Hardened Lieutenant	REP 3	SERIOUSLY WOUNDED 18	HP	35
ROLE	Nomad: Moto 4		DEATH SAVE 4		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	7	4	7	6	5	4	4	5

WEAPONS

EQ Heavy Pistol	ROF2	3d6
Brawling Attack	ROF2	1d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Air Vehicle Tech 13 • Athletics 6 • Basic Tech 11 • Brawling 6 • Concentration 7 • Conversation 7 • Drive Land Vehicle 12 Education 8 • Evasion 12 • First Aid 9 • Handgun 14 • Heavy Weapons 10 • Human Perception 7 • Language (Spanish) 10 Language (Streetslang) 8 • Local Expert (Santo Domingo) 12 • Paramedic 10 • Perception 8 • Persuasion 8 Pilot Air Vehicle 13 • Stealth 6 • Wilderness Survival 10

GEAR

Armor-Piercing H Pistol Ammo x16 • Agent • Radio Communicator • Scrambler/Descrambler • Smart Lens *w/ Chyron* Tech Bag

CYBERWARE

Biomonitor • Contraceptive Implant • Light Tattoo • Neural Link *w/ Interface Plugs*

PADDLES

Squad Crash Cart Specialist

Paddles gets his name from his novel way of using his defibrillator in combat, a habit he picked up in Combat Zone training missions. He's the one who convinced Stick (**SEE PAGE 116**) to defect to REO Meatwagon from Trauma Team and around that time, a nice little payment popped up in his account. Looks like he got a signing bonus for the two of them. A quick check doesn't show a similar bonus in Stick's account. My guess is she doesn't know she earned him some extra Euro.

Of all the team, Paddles is the one to watch out for in a fight, because he takes great pleasure in stunning any organic obstacle and will put the boot in to be sure once they're down. Remember Marek Lewis, the REO shift boss who "drowned?" Ruptured spleen and boot marks on his torso. No wonder Paddles jumped ship with Stick to Trauma Team after the building collapse.

Paddles is legit Polish (Krakow), came over as a kid, and is a good-looking lump with a surprisingly silver tongue. He's a passable medic but it's his knack for generating extra revenue that makes him useful. Those anomalous extra contracts I mentioned earlier? Payment tracks show he's been signing casualties up during rescues, which is fast work, and creaming off a premium in the process. Everyone likes him but his loyalty is to violence in my opinion. Could be a weak point in the team.

LEVEL	HARDENED MOOK	REP 2	SERIOUSLY WOUNDED	15	HP 30
ROLE	NONE		DEATH SAVE	4	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
3	8(6)	6(4)	5	3	3	4(2)	4	3

WEAPONS

HEAVY PISTOL	ROF2	3d6
STUN BATON (DEFIB PADDLE)	ROF2	2d6

ARMOR

HEAD	M ARMORJACK	SP 12
BODY	M ARMORJACK	SP 12

SKILL BASES

Athletics 8 (6) • Brawling 12 (10) • Concentration 5 • Conversation 5 • Cybertech 8 • Education 5 • Evasion 8 (6) First Aid 7 • Human Perception 5 • Language (Polish) 7 • Language (Streetslang) 5 • Local Expert (Heywood Industrial Zone) 5 Melee Weapon 12 (10) • Paramedic 10 • Perception 5 • Persuasion 12 • Stealth 8 (6)

GEAR

H Pistol Ammo x12 • Disposable Cell Phone • Radio Communicator • Scrambler/Descrambler • Smart Lens *w/ Chyron*

CYBERWARE

Biomonitor • Contraceptive Implant • Medical Grade Cyberarm x2

Trauma Team Squad NC4-2's SovOil Mi-60

Even though NC4-2 popped into existence thanks to the assistance of Stick and Twist's uncle, a high-ranking Trauma Team Exec, the squad started off at the bottom of the ladder regarding equipment. Instead of a shiny new Zetatech AV, NC4-2 found themselves stuck with a surplus SovOil Mi-60 left rotting in the basement since before the 4th Corporate War. The other squads giggled, certain NC4-2 wouldn't make it through their first call in the rusted old skyskimmer, much less through their first week on the job.

What they hadn't counted on was Rockabye (**SEE PAGE 118**). She called in every favour she had with her family and, a week later, the old Mi-60 shone like new, packed full of Nomad upgrades, and ready to out-perform any AV in Trauma Team Night City's fleet.

Trauma Team Squad NC4-2's SovOil Mi-60 is an AV-4 Multipurpose Aerodyne with an Armored Chassis, Bulletproof Glass, a Heavy Chassis, NOS, an Onboard Machine Gun, an Onboard Rocket Pod, and a Seating Upgrade.

Name	Company	Type	Nomad Access	SDP	Seats	Speed (Combat)	Speed (Narrative)	Cost
SovOil Mi-60	SovOil	AV-4	10	120	8	40 MOVE	200 MPH/ 322 KPH	65,000eb (Super Luxury)
Upgrades/Notes: Armored Chassis • Bulletproof Glass • Heavy Chassis • NOS • Onboard Machine Gun • Onboard Rocket Pod • Seating Upgrade								

TYGER CLAWS

Prepared by Michiko Sanderson (Based on Reports by Hu Su-nyang)

The Tyger's Claw served as a proxy gang for Arasaka in Night City before the Time of the Red, but the nuclear explosion in the heart of the Corporate District changed everything. When Arasaka retreated, they left the tattered remains of the Tyger's Claw behind.

In the aftermath of the explosion, Shinobu Nakagawa, renowned actor and owner of the Nakagawa Kabuki Troupe, stepped up as a deal maker. He convinced the local heads of several Japan-based Corps (most notably Segotari, Kendachi, and Kiroshi) to organize the Night City Co-prosperity Sphere (NCCS), and arranged for an exodus of residents from the ruins of Japantown to what would become the Kabuki district of the Watson Development. The NCCS, with Shinobu Nakagawa as the chair, contacted the remnants of the Tyger's Claw and reformed them into the modern guardian gang known as the Tyger Claws.

Nowadays, when people hear about the Tyger Claws, they often think of protectors wearing colorful Oni masks. This group, known as the Kimen-Gumi, have security contracts, deputizing them as law enforcement in specific territories. Despite their frightening appearance, the Kimen-Gumi are disciplined and loyal to their duties and provide good publicity for the gang as a whole.

The Kimen-Gumi serve only as the gang's public face. Beneath the surface, the Tyger Claws take a cut of every activity in their territory, from Night Market sales to pachinko parlor receipts. While they leave the operations of their sponsors, the NCCS, alone, they're happy to insist on "protection fees" from everyone else.

Base of Operations

It isn't surprising to find public Kimen-Gumi offices in both Old Japantown and Kabuki. After all, they operate as a legal entity and even cooperate with the NCPD on some law enforcement matters. What is more surprising to those more familiar with Western gangs than ones inspired by Japanese culture is discovering the Tyger Claws as a whole also keep public offices in both locations. The current leadership of the Tyger Claws operates out of an office in the Nakagawa Kabuki Theater.

DATA

Kabuki is a subdistrict of the Watson Development. For more info on Watson, SEE CP:R PAGE 298.

Recent History

Shinobu Nakagawa died of suspicious causes in 2042, igniting a fierce inheritance battle. After a great deal of bloodshed, the boss of the Tyger Claws, Hayato Nakagawa (aka Shinobu the Second) (SEE PAGE 122), won and inherited Shinobu's asset management company, the Nakagawa Foundation. His wife, Ryoko Fujiwara, now serves as chair of the Foundation.

DATA

On the off chance you don't know about Arasaka, check out CP:R PAGE 267.

Resources

In theory, with the Nakagawa Foundation's wealth and the NCCS's backing, the Tyger Claws should have economic and political power comparable to a modern NeoCorp. However, Ryoko Fujiwara takes her role as guardian of the Foundation seriously and doles out money carefully. In addition, with Night City beginning to stabilize, the individual Corporate members of the NCCS have drawn away from the Tyger Claws in favor of their own security forces and operatives. This forces the gang to rely primarily on their income via the security contracts acquired by the Kimen-Gumi and what they gain from their more illicit activities and legitimate business fronts. If all else fails, rumors suggest they possess a stockpile of Arasaka weapons and gear left over from the war.

DATA

Segotari makes video games and robotics. Kendachi is famous for their weapons and crystal/glass. Kiroshi is the leading name in cyberoptics.

Goals

Publicly, the Tyger Claws remain dedicated to the vision of Shinobu Nakagawa, seeking to protect the Japanese community in Night City. Beneath the surface, the Tyger Claws seek power. Much like Arasaka before them, the Tyger Claws play nice, ingratiating themselves with the community, using their resources to provide aid and protection, all while seizing control of as much as possible.

SHINOBU THE SECOND

Leader of the Tyger Claws

Hayato Nakagawa was adopted by Shinobu Nakagawa after the death of his parents. He wanted to be a Kabuki actor, but did not have the talent to succeed. Disappointed, Hayato joined the Tyger Claws and made a name for himself, advancing through the ranks. He modeled his persona on the "Kabuki-mono," Japanese Rockerboy samurai of the 16th century, from which the word Kabuki originated. With his polished chrome body and flashy costume, he treats The Street as his theater and his regular parades have made him a hero to the youth of the Kabuki subdistrict.

His wife, Ryoko Fujiwara, is his most trusted partner. Originally betrothed in childhood, their engagement was called off by her family when Hayato became a gangster. However, Ryoko continued to love and support Hayato and was instrumental in his winning the inheritance dispute. Afterward, they married despite her family's objections.

Hayato took the name "Shinobu the Second" both to honor his predecessor and to cement his power base. While he respects his wife's wishes to maintain the financial stability of the Nakagawa Foundation, he finds it increasingly difficult to retain respect from the NCCS and the community. He has taken to cybernetic enhancements to dull the pain as he feels the carefully built Tyger Claws empire slipping away.

LEVEL	Hardened Boss	REP 6	SERIOUSLY WOUNDED 30	HP	60
ROLE	Solo: Combat Awareness 4 Rockerboy: Charismatic Impact 4		DEATH SAVE 12		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	8	8	7	8	7	7	12	2

WEAPONS

TUp (+1 Ammo Type) ConArms Hurricane	ROF2	5d6
Kendachi Mono-Three	ROF1	4d6

ARMOR

HEAD	TUp Subdermal Armor	SP 12
BODY	TUp Subdermal Armor	SP 12

SKILL BASES

Accounting 10 • Acting 13 • Athletics 14 • Brawling 14 • Bureaucracy 10 • Business 10 • Composition 10
Concentration 9 • Conversation 8 • Dance 10 • Drive Land Vehicle 10 • Education 10 • Evasion 16 • First Aid 9
Human Perception 4 • Language (English) 8 • Language (Japanese) 10 • Language (Streetslang) 8
Local Expert (Kabuki) 12 • Martial Arts (Judo) 16 • Melee Weapon 16 • Paint/Draw/Sculpt 10 • Perception 13
Personal Grooming 12 • Persuasion 13 • Play Instrument (Shamisen) 10 • Play Instrument (Singing) 10
Resist Torture/Drugs 10 • Shoulder Arms 16 • Stealth 10 • Streetwise 10 • Tactics 12 • Wardrobe & Style 13

GEAR

Basic Shotgun Shell Ammo x16 • Armor-Piercing Shotgun Slug Ammo x16 • Agent • Disposable Cell Phone x2
Kabuki Outfit • Shamisen • Trauma Team (Executive)

CYBERWARE

Biomonitor • Contraceptive Implant • Cyberaudio Suite *w/ Internal Agent* • Cyberarm x2 *w/ Hardened Shielding x2, Popup Shield x2 & Superchrome® Covering x2* • Cybereye *w/ Chyron & Color Shift* • Cybereye *w/ Color Shift & Targeting Scope*
Cyberleg x2 *w/ Hardened Shielding x2, Jump Booster x2 & Superchrome® Covering x2* • EMP Threading • Grafted Muscle and Bone Lace • Implanted Linear Frame Sigma • Neural Link *w/ Chipware Socket, Kerenzikov & Pain Editor* • Subdermal Armor • Techhair

Where there's light, there's shadow. Shinobu the Second (SEE PAGE 122) and his troupe may strut the streets of Kabuki in flashy outfits, but they don't parade around unprotected. Zen knows the rooftops of the territory well, lurking always nearby and providing covert sniper support to the gang's senior members.

Zen never takes off his helmet in front of others, and his true identity is unknown to the Claws' leaders. He owes a debt to Shinobu Nakagawa and serves the dead man's adopted son to repay the favor. So far, Shinobu the Second respects Zen's desire for privacy. So long as Zen continues to protect him, the leader of the Tyger Claws seems willing to live with the sniper's theatrical eccentricities.

On the other hand, Hu Su-nyang, a former Arasaka operative who helped compile this report, knows Zen's identity. During the 4th Corporate War, Zen acted as one of Kei Arasaka's personal assassins. When Arasaka retreated from Night City, Zen stayed behind, taking the public identity of Zenjyu-bou, a monk at the Oumei-ji temple in the Watson Development. Zen's ultimate motivations are unknown.

We have no intelligence suggesting he is actively working for Arasaka, but we need to maintain surveillance, just in case.

ZEN

Protector on the Rooftops

LEVEL	Mini-Boss	REP 1	SERIOUSLY WOUNDED	20	HP 40
ROLE	Solo: Combat Awareness 4		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	8	7	5	6	6	6	5	4

WEAPONS

EQ Sniper Rifle	ROF1	5d6
EQ Heavy Melee Weapon x2	ROF2	3d6

ARMOR

HEAD	TUp L Armorjack	SP 12
BODY	TUp L Armorjack	SP 12

SKILL BASES

Athletics 13 • Brawling 10 • Composition 8 • Concentration 8 • Conversation 6 • Education 10 • Evasion 13
First Aid 7 • Forgery 11 • Human Perception 10 • Language (Japanese) 7 • Language (Sanskrit) 7
Language (Streetslang) 7 • Lip Reading 10 • Local Expert (Old Japantown) 10 • Local Expert (Watson Development) 10
Melee Weapon 13 • Paint/Draw/Sculpt 10 • Perception 7 • Persuasion 10 • Play Instrument (Biwa) 10
Play Instrument (Singing) 10 • Resist Torture/Drugs 14 • Shoulder Arms 15 • Stealth 13 • Tracking 13

GEAR

Smart Rifle Ammo x8 • Agent • Biwa • Grapple Gun • Smart Glasses *w/ Targeting Scope* (in helmet)

CYBERWARE

None

BURAI

Kimen-Gumi Leader

Takeru Akagi, aka Burai, serves as the captain of Kimen-Gumi, the "police" arm of the Tyger Claws. Burai wears a red mask and each of his lieutenants wears a unique mask of a different color, which has led some of the glibber residents of Kabuki to refer to the Kimen-Gumi leadership as the "Kabuki Rangers." Each leader in the Kimen-Gumi controls a squad of Hanmen (Half-masks).

Given his position as captain of the Kimen-Gumi, it should come as no surprise to know Burai is one of Shinobu the Second's (**SEE PAGE 122**) most trusted companions. Unlike the Tyger Claws leader, Burai is not a showy performer, but a steady and reliable combatant and commander. His parents were high-ranking members in the original Tyger's Claw and some older members, unsatisfied with the lack of a payday after the gang took over the Nakagawa Foundation, pushed for him to take control of the gang. Thus far, Burai has ignored those calls and remained loyal to his boss.

Burai is married, and he and his wife have two children. Because the couple is busy, childcare is often left to his retired parents. Unlike their son, Burai's parents have not abandoned their loyalty to Arasaka and secretly infuse those ideas into their grandchildren. If Burai does not realize his parents' treachery, the Claws will have a big problem in the future. I've noted them down for assassination, just in case.

LEVEL	Hardened Lieutenant	REP 5	SERIOUSLY WOUNDED 20	HP	40
ROLE	Solo: Combat Awareness 4		DEATH SAVE 5		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	7	7	4	4	7	5	5	4

WEAPONS

Very Heavy Pistol	ROF1	4d6
EQ Very Heavy Melee Weapon	ROF1	4d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Athletics 12 • Brawling 13 • Concentration 9 • Conversation 6 • Criminology 10 • Deduction 8 • Education 8 • Evasion 14 First Aid 6 • Handgun 13 • Human Perception 6 • Language (Japanese) 9 • Language (Streetslang) 7 Local Expert (Kabuki) 10 • Local Expert (Old Japantown) 7 • Martial Arts (Judo) 14 • Melee Weapon 14 • Perception 10 Persuasion 6 • Play Instrument (Taiko) 9 • Stealth 9

GEAR

Basic VH Pistol Ammo x8 • EMP Grenade • Flashbang Grenade • Agent • Anti-Smog Breathing Mask • Handcuffs Radio Communicator • Scrambler/Descrambler • Taiko

CYBERWARE

Contraceptive Implant • Neural Link *w/ Chipware Socket, Kerenzikov & Skill Chip (Drive Land Vehicle)*

WAKAKO

Reluctant Confidant

Wakako Okada was born in the Kansai region of Japan and came to Night City University just before the breakout of the 4th Corporate War to study practical clinical medicine. She met her husband Hiroto Miyamoto while at the school.

Following the war, Wakako found work as a laboratory Medtech at Kiroshi. Over time, Wakako immersed herself both in her work and in the extended family of her husband, including his childhood friend, Hayato Nakagawa (**SEE PAGE 122**). When the family of Hayato's beloved, Ryoko Fujiwara, broke off their betrothal, Wakako and Hiroto served as liaisons, helping the two lovers maintain their connection in the face of familial disapproval and interference.

When the dispute over the Nakagawa Foundation inheritance ignited, enemies of Hayato Nakagawa saw Wakako and Hiroto as his weaknesses and attacked them in their home. They took up arms to fight but only Wakako survived. After Hayato Nakagawa took full control of the Tyger Claws as Shinobu the Second, he promised to provide for Wakako in Hiroto's place, making her a member of the Tyger Claws whether she liked it or not.

Since then, Wakako has become a confidant of Ryoko Fujiwara. Ryoko wants Wakako to quit her job at Kiroshi and come work for the Nakagawa Foundation full-time as her right hand but, thus far, the Medtech has declined the offer.

LEVEL	Hardened Lieutenant	REP 3	SERIOUSLY WOUNDED	18	HP 35
ROLE	Medtech: Medicine 4 (MedTech [Pharm] 2 • [Cryo] 2)		DEATH SAVE	4	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
8	4	3	7	7	6	4	4	5

WEAPONS

EQ Shotgun w/ Extended Magazine	ROF1	5d6
EQ Heavy Melee Weapon	ROF2	3d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Accounting 10 • Athletics 5 • Basic Tech 10 • Brawling 6 • Concentration 8 • Conversation 10 • Cybertech 10
Education 12 • Evasion 10 • First Aid 9 • Human Perception 10 • Language (English) 10 • Language (Japanese) 12
Language (Streetslang) 10 • Library Search 10 • Local Expert (Watson Development) 10
Local Expert (University District) 10 • Medical Tech 11 • Paramedic 10 • Perception 10 • Personal Grooming 10
Persuasion 10 • Play Instrument (Piano) 10 • Play Instrument (Singing) 10 • Resist Torture/Drugs 10
Science (Biochemistry) 10 • Shoulder Arms 12 • Stealth 5 • Trading 10 • Wardrobe & Style 10

GEAR

Armor-Piercing Shotgun Slug Ammo x8 • Basic Shotgun Shell Ammo x8 • Incendiary Shotgun Shell Ammo x8
Agent • Cryopump • Disposable Cell Phone • Medtech Bag • Techtool

CYBERWARE

Biomonitor • Contraceptive Implant • Cybereye *w/ Chyron & MicroOptics* • Neural Link *w/ Interface Plugs* • Techhair

HAMADA

Boss of the Street Vendors

Kouichi Hamada acts as the boss of the Tekiya (street vendors) in Kabuki for the Tyger Claws. An older member of the gang, he learned the secret sauce recipes and cooking techniques of classic Japanese street foods in the early 2020s.

To pass on his skills to the next generation, he has generously taught a number of apprentices how to cook and manage their own food stalls, creating a thriving Day Market culture in Kabuki.

Although Hamada's technically only a junior ranked member of the gang, high-ranking Fixers of the Claws hold his cooking skills and his ability to train apprentices in high esteem and require anyone opening a stall in their territory to obtain his seal of approval. Hamada never compromises or cheats and he is always sure to emphasize the loyalty and financial obligation anyone who passes his tests must show to the Tyger Claws.

In temperament, Hamada is akin to the caring, old-fashioned Yakuza of film and legend. He is a devout Buddhist and makes regular pilgrimages to the Oumei-ji Temple in the Watson Development. He is also a bit of a gossip, collecting information from his apprentices as he visits them during his daily rounds.

LEVEL	LIEUTENANT	REP 4	SERIOUSLY WOUNDED	18	HP 35
ROLE	FIXER: OPERATOR 4		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	5	5	4	5	5	5	5	5

WEAPONS

VERY HEAVY PISTOL W/ INFRARED NIGHTVISION SCOPE	ROF1	4d6
EQ HEAVY MELEE WEAPON	ROF2	3d6

ARMOR

HEAD	KEVLAR®	SP 7
BODY	KEVLAR®	SP 7

SKILL BASES

Accounting 10 • Athletics 7 • Business 8 • Concentration 7 • Conversation 11 • Drive Land Vehicle 10 • Education 7 Evasion 11 • First Aid 6 • Handgun 10 • Human Perception 10 • Language (Japanese) 9 • Language (Streetslang) 7 Local Expert (Kabuki) 10 • Melee Weapon 13 • Perception 7 • Persuasion 10 • Play Instrument (Sanshin) 8 Science (Culinary) 12 • Stealth 7 • Streetwise 10

GEAR

Basic VH Pistol Ammo x16 • Agent • Sanshin • Scrambler/Descrambler • Smart Glasses *w/ Chyron & Image Enhance*

CYBERWARE

Contraceptive Implant • Neural Link *w/ Chemical Analyzer, Chipware Socket & TUp (+1 Skill LVL) Skill Chip (Language [English])*

Masashi Miyamoto, aka Masa, more or less grew up in the Pachi-Pachi Kaikan pachinko parlor, run by his family, in Kabuki. An example of the newest generation of the Japanese community in Night City, Masa sees the Tyger Claws as a neighborhood association and a part of everyday life. As a child he attended a Claws-sponsored educational program, he cheered as members of the gang marched in local parades, and admired them as they showed off their wealth and power in the neighborhood.

As soon as he was old enough, Masa joined the Kimen-Gumi as a Hanmen and was assigned to Burai's squad. Thus far he has proved an asset and Burai (SEE PAGE 124) is eying him for promotion.

Born and raised in Kabuki, Masa knows many shopkeepers, street vendors, and members of the Claws, and he remembers the faces, names, and pasts of most residents, making it easy for him to spot suspicious activity by strangers.

When unmasked, Masa is a handsome young man with the looks of a J-pop idol, and his friendliness is so unexpected that even those who would be put off by the intimidating appearance of Kimen-Gumi feel comfortable talking to him.

MASA

Kimen-Gumi Beat Cop

LEVEL	HARDENED MOOK	REP	2	SERIOUSLY WOUNDED	15
ROLE	NONE			DEATH SAVE	4

HP 30

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	4	4	4	4	4	5	4	5

WEAPONS

PQ VERY HEAVY PISTOL	ROF1	4d6
HEAVY MELEE WEAPON	ROF2	3d6

ARMOR

HEAD	KEVLAR®	SP 7
BODY	TUP KEVLAR®	SP 8

SKILL BASES

Athletics 6 • Brawling 6 • Concentration 6 • Conversation 13 • Education 7 • Evasion 10 • First Aid 6 • Gamble 12
Handgun 9 • Human Perception 7 • Interrogation 6 • Language (Japanese) 9 • Language (Streetslang) 7
Local Expert (Kabuki) 9 • Local Expert (Old Japantown) 7 • Melee Weapon 12 • Perception 7 • Persuasion 6 • Stealth 6

GEAR

Basic VH Pistol Ammo x8 • Agent • Anti-Smog Breathing Mask • Flashlight • Handcuffs • Radio Communicator
Road Flare x3

CYBERWARE

Contraceptive Implant • Enhanced Antibodies • Toxin Binders

YASU

Fake Otaku Sales Rep

Yasunori Tamada, aka Yasu, is a salesman for Matsura Food Products, a Nomad-affiliated company that supplies Japanese foodstuffs to vendors in Tyger Claws territory. An intelligent Fixer, Yasu threads the fine line of loyalty he walks between the Tyger Claws and his employer carefully. He knows one wrong move could result in a blade across his throat or water in his lungs.

In addition to working his "day job," Yasu makes extra cash by using his contacts to import various items and sell them at the Night Markets organized by Tyger Claws Fixers and via online auctions on the Garden. He also imports Japanese anime, manga, and video game-related items in an attempt to win over attractive members of Moe-Aesthetic posergangs. However, despite his best efforts, they seem keenly aware that his Otaku credentials are lacking and want nothing more than a business relationship.

Recently, tensions between Tyger Claws and Continental Brands have increased after the NeoCorp opened an Oasis store in Kabuki and began harassing and attacking vendors in the area. Yasu himself has begun receiving threats from the NeoCorp and is looking for a way to get Continental Brands off his back before his luck runs out.

LEVEL	Hardened Mook	REP 2	SERIOUSLY WOUNDED 13	HP	25
ROLE	Fixer: Operator 2		DEATH SAVE 3		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	5	4	4	3	3	7	3	5

WEAPONS

PQ Assault Rifle	ROF1	5d6
Brawling Attack	ROF2	1d6

ARMOR

HEAD	—	—
BODY	Scavenged Armor	SP 11

SKILL BASES

Athletics 6 • Brawling 7 • Business 10 • Concentration 5 • Conversation 7 • Education 7 • Evasion 10 • First Aid 6 Human Perception 10 • Language (Japanese) 9 • Language (Streetslang) 7 • Local Expert (Kabuki) 9 • Perception 7 Persuasion 5 • Pilot Sea Vehicle 10 • Shoulder Arms 11 • Stealth 6 • Trading 10

GEAR

Basic Rifle Ammo x25 • Agent • Boost • Carryall • Random Anime/Manga Merch • Scrambler/Descrambler • Synthcoke

CYBERWARE

Neural Link *w/ Chipware Socket & TUp (+1 Skill LVL) Skill Chip (Language [Streetslang])* • Mr. Studd Sexual Implant

SHINMAI

New Rice

Shinkichi Yoneda is a teenager who moved from Old Japantown to Kabuki thanks to the sponsorship of the Tyger Claws. He showed promise in the Tyger Dojo, a Tyger Claws youth martial arts studio chain, and was recruited based on his skill with a blade.

His seniors call him Shinmai, which means "new rice" in Japanese. He isn't happy with the nickname, but he has been told he'll earn a better one if he survives for a year. He is looking forward to that time.

Shinmai has a strong admiration for legendary swordsmen (especially Kenichi Zaburo and Shinobu the Second [SEE PAGE 122]). In addition to performing his regular duties as a low-level Tyger Claws enforcer, he continues to hone his skills at Tora-no-Ana (Tyger's Pit), an advanced dojo run by the Claws.

Shinmai is seen as a younger sibling by the members of the Tyger Claws, but they aren't looking to form a strong bond of attachment just yet. They know that a man of no genius who takes up the sword is doomed to a quick death. If Shinmai dies, there's always another graduate of the Tyger Dojo they can recruit.

There's always another "new rice" waiting in the wings.

LEVEL	MOOK	REP	0	SERIOUSLY WOUNDED	13
ROLE	NONE			DEATH SAVE	3

HP 25

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
2	5	6	2	3	2	7	3	3

WEAPONS

PQ HEAVY MELEE WEAPON x2	ROF2	3d6
PQ HEAVY MELEE WEAPON x2	ROF2	3d6

ARMOR

HEAD	LEATHERS	SP 4
BODY	LEATHERS	SP 4

SKILL BASES

Athletics 10 • Brawling 10 • Concentration 4 • Conversation 5 • Education 4 • Evasion 11 • First Aid 4
Human Perception 5 • Language (Japanese) 6 • Language (Streetslang) 4 • Local Expert (Old Japantown) 4
Martial Arts (Karate) 11 • Melee Weapon 13 • Perception 6 • Persuasion 5 • Stealth 13

GEAR

Anti-Smog Breathing Mask • Bicycle • Disposable Cell Phone • Synthcoke

CYBERWARE

None

Tyger Claw Bouncer

To their credit, when you buy protection from the Tyger Claws they actually provide. While you most commonly see low-level members acting as bouncers at clubs and gambling establishments, they're also stationed in Day Markets and bodegas, ready to protect the merchandise... or break it if the vendor gets out of line.

LEVEL	Mook	REP	0	SERIOUSLY WOUNDED	18
ROLE	None			DEATH SAVE	7
				HP	35

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	4	4	2	3	3	4	7	4

WEAPONS

Heavy Melee Weapon	ROF2	3d6
Brawling Attack	ROF2	3d6

ARMOR

HEAD	Kevlar®	SP 7
BODY	Kevlar®	SP 7

SKILL BASES

Athletics 6 • Brawling 12 • Concentration 7 • Conversation 6 • Education 6 • Evasion 12 • First Aid 4 • Human Perception 10 Language (Native) 8 • Language (Streetslang) 6 • Local Expert (GM's Choice) 6 • Melee Weapon 12 • Perception 10 Persuasion 5 • Stealth 6

GEAR

Disposable Cell Phone • Glow Stick • Handcuffs

CYBERWARE

Grafted Muscle and Bone Lace

Tyger Claw Vendor

Bodega owners. Cart operators. Purveyors of street food. And so forth. Most vendors in the Tyger Claws are members by default. They pay the appropriate "fees", they obey instructions, and they're expected to offer loyalty in return.

LEVEL	Mook	REP	0	SERIOUSLY WOUNDED	15
ROLE	None			DEATH SAVE	3
				HP	30

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	3	3	4	4	4	3	3	4

WEAPONS

PQ Medium Pistol	ROF2	2d6
Brawling Attack	ROF2	1d6

ARMOR

HEAD	Leathers	SP 4
BODY	Leathers	SP 4

SKILL BASES

Athletics 5 • Brawling 5 • Concentration 6 • Conversation 6 • Education 7 • Evasion 10 • First Aid 6 • Handgun 10 Human Perception 10 • Language (Native) 8 • Language (Streetslang) 7 • Local Expert (GM's Choice) 8 • Perception 10 Persuasion 10 • Stealth 5 • Trading 10

GEAR

Junk M Pistol Ammo x12 • Agent • Anti-Smog Breathing Mask • Carryall • Pocket Amplifier

CYBERWARE

Contraceptive Implant • EMP Threading or Light Tattoo

ZONERS

Prepared by Cornelius Wright (Formerly Hellraiser of 6th Street)

This group reminds me of Johnny Silverhand's first footsteps, speaking truth to power but willing to back it up with a big stick. The South Night City Zoners are a movement in the process of forming. Most of this intelligence comes from months of neighborhood video and audio surveillance secretly recorded by the NCPD. I "acquired" it by hiring a trustworthy freelance Netrunner (please find the attached receipt for reimbursement of payments rendered).

The Zoners originated as the brainchild of a small group of dedicated activists before expanding to more than two hundred members. Originally, they tried to protest legally, going through the South Night City City Manager's office to receive permission, but were turned down when it was discovered the group was demonstrating against the diversion of reconstruction resources from South Night City to wealthier districts.

The Zoners protested regardless. After the second demonstration, the NCPD increased their surveillance of the protesters and even began venturing into the Combat Zone in force to throw down with them. Obviously, someone in power sees this group as a threat.

Base of Operations

The dozens of identified members (including those in this report) reside within the same neighborhood in South Night City, roughly in the center of the district's northern portion. Most members live in two large housing complexes, with others coming from nearby cargo container parks and tent cities. The NCPD surveillance we obtained reveals the group meets fortnightly in one of the two complexes' laundry rooms, rotating regularly.

Given the many abandoned warehouses and bombed-out buildings nearby, if the movement evolves into a full organization, they'll likely begin using a more secure and secretive location.

Recent History

A seemingly spontaneous demonstration erupted late last week, catching even the Zoners' leaders by surprise, as they weren't on the scene for the first hour. The cause of the demonstration seems linked to news of Night Corp transferring money from South Night City's repair fund to support upgrades to the NCPD Police Precinct #1 headquarters.

Unlike the previous protests, which stayed isolated in South Night City, a critical mass of Zoners marched into the Glen and ran up against NCPD barricades. The police numbers couldn't match the Zoners and, during the protest, a Molotov cocktail was thrown at either the Zoners, bystanders, or NCPD. The identity of the thrower, and the intended target, remains unknown. The Molotov cocktail kicked off a massive, hours-long street brawl, resulting in expensive and substantial property damage. In the end, a fire erupted in nearby buildings and snapped all involved out of their violent haze. The Zoners fled.

DATA

You'll find more information on South Night City on CP:R PAGE 299.

Resources

As a whole, resources are constrained and individualized. The "gang" is not formalized, so they lack infrastructure. But given the Zoners' day-to-day survival in a Combat Zone, they might have access to a mishmash of Cyberware or weaponry looted from dead combatants. It's a scavenger's paradise, and Corps like to do "live fire testing" on site. I've attached a video from Media Micheaux, showing Nova Arms using an experimental weapon against some boostergangers, to this report

DATA

Nova Arms is a weapons manufacturer. They're most famous for the Nova Model 757 Cityhunter (SEE PAGE 145).

Goals

The Zoners' goal is obvious – they want equitable distribution of resources during Night City's reconstruction and beyond. Given how South Night City became a waystation for the disenfranchised due to corruption, greed, and incompetence, the Zoners need more than demonstrations if they stand a chance at succeeding.

VANISHER

Mysterious Zoner Ally

Vanisher's identity, gender, political affiliations, and funding are all unknown. I had to call in dozens of favors for this report, and it's still mostly speculation. Vanisher is a force of nature and a Solo who's been operating out of Night City for the last five years. Previously, operatives matching their description and methodologies were reported in Ethiopia, Japan, Argentina, and the Great Plains. Oddly, Vanisher seems obsessed with keeping as small a rep as possible, and it's included in every one of their contracts – clients aren't allowed to divulge who they hired to run a mission. Last year, a Fixer deep in their cups revealed Vanisher's involvement in a caper and was found dead in their home days later. The effectiveness of Vanisher's work has employers more than happy to keep things on the downlow.

Since arriving in Night City, Vanisher has worked for all the major Corporations, primarily performing extractions, targeted wetwork, and retrievals. Vanisher is an expert in stealth, inflictions, small arms combat, and martial arts who seems to pride themselves on their professionalism. If hired, they flatline the target regardless of them being a saint or sinner but they never kill civilians and always minimize collateral damage. We suspect a strong code of honor, which may be why they're doing comp work for the Zoners – even if the Zoners don't know it themselves.

LEVEL	Boss	REP 2	SERIOUSLY WOUNDED	25	HP 50
ROLE	Solo: Combat Awareness 6		DEATH SAVE	10	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	8	8	5	6	6	6	10	3

WEAPONS

EQ Heavy SMG x2	ROF1	3d6
Martial Arts Attack	ROF2	3d6

ARMOR

HEAD	TUp L Armorjack	SP 12
BODY	TUp L Armorjack	SP 12

SKILL BASES

Athletics 14 • Autofire 16 • Basic Tech 10 • Brawling 10 • Conceal/Reveal Object 12 • Concentration 10 • Conversation 5 Drive Land Vehicle 14 • Education 9 • Electronics/Security Tech 10 • Evasion 16 • First Aid 12 • Handgun 16 Human Perception 10 • Language (Arapaho) 11 • Language (English) 9 • Language (Spanish) 9 • Language (Streetslang) 9 Local Expert (Unknown) 9 • Martial Arts (Judo) 16 • Perception 12 • Persuasion 13 • Pilot Air Vehicle 10 • Pilot Sea Vehicle 10 Resist Torture/Drugs 10 • Stealth 16 • Tracking 11

GEAR

Armor-Piercing H Pistol Ammo x40 • TUp (can trigger on any Critical Injury) Expansive H Pistol Ammo x40 Sleep Grenade x3 • Carryall • Disposable Cell Phone • Grapple Gun • Rope (60 m/yds)

CYBERWARE

TUp (+1 Slot) Cyberaudio Suite *w/ Amplified Hearing, Level Damper, Radio Scanner/Music Player & Scrambler/Descrambler* Cybereye x2 *w/ Anti-Dazzle x2 & Image Enhance x2* • Gills • Grafted Muscle and Bone Lace • Independent Air Supply Nasal Filters • Neural Link *w/ Chipware Socket, Kerenzikov & Pain Editor* • Toxin Binders

TEARJERKER

Fire Captain

Some folks just can't help themselves – they're just born to help others. They don't need praise, pay, or a reason, and Tearjerker is one of them. She is the captain of a volunteer fire department, which she built with her partner Forty-Mike-Mike (**SEE PAGE 134**) by recruiting South Night City civilians, and even gangers, and forging them into a force to be reckoned with. Tearjerker was a Petrochem MP (Military Police) during the 4th Corporate War, where she got her chrome, extensive combat training, and way with people. The firefighting, she learned on the job, when "accidental misfire" from SovOil combat units set one of Petrochem's Texas oil wells ablaze.

Tearjerker is part of the Zoners leadership. She advocates for a peaceful movement but knows peace isn't always possible. She believes in the mission first and does whatever it takes to succeed in order to protect and save the lives of the citizens in South Night City.

During the last protest, when the NCPD turned heavy weapons on the crowd (protesters and bystanders alike), she didn't hesitate. Tearjerker switched out the ammo in her grenade launcher from teargas to armor piercing and started firing, killing two NCPD fuckers and injuring several others. Her actions forced the cops back and saved who-knows-how-many people.

LEVEL	Mini-Boss	REP 5	SERIOUSLY WOUNDED	28	HP 55
ROLE	Lawman: Backup 4		DEATH SAVE	12	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	8(6)	7(5)	4	6	6	6(4)	12	4

WEAPONS

Grenade Launcher w/TUp (can mix ammo types) Drum Mag	ROF1	6d6

ARMOR

HEAD	H Armorjack	SP 13
BODY	H Armorjack	SP 13

SKILL BASES

Athletics 14 (12) • Autofire 12 (10) • Brawling 14 (12) • Concentration 11 • Conversation 6 • Deduction 13
Drive Land Vehicle 10 (8) • Education 9 • Evasion 14 (12) • First Aid 6 • Heavy Weapons 16 (14) • Human Perception 8
Interrogation 13 • Language (Spanish) 9 • Language (Streetslang) 7 • Local Expert (South Night City) 11 • Paramedic 10
Perception 13 • Persuasion 8 • Stealth 9 (7) • Tactics 10

GEAR

Armor-Piercing Grenade x3 • Teargas Grenade x3 • Agent • Anti-Smog Breathing Mask • Flashlight • Medtech Bag
Radio Communicator • Road Flare x10

CYBERWARE

Contraceptive Implant • Cybereye x2 *w/ Low Light/Infrared/UV x2* • Grafted Muscle and Bone Lace • Implanted Linear Frame Sigma • Nasal Filters • Toxin Binders

FORTY MIKE-MIKE

MP Turned Firefighter

Forty Mike-Mike is a founder and second-in-command of the South Night City volunteer fire department. She and her partner, Tearjerker (**SEE PAGE 133**), built it together by recruiting local residents tired of seeing their shit burned down. As a former MP (Military Police) during the 4th Corporate War, she's taken it upon herself to teach the fire department the basics of firearms, combat, rescue, and even some TAC training. While the department focuses on saving lives and minimizing damage, they all live in an active Combat Zone.

These skills keep the firefighters and those they're rescuing alive and they know, if anyone calls for backup, everyone comes running.

Forty Mike-Mike extensive heavy weapons training is obvious from her record. In a recent incident, she went one-on-one against a cyberpsycho for over a minute as the fire department rescued the residents of a tenement set ablaze with them trapped inside. However, her true talent is in teaching.

Using her military training, life experiences, and motivational style of encouragement, she has proven a powerful force in organizing and educating both the fire department and the Zoners to be more effective.

LEVEL	Hardened Lieutenant	REP 4	SERIOUSLY WOUNDED 20	HP	40
ROLE	Lawman: Backup 4		DEATH SAVE 8		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	8(6)	6(4)	5	5	4	5(3)	8	4

WEAPONS

TUp (+1 Slot) Tearjerker w/ Drum Mag	ROF1	—
Brawling Attack	ROF2	3d6

ARMOR

HEAD	H Armorjack	SP 13
BODY	H Armorjack	SP 13

SKILL BASES

Athletics 13 (11) • Brawling 8 (6) • Concentration 6 • Conversation 8 • Drive Land Vehicle 12 (10) • Education 10 Endurance 10 • Evasion 13 (11) • First Aid 12 • Heavy Weapons 14 (12) • Human Perception 9 • Land Vehicle Tech 10 Language (English) 9 • Language (Streetslang) 7 • Local Expert (South Night City) 10 • Perception 10 • Persuasion 12 Stealth 8 (6)

GEAR

Armor-Piercing Grenade x2 • Smoke Grenade x6 • Agent • Anti-Smog Breathing Mask • Carryall • Flashlight Medtech Bag • Radio Communicator • Road Flare x10

CYBERWARE

Contraceptive Implant • Cybereye x2 *w/ Low Light/Infrared/UV x2* • Grafted Muscle and Bone Lace • Nasal Filters

Mister Studd is the head of what can only be described as an artistic porn troupe, and the star of such Braindance masterpieces as *My 12 and Your One, Cyber Me All the Way Down*, and *Chrome to Choomba*. He occupies "The Lair," an entire floor of a large South Night City housing complex, with his gender-fluid harem of followers. I've sent the Braindance (BD) chips purchased for this report to the Danger Gal media archives (and billed the office for them, as it was for work). The Lair is decorated in a 1960s free-love aesthetic with various weapon lockers hidden under rugs, drapes, and sex toys.

Career aside, Mister Studd is also proficient with shotguns and repelling sieges. A few months ago, Zhirafa tried to evict the complex's occupants through questionable methods and sent a boostergang to throw everyone out before the legal order could be contested. Mister Studd dispatched the five gangers alone and sent their remains back to the Corp before recording his day's second performance. Remarkably the killing didn't seem to faze him, his ability to rise to the occasion, or his harem. Following the event, Zhirafa stood down as everything was recorded from Mr. Studd's viewpoint, with the BD chips distributed for free.

As you can imagine, the media outlets had a field day.

MISTER STUDD

Braindance Bon Vivant

LEVEL	HARDENED LIEUTENANT	REP 5	SERIOUSLY WOUNDED	23	HP 45
ROLE	ROCKERBOY: CHARISMATIC IMPACT 4		DEATH SAVE	8	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	7	7	3	5	5	5	8	4

WEAPONS

EQ SHOTGUN	ROF1	5d6
BRAWLING ATTACK	ROF2	3d6

ARMOR

HEAD	L ARMORJACK	SP 11
BODY	L ARMORJACK	SP 11

SKILL BASES

Acting 8 • Athletics 13 • Brawling 12 • Contortionist 10 • Conversation 8 • Education 8 • Evasion 13 • First Aid 7
Human Perception 10 • Language (English) 8 • Language (Streetslang) 6 • Local Expert (The Glen) 6
Local Expert (South Night City) 6 • Perception 8 • Personal Grooming 10 • Persuasion 10 • Photography/Film 10
Resist Torture/Drugs 10 • Shoulder Arms 13 • Stealth 9 • Wardrobe & Style 10

GEAR

Armor-Piercing Shotgun Slug Ammo x8 • Agent • Anti-Smog Breathing Mask • Computer • Boost x2 • Blue Glass x2
Braindance Viewer • Smash x5 • Synthcoke x2

CYBERWARE

Biomonitor • Chemskin • Contraceptive Implant • Enhanced Antibodies • TUp Mr. Studd Sexual Implant • Neural Link *w/ Braindance Recorder*

FREEFALL

Creating a Movement

FreeFall (Nigel Benson) is a South Night City native, born and raised in the Combat Zone alongside their sibling and Maelstrom member, Drop (**SEE PAGE 75**). It's funny how different siblings can be, as one went chromed-out-boostergang-killer and the other became a brained up-chromed-activist. One helps. The other terrorizes. Yet, they remain family. At any time, FreeFall and Drop are either at the other's throat or saving each other from peril. It's a coin flip.

FreeFall is a leader of the Zoners movement and crafts much of their promotional text. While a skilled combatant in handguns, they advocate for nonviolent solutions for Zoners' demands. From what we can tell, FreeFall developed their passion for activism and Netrunning skills while serving as a computer operator for Night Corp's soup stations following the 4th Corporate War. Of course, those stations only lasted a few months before Night Corp decided the funds were better spent elsewhere.

The balaclava FreeFall wears during demonstrations has a built-in gas filter, acting as an anti-smog mask. This allows them to throw smoke and other non-deadly grenades as a distraction to allow fellow Zoners to escape without worry about the toxic clouds affecting them.

LEVEL	Lieutenant	REP 3	SERIOUSLY WOUNDED	18	HP 35
ROLE	Netrunner: Interface 4		DEATH SAVE	5	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	4	6	6	4	4	5	5	4

WEAPONS

Very Heavy Pistol	ROF1	4d6
Brawling Attack	ROF2	2d6

ARMOR

HEAD	L Armorjack	SP 11
BODY	L Armorjack	SP 11

SKILL BASES

Athletics 13 • Brawling 8 • Composition 10 • Conceal/Reveal Object 8 • Concentration 9 • Conversation 6
Cybertech 10 • Education 11 • Electronics/Security Tech 10 • Evasion 10 • First Aid 8 • Handgun 13
Human Perception 9 • Language (English) 10 • Language (Streetslang) 8 • Library Search 11
Local Expert (South Night City) 8 • Perception 12 • Persuasion 10 • Stealth 10

GEAR

Rubber VH Pistol Ammo x8 • Smoke Grenade • Teargas Grenade • Agent • Anti-Smog Breathing Mask • Carryall
Virtuality Goggles • PQ Cyberdeck *w/ Armor, Eraser, Sword, Worm & Hardened Circuitry*

CYBERWARE

Contraceptive Implant • Neural Link *w/ Interface Plugs*

War breaks folks in big and small ways. Some people tough it out until the end, and others run. Count Nemo (Mason Price) among the latter. After less than a month in the 4th Corp War, he deserted his unit in a firefight. Reporting shows the unit as killed in action, and it was believed he was among their number.

Since then, Nemo has stayed off the radar, mostly living in tent cities and moving every few months, as it allows him to perform day labor and earn cash.

But time spent in South Night City changed all that staying-under-the-radar business. Unwilling to move again, Nemo now calls on his soldier skills to pay the bills. Nothing big time. Just small gigs: security for Fixers, escort missions, and "package delivery."

Nemo's calm, detached demeanor is a facade hiding someone looking for a better life. He is running multiple missions monthly but doesn't appear to spend his new funds on improved cyberware or gear. How long he can keep up this pace is anyone's guess.

My analysis suggests he is investing in South Night City properties, and looking for political candidates to back with South Night City's future as their platform.

NEMO

AWOL Soldier Turned Activist

LEVEL	LIEUTENANT	REP 1	SERIOUSLY WOUNDED	18	HP 35
ROLE	SOLO: COMBAT AWARENESS 3 FIXER: OPERATOR 1		DEATH SAVE	6	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	6	6	4	4	4	5	6	3

WEAPONS

PQ HEAVY SMG	ROF1	3d6
LIGHT MELEE WEAPON	ROF2	1d6

ARMOR

HEAD	KEVLAR®	SP 7
BODY	KEVLAR®	SP 7

SKILL BASES

Accounting 11 • Athletics 11 • Autofire 14 • Brawling 8 • Business 11 • Concentration 6 • Conversation 5 • Education 8 Evasion 13 • First Aid 6 • Handgun 13 • Human Perception 7 • Language (English) 10 • Language (Streetslang) 8 Local Expert (South Night City) 8 • Melee Weapon 13 • Perception 8 • Persuasion 6 • Stealth 11 • Tactics 7 • Trading 10

GEAR

Basic H Pistol Ammo x40 • Agent • Carryall • Inflatable Bed & Sleep-bag • Tent & Camping Equipment

CYBERWARE

Medical Grade Cyberarm x2 • Neural Link *w/ Chipware Socket & TUp (+1 Skill LVL) Skill Chip (Language [Spanish])*

SPEED DEMON

She's a Demon on Wheels

Looking for allies, the Zoners have found the Jodes, one of the largest Nomad Nations. While the Jodes are reluctant to participate in the protests in force, they have dispatched one of their members, Speed Demon, to the South Night City to represent them in future planning. Speed Demon sped onto the scene in a Diego Motors Chupacabra after the violence erupted during the most recent protest, bursting through the law enforcement blockade as the Zoners sought to retreat. Thanks to her actions, most of the Zoners evaded arrest and escaped. Speed Demon's actions were a blatant show of support by the Jodes and, if the authorities ever figure out she was involved, it could cause problems on the Night City Council.

Speed Demon is an exceptional driver known for getting more "oomph" out of anything with wheels. A substantial amount of her Pack's funds originate from street races won by Speed Demon, enabling them to secure needed supplies when jobs are few and far between. While not a sharpshooter, she's skilled with automatic weapons and has been quoted saying, "Why use one bullet when ten will do?"

When not helping the Zoners, Speed Demon returns home. She can often be found drinking with fellow Nomads and friends in the Jesse James' Kosher Deli (**SEE CP:R PAGE 313**) or repairing vehicles at her Pack's nearby garage.

LEVEL	LIEUTENANT	REP	3	SERIOUSLY WOUNDED	20
ROLE	NOMAD: MOTO 4			DEATH SAVE	6

HP 40

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	8	4	4	5	5	4	6	4

WEAPONS

HEAVY SMG	ROF1	3d6
MEDIUM MELEE WEAPON	ROF2	2d6

ARMOR

HEAD	L ARMORJACK	SP 11
BODY	L ARMORJACK	SP 11

SKILL BASES

Athletics 10 • Autofire 13 • Brawling 6 • Concentration 7 • Conversation 10 • Drive Land Vehicle 12 • Education 6 Evasion 10 • First Aid 6 • Handgun 13 • Human Perception 10 • Language (English) 8 • Language (Streetslang) 6 Local Expert (Old Combat Zone) 8 • Melee Weapon 8 • Perception 10 • Persuasion 10 • Streetwise 8 • Trading 10 Wilderness Survival 10

GEAR

Basic H Pistol Ammo x80 • Agent • Bug Detector • Radio Communicator • Techtool • Roadbike *w/ NOS x2*
Diego Motors Chupacabra (**SEE PAGE 139**)

CYBERWARE

Contraceptive Implant • Neural Link *w/ Interface Plugs*

Speed Demon's Diego Motors Chupacabra

When it comes to driving, Speed Demon prefers two wheels to four. Her personal vehicle is a Harvey 100 (**SEE BLACK CHROME PAGE 69**), lovingly modified with not one but two NOS injection systems, ready to give her the boost she needs to win any street race.

Of course, a roadbike isn't engineered to handle transport or blockade running, so when the elders assigned her to liaison with the Zoners, Speed Demon requested something with more cargo space, more durability, and more power. If she was going up against NCPD and not just outrun them, she'd need more than her beloved Harvey 100.

End result, they handed her the keys to one of the family's transports. Made of refurbished trucks, muscle cars, and recycled technology, the Chupacabra (**SEE BLACK CHROME PAGE 66**) works perfectly as both a badlands buggy and an urban avenger. Speed Demon's model is pretty much stock standard except for one addition – she affixed a combat plow to the front so she could wreck her way through any NCPD blockade.

She also scrubbed off any markings identifying the Chupacabra as belonging to the Jodes. No one wants NCPD to trace her actions back to the Nomads.

Speed Demon's Diego Motors Chupacabra is a Compact Groundcar with a Combat Plow, NOS, a Heavy Chassis, and a Seating Upgrade.

Name	Company	Type	Nomad Access	SDP	Seats	Speed (Combat)	Speed (Narrative)	Cost
Diego Motors Chupacabra	Diego Motors	Compact Groundcar	5	70	6	20 MOVE	100 MPH/ 161 KPH	38,000eb (Super Luxury)
Upgrades/Notes: Combat Plow • NOS • Heavy Chassis • Seating Upgrade								

ALPHA

Smart Scavver

Most consider living in South Night City to be either a death sentence or hell on Earth, but Alpha sees it as an opportunity for anyone brave enough to do whatever it takes. And Alpha does. Alpha's a skilled gunfighter with a flair for killing and little qualm about yanking out chrome and selling it to their friendly neighborhood Fixer.

South Night City claims hundreds of lives a month due to grisly and deadly combat. The battlefield never entirely falls silent but those lost souls' bodies litter the area. Their guns, armor, equipment, and Cyberware remain untouched even as they rot. Competing with fellow scavengers, not to mention dealing with explosive booby traps left behind by boostergangers looking for a laugh, makes it dangerous but for those willing to take a risk? A scavver's life can be a winning lottery ticket.

Alpha is the sort of scavenger who watches the fights play out, learns how the winners operate, and picks over the dead when the dust settles. After all, a Combat Zone gunsmith doesn't care if a SMG was stolen, and most ripperdocs could give two shits if a chrome arm was ripped from a body (fresh or cold). They'll just pay a little less for it.

Why is Alpha hanging with the Zoners? Probably so they can loot the dead for parts after NCPD rolls in and flatlines a bunch of protesters.

LEVEL	Hardened Mook	REP 1	SERIOUSLY WOUNDED	15	HP 30
ROLE	Solo: Combat Awareness 2		DEATH SAVE	3	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	6	3	5	5	4	6	3	1

WEAPONS

PQ Heavy Pistol	ROF2	3d6
Brawling Attack	ROF2	1d6

ARMOR

HEAD	Kevlar®	SP 7
BODY	Scavenged Armor	SP 11

SKILL BASES

Athletics 5 • Basic Tech 10 • Brawling 5 • Bribery 7 • Concentration 6 • Conversation 3 • Education 8 • Evasion 5
First Aid 7 • Handgun 10 • Human Perception 5 • Language (Italian) 10 • Language (Streetslang) 8
Local Expert (South Night City) 10 • Paramedic 7 • Perception 9 • Persuasion 7 • Stealth 5 • Streetwise 10 • Trading 10

GEAR

Basic H Pistol Ammo x16 • Disposable Cell Phone x2 • Random Piece of Still Bloody Cyberware • Techtool

CYBERWARE

Contraceptive Implant • Enhanced Antibodies

BLAZE

Corp Double Agent

Blaze (Johnny Hammond) is a Canadian-born Militech-employee-turned-arsonist and undercover spy for the Zoners. After graduating from a prestigious Canadian university, he was quickly recruited by Militech into one of their countless research and development divisions. He rapidly ascended through the ranks and acquired a corner office in the Washington DC branch before being transferred to Night City.

Unfortunately, an incident occurred a few years after he began working in Night City. He was almost fired but ultimately suffered a worse fate: demoted and forced to work under his former assistant.

We don't know if this changed Blaze's motivations regarding Corps or if his participation in the Zoner movement is part of some two-bit revenge scheme. Either way, Blaze joined the Zoners. To ensure his sincerity, a fellow Zoner, Charles, lives with him under the guise of Blaze's boyfriend. Thus far Blaze's acting as a Corporate spy and, in this role, has provided the group with a trickle of useful information. Truth be told, he isn't too bright.

For example, he wears fingerless gloves. During a recent Zoners gathering, I "acquired" a used Koff Pop cup of Blaze's, and we identified him via the fingerprints.

LEVEL	Mook	REP 1	SERIOUSLY WOUNDED	13	HP 25
ROLE	Exec: Teamwork 2		DEATH SAVE	3	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	3	5	5	3	3	4	3	2

WEAPONS

Light Melee Weapon	ROF2	1d6
Brawling Attack	ROF2	1d6

ARMOR

HEAD	Kevlar®	SP 7
BODY	Kevlar®	SP 7

SKILL BASES

Athletics 11 • Brawling 7 • Business 7 • Concentration 5 • Conversation 4 • Demolitions 10 • Evasion 9 • First Aid 7
Human Perception 4 • Language (English) 9 • Language (French) 7 • Language (Streetslang) 9 • Library Search 7
Local Expert (South Night City) 7 • Perception 9 • Persuasion 7 • Science (Chemistry) 9 • Stealth 11

GEAR

Armor-Piercing Grenade x2 • Molotov Cocktail • Smoke Grenade • Agent • Carryall • Disposable Cell Phone
Duct Tape • Techtool

CYBERWARE

Subdermal Pocket

WRECKER

Student? Activist? Journalist?

Scarlet Harris, aka Wrecker, is a sophomore at Night City University dual majoring in journalism and political science. Reporting and video surveillance indicate she has snuck out nightly from her dorm in the University District to support the Zoners movement for the last two months. Unfortunately, this information is pulled from the files NCPD generated after arresting her during a protest. The exciting part about our student here is that a fleet (more than a dozen) of elite lawyers swooped down on the precinct within two hours of her arrest, and she was out on the street shortly afterward with an official apology from NCPD.

After each protest, footage aired on the Garden Patch of an up-and-coming Media named Syndrome – who only "appears" on their videos via modulated voiceovers – and who focuses heavily on the Zoners movement. Analysis of the videos indicates all footage captured is from Wrecker's viewpoint, likely recorded via a camera in her cybereye. Based on this and Wrecker's university degree choices, we believe her to also be Syndrome, meaning she isn't just leading a double life but a triple one. Side note? She isn't a harmless student either.

When violence erupted, Wrecker lived up to her name with her crowbar and left several NCPD troops "wrecked."

LEVEL	Mook	REP	2	SERIOUSLY WOUNDED	15
ROLE	Media: Credibility 2			DEATH SAVE	4

HP 30

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	3	4	3	4	4	3	4	4

WEAPONS

PQ Heavy Melee Weapon	ROF2	3d6
Brawling Attack	ROF2	1d6

ARMOR

HEAD	Kevlar®	SP 7
BODY	Kevlar®	SP 7

SKILL BASES

Athletics 6 • Brawling 6 • Composition 8 • Concentration 6 • Conversation 7 • Education 8 • Evasion 10 • First Aid 5 Human Perception 8 • Language (English) 8 • Language (Streetslang) 6 • Lip Reading 6 • Local Expert (South Night City) 6 Local Expert (University District) 6 • Melee Weapon 12 • Perception 8 • Persuasion 6 • Photography/Film 10 • Stealth 6

GEAR

Smoke Grenade • Agent • Anti-Smog Breathing Mask • Computer • Memory Chips x5

CYBERWARE

Contraceptive Implant • Cybereye *w/ MicroVideo* • EMP Threading

BY CHARLES WOODS, KATIE DILLION & MARIAH BRYANT

NEW GEAR

TOYS FOR YOUR CYBERPUNK

When it came to gearing up the characters in ***Danger Gal Dossier***, we set a rule for ourselves: only use equipment from the ***Cyberpunk RED*** core rulebook or one of our free DLCs (see the introduction **ON PAGE 4** for more information on our free DLCs). You're free to swap a character's gear with something from one of our other books, such as ***Black Chrome***, but we didn't want to require buying anything beyond the ***Cyberpunk RED*** core rulebook to make ***Danger Gal Dossier*** work.

We broke our own rule a few times by including gear from ***Micro Chrome*** and both ***Interface RED Volumes 1 and 2*** (all available on *DriveThruRPG*). Don't worry, though! To make life easier, we're reprinting the rules for any item from a ***Danger Gal Dossier*** stat block not included in the ***Cyberpunk RED*** core rulebook. If you want more on the lore for each item, please check out the DLC we pulled them from. Enjoy!

WEAPONS

Arasaka WAA Bullpup Assault Weapon

Cost: 1,000eb (Very Expensive)

The Arasaka WAA Bullpup Assault Weapon is an Exotic Assault Rifle with a 30-shot capacity and a Smartgun Link. Despite being an Exotic weapon, it is still capable of loading Non-Basic Ammunition.

DATA

These weapons first appeared in multiple DLCs, including ***12 Days of Gunmas***, ***Woodchipper's Garage***, ***Night City Weather***, and ***Black Chrome+***. The MicroCutie comes from ***Micro Chrome***.

Constitutional Arms Multiple Ammo Pistol

Cost: 500eb (Expensive)

The Constitutional Arms Multiple Ammunition Pistol is an Exotic Very Heavy Pistol with a 5-shot capacity. Unlike other weapons, you can load this weapon with a mix of up to five different kinds of Very Heavy Pistol Ammunition and select which ammunition you want to fire with each shot.

IMI Chainknife

Cost: 500eb (Expensive)

The IMI Chainknife is a One-Handed Exotic Medium Melee Weapon with ROF1. As an Action, the Chainknife can be revved. Once revved, it remains so until dropped or stowed, or until it is revved down as an Action. While revved, the Chainknife is an Excellent Quality One-Handed Exotic Very Heavy Melee Weapon.

Kendachi Dragon Flamethrower

Cost: 1,000eb (Very Expensive)

A One-Handed Exotic Shotgun with a 2-shot capacity fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill. Mechanically, this flamethrower is a Shotgun that can only fire Incendiary Shotgun Shells (ammunition cost for this weapon is also the same as Incendiary Shotgun Shells), except that while your targets are ignited, until they spend an Action to put themselves out, they take 4 damage directly to their HP at the end of each of their turns. If they were already on fire, this fire effect replaces one that would deal less damage. Multiple instances of this effect do not stack. Damage dealt by this weapon cannot cause a Critical Injury, and it cannot be used to make Aimed Shots.

Magnum Opus Hellbringer

Cost: 1,000eb (Very Expensive)

The Magnum Opus Hellbringer is an Exotic Very Heavy Pistol with a 3-shot capacity. It deals 5d6 damage with a single shot, but if fired by a user without BODY 10 or higher, the weapon jams after each shot. Unjamming the Hellbringer requires an Action to reverse the malfunction before it can be used again.

Midnight Arms SDF-45

Cost: 1,000eb (Very Expensive)

The SDF-45 is an Exotic Rocket Launcher with a maximum range of 400 m/yds. Its magazine holds 4 Armor Piercing Rockets. Whenever you attack with this weapon, it fires two rockets at once at your target. However, instead of the user making a Heavy Weapons Skill Check to hit the target, the GM decides where both rockets hit. Dodging an explosion made by this weapon is a DV15 Evasion Check that can be attempted only by a defender that could already dodge bullets, and places them outside the blast area if they succeed.

When deciding where the two rockets hit, the GM must choose two locations within 50 m/yds of the intended target, each of which must be at least 10 m/yds apart. This weapon cannot be Upgraded by a Tech in a way that removes this GM targeting feature.

Militech Crusher

Cost: 500eb (Expensive)

The Militech Crusher is an Exotic Very Heavy Pistol with a 6-shot capacity that fires only Shotgun Shell Ammunition.

Militech Tactical Umbrella

Cost: 1,000eb (Very Expensive)

Militech's Tactical Umbrella protects against Acid and Blood Rain like a regular umbrella but is also two weapons in one: an Excellent Quality Exotic Heavy Melee Weapon and a Poor Quality Exotic Heavy Pistol that can load both Basic and Non-Basic ammunition. The Militech Tactical Umbrella's magazine holds two bullets and must be reloaded like a typical Heavy Pistol.

Molotov Cocktail

Cost: 20eb (Everyday)

An Incendiary Grenade that deals 5d6 damage. While a Character is carrying a Molotov Cocktail, if that unlucky choomba takes any damage that penetrates their armor, all Molotov Cocktails on their person have a 50 percent chance of being destroyed beyond repair. If that happens, it doesn't explode but does set the choomba Deadly on Fire (**SEE CP:R PAGE 180**) and destroys beyond repair all other Molotov Cocktails they're carrying.

Nomad Air Cannon

Cost: 1,000eb (Very Expensive)

A liquid-launching air cannon. Mechanically, it acts as an Exotic Shotgun with a 1-shot capacity that fires using the Shotgun Shell alternate firing mode, but instead of dealing damage it coats any target the spread hits in the liquid fired. Typically loaded with paint or water. However, if loaded with acid, all armor worn by any coated target is reduced by 1 SP. One shot of acid costs 10eb (Cheap). Theoretically, the weapon can also be loaded with either Poison or Biotoxin. Loading the weapon with either requires 3 vials per shot. Any target coated must make a Resist/Torture Drugs Skill Check as if hit by Poison or Biotoxin Ammunition (**SEE CP:R PAGE 346 AND 345**).

Nomad Pneumatic Bolt Gun

Cost: 500eb (Expensive)

The Nomad Pneumatic Bolt Gun is an Exotic Sniper Rifle with an 8-shot capacity that deals 4d6 damage with a single shot. Instead of firing bullets, it fires Arrows. It is capable of loading all Non-Basic Ammunition despite being an Exotic weapon.

Nova Model 757 Cityhunter

Cost: 1,000eb (Very Expensive)

The Nova Model 757 Cityhunter is an Exotic Heavy Handgun with an 18-shot capacity and a Smartgun Link. Despite being an Exotic weapon, it can fire Smart Ammunition. Ammunition bought for this gun can be fired only by this gun and is purchased in increments of 18, which cost the same as ammunition purchased in increments of 10 for other weapons.

Pursuit Security Incorporated TearJerker

Cost: 500eb (Expensive)

An Excellent Quality Exotic Grenade Launcher with a 3-shot capacity. It can only fire Smoke or Teargas Ammunition.

Sanroo Hello Cutie MicroCutie

Cost: 1,000eb (Very Expensive)

An Excellent Quality Exotic Medium Pistol with a magazine size of 10. As an Action you can activate or deactivate Hypurrburst™. While in Hypurrburst™, the MicroCutie is ROF1, purrs audibly, and deals 4d6 damage but drains all remaining bullets from the magazine to fire once. The gun automatically disables Hypurrburst™ while there are fewer than 4 bullets in the magazine. Hypurrburst™ cannot be used to make Aimed Shots.

Teen Dreem

Cost: 20eb (Everyday)

The Teen Dreem is a Poor Quality Exotic SMG with a 10-shot capacity. Unlike other weapons, this weapon can use Autofire and Suppressive Fire as long as it has at least 2 bullets in the magazine, both of which drain the mag. Whenever you use Autofire or Suppressive Fire with a Teen Dreem the front of the barrel sloughs off after it finishes firing, destroying the weapon beyond repair.

Cyberware

Combat Jaw

Cost: 500eb (Expensive) • **Install**: Clinic

Humanity Loss: 14 (4d6)

External Body Cyberware. Requires 2 Option Slots. The user's jaw is replaced with a sizable hydraulic jaw with two rows of reinforced teeth. Very Heavy Melee Weapon.

Kiroshi OptiShield

Cost: 500eb (Expensive) • **Install**: Clinic

Humanity Loss: 7 (2d6)

External Body Cyberware. Retractable Anti-Dazzle Mirrorshades built into the brow can be extended or retracted with an Action. With the Mirrorshades extended, the user is immune to blindness or other effects caused by dangerous flashes of light, like those of a flashbang.

Lead's Turn-On-Show-Off Nails

Cost: 100eb (Premium) • **Install**: Mall

Humanity Loss: 0 (N/A)

Fashionware. A full set of 10 programmable lighted fingernails allow the user to bring the nail art of their dreams to life. Each purchase comes with a set of light pens for creating new nail art presets. Presets can also be downloaded from the CitiNet. Counts as an installation of Light Tattoo for reaching the +2 Wardrobe & Style bonus (SEE CP:R PAGE 358). Can be installed on both meat and Cyberware hands.

DATA

The Cyberware in this section originally debuted in the following DLCs: ***12 Days of Cybermas*** and ***Must Have Cyberware Deals***. Some come from ***Interface RED volume 2***.

PerfectFit Cyberfoot

Cost: 100eb (Premium) • **Install**: Clinic

Humanity Loss: 2 (1d6/2 Round up)

Cyberleg Option. As an Action, a user can change the dimensions of their cyberfoot to any size between Euro size 0 to US size 37AA. A state-of-the-art hydraulic heel provides superior support, and assists the micro-adjustable toe bed in making any shoe in your collection comfortable enough for any activity. When paired, this Cyberware reduces any penalty related to wearing ill-fitting or inappropriate footwear for a non-fashion situation to zero. Can be installed as the only piece of Cyberware in a meat leg.

Psiberstuff Watch-Man

Cost: 100eb (Premium) • **Install**: Mall

Humanity Loss: 3 (1d6)

Cyberarm Option. A fully functional Agent (SEE CP:R PAGE 352) with a flip-up screen built into the cyberarm.

Raven Microcybernetics MicroWaldo

Cost: 1,000eb (Very Expensive) • **Install**: Clinic

Humanity Loss: 7 (2d6)

Cyberarm Option. Neuralware Option. A Medtech using a MicroWaldo gains +1 to their Surgery Skill.

Reflex Co-Processor

Cost: 500eb (Expensive) • **Install**: Hospital

Humanity Loss: 14 (4d6)

Neuralware Option. Assists the Neural Link in its processing duties, freeing it up to focus entirely on enhancing the user's reflexes. A user with a Reflex Co-Processor can dodge bullets regardless of their REF.

Sycust FleshWeave

Cost: 1,000eb (Very Expensive) • **Install**: Hospital

Humanity Loss: 7 (2d6)

External Body Cyberware. Skin Weave. The user's body and head are armored at SP 7. Your SP in any location is determined by your highest source of SP in that location. Additionally, whenever your armor is ablated in a location, all sources of SP in that location are ablated at the same time.

After 10 minutes without strenuous activity, nanomachines present repairs both the body and head location of the FleshWeave to full SP.

Other Gear

Bicycle

Cost: 100eb (Premium)

A two-wheeled, muscle-powered vehicle. Bicycles follow the same rules as other vehicles in ***Cyberpunk RED*** (SEE CP:R PAGE 189) with the following exceptions.

- Bicycles have SDP 15, a single seat, a cost of 100eb (Premium), and their Speed depends on the rider's BODY as noted below.

BODY	Speed (Combat)	Speed (Narrative)
BODY <4	8 MOVE	12 MPH /19 KPH
BODY 4 to 7	10 MOVE	20 MPH/32 KPH
BODY 8+	15 MOVE	30 MPH/48 KPH

- A rider with BODY 11 or higher is too heavy for a standard bicycle and cannot ride it properly.
- Bicycles can't be acquired or upgraded using a Nomad's Moto Role Ability. Bicycles cannot accept upgrades meant for motorized vehicles.
- Bicycles are ridden using the Athletics Skill instead of Drive Land Vehicle, and they're repaired using Basic Tech instead of Land Vehicle Tech.
- Bicycles cannot be controlled via Interface Plugs. Manual control only.

- When riding a bicycle, you use your Initiative. You don't go to the top of the queue.
- Damage for crashing/ramming is 3d6 for the bicycle and the target struck, instead of 6d6. In addition to suffering the Whiplash Critical Injury, the rider is thrown off the bike and considered Prone (**SEE CP:R PAGE 169**).
- If a defender dodges a ramming attack from a bicycle, they do not have the option of landing on top of it.
- At the GM's discretion, performing a physical task not related to riding while operating a bicycle, such as shooting a firearm, counts as a Complex Task (**SEE CP:R PAGE 130**) and imposes a −2 modifier to Checks.
- Riding a bicycle takes physical effort. If the GM deems it appropriate, they can ask for an Endurance Check based on the Riding Fatigue table at the end of a long ride. If the Character fails the Check, consider them fatigued, as if they had slept uncomfortably the night before (**SEE CP:R PAGE 130**) for the rest of the day.

Hours Spent Riding	Endurance DV
1	DV 13
3	DV 15
5	DV 17
6+	DV 21

Inline Skates

Cost: 50eb (Costly)

Inline Skates increase movement by 4 m/yds when using the Run Action. Pulling the skates on or taking them off requires an Action.

Any cyberware options stored in a Cyberleg or meat leg are inaccessible while the skates are worn.

At the GM's discretion, performing a physical task involving the legs or balance while wearing skates might count as a Complex Task (**SEE CP:R PAGE 130**) and impose a −2 modifier to Checks.

Mercurius Cyberchair

Cost: 100eb (Premium)

A sport model motorized mobility device with an impressive number of features for its accessible price point, the Mercurius is Rocklin Augmentic's most affordable Cyberchair. Seating one with Rocklin's comfortable and secure automatic harnessing system, the Mercurius is the consumer model of the regulation wheelchair used by the Night City Nuke, Night City's Murderball team.

To pilot the Mercurius, a user must either plug in one of their Interface Plugs for hands-free control, or dedicate a hand to operating the armrest's control panel. While using a hand to pilot the Mercurius, that hand cannot be used to do anything else. While piloted, any attacks targeted at the Cyberchair are instead targeted at its pilot.

The chair's pilot cannot be removed from the Cyberchair as long as they are conscious.

When controlling the Mercurius, the pilot's MOVE becomes 5 (minus any Armor Penalties), and all movement options (Run, Jump, Climb, Swim, Get Up, and so forth) are available to them. Stairs pose no challenge to the Mercurius's specially engineered wheel system and can be climbed with no penalty. Any Critical Injury the pilot suffers that lowers their MOVE will instead lower the MOVE granted to the pilot by the Cyberchair. Quick Fixes and Treatment to remove the effects of the Critical Injury are applied to the chair and follow the rules for Critical Injuries and Cybertech (**SEE CP:R PAGE 223**).

The Mercurius Cyberchair cannot be rendered inoperable by EMP effects, like Microwaver pulses, or Non-Black ICE Program Effects.

Junk Ammunition

Cost: 10eb (Cheap) for 50 rounds

Ammo Types Available: Arrows, Bullets, and Slugs

Damage dealt by a weapon loaded with Junk Ammunition is reduced by 1d6 (minimum 1d6) against any target with 1 or more SP when fired in Single Shot, and the Autofire Rating of any weapon firing Junk Ammunition is reduced by 1 to a minimum of Autofire (3). Any weapon capable of firing Basic Ammunition can load Junk Ammunition.

DATA

The new gear here originated in several DLCs, including ***Spinning Your Wheels***, ***Cyberchairs***, and ***Black Chrome+***. The Observer drone comes from ***Interface RED volume 1***. ***Smart Lenses*** first appeared in Micro Chrome.

The Observer

Cost: 1,000eb (Very Expensive)

Data: 6 MOVE • 15 HP • Linked to Agent

Counter: DV17 Electronics/Security Tech • 5 minutes

Equipped With: Observation Camera

A flying drone with four rotors roughly the size of a ***Cyberpunk RED Jumpstart Kit***. It does not require a NET Architecture.

When purchased, an Observer is linked to an Agent. Voluntarily linking it to a new Agent requires 5 uninterrupted minutes and both Agents must remain within 6 m/yds of the drone. Countering an Observer requires 5 minutes, and the person countering must stay within 6 m/yds of the drone the entire time. If countered, the hour of footage stored on the drone can be viewed or downloaded and the Observer can be linked to a new Agent with an Action. The Observer has three operation modes: Standby, Auto, and Direct Control. Switching modes does not require an Action.

Standby Mode: In standby mode, an Observer is powered on but not operating. It is not recording data, although it can still be used as a real-time camera. When in standby mode, an Observer cannot move, nor can it make or dodge attacks.

Auto Mode: When not being directly controlled, an Observer orbits within 6m/yds of its linked Agent, recording audio and video. The drone responds to simple verbal commands such as "Record the person I'm pointing at." These verbal commands do not require an Action. The recordings are stored both on an onboard memory chip and the linked Agent. The onboard memory chip holds one hour of content before new footage overwrites old footage automatically. When in auto mode, an Observer cannot make or dodge attacks.

Direct Control Mode: The drone can also be controlled directly via its linked Agent, using an Action in the same manner as a Netrunner using the Interface Ability Control (**SEE CP:R PAGE 199**). When controlled directly, all attacks and defenses are made using the user's own Skills as if they were firing its weapons in their own hands and dodging with their own body. An Observer cannot dodge ranged attacks, regardless of the user's Reflex.

If an Observer moves beyond the 6 m/yd signal tether to its linked Agent, it stops functioning and lands harmlessly on the ground.

Each unit has 48 hours of operational time before it needs to charge for an hour.

Piranha Smash

Cost per Dose: 10eb (Cheap)

Yellow, foamy, with lime-tinted flavor. Harder to find than its name-brand counterpart.

Primary Effect (Lasts 4 Hours)

For the duration of the Primary Effect, the user feels euphoric, loose, happy, and ready to party. In game terms this gives the user +2 to the following Skills: Acting, Contortionist, Conversation, Dance, Human Perception, and Persuasion.

Secondary Effect (DV9)

If the user wasn't already addicted to Smash, they are now. While addicted, the user feels a loss of interest in normally enjoyable activities and has a −2 to the following Skills: Acting, Contortionist, Conversation, Dance, Human Perception, and Persuasion.

While addicted to Smash, your GM will occasionally tell you when you crave more Smash, and you should do your best to roleplay accordingly.

Scavenged Armor

Cost: 50eb (Costly)

Scavenged Armor is body or head armor with SP11. Once ablated, its SP cannot be restored by any means. At 0 SP, it falls off the wearer.

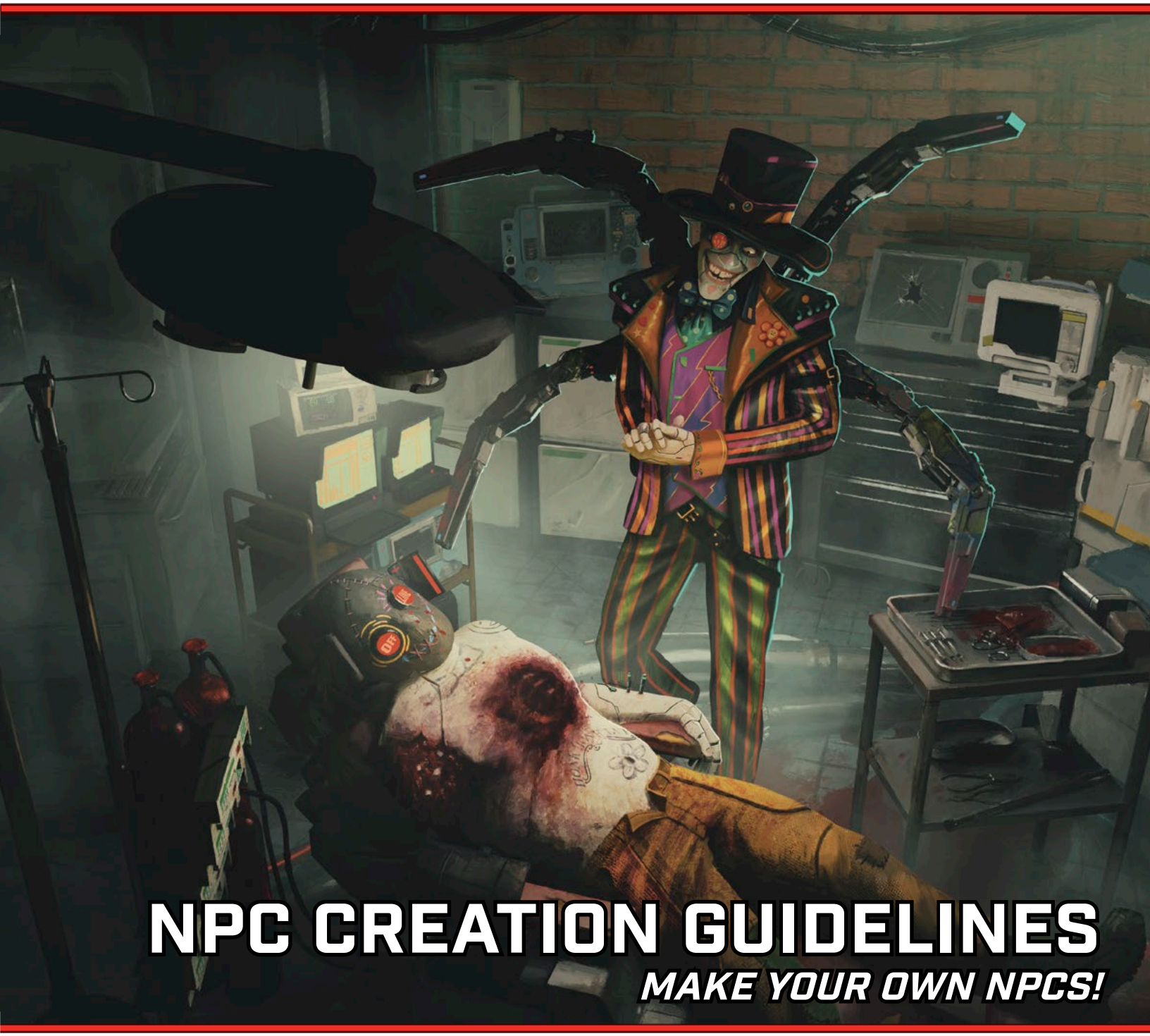
Smart Lens

Cost: 500eb (Expensive)

Takes the form of either a contact lens or a monocle worn over the eye. A Smart Lens gives a user access to a single Option Slot for a Cybereye Option.

Installing a Cybereye Option into a Smart Lens costs the same as installing it into a Cybereye, and Options requiring pairing cannot be installed. You can only wear one Smart Lens per eye.

BY HELIO FRAZAO



NPC CREATION GUIDELINES

MAKE YOUR OWN NPCS!

No matter how many characters we make or stat blocks we provide, eventually every ***Cyberpunk RED*** GM reaches a point where creating new NPCs isn't just a possibility but a priority. Maybe you need unique and flavorful Mooks from a football-themed gang to throw at your Crew. Maybe the Solo PC is going out on a date and you need to know who their potential new mainline is. Maybe the Players responded positively to the street urchin you introduced as a bit of improvised plot wrangling and you want to bring them back as a recurring character.

Whatever the reason, you know there might be Skill Checks as they oppose or aid your Crew. That means the NPC needs a stat block to make them feel more alive and capable, and you want it to be something more than just a simple re-flavor of an existing Character. That's where these guidelines come in.

AND THEY ARE GUIDELINES!

We want to make this clear. The steps and numbers in this section aren't hard rules! These are guidelines to help you find your own way through the process of birthing an NPC into the Dark Future. In creating the characters in ***Danger Gal Dossier***, we started with these guidelines but never let them hold us back from telling a story.

We promise, it won't destroy the balance of the game if you decide an NPC really needs Wardrobe and Style 6 even though you've already maxed out their Skill levels. Likewise, in most cases, if the story you want to craft or the image you want to use calls for an NPC to own bit more gear, an extra piece of Cyberware, or even a flavorful and unique weapon, don't hesitate to give it to them. You can always adjust on-the-fly in an encounter if it proves too much for your Crew to handle – the flavorful gun might run out of ammo, the high Trading Skill might receive a penalty because the Fixer is distracted by events happening in their life, etc. There's always wiggle room.

In other words, don't be afraid to bypass the guidelines to tell a story. Likewise, don't be afraid to adjust the story midstream if the game demands it. Storytelling, improvising, and midgame judgment are all parts of being a good GM, and we're giving you permission to break the rules when you feel story should trump mechanics.

NPC LEVELS

We introduced this concept in the ***Cyberpunk RED*** core rulebook (**SEE CP:R PAGE 399**), but it's worth going over again here. Every NPC in this book is pegged to one of four levels: Mook, Lieutenant, Mini-Boss, and Boss.

Mooks are the bottom rung of any ladder. They're of lesser skill than the average Edgerunner and usually only have a Role Rank of 2, if they have one at all. In general, you can throw a number of Mooks equal to the Crew size into a fight and expect a positive outcome for your Edgerunners. In other words: six Edgerunners, six Mooks.

Lieutenants represent enemies of equal to slightly greater skill than the average Edgerunner and often, though not always, have a Role Rank of 4. In a fight, you can comfortably pitch one Lieutenant against the Crew for every two Edgerunners present. They often lead groups of Mooks. For example, a single Lieutenant might lead a gang of four Mooks against six Edgerunners.

Mini-Bosses represent the best the opposition you can throw at the Edgerunners without the main antagonist stepping forward. They're always substantially more powerful than the average Edgerunner and always have a Role Rank. They count as three Edgerunners in a fight and usually lead a mix of Lieutenants and Mooks into battle. Against six Edgerunners, a Mini-Boss might bring a Lieutenant and a Mook to help out.

Bosses are the ultimate bad guys, usually capable of taking on an entire Edgerunning Crew by themselves or with the support of a small cadre of Mooks. Use Bosses sparingly.

HARDENING

Everything we've shared so far assumes a standard Edgerunner Crew with a mixture of combat and non-combat specialists. What happens when everyone optimizes for combat? We call that Hardening, and it requires special consideration. If you've got more Hardened than non-Hardened Edgerunners in your Crew, consider throwing some Hardened enemies into the mix. Be careful, though – Hardened Mini-Bosses and Bosses can be especially challenging for Crews not entirely Hardened themselves.

▶ Hardened Player Characters ◀

A Player Character is considered Hardened when they meet any of the following criteria:

- They possess a REF of 8 combined with an Evasion Skill of 6 or higher.
- They can attack with a STAT + Skill + Mod combination of 15 or higher.
- Their WILL + BODY is 16 or Higher.
- They own a weapon with a value of Luxury or higher.
- They have a DEX of 8 and a MOVE of 8.
- Either their Autofire or one of their Martial Arts Skills are 6 or higher.
- They're a Solo Rank 4 or higher.

▶ Hardened NPCs ◀

You may have noticed we've included several Hardened NPCs at each level (Mook, Lieutenant, Mini-Boss, and Boss) throughout Danger Gal Dossier. Use them to your cyberheart's content.

We're also including guidelines for creating your own Hardened NPCs by showing you how to boost each level via increasing Statistics and giving the Character more gear and Cyberware.

Non-Combat NPCs

We built these guidelines with fighting in mind because combat requires higher levels of fiddly number control than other types of encounters; but you can also use them for non-combat NPCs.

Want to create a Fixer who can give the Crew's negotiator a run for their money? Use the Lieutenant template. Want the Fixer to really challenge the negotiator? Use the Mini-Boss template. Want to ensure the Fixer comes out on top the way a big dog in Night City should? Use the Boss template.

Don't be afraid to ignore the combat skill recommendations if it feels right. If a high-ranking Fixer doesn't do their own dirty work, they might still be Boss level but without a need for a 16 Base Shoulder Arms since they don't do their own fighting. They've got flunkies for the job! Should a Friday Night Firefight break out, check the NPCs combat Skill Bases, and count them accordingly. For example, a Boss Fixer with Mook-level combat Skill Bases might be counted as a Mook when populating a battle encounter.

Making an NPC

We'll say it again. The NPC creation steps you're about to read should serve as a starting point for creating interesting, vibrant, and fun NPCs. Don't be afraid to go off script.

Step One

Conceptualize the NPC. The idea could be something simple, such as "a low-level member of a boostergang" or more complex, like "a former NCPD cop who experienced an epiphany about their corruption and left the force to begin making amends for the harm they've done."

If you get stuck, don't be afraid to run a Lifepath for the NPC (**SEE CP:R PAGE 44**). Lifepaths aren't just for Player Characters, after all!

Step Two

Decide on the level of the NPC you're creating. Are they a simple Mook? A competent Lieutenant? A skilled Mini-Boss? Or a powerful Boss? Should you Harden them?

If you only have a few optimized Edgerunners in your Crew, you'll only want to Harden Mooks and, possibly, Lieutenants.

Hardened Mini-Bosses and Bosses should be reserved for special challenges or fully combat-optimized Crews.

Step Three

Give the NPC 4 levels in their Native Language Skill and 2 levels in each of the following:

Athletics, Brawling, Concentration, Conversation, Education, Evasion, First Aid, Human Perception, Language (Streetslang), Local Expert (Your Home), Perception, Persuasion, and Stealth.

Specify Native Language and Local Expert, as those add flavor and story to the character!

Step Four

Assign the NPC's STAT and Skill point budget based on the appropriate template and calculate their derived STATs. Keep in mind the suggestions involving Hit Points, Armor Stopping Power (SP), STAT maximums, and Combat and Non-Combat Skill Base ranges. The levels you assigned in Step Three do not count for this budget. For example, all NPCs start with Athletics 2 automatically. You can use the Skill point budget to raise Athletics but you need not use it to pay for those first 2 levels. They're free of charge.

If applicable, assign the NPC a Role and Special Ability Rank, and designate any specialties within the Special Ability. NPCs do not need 4 Ranks in a Role before they multiclass into another Role.

Just like in Player Character Creation, no STAT should be lower than 2 (other than EMP) or higher than 8 (other than BODY with the right Cyberware).

NPCs rarely possess a LUCK pool; that's a benefit available specifically to Player Characters since they're the "heroes" of the story.

Step Five

Outfit the NPC by spending their gear and Cyberware budget. You need not spend the whole budget. In fact, when it comes to Cyberware, you're encouraged not to spend it all! Give the NPC the gear and chrome needed to tell their story. Don't give them stuff just to get rid of money. And if you need to spend a little extra to give them some signature gear (Rockerboys need instruments, Techs need tools, Lawmen get a loadout from their employer, and so forth)?

Go for it.

If you feel the need, drop the NPC's Empathy down by 1 for every five pieces of Cyberware implanted. As with everything in NPC creation, this is a guideline and not a rule. If you believe their Empathy to be fine where it is, leave it be.

Mooks and Lieutenants have suggested restrictions regarding weapons but, again, ignore them if it makes sense.

Step Six

One last time: These are **guidelines**, not **rules**. Perform any tweaks to build the NPC you imagined. Go ahead. We won't tell anyone.

NPC TEMPLATES

Mook

STAT Points: 33 (max STAT of 6)

Skill Points: 30 (max Skill LVL of 10)

Suggested HP: 20 to 35 • **Suggested SP**: 4 to 7

Important Combat Skills Base: 10 to 12

Important Non-Combat Skills Base: 8 to 10

Gear Budget: 300eb. Poor Quality Weapons

Cyberware Budget: 500eb

To Harden: +6 STAT points (max STAT of 7) • +200eb for Gear. • +500eb for Cyberware • Might have Role Ability (Rank 2)

Lieutenant

STAT Points: 44 (max STAT of 8)

Skill Points: 60 (max Skill LVL of 10)

Suggested HP: 30 to 40 • **Suggested SP:** 11 to 13

Important Combat Skills Base: 13 to 14

Important Non-Combat Skills Base: 10 to 12

Gear Budget: 700eb. No Excellent Quality Weapons

Cyberware Budget: 1,000eb

Other Guidelines: Might have a Role Ability (Rank 4)

To Harden: +4 STAT points • +300eb for Gear +500eb for Cyberware • Likely has Role Ability (Rank 4)

Mini-Boss

STAT Points: 52 (max STAT of 8)

Skill Points: 90 (max Skill LVL of 10)

Suggested HP: 35 to 50 • **Suggested SP**: 11 to 15

Important Combat Skills Base: 14 to 16

Important Non-Combat Skills Base: 13 to 14

Gear Budget: 1,200eb

Cyberware Budget: 2,000eb

Other Guidelines: Has Role Ability (Rank 4)

To Harden: +2 STAT points • +800eb for Gear +1,200eb for Cyberware • Might have Role Ability (Rank 6)

Boss

STAT Points: 57 (max STAT of 8)

Skill Points: 120 (max Skill LVL of 10)

Suggested HP: 45 to 50 • **Suggested SP**: 11 to 18

Important Combat Skills Base: 16

Important Non-Combat Skills Base: 14 to 16

Gear Budget: 3,300eb

Cyberware Budget: 10,000eb

Other Guidelines: Has Role Ability (Rank 6)

To Harden: +5 STAT points • +5,000eb for Gear Unlimited Cyberware budget (likely cyberpsycho with Empathy 0 if they have more than 30 pieces) Might have Role Ability (Rank 8)

BY STORN A. COOK

THE INCIDENT

A MISSION FOR CYBERPUNK RED

This Mission uses the Beat Chart system (**SEE CP:R PAGE 395**) to pace and focus story flow. It breaks down into **Background** (read aloud text designed to set the mood), **The Rest of the Story** (a summary of the Mission for the GM), **The Setting** (a summary of important locations in the Mission), **The Opposition** (a summary of potential enemies), and **The Hook** (a guide to getting the Crew into the Mission) all followed by a series of **Developments** (non-action Beats, labeled as **Dev** in the header) and **Cliffhangers** (action Beats, labeled as **Cliff** in the header). It eventually leads to a **Climax** (the big finale) and a **Resolution** (the wrap-up). In addition, this Mission contains two **Optional Cliffhangers** (labeled OpCliff) to be used at your discretion.

BACKGROUND (READ ALOUD)

DATA

For more information about the Forlorn Hope SEE CP:R PAGE 313.

It's a typical night at the Forlorn Hope – desultory, intermittent fights outside, a smog of cigarette smoke and flavored vape fumes inside. Your Fixer has a preem job for you, with an exceptional client. "Very hush-hush," they said, "go up to the bar and wait."

Someone is waiting for the crew at the bar. Cat ears, purple hair, and shimmery pale skin with nanoglitter particles worked right into it – it's a face you've seen in advertisements, animation, and cosplay. It's Mouse from Danger Gal's Puma Squad, in the very chrome! She's even wearing her signature colors in the form of a purple minidress, black biker shorts, and a drab, olive jacket over the top. The jacket is somewhat worse for wear – one of the sleeves is badly shredded, and there's a 3D-printed honeycomb splint visible through it. The flesh underneath the splint is bruised badly.

DATA

For more information about Mouse and the Danger Gal Puma Squad SEE PAGE 27.

Mouse flashes her trademark playful smile at you all, then waves for you to sit down.

"We have business to discuss," she says. "Drinks are on Michiko Sanderson, so order what you want."

THE REST OF THE STORY

His name is Darius, and he works for Arasaka as an undercover operative in Night City. But he didn't hire a crew of scrub Edgerunners and infiltrate Danger Gal HQ on business. Instead, he hoped to find information about his parents, who went missing during the 4th Corporate War. Unfortunately, things didn't go as planned. While Darius and his bodyguard, Nymph, escaped, two of his hired crew died, and two others sank into comas.

Now, Darius and Nymph are hiding out in the tunnels beneath Night City, waiting for the heat to die down. Meanwhile, Michiko Sanderson, CEO of Danger Gal, wants answers, and she's empowered Mouse to hire the Crew to get them.

THE SETTING

The story begins in the Forlorn Hope, an Edgerunner bar with a long and storied history. From there, the Crew travels to Old Japantown, a dying district where the few remaining residents attempt to hold onto their homes as gang conflicts roar about them. Their destination in Old Japantown is Mrs. Suzuki's bodega: a rare oasis of order in the chaos of a Combat Zone. Finally, they'll journey beneath Night City into a warren of abandoned tunnels, stations, and basements claimed by those who don't fit into topside life. In the darkness, the Crew will find their prey.

THE OPPOSITION

- The **Maelstrom** is looking to expand its operations into Old Japantown, and the Crew might be there when a small group of chromed-up Mooks attack Mrs. Suzuki's bodega.
- While they aren't there as combatants, the **Bozos** presence might be felt in a form of a trap left behind.
- The Crew's primary goal is locating **Darius**, an Arasaka operative working undercover in Night City, and his bodyguard **Nymph**.

THE HOOK

Mouse offers the Edgerunners a "small job" (her words) for 1,000eb per person. She'll hand over 500eb as an advance, with the rest handed over on mission completion. Once they take the money, she'll consider them to have accepted the job and under a non-disclosure agreement. Until they agree, all she'll say is the job should be primarily investigative, but she can't rule out combat.

If the Crew accepts, Mouse slides a set of preloaded chops (aka credchips) across the table to them. Checking them proves they do, in fact, contain 500 Eurobucks each. Mouse then begins the briefing.

There has been an incident of some note at Danger Gal HQ – some rather enterprising choombas decided to test their luck and break into the building. Unfortunately, they did so while a few members of Puma Squad were present, and were promptly stopped dead in their tracks (emphasis on dead).

Now they have a crew of infiltrators to ID, but it is the middle of the busy season for the investigation NeoCorp. Moreover, Puma Squad, Danger Gal's premiere crew, has a big job of their own coming up. All this means they must farm the work to a competent crew capable of investigation. That'd be the Player Characters. Luckily, the right people are vouching for them.

The job: Find out who the infiltration crew was, track down the escaped members, discover anything possible about their motivations, and – if possible – deal with the remaining infiltrators. Mouse would prefer them alive (dead people can't answer questions) but understands that sometimes bullets speak before words have the chance to.

GO TO DEV (MOUSE'S STORY)

DEV (MOUSE'S STORY)

With the job accepted and some money advanced, Mouse leads the Crew towards the back of the Forlorn Hope.

"I'll bring the glass back!" Mouse shouts to the bartender before using her uninjured shoulder to push through the back door and into a large alley behind the building. There's a large, unmarked box truck parked there, with a refrigeration unit installed. As Mouse approaches, the rear door rolls up. Waves of cold air roll dramatically out of the truck's cargo compartment. Inside, the Crew can see two corpses strapped to tables and a series of lockers attached to the wall.

"Welcome to Danger Gal's covert mobile crime lab." Mouse says, "Let me run through the details of what happened, then you can poke at the bodies and their belongings."

The Brownout

The infiltration happened at 02:47 the previous night. Mouse and Pantera were staying up late to binge-watch the latest season of The Elflines Online Chronicles in the archive room when the power flickered. Such brownouts are not uncommon, even in the swankier parts of Night City, as demand often outstrips supply in the Time of the Red. The backup power generators immediately kicked in and then turned off when the city power resumed less than a minute later.

The Virtual Inspection

Pantera began a sweep of the HQ's NET Architecture, as per protocol. Neither Mouse nor Pantera thought this was worth waking the rest of the Puma Squad for, something which Mouse says she regrets. During her virtual sweep, Pantera noticed an oddity on one of the cameras near the archive room. Usually, the security cameras do a slow pan of a specific area, back and forth, but one appeared to be jammed and pointing at a fixed spot. The two of them, therefore, moved toward the archive room exit to inspect the camera and lodge a repair request if needed.

The Firefight

As they attempted to leave the archive room, all hell broke loose. The two Puma Squad operatives ran straight into a team of six people trying to enter the room. A brief exchange of fire took place. Initially outnumbered and outgunned, the infiltrators wounded Pantera and broke Mouse's arm (and, more importantly, ruined her jacket!).

Mouse dragged Pantera into the records room and forced the door closed. Fighting nausea, but still plugged into the NET Architecture, Pantera activated the fire-suppression system for the area outside the archive room, flooding it with carbon dioxide gas. Meant to starve fires of oxygen, it had the same effect on the infiltrators.

The Escape

Outside the archive room, Mouse and Pantera heard the sounds of high-velocity gunfire and breaking glass. By this point, the entire building was on alert; another member of Puma Squad, Tigress, watched through her scope as two of the infiltrators rappelled down to the street and vanished into an alleyway.

The Aftermath

Further investigation suggests the two escaped infiltrators dropped down a maintenance hole into the city's storm drains and vanished in the warrens. Two were found dead, and two others were in comas due to oxygen starvation. The jammed camera noticed by Pantera appeared to have been sabotaged with quick-setting spray foamcrete, available from any hardware Vendit. This is a common street-level hack to prevent security cameras from focusing on, say, a Netrunner jacking into NET Architecture.

Mouse will answer questions as honestly as possible, with two exceptions.

First, she dodges questions about why she and Pantera chose to binge a vidshow series in the archive room, instead of their preem and cushy quarters (though a Human Perception Check against DV 15 will spot a blush on her cheeks).

Second, she doesn't want to discuss how the infiltrators may have caused the power outage, replying with, *"That's not information we're willing to share with someone outside Danger Gal. Someone might try to repeat the tactic before we seal the security hole. You understand."*

In either case, she doesn't think it has anything to do with the Crew's main priority: investigating the infiltrators and figuring out their motivations and any potential backers.

Once she's done with the story (and her drink), Mouse wishes the Crew luck.

"Check the bodies for clues," Mouse says, "Keep them intact, please. There's only the corpses here. The other two need medical attention back at Danger Gal HQ and are off-limits. If they wake up and spout any useful data, I'll send word.

"You'll find the stuff they were carrying in the lockers. Each locker has a picture of a perp so you know what belongs to who. Take pics, and leave the items. They're now DGD property. I'm going to go grab a second one of these fab appletinis and get back to work. Let the driver know when you're done, and they'll bring the truck home."

GO TO CLIFF (FINDING CLUES)

CLIFF (FINDING CLUES)

With Mouse gone, the Crew can begin investigating. Here's what they can find.

Body #1 belongs to a twenty-something man with a blue mohawk. No markings indicating he belongs to a gang or other group. Visible cyberware includes a neural link and chipware socket. It looks like someone exploded his chest. Probably autofire.

Body #2 was a late teens/early twenties man with green hair. He was shot, through and through, in the gut. Like Body #1, no markings. He has two oversized cybereyes replacing his meat orbs.

In **the locker marked Body #1**: a hammer (heavy melee weapon), assault rifle, cell phone, a light armor jack, bloody generic chic clothing, and a flashlight. In **the locker marked Body #2**: a very heavy pistol, a cell phone, a metal token/coin, bloody generic leisurewear clothing (well worn), and a radio scanner/music player loaded with pop hits.

The photo on **the locker marked Patient #1** shows a blue-haired woman with EMP threading. Inside is a knife (light melee weapon), generic chic clothing, a heavy pistol, and a Kevlar® vest. The photo on **the locker marked Patient #2** shows an early

Body #1

Body #2

Patient #1

Patient #2

BY MONSTER FIGHT CLUB

20s-something man with cybereyes identical to those installed in Body #2. Inside is a shotgun, a Kevlar® helmet and jacket, some leisurewear clothing (well worn), a metal token/coin, and a cell phone.

With the visual exam of the bodies and belongings finished, the Crew can start looking for clues.

- A DV 13 Criminology or Paramedic Check is all an Edgerunner needs to determine the most likely cause of death for both men was massive trauma due to a lead injection.
- Identifying Body #1 requires a DV 21 Streetwise Check. His handle is Mallard, and he's a low-stakes Fixer of no particular importance. Identifying Patient #1 requires a DV 17 Streetwise Check. She's Capo, a roller derby player who recently made a singing career debut with the Razor Squad, a small-time local band. Identifying Body #2 or Patient #2 is impossible.
- Searching the Data Pool for image matches requires a DV 17 Library Search Check (DV 13 if Capo was identified). Success finds Capo's Garden Patch, showing photos of her in action on the roller derby track and with the Razor Squad. One photo shows her cuddled up to Patient #2. He isn't identified, but she added a nonsense tag to the photo: shroomerboi.
- Body #1's cyberware is bog standard. Body #2's cybereyes are unusual. With a DV 15 Cybertech Check, an Edgerunner can identify it as specifically tuned for long-term dark dwelling.
- Using an appropriate Skill (Science [Biochemistry], for example) with a DV 15, an Edgerunner can identify some organic matter trapped under the fingernails of Body #2 as being the remains of a high-end edible mushroom.
- Except for the tokens possessed by Body #2 and Patient #2, all the gear is bog standard and of poor quality. Mostly 3D-Printed or bought at some random bodega, vendit, or Oasis. Breaking past the four-digit passcode on the cellphones requires a DV 13 Electronics/Security Tech Check. Each has five numbers programmed into them. Three of the numbers belong to the other phones present. The remaining two are identical on all four phones. If dialed, the numbers go to an out-of-service message. Obvious burner phones.
- The tokens are brass discs the size and shape of an old-school, antique Night City Area Rapid Transit token, with a mushroom symbol stamped into it.

It requires a DV 13 Deduction, Streetwise, or Library Search Check to piece together the clues and see they lead to an underground (literally) group known as the Shroomers known for growing (you guessed it!) high-quality mushrooms. Their turf isn't marked on any map, and there's only one place to grab Shroomer food outside of random Night Markets: Mrs. Suzuki's Gourmet Bodega in Old Japantown. In fact, the bodega advertises it on its Garden Patch – *"100% Shroomer-Grown Lichen Desserts! Night City Delicacy!"* Since they advertise publicly, no Check is needed to find Mrs. Suzuki's Bodega via the Data Pool.

If the Crew can't piece together the clues, Mouse will return and tell them one of Danger Gal's analysts identified the token as coming from the Shroomers and suggests they check out Mrs. Suzuki's Bodega.

GO TO DEV (THE BODEGA)

DEV (THE BODEGA)

Mrs. Suzuki's bodega is snuggled in the heart of what remains of Old Japantown's original community, near Crisis Medical Center. What little traffic there is in the district is currently rerouting around a clash between the Tyger Claws and the Maelstrom to the east. The sound of gunfire and explosions can be heard several blocks away.

DATA

Need to know more about Old Japantown? SEE CP:R PAGE 299.

The bodega is clean and well-lit. There are absolutely no frills regarding how the goods are displayed, but everything has its place on shelves or in the large wire racks lining the walls. Near the door, a little plastic statuette of a calico cat waves its paw for good luck, and a young man stands near the checkout kiosks.

DATA

For more information on Bodegas SEE CP:R PAGE 332.

Meet Benedict Suzuki: Benny, for short. He looks up from his tablet as the Crew comes in, but armed choombas coming in for late-night groceries are very much his day-to-day. *"Hi," he says, "can I help you?"* He looks to be in his very early 20s, and is wearing a Night City University hoodie with a Heavy Pistol holstered over it in a shoulder rig.

About Mrs. Suzuki

Mrs. Suzuki is the third Mrs. Suzuki in her large extended family to run their little chain of bodegas which cater to Night City inhabitants looking for Japanese food and cooking ingredients. Once a month, she and her relatives pool their resources to open a Night Market in one of Old Japantown's shuttered, big-box stores.

Her regular monthly income has doubled since making her deal with the Shroomers.

At this point, most of her family works in stores in the Watson Development but she personally maintains the original Bodega in Old Japantown out of sentiment.

If asked about Mrs. Suzuki, he raises an eyebrow. *"Sorry," he says, "My aunt is busy. Is this important?"* Benny is not seeking to stop the Edgerunners; he just doesn't want to get scolded if he bothers her when she's working. This will be evident with a DV 13 Human Perception Check. He can be persuaded to contact her by anyone who succeeds by a DV 13 Check using an appropriate social Skill.

Once convinced, he calls her on his Agent, has a brief conversation in Japanese, then motions to a door on the far side of the shop. *"Past there," he says as the door thunks and unlocks. "Be polite."*

Beyond is a narrow corridor with three doors, two on the left and one at the far end. The second door on the left is open, and a voice calls for them to enter.

The office past the entrance is filled with boxes containing canned goods, plastic-wrapped packets, and earthy-scented mushrooms. A middle-aged woman of Japanese descent sits on a sagging couch near the back, a shotgun perched across her lap.

"Hi," Mrs. Suzuki says, as though she's greeting regular customers. "I'm Mrs. Suzuki. You wanted to speak to me?" She pronounces her name as if it is a title – as if she could be the only Mrs. Suzuki worth knowing. She is small, plump, and aggressively pleasant in her floral blouse and loose, floaty slacks.

Mrs. Suzuki is polite but protective of her connection to the Shroomers. She doesn't want trouble to come down on her mushroom source. Nor does she want another Fixer muscling in on her territory. Hence, reluctant to answer questions about the underground group.

Convincing Mrs. Suzuki to talk will require some negotiating and three Checks with an appropriate Social Skill, each against DV 13. If the Crew succeeds, she's willing to share.

"I don't know any of these choombas," Mrs. Suzuki will say, "but those are Shroomer tokens for sure. Tell you what, I'm meeting with my Shroomer contacts here two nights from now. Come back then and I'll introduce you."

Optionally, a Netrunner can try to break into the Bodega's NET Architecture (**SEE PAGE 164**). Inside, they might find Mrs. Suzuki's schedule, including the meeting with the Shroomers two nights hence.

If the Crew succeeds, **GO TO DEV (MEET THE SHROOMERS)**

If the Crew fails to convince Mrs. Suzuki after six Checks or if you just want to add a little action to your session, **GO TO OPCLIFF (BODEGA BLOWOUT)**.

OPCLIFF (BODEGA BLOWOUT)

The sound of gunshots whickering into the storefront rings out from the bodega. Immediately after, there's the sound of security shutters slamming down, a howl of agony, and a garbled message from Mrs. Suzuki's Agent. *"... shot..."* is all that can be heard through the noise.

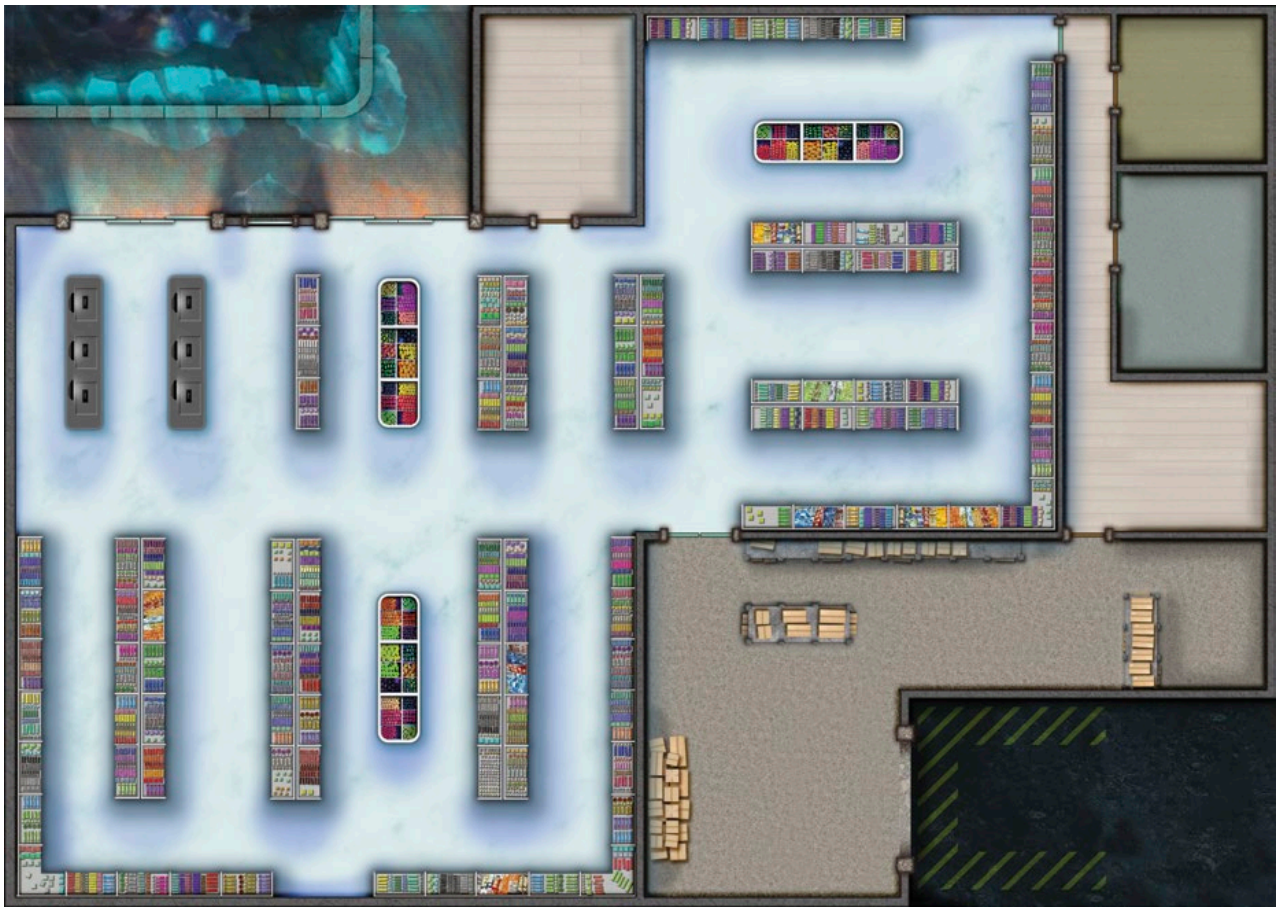
Mrs. Suzuki instructs her Agent to call her family for backup even as she rises, shotgun in hand.

"Help me defend my store, and I'll reward you!" Mrs. Suzuki shouts as she hurries out.

The scene on the bodega floor is somewhat frantic – Benny, who is bleeding, has brought the steel security shutters down over the front of the shop.

They have slammed down with all their weight upon one of the attackers, a low-level Maelstrom ganger, who is quite messily dead.

Mrs. Suzuki points to the shutters and shouts, "You know what to do!" while she attends to Benny's wound.



The shutters explode open, as if on cue. The firefight begins. Maelstrom gang members, equal in number to the Crew, stream in and engage. Use the stats for various Maelstrom Mooks (**SEE PAGES 75 THROUGH 78**) to represent the enemy. Mrs. Suzuki prioritizes treating Benny. If she needs to join the fight, use the stats for a Security Operative (**SEE CP:R PAGE 413**; Replace the PQ Assault Rifle with a Shotgun).

If the Characters are in danger of being overwhelmed by their opponents, remember Mrs. Suzuki summoned her family members using her Agent; they should show up in time to help clean up troublesome mooks. Even if they aren't needed for backup, once the attackers are all incapacitated, members of the Suzuki family arrive for mop up and recovery.

Once the battle ends, Mrs. Suzuki wanders over to the Crew.

"We normally have Tyger Claws protection, but they're run thin with Maelstrom muscling into the area to scav for tech. Guess the ones near my bodega got drawn up to the big fight to the east and missed this little raiding party. You saved our hides. I said I'd reward you. Grab a shopping basket full of Prepak and drink."

That's enough food to reduce each Edgerunner's next Lifestyle payment (**SEE CP:R PAGE 377**) by 50eb.

If the Crew didn't convince Mrs. Suzuki to share information earlier, she does so now, inviting them back in two nights for an introduction to the Shroomer.

GO TO DEV (MEET THE SHROOMERS)

DEV (MEET THE SHROOMERS)

The Crew has time to relax, restock, and recover. If they contact Mouse about their progress, she briefly replies, *"Sounds good, let me know when you know more."*

Upon returning two nights later, the Edgerunners notice a small cadre of Tyger Claws hanging out in a parking lot across the street from the bodega, all armed and watchful. The area seems as peaceful as any inside a Combat Zone can be.

If the Crew is on friendly terms with Mrs. Suzuki, Benny offers a warm hello and places a call to Mrs. Suzuki. The door unlocks, and he directs them in. Otherwise, they'll need to succeed at a DV 15 Check with an appropriate Social Skill to convince him to call with his aunt. The good news is the Shroomers are interested in meeting them and will ask Mrs. Suzuki to let the Crew in. They're starting to worry about their missing kin and are willing to entertain strangers for more information.

Sitting on the couch, this time, are three people: Mrs. Suzuki and two pale-skinned folk. They are in the middle of weighing out a collection of mushrooms on a scale. It almost looks like a drug deal in action.

Mrs. Suzuki says. "These are my Shroomer contacts. Pa. May. These are the folks who were asking about you."

The two, older and pale-skinned, introduce themselves.

"Pa Saddlefoot," one of the Shroomers says, taciturn. His voice sounds rusty, as though he doesn't usually talk much, and he looks to be anywhere from 60 to 80. It's hard to tell.

"And I'm May," the other one says. Curled, gray hair frizzes gently out of her utilitarian cap to straggle onto her slight shoulders, and she appears to be in her 50s or 60s. Both of them have obvious cybereye replacements almost identical to those on Body #2 and Patient #2.

"What do you outsiders want, not meaning to be rude? We prefer to keep to ourselves." May continues.

If shown the photos of the tokens, May and Pa Saddlefoot confirm them as Shroomer in design, although they cannot vouch for their authenticity. *"We put chips in them," Pa Saddlefoot says, "so they're a pass token, not just a piece of brass. Not that we'd be able to test it without the tokens in hand." He jabs his chin at the Edgerunner who shows them the image on their Agent. "Where'd you find those?"*

Upon seeing the dead and unconscious infiltrators' pictures, Pa and May avert their eyes. Pa Saddlefoot reaches into his faded denim jacket for a handkerchief and wipes away a few tears.

"It's them," May says. "We told them not to take the job, but they wanted the topside life and the flash." She explains further. "The boys – they're nicknamed Bloodhound and Bugout. Bloodhound, the one on the table, is Pa's grandson. Bugout's my nephew. Bugout was seeing the woman in those photos, Capo – she's a topsider. And the other dead man, that's one of Capo's friends, Mallard. They brought nothing good with them." May's voice is full of blame.

"Enough of that," Pa Saddlefoot interjects. "It wasn't her who put ideas in Bugout's head. He'd seen enough of the outside to like it in his wander-year." The old man looks hurt but undaunted.

With a DV 13 Human Perception Check, the Crew can tell the Saddlefoots are holding something back. It isn't hard to convince them to share using a DV 13 Check using an appropriate social Skill.

"We keep an eye on people using the storm drains and tunnels in the rest of the city, lest they wander into our squats." May says. "Early morning of the day you say those photos were taken, a couple of folks came through an old entrance into an abandoned tunnel. We don't use it no more on account of it flooding part of the year, but it's dry right now and they've set up a little hideout there. One of our trackers peeked in and says he saw those folks talking to Bloodhound and Bugout topside last week, while on a supply run."

"We hate to be beholden to others," Pa Saddlefoot says, "but something tells us tangling with them direct is opening ourselves up to more trouble. You want them. We want them gone. Seems our interests align."

"Come on back with us." May agrees, "We'll help you finish your job."

Pa and May escort the Crew to an abandoned tunnel entrance not far from the bodega. They push open a creaky door and leads the way down a long, dark, sloping tunnel into the underside of Night City.

GO TO OPCLIFF (BOZO TRAP)

OR TO DEV (SHROOMER VILLAGE)

OPCLIFF (BOZO TRAP)

Include this Optional Cliffhanger if you feel your Crew needs a small action break, if you want to foreshadow future Bozo-related events, or if you just want to showcase the random chaos that is Night City.

DATA

NCART is the Night City Area Rapid Transit Corporation. For more info SEE CP:R PAGE 303.

DATA

To learn more about the Bozos SEE PAGE 15.

As the Shroomers lead the Crew down the stairs, ask for a DV 17 Perception Check from the Edgerunners. May and Pa can also make the Check (with a Perception Base of 12). If a Crew member doesn't have a way to counter the darkness (May and Pa have cybereyes with Low Light/Infrared/UV) impose a -1 penalty to their Check due to the poor lighting conditions.

With a success, someone spots the trap. An unknown party has rigged goo sprayers into the tunnel's broken fire suppression system, creating a makeshift Slip-floor environmental defense (**SEE CP:R PAGE 375**). Deactivating the trap requires a DV 13 Electronics/Security Tech Check.

Failure to spot the trap means it triggers. Everyone must succeed at a DV 15 Athletics Check or slip and fall prone. This includes Pa and May, using an Athletics Base of 10. Falling causes no damage but covers the Character in a glowing, white substance they can only remove by spending a minute scrubbing themselves clean using a 10eb solvent – one the Shroomers don't have on hand.

"Bozos," May grunts. "Those damn chaos clowns love trapping our tunnel entrances. We're lucky it was just paint this time."

GO TO DEV (SHROOMER VILLAGE)

DEV (SHROOMER VILLAGE)

At the end of the passageway is a blast door built from parts of a subway train. Pa Saddlefoot uses his token to open it. Beyond lies a checkpoint with armed Shroomers guarding it. They nod respectfully to Pa Saddlefoot and May, but do not admit them until a password is given, at which point the entire group enters into a cavernous space excavated out of Night City's subterranean layers and shored up with concrete. In the old days, this was a maintenance depot for the NCART subway system, but the city cut off this entire loop of the subway from the rest of the line due to instability caused by the Arasaka Tower nuke of 2023 (**SEE CP:R PAGE 292**).

In the intervening decades, the Shroomers moved in, transforming the space into a small farming settlement. Large racks, welded together from scrap, hold trays of substrate and mycelium, where mushrooms in various stages of maturity grow. Scattered between the racks, large chunks of fallen concrete debris serve as makeshift garden beds for some sort of pale lichen under jury-rigged grow lamps.

Several train cars serve as shells for housing. Markings indicate others repurposed for various needs, including a bathhouse, lavatory, and tech workshop. Overall, the lighting is dim – just enough to see by but troublesome for anyone without some way to perceive a world shrouded in underground murk.

"I'll scare up a meal," May says, insistent on proper hospitality.

The Crew is invited to a scavenged plastic picnic table with matching benches. Pa Saddlefoot pulls up a stool to join them and make polite conversation. He won't talk much about Shroomer business directly but mention how the new lichen crop seems to be coming in well.

When May returns, it's with a large, bubbling cook pot atop a cart, hand-hammered bowls and cups, and utensils to serve the food with. There's also a tall jug of home-brewed mushroom beer for those who wish to partake, and kombucha for teetotalers. The stew, when ladled out, appears to be rich with mushrooms and thickened with lichen, with cubes of spiced SCOP thrown in for flavor.

This might be the first taste some of the Edgerunners have had of real, grown food instead of kibble and Prepak, so feel free to emphasize just how good this meal tastes. The savory flavors of the mushroom, the subtle texture of the lichens, and the greasy

The Unexpected

We've only got so many pages to share this Mission, so we can't cover every possible course of action. For example, the Players might decide to muscle their way into the meeting or they might stay outside and follow the Shroomers when they leave.

Remember, part of your job as GM is to keep the story moving forward. This might mean making up some DVs and results on the fly: a DV 13 to shove open a locked door or a DV 15 to tail some paranoid Shroomers without being noticed, followed by some fast Checks with social Skills to talk their way past the checkpoint guards.

Don't panic if your Players go "off the rails". Improvisation is part of the game and we believe you can do it! It is also alright if they fail. Not all Missions go smoothly.

savor of canned SCOP are all balanced in a rich, thick gravy. It's no wonder Mrs. Suzuki goes to such lengths to keep the Shroomers as suppliers.

Once everyone has been sufficiently fed, Pa Saddlefoot lays the deal out for the characters. *"As promised, we'll lead you to the folks you're after. I'll be sending Sweetbriar, specifically, to do it. She's my granddaughter and one of the best tunnel sweepers we got. She'll take you to the outsiders' hideout. I'd let her fight alongside you, but we just lost one, maybe two, of our own. My heart couldn't take losing another."*

He summons a short, solid-looking woman with brown hair in curly brown ringlets. This is Sweetbriar and she comes complete with a crossbow and a serious disposition.

Sweetbriar promises to obey her elders and not engage in combat. Once the Crew is ready, she leads them to a battery-driven rail cart. Along the way, she lays out a plan.

"There's a water main running close to the storm drain the outsiders are hiding in. Since I'm not gonna be in the fight, I'll go up and breach the mains, divert most of that water flow into the hidey hole, and flush them out. Least that way, you avoid any traps they've laid, and I do something to help avenge my brother."

GO TO CLIMAX (TUNNEL FIGHT)

CLIMAX (TUNNEL FIGHT)

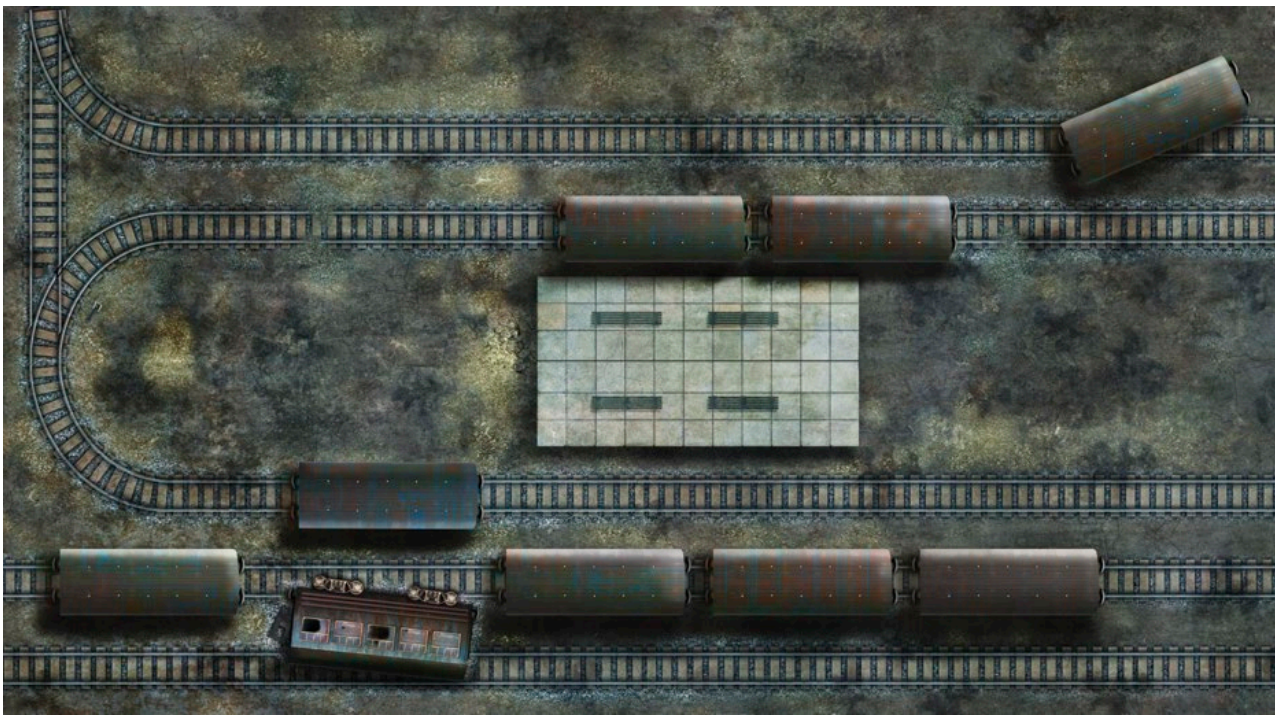
Sweetbriar starts the cart and pilots it through the tunnels. Edgerunners without night vision spend this entire trip listening to the soft whirr and creak of the rail cart and whatever little conversation takes place. Those who can see in the dark are treated to a monotonous repetition of tunnels and switchbacks for what feels like hours until the cart comes to a halt.

"Off the cart, now, and watch your feet," Sweetbriar murmurs. "Follow me. We're under Little Europe."

The Shroomer leads them through another secret door that leads into a half-collapsed, somewhat stabilized maintenance worker shaft and then roughly 300 m/yds further into an abandoned tunnel full of rusted old rail cars.

"Their hideout is past that choke-point," Sweetbriar says, pointing into the darkness. "They walled off the other junctions for defense, so once I flood their hideout, there's nowhere else for the water to go but there. Arm up and get ready. I gotta take another route to hit the main."

With that, the Crew is left to wait. There's plenty of time to find an advantageous position. A minute passes. Then five. Then there's a heavy crumpling sound that builds into a roar and, immediately after, the distant sounds of swearing and splashing.



Sweetbriar made good on her promise. Flushed out of their hideout is a pair of sodden, angry figures, albeit well-armed. The characters now face Darius (**SEE PAGE 165**) and his bodyguard, Nymph (**SEE PAGE 166**). Note that the water stops flowing almost immediately, making the area slippery but not impacting the fight directly. Darius and Nymph are equipped for the low light conditions, but anyone in the Crew who isn't suffers a -1 penalty to any relevant Checks made during the battle. Anyone marked by glow paint in **OPCLIFF (BOZO TRAP)** makes for an easier target, granting a +1 to opponents making an Attack Check against them.

As a bodyguard, Nymph takes the lead, with Darius behind her and providing backup and support.

If the fight feels too easy for the Crew, feel free to add a Mook or three to Darius' entourage. These are local hires, clueless about what they're doing other than collecting Eurobucks from some Corp and his bodyguard. If it seems the Crew is having trouble winning the fight, feel free to have Sweetbriar break her promise to her grandfather and join the battle. Use the Road Ganger stat block (**SEE CP:R PAGE 413**; Replace Leather Armor with Kevlar, remove the Very Heavy Pistol and Ammo, and give Cybereyes x2 w/ Low Light/Infrared/UV x2). She'll fight smart, staying back to provide cover and support while the Crew takes on the duo. She'll focus more on Complimentary Skill Checks than direct Attacks.

GO TO RESOLUTION (JOB DONE)

RESOLUTION (JOB DONE)

Nymph is a professional with no wish to die; she tries to escape or surrenders if things turn south. Darius will try to bluff his way out by telling the truth: shouting he just wanted to find his parents and he believes Danger Gal is responsible for their disappearance. It'll be his Persuasion versus the Crew's Human Perception for them to suss out he isn't telling the whole truth there.

If it seems he'll be captured, remember Darius is an Arasaka loyalist. He'll activate his cortex bomb, dying instantly – there's no chance of saving him.

The undercover operative leaves no sign of his Corporate allegiance on his person. However, a printed photograph is in his pocket: a boy being embraced lovingly by an older man and woman, all obviously related. On the back, it reads "Mom, Dad, and Me. 1 August 2020." in Japanese.

Nymph knows she was working for Arasaka but little else; Darius handled all contact with their handlers. She, unfortunately, has little to offer in exchange for her freedom but tries to bargain, promising she'll owe the Crew a favor if they release her.

Investigating the water-logged hideout of the duo, the Crew finds a motley assortment of now-useless items, such as a pair of soggy sleeping bags, some inedible ration packs, and sewage-soaked clothing. With a DV 13 Perception Check, they find a little cardboard rectangle – a corporate calling card of the sort handed out ritualistically at the beginning of business meetings. Embossed on the expensive plastic is a Corporate logo that any Night City resident would recognize instantly: the Arasaka trifoliate. The card bears no name or title but does have a coded data thread woven into it. Cracking the data thread requires hardware and time the Crew doesn't possess.

DATA

If you need more data on Arasaka **SEE CP:R PAGE 267**.

Darius' Cyberdeck holds nothing more than programs – no data files. He got nothing from the Danger Gal HQ archive room servers before being forced to flee.

Assuming Sweetbriar returns home alive, the Crew befriends the Shroomers and is sent away with a fresh crate of mushrooms and lichen (a 100eb value).

"If you need to talk to us, send word to Mrs. Suzuki. We'll be glad to hear you out."

When contacted, Mouse insists the Crew say nothing over their Agents and asks them to meet her at Danger Gal HQ. From the lobby, she draws them into a second-floor meeting room and listens to their report. If the Crew is towing Nymph along, Mouse has guards escort her to a holding cell.

Once Mouse receives the report and examines the business card, she uses an encrypted connection to murmur a coded message in a hard voice. Then she puts her practiced cheerful performance face back on.

"I need you to give me anything you recovered from the infiltrators or their hideout, no matter how trivial it seems," Mouse says. "We need to examine everything."

Anyone trying to hold something back must succeed on a Persuasion Check against Mouse's Human Perception (SEE PAGE 31). Should the Crew wish to negotiate, have them make the appropriate Skill Checks against Mouse. If they fail, she'll pay them 100eb each for the items. If they succeed, she'll give them an additional 500eb each.

Finally, Mouse offers the Crew congratulations and a promise of future work, should the need arise. While escorting them out of the building, she hands them one last gift – an envelope. Inside is a Danger Gal Puma Squad foil trading card, showing the entire team in a group shot. It is signed by each squad member, making it worth 1,000eb to the right collector.

"That's from Mrs. Sanderson," Mouse says with a wink. "For a job well done."

CONTINUING ON

What information was contained in the data thread woven into the Arasaka business card? What was Darius up to in Night City on behalf of his employer? What happened to his parents? Consider these plot hooks to pick up on and design future missions around. Danger Gal will certainly be asking those questions and, as the Crew has proven themselves useful and reliable allies, they might be brought in on any operation to find the answers.

MRS. SUZUKI'S GOURMET BODEGA NET ARCHITECTURE

Demons Installed: None

Floor		DV
1	**Password**	8
2	**Black ICE**: Hellhound	–
3	**Control Node**: Observation Camera	6
4	**Control Node**: Security Shutters	6
5	**File**: Mrs. Suzuki's Schedule	6

DARIUS

Undercover Arasaka Operative

Darius has always been a person leading several lives. The son of a British-Persian father and a Japanese mother, he split his time between London and Chiba depending on which set of relatives he was living with while his parents worked their high-echelon Corp jobs. His parents would come back to visit, look over his grades at Corp programming school, reward him richly for doing well, and then disappear again.

Darius' parents vanished for good the year he turned seventeen, while on assignment in Night City during the Fourth Corporate War, and it was only then that he realized he loved and valued them. In the aftermath of the war, he signed up with Arasaka in Japan and worked his way up the ranks, hoping to discover what happened to them.

Darius found some information indicating his parents survived the war, but little else besides. Knowing Danger Gal was tracking Arasaka operatives in North America, he volunteered for an infiltration assignment to Night City in the hopes of discovering more in the NeoCorp's archives.

It goes without saying that Darius is a true believer at this point. Arasaka isn't just his corporate affiliation — it is his surrogate family. Over the years, he's built up a fantasy of his parents as heroic Arasaka loyalists who performed remarkable feats and he's sure Michiko Sanderson, as a traitor to the Arasaka family, had something to do with their disappearance.

LEVEL	Hardened Lieutenant	REP 1	SERIOUSLY WOUNDED	15	HP 30
ROLE	Netrunner: Interface 4		DEATH SAVE	4	

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	6(5)	6(5)	7	5	4	6(5)	4	3

WEAPONS

Very Heavy Pistol	ROF1	4d6
Brawling Attack	ROF2	1d6

ARMOR

HEAD	TUp M Armorjack	SP 12
BODY	TUp M Armorjack	SP 12

SKILL BASES

Athletics 8 (7) • Brawling 8 (7) • Bribery 11 • Concentration 6 • Education 12 • Electronics/Security Tech 12
Evasion 12 (11) • First Aid 9 • Handgun 14 (13) • Human Perception 10 • Language (English) 11
Language (Japanese) 11 • Language (Streetslang) 9 • Library Search 13 • Lip Reading 11
Local Expert (Watson Development) 9 • Perception 9 • Persuasion 10 • Resist Torture/Drugs 10 • Stealth 8 (7) • Streetwise 9

GEAR

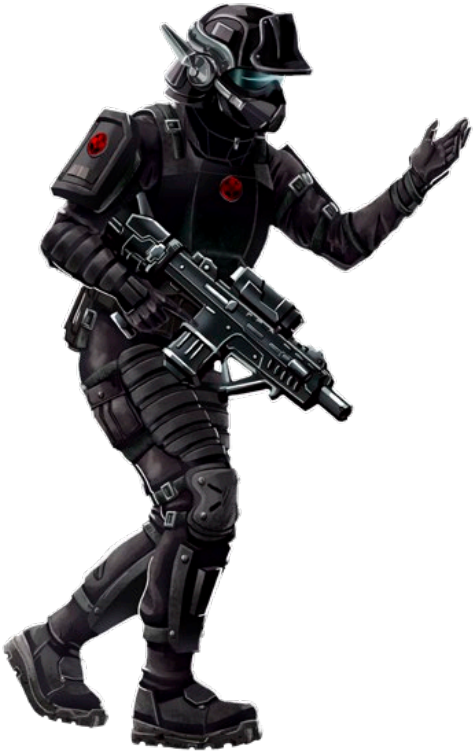
Basic VH Pistol Ammo x16 • Disposable Cell Phone • Photograph • TUp (+1 Slot) Smart Glasses *w/ Low Light/Infrared/UV & Virtuality* • Cyberdeck *w/ Armor, Eraser, Sword, Vrizzbolt & Worm*

CYBERWARE

Contraceptive Implant • Cortex Bomb • EMP Threading • Neural Link *w/ Interface Plugs x2 & Reflex Co-Processor*

NYMPH

Soul-Dead Bodyguard



Nymph was once a member of the Hong Kong Flying Tigers SDU – unfortunately, she was away on a cross-training assignment when her home city was reduced to an uninhabitable wasteland by a bioterror attack. The casualties included Nymph's husband, children, and extended family. In the wake of such sorrow, she lost all sense of meaning and duty. She vanished, only to resurface several years later working as muscle for the highest Corporate bidder.

At some point in her freelance career, Arasaka took an interest in her abilities, and now she works for them full-time as Darius' undercover partner. Nymph came by her street handle not because of how she resembles the mythical being in grace and beauty, but due to how thoroughly a dragonfly nymph murders its way through life to survive. That's what she does also, if she's ordered to.

Nymph is not a true believer in Arasaka's corporate superiority, like Darius is. Still, she is fully willing to carry out the dirty work required to build them a new foothold in Night City, if only because she stopped caring about things like integrity and morality a long time ago.

This indifference may be a weakness – if she doesn't care about Arasaka that much, then maybe she's not willing to die for them, either.

LEVEL	Mini-Boss	REP 1	SERIOUSLY WOUNDED 20	HP	40
ROLE	Solo: Combat Awareness 4		DEATH SAVE 8		

STATS

INT 5 | REF 8(6) | DEX 8(6) | TECH 4 | COOL 4 | WILL 4 | MOVE 8(6) | BODY 8 | EMP 3

WEAPONS

EQ Assault Rifle	ROF1	5d6
Very Heavy Pistol	ROF1	4d6

ARMOR

HEAD	H Armorjack	SP 13
BODY	H Armorjack	SP 13

SKILL BASES

Athletics 16 (14) • Autofire 16 (14) • Brawling 16 (14) • Concentration 10 • Conversation 5 • Education 7 • Endurance 8 Evasion 16 (14) • First Aid 12 • Handgun 14 (12) • Human Perception 5 • Language (Cantonese) 9 Language (English) 7 • Language (Streetslang) 7 • Local Expert (Watson Development) 10 • Perception 12 • Persuasion 6 Resist Torture/Drugs 12 • Shoulder Arms 16 (14) • Stealth 12 (10) • Tactics 13

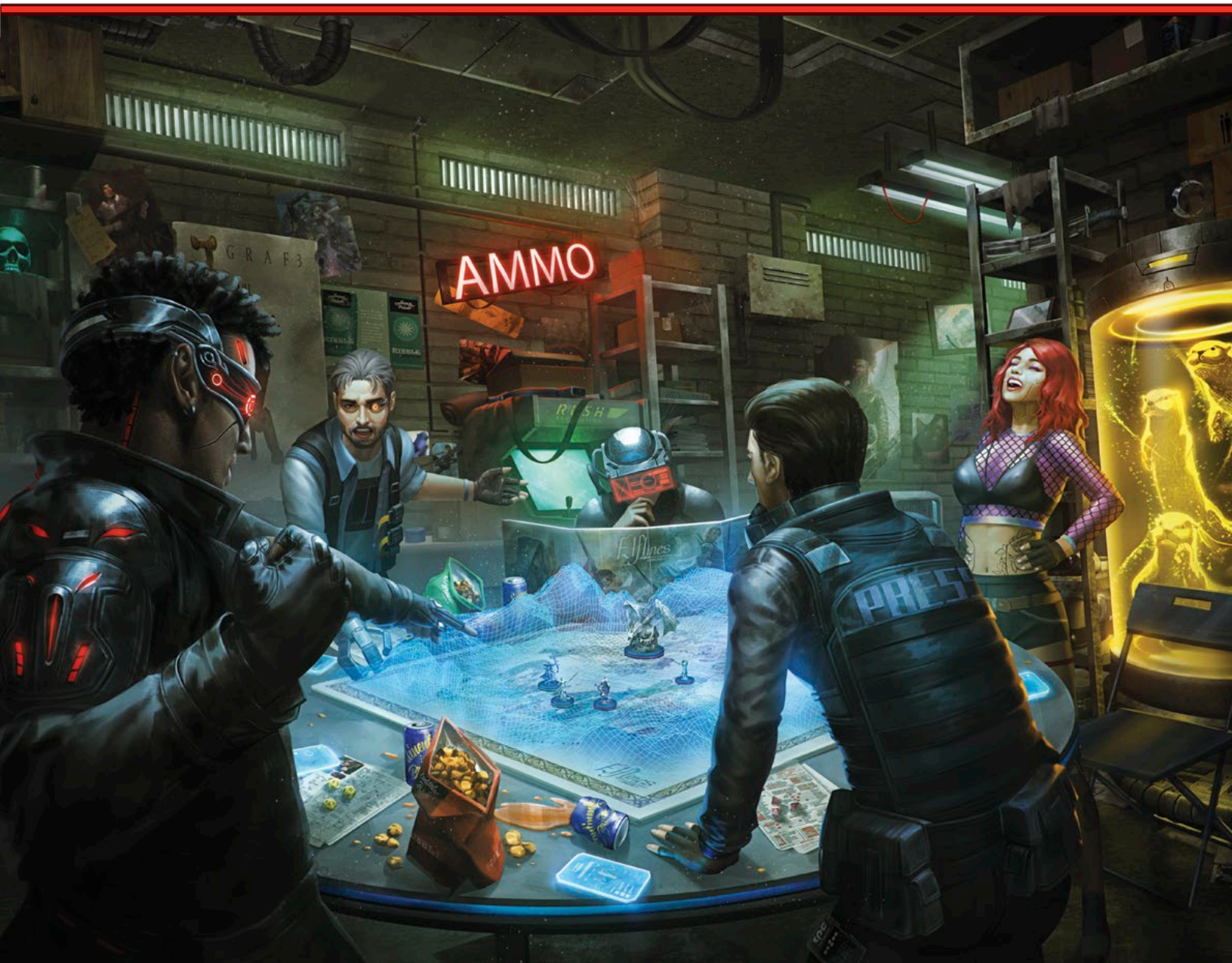
GEAR

Armor-Piercing Rifle Ammo x50 • Basic VH Pistol Ammo x8 • Anti-Smog Breathing Mask (in helmet) • Disposable Cell Phone Smart Glasses *w/ Low Light/Infrared/UV* (in helmet)

CYBERWARE

Neural Link *w/ Chipware Socket, Kerenzikov, Pain Editor & Reflex Co-Processor*

BY BAD MOON ART STUDIO



DANGER GAL DOSSIER LISTS

ALL THE CHARACTERS IN TABLES

With over a hundred new characters in ***Danger Gal Dossier***, keeping track of who's who can be hard. That's especially true if you're a GM whose Players just went off the rails entirely and you're improvising your heart out.

In the following pages, you'll find three lists. The first organizes the NPCs in ***Danger Gal Dossier*** by **faction** in alphabetical order from 6th Street to Zoners. The second organizes them by **power level** from lowest (Mook) to highest (Hardened Boss). The third organizes them by **Role**, starting with None and moving alphabetically from Exec to Tech.

DANGER GAL DOSSIER LISTS

Characters by Faction

H stands for Hardened

Name	Level	Role
6th Street		
Arbiter	Mini-Boss	Lawman
Breacher	Lieutenant	Solo
Coldfire	H Lieutenant	Solo
Knock!Knock!	H Mook	Solo
Roof Diver	Mook	Lawman
Arasaka		
Darius	H Lieutenant	Netrunner
Nymph	Mini-Boss	Solo
Bozos		
Big Top	H Boss	Medtech
Blammo	Boss	Solo
Burt the Squirt	H Mook	None
Centwit	Lieutenant	Solo
Dead Ringer	Lieutenant	None
Dead Ringer	Lieutenant	None
Dunce	Mook	None
Finale	Lieutenant	None
Jester	Mini-Boss	Rockerboy
The Fool	Mook	None
Tomfool	H Lieutenant	Solo
Danger Gal Puma Squad		
Doc Mittens	H Lieutenant	Medtech
Lynx	Lieutenant	Solo
Mouse	H Lieutenant	Solo
Pantera	H Mini-Boss	Netrunner
Tigress	H Mini-Boss	Solo
The Digital Divas		
André Nez	Lieutenant	Rockerboy/Solo
Firewall	Lieutenant	Netrunner
José Quispe	Lieutenant	Rockerboy
Pat Rezin	Lieutenant	Rockerboy
Sizzle Jams	H Mook	Exec
Edgerunners		
24/7	Lieutenant	Media
Backhand	H Lieutenant	Tech

Name	Level	Role
CrAB Lord	H Mini-Boss	Netrunner/Tech
Crasher	H Mook	Media
Derby	Lieutenant	Solo
Flasher	H Mook	Fixer
Forty	Lieutenant	Rockerboy
Grease	Lieutenant	Fixer
Hammer	H Mook	Solo
Jumpshot	H Lieutenant	Media
Leverage	H Mook	Tech
Redeye	Lieutenant	Netrunner
Saber	Lieutenant	Exec
Tetsuo	Boss	Solo
Tia Pũno	H Mini-Boss	Solo/Tech
Torch	Lieutenant	Tech
Generation Red		
Apex	H Mook	Tech
Blades	Lieutenant	Fixer
Hi-Stick	Mook	None
Izzy	Mook	Tech
Lookout	Mook	None
Shredder	Mook	None
Tetra	H Mook	Solo
Wheelie	Mook	None
Maelstrom		
Crusher	H Boss	Solo
Drop	Lieutenant	Solo
Flenser	H Lieutenant	Netrunner
Ghoul	Mook	None
Joe Pitt	H Lieutenant	Tech
Maelstrom Ripperdoc	H Mook	Medtech
Maelstrom Scavver	Mook	None
Quake	H Mini-Boss	Solo
Raguel	H Mook	None
Ripper	Lieutenant	Solo
The Pit	H Mini-Boss	Solo
Warlock	Boss	Solo

Characters by Faction (Continued)

H stands for Hardened

Name	Level	Role
NCPD Precinct #1		
Caliber	Boss	Solo
Cavalry	Lieutenant	Lawman
Cherub	Mook	None
Escobar	Mini-Boss	Media
Golden Boy	Lieutenant	Lawman
Grinder	H Lieutenant	Solo
Gustav	H Mook	None
Hellhound	H Mini-Boss	Lawman
Pitbull	H Mook	Lawman
Sarge	Lieutenant	Lawman
Shepard	Lieutenant	Lawman
Network 54		
Angle	H Lieutenant	Solo
Fiona Hayes	Boss	Media
Stringer	H Lieutenant	Tech/Media
Piranhas		
Bazooka Joe	H Mini-Boss	Solo
Corpse Reviver	H Mini-Boss	Exec
Dirty Shirley	Lieutenant	Tech
Sightseers		
Endo	H Lieutenant	Nomad
Gaze	Lieutenant	Solo
Glare	H Mook	Solo
Racer	Lieutenant	Nomad
Swirl	H Mook	Nomad
Team Monster		
Cereal	H Lieutenant	Netrunner
Isolate	H Lieutenant	Solo
Lucky	H Lieutenant	Medtech
Nox	H Lieutenant	Rockerboy
Paladin	H Lieutenant	Solo
Too Tall	H Lieutenant	Nomad
Trauma Team Squad NC4-2		
Cazadora	H Mini-Boss	Solo/Medtech
Paddles	H Lieutenant	None

Name	Level	Role
Penitent	H Lieutenant	Solo
Rockabye	H Lieutenant	Nomad
Stick	H Lieutenant	Medtech
Twist	H Lieutenant	Medtech/Media
Saber	Lieutenant	Exec
Tyger Claws		
Burai	H Lieutenant	Solo
Hamada	Lieutenant	Fixer
Masa	H Mook	None
Shinobu the Second	H Boss	Rockerboy/Solo
Shinmai	Mook	None
Tyger Claws Bouncer	Mook	None
Tyger Claws Vendor	Mook	None
Wakako	H Lieutenant	Medtech
Yasu	H Mook	Fixer
Zen	Mini-Boss	Solo
Zoners		
Alpha	H Mook	Solo
Blaze	Mook	Exec
Forty Mike-Mike	H Lieutenant	Lawman
FreeFall	Lieutenant	Netrunner
Mister Studd	H Lieutenant	Rockerboy
Nemo	Lieutenant	Solo/Fixer
Speed Demon	Lieutenant	Nomad
Tearjerker	Mini-Boss	Lawman
Vanisher	Boss	Solo
Wrecker	Mook	Media

DANGER GAL DOSSIER LISTS

Characters by Level

H stands for Hardened

Name	Faction	Role
Mook		
Blaze	Zoners	Exec
Cherub	NCPD	None
Dunce	Bozos	None
Ghoul	Maelstrom	None
Hi-Stick	Gen Red	None
Izzy	Gen Red	Tech
Lookout	Gen Red	None
Maelstrom Scavver	Maelstrom	None
Roof Diver	6th Street	Lawman
Shredder	Gen Red	None
Shinmai	Tyger Claws	None
The Fool	Bozos	None
Tyger Claws Bouncer	Tyger Claws	None
Tyger Claws Vendor	Tyger Claws	None
Wheelie	Gen Red	None
Wrecker	Zoners	Media
Hardened Mook		
Alpha	Zoners	Solo
Apex	Gen Red	Tech
Burt the Squirt	Bozos	None
Crasher	Edgerunners	Media
Drop	Maelstrom	Solo
Flasher	Edgerunners	Fixer
Glare	Sightseers	Solo
Gustav	NCPD	None
Hammer	Edgerunners	Solo
Knock!Knock!	6th Street	Solo
Leverage	Edgerunners	Tech
Maelstrom Ripperdoc	Maelstrom	Medtech
Masa	Tyger Claws	None
Paddles	Trauma Team	None
Pitbull	NCPD	Lawman
Raguel	Maelstrom	None
Sizzle Jams	Digital Divas	Exec
Swirl	Sightseers	Nomad

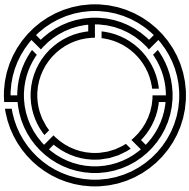
Name	Faction	Role
Tetra	Gen Red	Solo
Yasu	Tyger Claws	Fixer
Lieutenant		
24/7	Edgerunners	Media
André Nez	Digital Divas	Rockerboy/Solo
Blades	Gen Red	Fixer
Breacher	6th Street	Solo
Cavalry	NCPD	Lawman
Centwit	Bozos	Solo
Dead Ringer	Bozos	None
Dead Ringer	Bozos	None
Derby	Edgerunners	Solo
Dirty Shirley	Piranhas	Tech
Drop	Maelstrom	Solo
Finale	Bozos	None
Firewall	Digital Divas	Netrunner
Forty	Edgerunners	Rockerboy
FreeFall	Zoners	Netrunner
Gaze	Sightseers	Solo
Golden Boy	NCPD	Lawman
Grease	Edgerunners	Fixer
Hamada	Tyger Claws	Fixer
José Quispe	Digital Divas	Rockerboy
Lynx	Danger Gal	Solo
Nemo	Zoners	Solo/Fixer
Pat Rezin	Digital Divas	Rockerboy
Racer	Sightseers	Nomad
Redeye	Edgerunners	Netrunner
Ripper	Maelstrom	Solo
Saber	Edgerunners	Exec
Sarge	NCPD	Lawman
Shepard	NCPD	Lawman
Speed Demon	Zoners	Nomad
Torch	Edgerunners	Tech
Hardened Lieutenant		
Angle	Network 54	Solo

Characters by Level (Continued)

H stands for Hardened

Name	Faction	Role
Backhand	Edgerunners	Tech
Burai	Tyger Claws	Solo
Cereal	Team Monster	Netrunner
Coldfire	6th Street	Solo
Darius	Arasaka	Netrunner
Doc Mittens	Danger Gal	Medtech
Endo	Sightseers	Nomad
Flenser	Maelstrom	Netrunner
Forty Mike-Mike	Zoners	Lawman
Grinder	NCPD	Solo
Isolate	Team Monster	Solo
Joe Pitt	Maelstrom	Tech
Jumpshot	Edgerunners	Media
Lucky	Team Monster	Medtech
Mister Studd	Zoners	Rockerboy
Mouse	Danger Gal	Solo
Nox	Team Monster	Rockerboy
Paladin	Team Monster	Solo
Penitent	Trauma Team	Solo
Rockabye	Trauma Team	Nomad
Stick	Trauma Team	Medtech
Stringer	Network 54	Tech/Media
Tomfool	Bozos	Solo
Too Tall	Team Monster	Nomad
Twist	Trauma Team	Medtech/Media
Wakako	Tyger Claws	Medtech
Mini-Boss		
Arbiter	6th Street	Lawman
Escobar	NCPD	Media
Jester	Bozos	Rockerboy
Nymph	Arasaka	Solo
Tearjerker	Zoners	Lawman
Zen	Tyger Claws	Solo
Hardened Mini-Boss		
Bazooka Joe	Piranhas	Solo
Cazadora	Trauma Team	Solo/Medtech
Corpse Reviver	Piranhas	Exec

Name	Faction	Role
CrAB Lord	Edgerunners	Netrunner/Tech
Hellhound	NCPD	Lawman
Pantera	Danger Gal	Netrunner
Quake	Maelstrom	Solo
The Pit	Maelstrom	Solo
Tia Pũno	Edgerunners	Solo/Tech
Tigress	Danger Gal	Solo
Boss		
Blammo	Bozos	Solo
Caliber	NCPD	Solo
Fiona Hayes	Network 54	Media
Tetsuo	Edgerunners	Solo
Vanisher	Zoners	Solo
Warlock	Maelstrom	Solo
Hardened Boss		
Big Top	Bozos	Medtech
Crusher	Maelstrom	Solo
Shinobu the Second	Tyger Claws	Rockerboy/Solo



Danger Gal Dossier Lists

Characters by Role

H stands for Hardened

Name	Faction	Level
None		
Burt the Squirt	Bozos	H Mook
Cherub	NCPD	Mook
Dead Ringer	Bozos	Lieutenant
Dead Ringer	Bozos	Lieutenant
Dunce	Bozos	Mook
Finale	Bozos	Lieutenant
Ghoul	Maelstrom	Mook
Gustav	NCPD	H Mook
Hi-Stick	Gen Red	Mook
Lookout	Gen Red	Mook
Maelstrom Scavver	Maelstrom	Mook
Masa	Tyger Claws	H Mook
Paddles	Trauma Team	H Lieutenant
Raguel	Maelstrom	H Mook
Shredder	Gen Red	Mook
Shinmai	Tyger Claws	Mook
The Fool	Bozos	Mook
Tyger Claws Bouncer	Tyger Claws	Mook
Tyger Claws Vendor	Tyger Claws	Mook
Wheelie	Gen Red	Mook
Exec		
Blaze	Zoners	Mook
Corpse Reviver	Piranhas	H Mini-Boss
Saber	Edgerunners	Lieutenant
Sizzle Jams	Digital Divas	H Mook
Fixer		
Blades	Gen Red	Lieutenant
Flasher	Edgerunners	H Mook
Grease	Edgerunners	Lieutenant
Hamada	Tyger Claws	Lieutenant
Nemo	Zoners	Lieutenant
Yasu	Tyger Claws	H Mook

Name	Faction	Level
Lawman		
Arbiter	6th Street	Mini-Boss
Cavalry	NCPD	Lieutenant
Forty Mike-Mike	Zoners	H Lieutenant
Golden Boy	NCPD	Lieutenant
Hellhound	NCPD	H Mini-Boss
Pitbull	NCPD	H Mook
Roof Diver	6th Street	Mook
Sarge	NCPD	Lieutenant
Shepard	NCPD	Lieutenant
Tearjerker	Zoners	Mini-Boss
Media		
24/7	Edgerunners	Lieutenant
Crasher	Edgerunners	H Mook
Escobar	NCPD	Mini-Boss
Fiona Hayes	Network 54	Boss
Jumpshot	Edgerunners	H Lieutenant
Stringer	Network 54	H Lieutenant
Twist	Trauma Team	H Lieutenant
Wrecker	Zoners	Mook
Medtech		
Big Top	Bozos	H Boss
Cazadora	Trauma Team	H Mini-Boss
Doc Mittens	Danger Gal	H Lieutenant
Lucky	Team Monster	H Lieutenant
Maelstrom Ripperdoc	Maelstrom	H Mook
Stick	Trauma Team	H Lieutenant
Twist	Trauma Team	H Lieutenant
Wakako	Tyger Claws	H Lieutenant
Netrunner		
Cereal	Team Monster	H Lieutenant
CrAB Lord	Edgerunners	H Mini-Boss
Darius	Arasaka	H Lieutenant
Firewall	Digital Divas	Lieutenant
Flenser	Maelstrom	H Lieutenant

Characters by Role (Continued)

H stands for Hardened

Name	Faction	Level
FreeFall	Zoners	Lieutenant
Pantera	Danger Gal	H Mini-Boss
Redeye	Edgerunners	Lieutenant
Nomad		
Endo	Sightseers	H Lieutenant
Racer	Sightseers	Lieutenant
Rockabye	Trauma Team	H Lieutenant
Swirl	Sightseers	H Mook
Speed Demon	Zoners	Lieutenant
Too Tall	Team Monster	H Lieutenant
Rockerboy		
André Nez	Digital Divas	Lieutenant
Forty	Edgerunners	Lieutenant
Jester	Bozos	Mini-Boss
José Quispe	Digital Divas	Lieutenant
Mister Studd	Zoners	H Lieutenant
Nox	Team Monster	H Lieutenant
Pat Rezin	Digital Divas	Lieutenant
Shinobu the Second	Tyger Claws	H Boss
Solo		
Alpha	Zoners	H Mook
André Nez	Digital Divas	Lieutenant
Angle	Network 54	H Lieutenant
Bazooka Joe	Piranhas	H Mini-Boss
Blammo	Bozos	Boss
Breacher	6th Street	Lieutenant
Burai	Tyger Claws	H Lieutenant
Caliber	NCPD	Boss
Cazadora	Trauma Team	H Mini-Boss
Centwit	Bozos	Lieutenant
Coldfire	6th Street	H Lieutenant
Crusher	Maelstrom	H Boss
Derby	Edgerunners	Lieutenant
Drop	Maelstrom	Lieutenant
Gaze	Sightseers	Lieutenant

Name	Faction	Level
Glare	Sightseers	H Mook
Grinder	NCPD	H Lieutenant
Hammer	Edgerunners	H Mook
Isolate	Team Monster	H Lieutenant
Knock!Knock!	6th Street	H Mook
Lynx	Danger Gal	Lieutenant
Mouse	Danger Gal	H Lieutenant
Nemo	Zoners	Lieutenant
Nymph	Arasaka	Mini-Boss
Paladin	Team Monster	H Lieutenant
Penitent	Trauma Team	H Lieutenant
Quake	Maelstrom	H Mini-Boss
Ripper	Maelstrom	Lieutenant
Shinobu the Second	Tyger Claws	H Boss
Tetra	Gen Red	H Mook
Tetsuo	Edgerunners	Boss
The Pit	Maelstrom	H Mini-Boss
Tia Pũno	Edgerunners	H Mini-Boss
Tigress	Danger Gal	H Mini-Boss
Tomfool	Bozos	H Lieutenant
Vanisher	Zoners	Boss
Warlock	Maelstrom	Boss
Zen	Tyger Claws	Mini-Boss
Tech		
Apex	Gen Red	H Mook
Backhand	Edgerunners	H Lieutenant
CrAB Lord	Edgerunners	H Mini-Boss
Dirty Shirley	Piranhas	Lieutenant
Izzy	Gen Red	Mook
Joe Pitt	Maelstrom	H Lieutenant
Leverage	Edgerunners	H Mook
Stringer	Network 54	H Lieutenant
Tia Pũno	Edgerunners	H Mini-Boss
Torch	Edgerunners	Lieutenant

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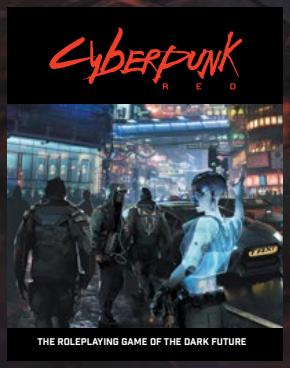
Cyberpunk RED

THE ORIGINAL TTRPG OF THE DARK FUTURE



Core Rulebook

Weapons & Gear

Adventures

GM Screen

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