

SPECIAL AGENT 2

DAN NABOT

PHILOSOPHER AND FORMER PRIEST

Philosopher and former priest, with a solid psychologist background, you don't care much about the biology and technology of the mutants or the MetZ. You believe that those creatures remain humans, deep inside, and that religion, superstitions, any form of supernatural beliefs, is the key to control them. Sometimes, you're even right.

PROFILE

When the game begins, play your introduction scene and respond the following questions (keep one answer for each group, and delete the others). This will be your profile for the game.

What is your SECRET?

- Your own faith is shaken
- Sinner, seeking redemption
- The virus is a blessing

What's your TARGET?

- Salvation, reconciliation
- Solutions, cures, fixes
- Punishment, judgment

What's your ATTITUDE?

- Understanding God's will
- Being God's tool
- Loving God's creatures

What's your BOND?

- Eric saved you
- Lysa is a sinner
- Adam is a pure soul

SPECIAL MOVE

Once per session, if you speak in the name of God, get +1 Spirit or Mind for the current scene, and you can decide which one of the 2 rolled dice is the Wild die.

Used:



Character Art:
Tommaso
Galmacci

EVO POINTS

○ ○ ○ ○ ○ - ○ ○ ○ ○ ○

BIOMET POINTS

○ ○ - ○ ○ - ○ ○ - ○ ○

DAMAGE TRACKING

Protection

Hit Points

K.O.

CONDITIONS

Wounded (Body -1)

Shaken (Skill -1)

Confused (Brain -1)

Broken (Spirit -1)

ATTRIBUTES

1 BODY

Use to force, resist, brawl, fight

TRAITS [& TOOLS]

Swim

[Protective vest]

Run +2

[Hidden blade]

NOTES

Vest protects 1 (only upper body)

Blade damage 1 (hidden in the coat)

2 SKILL

Use to move, do, execute, shoot

Shoot

[Gun]

Basic medicine

[2 Medkits]

Drive

[CyberEye]

Gun damage 2

Cures up to 2 Hit points

CyberEye +1 Shoot

3 BRAIN

Use to think, imagine, fix, detect

Basic technology

[Pocket computer]

Investigation

[Scanner] [Phone]

Perception

[CyberEar]

Sense Danger

CyberEar +1 Perception

4 SPIRIT

Use to lead, talk, seduce, lie

Philosophy

[Bible]

Theology +2

[Cross]

Faith

Rituals & prayers

SET THE ADVENTURE

THE GAME

This is a Role Playing CYBERPUNK ADVENTURE, for 4 Players and 1 Master. The game contains a FULL ADVENTURE AND INSTRUCTIONS on how to play and master, plus four pre-generated Characters developed especially for The BioMet Infection.

The game is meant to be played FAST, with LIGHT MECHANICS and simple actions resolution.

THE CITY

The city is a metropolis with over 10 million inhabitants, once a rich industrial center, now in decay due to POLLUTION, CORRUPTION and frequent RIOTS of mutants or cyberpunks, with a large BLACK MARKET for drugs, prostitution, cyber-implants and illegal weapons. Given its position close to the south border, half the population is of Latin-American origins. The city is divided in LAYERS: the lowest is called the SPRAWL, the intermediate is HOME to the majority of the regular citizens, and the highest is the KINGDOM of corporations, enterprises, and the city government.

As any other city in North America, this one suffers from widespread criminal enterprises that often are MORE POWERFUL than any police or local government. What criminals cannot achieve through CORRUPTION, they obtain with VIOLENCE. Most of the major CORPORATIONS are somehow involved also in illegal activities.

The regular population is typically powerless; the POLICE and the LOCAL GOVERNMENT are equally corrupted, and work simply to maintain some appearance of order. The SECURITY AGENCIES are the only ones really fighting crime; they do this just FOR THE MONEY, paid by citizens, by the national government, or by a corporation that is trying to put a competitor out of business. The Security Agencies also have more freedom and higher budgets than the local police forces.

THE SPRAWL

The city LOWEST LAYER and the SOUTH DISTRICT are ruled by criminals and gangs of any sort. Some areas are controlled by mutant rebels and others are ruled by cyberpunk lords. Money can buy you almost everything here in the sprawl, but keep your guard up: in the sprawl, VIOLENCE IS THE ONLY LAW.

THE MUTANTS

Mutants were originally developed as ALMOST BRAINLESS workers: they attended to heavy or dangerous jobs and HAD NO LEGAL RIGHTS. Things have changed when regular citizens developed mutations too, and new mutants models were produced, with a brain equal to the one of a human. Now, even though the law grants to the mutants the EXACT SAME RIGHTS as any regular human citizen, most people still look at them as dangerous monsters.

THE CHURCH

Perhaps more popular and RADICAL than in the last century, religion is a powerful social phenomenon. The social instability, the lack of a good instruction level in lower social classes, and a general culture with powerful technologies but low scientific awareness, all works in favor of SUPERSTITIONS, new forms of the old religions, network preachers, etc.

SPEAK WITH O.S.E.

The agency has an AI (Artificial Intel.) called O.S.E. (Operation and Strategic Engine). When you speak to the GM, call him O.S.E., and do your best to stay in-character. O.S.E. can be a powerful source of information and a valid analysis tool: use it.

GAME PREP

To play you will need ONE COPY of the game for the Master. You need TO PRINT only the four Characters Sheets for the Players.

A little EXTRA PREPARATION might involve: a copy of the Characters Sheets for the Master, and a copy of the Mechanics for each Player.

As for the dice, the following is required:

✦ 1 BLACK D6 (*action-die*)

✦ 1 WHITE D6 (*wild-die*)

The best would be 1 black and 1 white D6 FOR EACH PARTICIPANT (but dice can be shared, and anyway each set of dice of different colors will do).

Note that the Players should read ONLY the introduction pages and their own Character Sheets.

The Master should keep SECRET ALL THE INFORMATION contained in the last pages, after the Characters Sheets. These pages can be easily recognized by their RED COLOR FRAME.

It is also indicated for Players NOT to read other players' PC sheets.

THE CYBERPUNKS

Cyberpunk is a relatively new, but widely spreading trend, both as a fashion and life-style choice. CYBERPUNKS love cyberware, up to the point of abuse; they proclaim the supremacy of technology over anything, and live in a synthetic bubble as much as they can. They transform any kind of social, love and work interaction in a network link, the main issue being the progressive LOSS OF HUMANITY and empathy, until they behave and feel almost like machines.

AVAILABLE TECHNOLOGIES

All the characters will have regular access to technologies such as phones, computers, scanners and such. Unless something goes wrong, they can always be in touch with the other agents, and with the agency. Also, the usage of technology is important in every aspect of the security work, from investigation to fights. If you need something special, just ask O.S.E.

CYBERRAGE

Too much cyberware causes what's called CYBERRAGE: a tendency of the cyberpunks to behave with no empathy and with most self-ishness, with no respect for life, not even for the loved ones' or their own.

Think of someone on a bad, paranoid and violent trip, but with a metal body: with cybermuscles that can lift a car, with a steel skin one inch thick, with target-seeking eyes interfaced with a gun, with hidden blades in the forearms, etc. You get the picture.

NEW TECHNOLOGIES

Feel free to introduce NEW TECHNOLOGIES during the game. This is part of the fun of playing a cyberpunk game. The game does NOT provide a list of items to purchase nor a selection of technologies, but lets the GM and the Players to introduce new elements. Just remember to keep the balance: what is available to the characters, is to the enemies.

THE BIOMET CASE

THIS ADVENTURE

This adventure is about the work of four special agents (the characters), investigating about the death of an important scientist, and facing a mysterious nanoid virus called BioMet (such as the company that allegedly produced/leaked it). **The adventure does NOT provide a solution or criteria for success.**

How the adventure will evolve is up to the players.

THE BIOMET ENTERPRISES

BioMet was founded almost 30 years ago, by a group of scientists sponsored by the national government. They were the first to be able to produce, over than ten years ago, CYBERNETIC IMPLANTS (cyberware) **that could be made available TO THE MASS** of the population. Forcing their way through the scientific community doubts, the RELIGIOUS OPPOSITION, several scandals and incidents, the company made a fortune: **cyberwares are now COMMON** not only for medical purposes, but for entertainment, work, and of course crime.

A couple of years ago, the BioMet founders **have SPLIT their company** into several MINOR ENTERPRISES, and shortly after a strong commercial war has begun between the various child corporations. Some were run out of business, others merged to face the opponents, some maintained their market share with increased specialization on cyberware production. This caused sometimes a SHORTAGE in cyberware or spare parts, more often an OVERPRODUCTION that drove prices EVEN LOWER. The official explanation for the events is that the various people in charge had different opinions on how to run the business and technical divergences that drove them apart, although the press was convinced that there were ultimately **some serious financial benefits** in what appeared to the public just as some inexplicable wild and crazy maneuver.

THE FIRST BIOMET CASE

When BioMet broke into multiple companies, there were serious rumors and careful investigations about **a certain NANOID VIRUS that infected cyberware** and could cause the cyberware to grow like a cancer in the human host body. For some time the rumors remained unconfirmed and the investigations ceased, but **now reports start to mention MetZ again.**

THE METZ

MetZ are the VICTIMS of the BIOMET VIRUS infection. Their existence was reported as early as a few days after the BioMet Ent. split into several minor companies. Still, **their existence was NEVER CONFIRMED** by the local government and security forces. Also the scientific community remains skeptic about this subject.

A NEW DEVELOPMENT

Two days ago the president of one of the BioMet spin-off companies **died in an aircar crash**. He was a valid scientist, known among his peers but not familiar to the general public. A local SECURITY AGENCY was sent to investigate and an earnest agent ran additional checks on the victim's body. The corpse was determined to be **the one of A MUTANT**, engineered as an **almost perfect clone** of the scientist. The agent was murdered by a MYSTERIOUS KILLER shortly after his discovery, but the shocking information reached the agency headquarters. **Now the mutant/scientist body DISAPPEARED**, and your four agents are CALLED TO INVESTIGATE.

INTRODUCTION SCENE

You start the game in the AGENCY HEADQUARTER, on level 3. All four special agents are in the BRIEFING ROOM to receive the assignments for the mission. The agency will investigate the case **without getting involved with the local police**. Every important discovery must be IMMEDIATELY communicated to the agency. The agency director gives the basic information about the crime (see above) and then exchange ideas with the special agents. The four Players will **try to define and set their PROFILE in this part of the game**, to present their characters to the others and clearly set a tone for their play-style.

WHO'S IN CHARGE

Towards the end of the Introduction scene, the agency director will appoint one of the agents as **the LEADER for the investigation**. All others must follow orders, although this is bound to create some FRICTION. Later in the game, things might CHANGE and someone else might be put in charge of things.

IMPORTANT QUESTIONS

When beginning to investigate, there are several elements to keep in consideration, and key questions to respond to. To help your characters to get started, consider the following points:

- ✦ What's with the **clone**? ✦ Why was it in place of the scientist? ✦ Who put it there? ✦ Is the **scientist** still alive?
- ✦ Why **BioMet** split? ✦ Is this related to what's happening **now**? ✦ Could the new companies be related to what's happening?
- ✦ Who sent the **assassin** after the first agent? ✦ Was the assassin too late to stop the **info about the clone** to reach the agency? ✦ Or was he sent to prevent further discoveries?
- ✦ What about the **virus**? ✦ Why does it appear in the reports again? ✦ Is it connected to the scientist death? ✦ As a cause, or perhaps as a consequence?

OTHER CORPORATIONS

SECURETECH: a large security corporation that works closely with the local police and administers the local prison.

NANOMEDICAL: one of the most famous nanoids developer and producer, leader in the medical sector.

GENO-LAB: the local research center on mutations, linked to several other minor corporations that produce work mutants.

AIRMETAL: an Asian weapon producer; their guns are light, cheap and disposable, and can often bypass security checks.

WAREK: the most popular producer of cyberware in the area: their products are solid and affordable.

CYBERONE: elite cyberware, very fashionable and expensive, offer cutting-edge technologies.

MOVEFAST: taxi and delivery services all over the city. Includes local air transport.

ZERO: franchise of popular and cheap night-clubs.

YOURPLEASURE: a chain of sex clubs and shops. Offers mutants and cyborg illegal prostitutes.

MECHANICS FOR PLAYERS

ACTIONS AND COMBAT

When you perform a critical action, you act to influence the plot, fight an active opponent, describe what you'd like to do and **ROLL 1 ACTION DIE AND 1 WILD DIE**. The GM can apply a modifier to your roll depending on the action's **DIFFICULTY** or the **STRENGTH** of your opponent. Powerful enemies will require multiple hits before they are taken down.

WILD DIE

The Wild die also will help you and the GM to narrate the story. See the Wild die result, depending on the outcome:

For SUCCESS [10+]:

- 3- ♣ the GM describes how you succeed; **COMBAT**: inflict +1 damage
- 4+ ♣ you describe how you succeed; **COMBAT**: inflict +2 damage

For SUCCESS WITH COMPLICATION [7-9]

- 3- ♣ the GM describes a trouble; **COMBAT**: you're at disadvantage
- 4+ ♣ you describe a minor trouble; **COMBAT**: in balance against your enemy (Remember: both take +1 damage)

For FAILURE [6-]

- 3- ♣ the GM describes the serious failure; **COMBAT**: suffer +2 damages
- 4+ ♣ you describe your failure; **COMBAT**: suffer +1 damage

DEAL WITH DAMAGE

The damage is equal to the **WEAPON DAMAGE**, +1/+2 according to the Wild die. Your **PROTECTION** (if you have it), takes the first damage(s). When exhausted the protection, then you mark **HIT POINTS** and finally **K.O.** You are **NOT** dead, until some horrible event or unless **YOU** choose it.

OTHER CONDITIONS

Depending on the fiction, a wound can be serious (mark **WOUNDED**) or another **CONDITION** might be inflicted, with the related modifier to the attribute. You can decide to force the fiction to inflict a Condition on your Character, as replacement to another complication proposed by the GM. You can do it only for the condition **RELATED** to the Action, and only once per kind.

CONFLICTS

When you **OPPOSE ANOTHER CHARACTER**, **each Player rolls 2 dice**, adds the relevant Attribute and the traits and tools, like for any other action. If one is in **CLEAR DISADVANTAGE**, the GM can assign from -1 to -4.

The Player with the **HIGHEST SCORE** WINS the conflict. The victory margin depends on the score difference.

If both obtain the **SAME SCORE**, it's a tie. It means something happened (i.e. time passed) but **there's no clear winner**. Usually this calls for an **ESCALATION**.

IMPROVE

You can spend **EVO POINTS** to **IMPROVE** your character: ♣ **PAY 5 Evo** to buy one additional point for a Trait, or add a new Trait, ♣ **PAY 3 Evo** to buy or acquire a better weapon, a better tool, a new piece of equipment, when possible in fiction.

DO SOMETHING COOL

If you find yourself wondering what can you do in a specific situation, think as your character would: what's his specialty? His secret? His connections? Whenever you want to do something that looks **COOL FOR THE STORY**, just say it. It would probably be at your benefit, and that's all right. If the GM finds it appropriate, and if it's not too much of stretch, you get what you want from the fiction, and ♣ **PAY 1 Evo**.

HOW TO INTRODUCE TECHNOLOGIES

To introduce a new technology, a Player needs to describe it with details, and ♣ **PAY 1 Evo**. This technology then, unless the GM or another player blocks it with a **VETO**, is considered available.

DIFFICULTIES

- 1 ♣ Average
- 2 ♣ Difficult
- 3 ♣ Very Difficult
- 4 ♣ Hard
- 5 ♣ Extreme
- 6 ♣ Impossible

RESULTS

- 10+ ♣ Complete Success
- 7-9 ♣ Success and Complication
- 6- ♣ Failure

OUTCOME

Sum the 2 **DICE** results; add to them the relevant **ATTRIBUTE** score, +1 for **EACH APPLICABLE trait and tool** (or more for special ones). Subtract the difficulty and see the result.

♣ **SUCCESS** means you achieve your target; ♣ with **SUCCESS AND COMPLICATION** you get what you want but suffer some consequences; ♣ with **FAILURE** it's no success at all.

In **COMBAT**: ♣ with **SUCCESS** you hit, ♣ with **COMPLICATION** you hit and you are also hit back; ♣ with **FAILURE** you are the only one taking damage.

EVO POINTS

You gain **EVO** by playing **IN-CHARACTER**: talk, interact, act, move, do anything be loyal to the choices you made for your profile at the beginning. You ♣ **TAKE 1 Evo** if you reinforce your character profile, you ♣ **TAKE 2 Evo** if this causes you danger or damage.

If you act against a profile detail and want to resolve it, ♣ **TAKE 3 Evo**, and erase it. It will no longer give you Evo and this story element is solved. You ♣ **TAKE 1 Evo** also when you roll 1-3 on your Wild die, and ♣ **TAKE 1 Evo** at the start of every session.

RECOVER

EVO is spent to recover, when **FICTION** allows it. Find a doctor, a mechanic, or what you need, and ♣ **PAY 1 Evo** to get back 1 Hit Point, or 1 point of Protection, or cure a Condition, or refresh your Move for **ANOTHER USE** in the same session, or fix something.

If you need a doctor **URGENTLY**, ♣ **PAY 1 Evo** to force GM to drive the fiction to provide it.

EXAMPLES

Think for example: Dan has a molecular blade hidden in his cross, Eric has a friend in the police who owes him a favor, Lysa's connections can find someone lost in the sprawl, Adam has a secret weapon, etc.

WHEN TO PAY EVO

The GM never pays to introduce elements in the story. Players pay 1 Evo, for example to introduce a doctor or a technology, only if the element is useful to them, and **was not mentioned before**.