

The History

It's 2049, 42 years in the future. Global warming didn't happen. A couple decades of warming turned out to just be a warning sign for what the Sun had in store for planet Earth. In 2013, a solar phenomenon known now as the Flare blasted through our solar system. The Flare shook the human race down to our DNA. Genetic code that had been locked away for a millennium was immediately activated in a large minority. People looked like elves, dwarves, orks, and trolls. People started using magic. Corporations used the chaotic time to set themselves up as independent city-states. The United States of America splintered after the Flare.

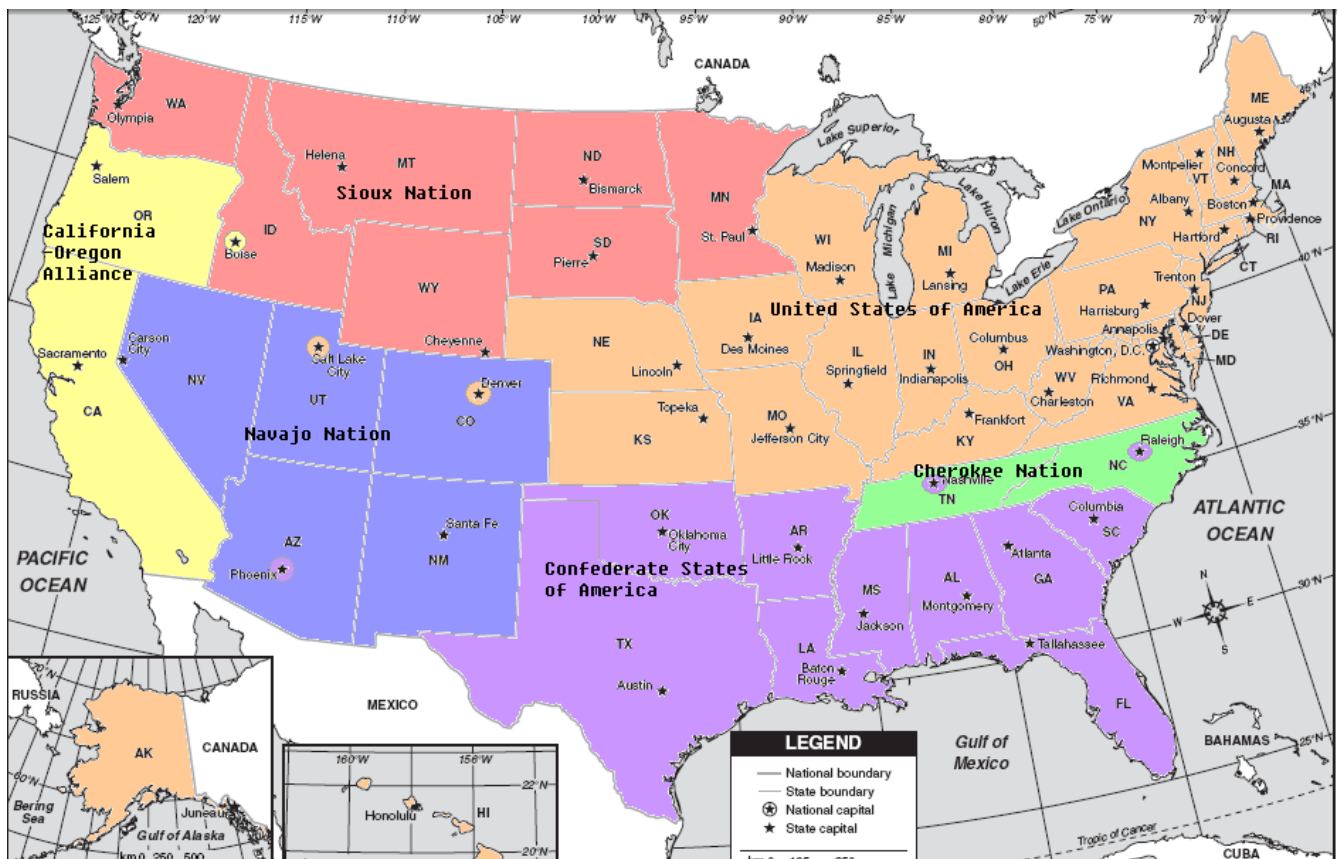
Native Americans adapted very quickly to using magic. Three main tribes led other tribes in a massive revolution: the Cherokee in North Carolina, the Navajo in Arizona, and the Sioux in South Dakota. The Cherokee Nation was carved from most of North Carolina and Tennessee. Aside from a few major cities, the following states were formed into the Navajo Nation: Arizona, Colorado, Nevada, New Mexico, and Utah. The following states were formed into the Sioux Nation: Idaho, Minnesota, Montana, North Dakota, South Dakota, Washington, and Wyoming.

Once the dust settled, a strange phenomenon was noticed. The majority of the Sioux Nation were dwarves. The majority of the Cherokee Nation were elves. The majority of the Navajo Nation were orks and trolls. It is speculated that the new race individuals changed into was related to their ancestry. Each nation placed the majority race as socially superior because their blood was considered more pure.

California and Oregon assisted each other greatly during the Navajo and Sioux expansions. Cut-off from the rest of the USA, the two states developed a close relationship. Abandoned by the other states (who were busy defending themselves and trying to restore order), they created the California-Oregon Alliance. The COA does not have a central government; instead, agreements are passed by both state governments. Either state could prevent any of the agreements. Boise, Idaho joined the COA after the COA provided the military might to defend the city. Boise's city council votes on whether or not COA agreements apply to them, but they cannot veto agreements between California and Oregon.

With the creation of four new races, those that remained human had different reactions. Those in the North generally felt that the change was not the fault of those who changed, and everyone human or Flarefolk or Flaregob was equal. Those in the South generally felt that the change was a reflection of the inherent inferiority of those who had changed, and the new social order was: humans, Flarefolk, and then Flaregobs. The remaining northern states felt that not only were the races equal, but they had to be made equal. The United States of America moved further toward a stronger national government and more social welfare. The Southern states refused to join this new direction and recreated the Confederate States of America (CSA) with a weaker national government and allowing the states to control their level of social welfare. The USA decided that, with the full support of Texas, the CSA was too strong to force back into the union. The Northeastern states eye the CSA's wealth hungrily, but with the Native American Nations always ready to expand, an offensive is too dangerous.

The USA and CSA were able to maintain control of a few cities. Phoenix, Arizona voted to join the CSA, and that is where this campaign setting is focused.



Phoenix Government

The State of Arizona still exists officially as a member of the Confederate States of America. The state government's primary job is maintaining the Arizona National Guard. The state also enforces federal law. One key set of federal laws protect intellectual property rights. These laws prevent corporations from simply reverse-engineering their competitor's products.

Corporations can apply for and be granted extraterritoriality. Within their corporate headquarters, only corporate-law applies. Arizona can request criminals be extradited from corporate territory, and corporations usually comply. Corporations can also request criminals be extradited from Arizona and other corporations; however, they generally have to present more evidence.

The streets of Phoenix are patrolled by the Phoenix Police Department. These officers are generally heavily-armored and heavily armed. Most law-abiding citizens reside inside the corporate headquarters; so, the PPD is accustomed to dealing with dangerous criminals.

The Navajo Nation surrounds Phoenix. Their security forces generally use more traditional weapons like bows and axes, but they are very fierce and do not look kindly on strangers from Phoenix.

Phoenix Corporations

Baker Corporation

Market Focus: Armor

Enemies: Hund Inc, Stonewall Corp

Baker Corp viciously pushed its way into the armor market, primarily hurting Hund Inc. They have their sights set on pushing more into Stonewall Corp's full armor market. Baker Corp has a very British culture.

Derr Incorporated

Market Focus: Cyberware, Vehicle

Enemies: Grim Inc, Venus Corp

Derr Inc is a lead innovator in the cyberware market. They also have market dominance in the more powerful vehicles. Derr Inc could benefit by acquiring more stylish talent.

Hund Incorporated

Market Focus: Armor

Enemies: Baker Corp, Stonewall Corp

Hund Inc was comfortable as the second company in the armor industry. They focused on less expensive and less effective designs than Stonewall Corp. They are angry over the wrongs done to them by Baker Corp. They would love to see Baker Corp destroyed. Their company culture is very German.

Grim Incorporated

Market Focus: Weapon, Cyberware

Enemies: Derr Inc, Smith Corp, Venelli Inc, Venus Corp

Grim Inc is the dominant force in high-end weaponry. They are a minor player in the cyberware market, but they have a solid foothold with the very popular Grimlink. Grim wants to expand into the cyberware market and could benefit from acquiring key human resources from Derr Inc and Venus Corp.

Smith Corporation

Market Focus: Weapon

Enemies: Grim Inc, Venelli Inc

Smith Corp has been in the weapon market for a long time and creates a very reliable product line. Their Smith Hummingbird is very popular with public and private security personnel. They are more interested in disrupting their competitors than in changing their own designs.

Stonewall Corporation

Market Focus: Armor

Enemies: Baker Corp, Hund Inc

Stonewall Corp is the number one supplier of armor to military and elite security personnel. They have been the leader for a long time and don't view Baker or Hund to be a threat; however, just to be safe, they'd like to prevent either of those companies from doing well.

Venelli Incorporated

Market Focus: Weapon

Enemies: Grim Inc, Smith Corp

Venelli Corp pushed itself into the personal weapons market primarily by pioneering technology that allows for larger, more reliable ammo clips. Venelli Corp would love to make gains in reliability and cyberware integration. It could accomplish both of those goals by acquiring human resources from its competitors.

Venus Corporation

Market Focus: Cyberware, Vehicle

Enemies: Derr Inc, Grim Inc

Venus Corp is the leader in all things beautiful. Venus designs and manufactures almost all visible cyberware. They also build nearly every vehicle that could be described as attractive. They special in beautiful designs. They could benefit from making their products more functional, and they'd like to eliminate their competition.

Criminal Organizations

Chinese Triads

The Triads specialize in acquiring and distributing sensitive Matrix data. This results in a crime group that is generally light on military might, but powerful in the Matrix. A Triad assassin is more likely to make your elevator crash than shoot you. The Triads are different from the other organizations in that they place little value over physical territory.

Italian Mafia (Cosa Nostra)

The Italian Mafia specializes in providing protection. If you're in their territory, and you don't have a protection contract, they may encourage you to get one. As a result, the Italian Mafia is very focused on maintaining and expanding their territory.

Japanese Yakuza

The Yakuza (8-9-3) are a vigilante organization designed to protect Japanese communities. Their protection is heavily focused on revenge. They are often flamboyant and blatant about their revenge. They specialize in hiring out enforcement services.

Russian Mafia

The Russian Mafia is distinct in its brutality and secrecy. If the Russian Mafia is crossed, they will kill the offender and the offender's family. The Russian Mafia specializes in gambling and money laundering.

The Rules

Races

The following basic attribute modifiers change the minimum and maximum values, during and after character generation. The basic attribute modifiers (Agility, Constitution, Intelligence, and Strength) do not add or subtract points, they only change the minimum and maximum values possible. The modifiers to calculated attributes should be added after all other modifiers and ignore minimums and maximums.

Elf: +2 Intelligence Min/Max, +2 Agility Min/Max, -2 Constitution Min/Max, 1 Cyberware Point Max

Dwarf: +2 Constitution Min/Max, -2 Agility Min/Max, -2 Speed, +1 Defense

Human: +1 Luck

Ork: +2 Agility Min/Max, -2 Intelligence Min/Max, -1 Luck

Troll: +2 Strength Min/Max, -3 Agility Min/Max, +1 Defense, +2 Speed

Intelligence

In this campaign setting, you have to choose a specialization of your intelligence attribute. The possible specialties are magic and technology. The specialty you choose is equal to your intelligence, the other specialty is -10. For general intelligence checks, you still use your intelligence attribute. Use your magic specialty instead of your intelligence when casting spells, and use your technology specialty when operating in the matrix. You can only cast spells if you specialize in magic, and you can only use a headjack if you specialize in technology. You cannot change your intelligence specialty after character generation.

Defense

Armor and cyberware can provide defense. This defense is used as a modifier on defense rolls and added to constitution when determining physical damage. Defense does apply against magical attacks, but not against spell drain. The maximum defense value is 5.

Money

The Confederate States of America Dollar (CSD) is the official currency in Phoenix. New characters in Phoenix should start with \$2000.

Missions

The cyberpunk campaign setting is all about huge corporations and characters on the fringe of society in the near future. The corporations, criminal organizations, and governments sometimes want to do something, but they don't want to get caught. It's risky to use internal resources for these discrete activities for a couple key reasons: the resource could be lost and the resource could be caught and reveal information. These entities need resources that can be lost or captured without risk to the

sponsor. These disposable resources and the missions they attempt are the focus of a cyberpunk campaign.

There are various entities involved in these secret missions, and each entity has a nickname. The Sponsor is the organization who is paying the bills and requesting the mission. The Sponsor could be a corporation, government, or any other organization that doesn't want to get caught. Mr. Doe is the anonymous negotiator working on behalf of the sponsor. Mr. Doe guards his true identity because his anonymity is his most valuable asset. Doctors are the disposable resources (DR) that execute the Sponsor's instructions. The Fence puts sellers (Doctors) and buyers (Mr. Does) together. The Fence usually has a long-term relationship with a large number of Doctors. Doctors and The Fence are sometimes friends. The Target is the individual or organization that is going to suffer as a result of the mission.

The procedure for a Sponsor hiring a team of Doctors is fairly consistent. The Sponsor will contact a Mr. Doe and give him as much detail as he needs to execute the mission. The Sponsor will negotiate a price for the mission and pay Mr. Doe in advance. Mr. Doe will then contact a Fence anonymously and give the team and/or mission requirements. The Fence will not be given any identifiable details regarding the mission. Mr. Doe and The Fence will negotiate the compensation for the mission. The Fence will usually be paid in advance.

The Fence will assemble a team of Doctors and setup a meeting between them and Mr. Doe. The Fence will sometimes negotiate compensation with the Doctors. The Fence's standard fee is 15%. Mr. Doe and the Doctors will meet and the necessary mission details will be given to the Doctors. The Doctors will then execute the mission and report back to Mr. Doe, assuming Mr. Doe doesn't already know the mission's outcome. The Fence will then pay the Doctors. If the Doctors fail and/or die, the Fence will either repay Mr. Doe or hire a new team of Doctors. If the mission cannot be salvaged, the Mr. Doe will be repaid and Mr. Doe will repay the Sponsor.

This procedure almost always protects the anonymity of the Sponsor. Normally, Mr. Doe does not know the identity of the Sponsor. The Fence doesn't know the identity of Mr. Doe. The Doctors generally will not know the identity of Mr. Doe, but a Sloppy Doe will sometimes reveal themselves. A Sloppy Doe is in danger and will usually try to correct the mistake by retiring and disappearing.

The procedure generally protects the Doctors and the Fence, as well. If the Doctors don't inflict unnecessary damage (killing guards instead of wounding, blowing things up), the Target is unlikely to strike back at the Doctors. If the Target can benefit (such as, recovering a stolen item or piece of data) from going after the Doctors, then it will; however, once it can no longer benefit, it will usually stop. The reason is that the Target realizes the Doctors are just pawns, and may choose to hire the Doctors at a later date. Resources wasted on eliminating pawns who may get themselves killed before they hurt the Target again doesn't make sense. Going after Doctors doesn't deter other Doctors from accepting missions against the Target. Generally, by the time the Doctors know who the Target is, it is too late to refuse the mission and live. The Target is very interested in the Sponsor and is willing to forgive and compensate Doctors who can identify their Mr. Doe. While Mr. Doe usually doesn't know the identity of the Sponsor, there's always a chance he does.

The Matrix

The matrix is the worldwide computer network. Almost everyone computer in the world is connected to the matrix. Each node has one attribute: technology. This attribute varies from -10 to 10.

Treat matrix operations just like spell casting, but modified by the following rules. There is no distance inside a node; as a result, the telekinesis effect cannot be used. For illusions, the number of viewers is equal to the node's (technology attribute + 10) * 10. For viewing, the matrix caster will be shown all hidden personas only if they can get a spell result equal to the node's technology attribute + 1d20.

To execute an action, cast a matrix spell with an execute effect. The target number is equal to the node's technology attribute plus 1d20. Once you've connected to a node, you can automatically connect to an adjacent node again using a standard action until the node is reset.

Someone using the matrix without a headjack uses one-half of their technology for all checks.

The above target numbers (except viewing) are for unauthorized users. Authorized users add their technology to the node's technology (maximum of 10) when controlling the node.

A node's health is equal to (technology + 5) * 5, with a minimum of 5. When a node's health drops to 0, it is forcibly shutdown and requires physical repair before it can be restarted. To physically repair a node, an hour must be spent and a successful technology check made using the node's technology attribute plus 1d20 as the target number.

Trapping is the same as grappling; except technology attributes are used instead of strength and a trapped character cannot perform any matrix actions while trapped.

Matrix Actions (Effects)

Boost (Technology only)

Heal (Mental Health only)

Hurt

Illusion

Shield

View (Special target number for seeing concealed personas)

Connect/Login

Disconnect/Logoff (Standard action with no spell necessary, unless trapped)

Execute Action (Something the node is programmed to do; such as, turn the node off, make the door open, loop the camera feed, fire a weapon)

Cyberpunk Items and Vehicles

The weapons listed here should be treated as damage modifiers, not attribute modifiers. This means they are applied after the character's attribute cap is taken into account. Weapons with a 2H require 2 hands and cannot be used with a shield. Weapons with a Range+X increase the attack range by X meters. BF means Burst Fire. FA means Fully Automatic. The reload cost is the cost for ammunition for each full reload, and weapons come with 1 full clip. Vehicle mounted weapons do not automatically reload. R/2 means divide the range by 2 when calculating the range modifier. Q means quiet, or almost silent. V means visible, meaning it cannot be hidden. Stun means the weapon does stun (mental) damage.

Bows, Rifles, Assault Rifles, Cannons, and Launchers have a -4 modifier when used in melee range of an enemy. The modifier does not apply to other firearms and crossbows.

Stun ammunition can be purchased for any weapon. A weapon using stun ammunition does stun damage. The most common form are rubber bullets.

<i>Weapon Name</i>	<i>Attributes (Damage)</i>	<i>Cost (Reload)</i>	<i>Rounds</i>	<i>Description</i>
Unarmed	Str: 0	\$0		
Blades				
Battle Axe	Str: 10	\$1000		V
Halberd	Str: 8	\$800		2H Range+2 V
Hand Axe	Str: 4 or Agi: 4	\$10		
Knife	Str: 4 or Agi: 4	\$10		Q
Shuriken	Agi: 4	\$5		Q
Short Sword	Str: 6	\$600		
Sword (Variable Styles)	Str: 10	\$1000		Range+1 V
Clubs				
Club	Str: 2	\$5		
Riot Baton	Str: 4	\$50		Stun
Staff	Str: 8	\$100		2H Range+2 V
Bows and Crossbows				
Bow	Agi: (Str times 2)	\$500 (\$1)	1	2H Q V
Light Crossbow	Agi: 2	\$200 (\$4)	4	Q V
Medium Crossbow	Agi: 6	\$600 (\$4)	4	Q V
Heavy Crossbow	Agi: 10	\$1000 (\$4)	4	Q V
Hold-Outs				

<i>Weapon Name</i>	<i>Attributes (Damage)</i>	<i>Cost (Reload)</i>	<i>Rounds</i>	<i>Description</i>
Grim Pansy	Agi: 2	\$300 (\$2)	2	
Smith Lizard	Agi: 2	\$200 (\$2)	2	
Light Pistols				
Grim Popper	Agi: 4	\$600 (\$8)	8	
Smith Woodpecker	Agi: 4	\$400 (\$8)	8	
Venelli Quick Draw	Agi: 4	\$500 (\$12)	12	
Heavy Pistols				
Grim Grouch	Agi: 6	\$900 (\$12)	6	
Smith Falcon	Agi: 6	\$600 (\$12)	6	
Venelli Granite	Agi: 6	\$750 (\$18)	9	
Shotguns				
Venelli Sandstone	Agi: 8	\$800 (\$8)	4	2H V
Submachine Guns				
Smith Hummingbird	Agi: 10	\$1000 (\$30)	10	BF
Rifles				
Grim Longshot	Agi: 12	\$1800 (\$8)	4	2H R/2 Q V
Smith Cheetah	Agi: 12	\$1200 (\$8)	4	2H R/2 Q V
Assault Rifles				
Grim AR-7	Agi: 14	\$2100 (\$120)	10	2H FA V
Venelli Vulcan	Agi: 14	\$1750 (\$180)	15	2H FA V
Assault Cannons				
Smith Panther	Agi: 16	\$1600 (\$60)	3	2H V
Missile Launchers				
Grim Reaper	Agi: 30	\$4500 (\$500)	1	2H V

A shield, helmet, and armor may be combined. The agility modifiers are attack modifiers. Some actions (like reloading) require a shield to be dropped.

<i>Armor Name</i>	<i>Attributes</i>	<i>Cost</i>	<i>Description</i>
Stonewall Riot Shield	Defense: 1	\$100	

<i>Armor Name</i>	<i>Attributes</i>	<i>Cost</i>	<i>Description</i>
Baker Ballistic Shield	Defense: 1	\$100	
Hund Helmet	Defense: 1 Agi Att: -1	\$50	
Baker Helmet	Defense: 1 Agi Att: -1	\$50	
Baker Armor Vest	Defense: 2	\$400	
Hund Armor Vest	Defense: 2	\$400	
Stonewall Full Armor	Defense: 3 Agi Att: -1	\$750	
Stonewall Speed Armor	Defense: 3	\$1000	

Each piece of cyberware has a Constitution cost. The total Constitution cost for all cyberware must be less than or equal to the character's unmodified Constitution. Attribute maximums still apply. Cyberware can be upgraded by deducting 25% of the cost of the existing cyberware.

<i>Cyberware Name</i>	<i>Attributes</i>	<i>Con</i>	<i>Cost</i>	<i>Description</i>
Grimlink	Agi Att: 2	0.5	\$2000	Applies to attack with a Grim gun only
Cyber Legs 1-3	Speed: 4-12	2-6	\$2000X	
Wired Reflexes 1-5	Reaction: 4-20	1-5	\$2000X	
Subdermal Plating 1-5	Defense: 1-5	1-5	\$500X	
Cyber Arms 1-3	Str: 2-6	2-6	\$4000X	
Headjack		0.5	\$1000	Allows using full technology
Cranial Accelerator 1-3	Int: 1-3	1-3	\$2000X	
Cybergun	Agi Att: 2	1	\$4000	Allows embedded gun. + Cost of Gun 2H or V guns not allowed
Cyberblade	Str Att: 2	1	\$4000	Allows embeded blade.+ Cost of Blade 2H or V blades not allowed

Vehicles can accelerate at a rate of speed / 2 every round. Vehicles can decelerate at a rate equal to their speed every round.

<i>Vehicle Name</i>	<i>Attributes</i>	<i>Cost</i>	<i>Description</i>
Bikes			
Venus Scooter	Spd: 20 Health: 20 Def: 4	\$1000	
Derr Chopper	Spd: 40 Health: 40 Def: 8	\$2000	
Derr Off-Road Bike	Spd: 50 Health: 30 Def: 6	\$2000	
Venus Racing Bike	Spd: 66 Health: 30 Def: 6	\$3000	

<i>Vehicle Name</i>	<i>Attributes</i>	<i>Cost</i>	<i>Description</i>
Cars			
Venus Subcompact	Spd: 26 Health: 40 Def: 8	\$2000	
Derr Sedan	Spd: 36 Health: 50 Def: 10	\$4000	
Derr Limousine	Spd: 33 Health: 60 Def: 12	\$10000	
Venus Sports Car	Spd: 80 Health: 50 Def: 10	\$15000	
Trucks			
Derr Van	Spd: 30 Health: 80 Def: 16	\$6000	
Hovercraft			
Venus Hovercraft	Spd: 40 Health: 70 Def: 14	\$5000	
Military and Security			
Derr Patrol Car	Spd: 60 Health: 50 Def: 10	\$10000	
Derr Riot Control Vehicle	Spd: 40 Health: 100 Def: 20	\$20000	Smith Panther Mounted (Gunner Agi +8)
Boats and Subs			
Venus Yacht	Spd: 15 Health: 90 Def: 18	\$20000	
Venus Sport Cruiser	Spd: 15 Health: 60 Def: 12	\$12000	
Derr Minisub	Spd: 10 Health: 60 Def: 12	\$20000	
Winged Planes			
Derr Twin-Prop Airplane	Spd: 113 Health: 90 Def: 18	\$30000	
Rotorcraft			
Derr Cargo Helicopter	Spd: 86 Health: 110 Def: 22	\$30000	
Derr Utility Helicopter	Spd: 63 Health: 70 Def: 14	\$25000	
Derr UAV	Spd: 43 Health: 50 Def: 10	\$25000	Venelli Vulcan Mounted (Gunner Agi +7)
Venus UAV	Spd: 43 Health: 50 Def: 10	\$20000	
VTOL/VSTOL			
Venus Thunderbird	Spd: 333 Health: 100 Def: 20	\$90000	
Derr Tilt-Wing Airplane	Spd: 40 Health: 80 Def: 16	\$25000	

Sample Characters

Name: PPD Officer	Attribute Points: 0/20	Physical Health: 100	Mental Health: 75
Agility: 10 (+1A/+14D)	Constitution: 10	Speed: 5 meters	Reaction: 10
Intelligence: 0	Strength: 0 (+4D Stun)	Luck: 2	Defense: 4
Derr Patrol Car, Stonewall Speed Armor, Hund Helmet, Grim AR-7, Riot Baton, Grimlink			

Name: Corp Sec. Guard	Attribute Points: 0/10	Physical Health: 75	Mental Health: 50
Agility: 5 (-2A/+10D)	Constitution: 5	Speed: 5 meters	Reaction: 5
Intelligence: 0	Strength: 0	Luck: 4	Defense: 5
Stonewall Full Armor, Baker Helmet, Stonewall Ballistic Shield, Smith Hummingbird			

Name: Corp Hacker	Attribute Points: 0/10	Physical Health: 75	Mental Health: 50
Agility: 0 (+10D)	Constitution: 5	Speed: 5 meters	Reaction: 12
Intelligence: 5 (Tech)	Strength: 0	Luck: 4	Defense: 0
Headjack, Smith Hummingbird			

Name: Troll Brave	Attribute Points: 0/10	Physical Health: 75	Mental Health: 50
Agility: 0 (-2A/+10D)	Constitution: 5	Speed: 8 meters	Reaction: 0
Intelligence: 0	Strength: 5 (+10D)	Luck: 3	Defense: 5
Stonewall Full Armor, Baker Helmet, Bow, Halberd			

Name: Ork Brave	Attribute Points: 0/10	Physical Health: 65	Mental Health: 40
Agility: 7 (-2A/+10D)	Constitution: 3	Speed: 5 meters	Reaction: 7
Intelligence: 0	Strength: 0	Luck: 2	Defense: 5
Stonewall Full Armor, Stonewall Ballistic Shield, Baker Helmet, Heavy Crossbow			

Name: Street Thug	Attribute Points: 0/0	Physical Health: 50	Mental Health: 25
Agility: 0 (+4D)	Constitution: 0	Speed: 5 meters	Reaction: 0
Intelligence: 0	Strength: 0 (+2D)	Luck: 6	Defense: 0
Smith Woodpecker, Knife (Ork: Luck 4)			

Name: Support Mage	Attribute Points: 0/10	Physical Health: 75	Mental Health: 50
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Agility: 0	Constitution: 5	Speed: 5 meters	Reaction: 5
Intelligence: 5 (Magic)	Strength: 0	Luck: 4	Defense: 5
Stonewall Full Armor, Stonewall Ballistic Shield, Hund Helmet (Elf: Luck 3)			

Name: Elf Triad Hacker	Attribute Points: 0/20	Physical Health: 90	Mental Health: 65
Agility: 0 (+10D)	Constitution: 8	Speed: 5 meters	Reaction: 12
Intelligence: 12 (Tech)	Strength: 0	Luck: 1	Defense: 0
Headjack, Smith Hummingbird			

Name: Italian Ork	Attribute Points: 0/20	Physical Health: 100	Mental Health: 75
Agility: 12 (+2A/+14D)	Constitution: 8	Speed: 5 meters	Reaction: 24
Intelligence: 0	Strength: 0	Luck: 0	Defense: 5
Wired Reflexes 3, Subdermal Plating 5, Grimlink, Grim AR-7, Grim Grouch (+8D)			

Name: Yakuza Avenger	Attribute Points: 0/20	Physical Health: 90	Mental Health: 65
Agility: 7 (+16D)	Constitution: 8	Speed: 8 meters	Reaction: 27
Intelligence: 0	Strength: 5 (+10D)	Luck: 2	Defense: 5
Smith Panther, Sword (Katana), Wired Reflexes 5, Subdermal Plating 3, Baker Armor Vest			

Name: Russian Troll	Attribute Points: 0/20	Physical Health: 100	Mental Health: 75
Agility: 4 (+10D)	Constitution: 10	Speed: 13 meters	Reaction: 12
Intelligence: 0	Strength: 12 (+4D)	Luck: 1	Defense: 5
Cyberarms 3, Subdermal Plating 2, Wired Reflexes 2, Riot Baton, Baker Armor Vest, Smith Hummingbird			

Name: Mr. Doe	Attribute Points: 0/10	Physical Health: 100	Mental Health: 75
Agility: 0	Constitution: 5	Speed: 9 meters	Reaction: 17
Intelligence: 5	Strength: 0	Luck: 3	Defense: 5
Subdermal Plating 5, Wired Reflexes 3, Cyberlegs 1			