The BioMet Infection

A game by Daimon Games - www.daimongames.com

Presentation

The BioMet Infection: a Cyberpunk RPG, by Daimon Games

A known scientist is found dead; his body is revealed to be the one of a mutant, and the agent in charge of the case is mysteriously killed.

An unknown virus called *BioMet* is spreading into cyberware like a cancer. The sprawl is in turmoil, divided among cyberpunks, mutant rebels and regular criminals.

Multiple reports indicate the appearance of the *MetZ*, once humans, now infected cyborgs possessed by the daemon of cybernetics.

Four special agents are called to investigate.

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 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.

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 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 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.

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, paranoic 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.

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.

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.

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.

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.

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.

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.

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?

Mechanics For Players

Actions And Cobmat

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 ememies will require multiple hits before they are taken down.

Difficulties

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

Results

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

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

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.

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.

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.

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.

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.

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, in considered available.

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.

THE CHARACTERS

SPECIAL AGENT 1

ERIC HOOPER   DETECTIVE AND FORMER COP

You are a former cop, discharged for bad conduct after an old BioMet investigation, and partially rehabilitated years later thanks to your work in the agency. You still resent the police dept. and the entire justice system for punishing you unjustly. Now, this new BioMet case is your chance to prove to everybody that you were right, all this time.

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?
- ○ You were a corrupted cop
- ○ You are sick and need cure
- ○ CyberOne Ent. controls you

What's your TARGET?
- ○ Clear your name
- ○ Stop the BioMet virus
- ○ Just survive this one

What's your ATTITUDE?
- ○ Shoot, then ask
- ○ Shoot, then regret
- ○ Painful personal memories

What's your BOND?
- ○ Dan is a loyal friend
- ○ You owe Lysa a lot
- ○ Adam cannot be trusted

SPECIAL MOVE

Once per session, if you do something hardcore, you get +1 Body or Skill for the current scene, and you can decide which one of the 2 rolled dice is the Wild die.
Used: ○

Character Art:
Joe Querio

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	TRAITS [& TOOLS]		NOTES
❸ BODY *Use to force, resist, brawl, fight*	Run Stuntman Martial arts	[Protective coat] [Hidden blade] [CyberArm]	*Coat protects 2* *Blade damage 1* *CyberArm +1 Body, with hidden blade* *Martial arts damage 1*
❹ SKILL *Use to move, do, execute, shoot*	Acrobatic drive Shoot Perfect aim	[Gun] [Small rifle] [Heat-seek ammo]	*Gun damage 1* *Rifle damage 2* *Shoot +1 when used*
❷ BRAIN *Use to think, imagine, fix, detect*	Investigation +2 Deduction	[Pocket computer] [Scanner] [Phone] [CyberEar]	*CyberEar +1 Detect Lies*
❶ SPIRIT *Use to lead, talk, seduce, lie*	Brutal Interrogate +2	[Fake cop badge] [Cigarettes]	*1 cigarette contains explosive*

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

What's your TARGET?
- O Salvation, reconciliation
- O Solutions, cures, fixes
- O Punishment, judgment

What's your ATTITUDE?
- O Understanding God's will
- O Being God's tool
- O Loving God's creatures

What's your BOND?
- O Eric saved you
- O Lysa is a sinner
- O 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: O

Character Art:
Tommaso
Galmacci

EVO POINTS
O O O O O · O O O O O

BioMet POINTS
O O · O O · O O · O O

Damage Tracking

Protection O   Hit Points O O O   K.O. O

Conditions

Wounded O (Body -1)   Shaken O (Skill -1)   Confused O (Brain -1)   Broken O (Spirit -1)

Attributes	Traits [& Tools]		Notes
❶ Body *Use to force, resist, brawl, fight*	Swim Run +2	[Protective vest] [Hidden blade]	*Vest protects 1 (only upper body)* *Blade damage 1 (hidden in the coat)*
❷ Skill *Use to move, do, execute, shoot*	Shoot Basic medicine Drive	[Gun] [2 Medkits] [CyberEye]	*Gun damage 2* *Cures up to 2 Hit points* *CyberEye +1 Shoot*
❸ Brain *Use to think, imagine, fix, detect*	Basic technology Investigation Perception Sense Danger	[Pocket computer] [Scanner] [Phone] [CyberEar]	 *CyberEar +1 Perception*
❹ Spirit *Use to lead, talk, seduce, lie*	Philosophy Theology +2 Faith Rituals & prayers	[Bible] [Cross]	

SPECIAL AGENT 3

LYSA K.   HACKER AND FORMER FRAUDSTER

Hacker and former fraudster, you are one of the most tech-savvy persons inside the agency and in the city. Your talent and ambition often got you in trouble, and you've spent quite some time in jail. You are now out thanks to the agency, under close watch by the tribunal. The BioMet case is another fascinating puzzle to solve, and to exploit.

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?
O You owe the agency a lot
O You have a secret plan
O You owe money to CyberOne Ent.

What's your TARGET?
O Your freedom, at all costs
O To gain knowledge
O To stop evil corporations

What's your ATTITUDE?
O Hack because it's cool
O Hack to gain power
O Cynical and destructive

What's your BOND?
O Dan is a crazy old man
O Eric is a good agent
O You secretly love Adam

SPECIAL MOVE
Once per session, when you use technology, you get +1 Brain or Skill for the current scene, and you can decide which one of the 2 rolled dice is the Wild die.
Used: O

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EVO POINTS
O O O O O ▪ O O O O O

BIOMET POINTS
O O ▪ O O ▪ O O ▪ O O

DAMAGE TRACKING
Protection O   Hit Points O O O   K.O. O

CONDITIONS
Wounded O (Body -1)   Shaken O (Skill -1)   Confused O (Brain -1)   Broken O (Spirit -1)

ATTRIBUTES	TRAITS [& TOOLS]		NOTES
❷ BODY *Use to force, resist, brawl, fight*	Swim Run Climb Hide & sneak	[Protective vest] [Pocket knife]	*Vest protects 1 (only upper body)* *Knife damage 0*
❶ SKILL *Use to move, do, execute, shoot*	Drive +2 Shoot Mechanics Cybernetics +2	[Heavy gun] [3 Medkits]	*Gun damage 2* *Each cures up to 2 Hit points*
❹ BRAIN *Use to think, imagine, fix, detect*	Adv technology Hacking Perception	[Pocket computer] [Scanner] [Phone] [Track/Crack hw] [Net Interface]	*Tracking and Cracking, broad usage* *Net Interface +1 Hacking*
❸ SPIRIT *Use to lead, talk, seduce, lie*	Seduction Beauty Rebel	[Nano Hormones]	*Nano Hormones, +1 Seduction*

SPECIAL AGENT 4

ADAM NEWBORN — MUTANT AND FORMER MILITARY

You are a mutant, although of a 'good' breed, if there can be anything good in being a mutant. You are massive and even stronger than how you look. You suspect your mutation was caused by your time in the army and black ops. You discovered your faith in God recently and you are now eager to prove yourself a loyal servant of God.

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?
O Faith is your guidance
O You are here for revenge
O The agency controls you

What's your TARGET?
O Forgiveness for your past
O Act in the name of God
O Be God's mighty sword

What's your ATTITUDE?
O The Bible says forgiveness
O The Bible says punishment
O Humans cannot be trusted

What's your BOND?
O Dan speaks God's voice
O Eric is corrupted
O Lysa is funny and honest

SPECIAL MOVE

Once per session, if you use your brute force, you get +1 Body or Spirit for the current scene, and you can decide which one of the 2 rolled dice is the Wild die.
Used: O

Character Art:
Tommaso
Galmacci

EVO POINTS
O O O O O ▪ O O O O O

BIOMET POINTS
O O ▪ O O ▪ O O ▪ O O

DAMAGE TRACKING

Protection O ▪ O O O O   Hit Points O O O O   K.O. O

CONDITIONS

Wounded O (Body -1)   Shaken O (Skill -1)   Confused O (Brain -1)   Broken O (Spirit -1)

ATTRIBUTES	TRAITS [& TOOLS]		NOTES
❹ BODY *Use to force, resist, brawl, fight*	Strong	[Protective vest]	*Vest protects 1 (full body)*
	Resistant	[Battle suit]	*Suit protects 4, to wear in combat only*
	Run		*Martial arts damage 2*
	Martial arts		
❸ SKILL *Use to move, do, execute, shoot*	Drive	[Small gun]	*Gun damage 1*
	Shoot +2	[Assault rifle]	*Rifle damage 3*
	Explosives	[Heavy cannon]	*Cannon damage 5, armor piercing*
	Mechanics	[Explosives]	*Can blast average armors*
❶ BRAIN *Use to think, imagine, fix, detect*	Strategy	[Pocket computer]	
	Perception	[Phone]	
		[CyberLungs]	*CyberLungs, breathe underwater*
❷ SPIRIT *Use to lead, talk, seduce, lie*	Brave	[Cross]	
	Vengeful		
	Tough		
	Mutant		

The Game Master Guide

How To Master

Start The Game

The first scene is set in the agency headquarter, with all the agents sitting together with the director, and being assigned to the case. Feel free to let this scene last LONG ENOUGH for all Players to start GETTING INTO CHARACTER without the pressure of an immediate threat or having to decide what to do or where to go, who to talk to, etc...

The Profiles

The target of the first scene should be to respond all the questions presented in each character PROFILE. These answers will be important during the game (Players will gain EVO when staying in-character), and also will help other Players to familiarize with the other components of the team.
This is why this scene is important.
If you see that the Players are not very responsive (it can happen), then HELP THEM: for example ask them to answer these questions as if they are interrogated or being evaluated for the job, or set some flashback scenes to resolve the questions.

The BioMet Virus

Feel free to CUSTOMIZE this according to the Players investigations and the game's developments, but as a start, think about the BIOMET VIRUS as something that: a) INFECTS cyberware, b) SPREADS, difficult to identify in early stages and hard to fix at any stage, c) causes some sort of MUTATION in the cyberware
Remember that BioMet indicates both the former company, and the virus, while the people infected by it, are called METZ. Think of the Metz as the victims of some sort of modern plague: they are scared of what's happening, they try to hide it, they are ready to do anything to save themselves, they might blame others for what's happening to them.

The BioMet Mutation

When the BioMet virus attacks an implant, it's initially invisible. Then the implant starts to GROW on the body of the host. The larger the original cyberware, the quicker the virus will spread (making cyberpunks more vulnerable to a complete infection). The virus slowly replaces the human host cells with NEW, SYNTHETIC AND CYBERNETIC NANOIDS, as a cancer. Basically, the human is transformed into a machine. This leads eventually to the so-called CYBERRAGE that affects also cyberpunks. To make things worse: the virus tries to self-preserve, healing the body of its human host.

Agency Support

The characters will often have to act alone and rely only on their skills, but on occasions they should have the possibility to CALL FOR HELP from the agency. For example they could need an expert to evaluate a clue or request some special equipment (a nice way to spend EVO).

GMing Advice

When you're the GM, keep in mind a golden rule: do not make plans BUT LISTEN.
Develop the scenes, the story, by giving freedom to the Players: use their questions, their remarks and theories, their fears. You can collect ideas as the game develops, to use them LATER ON, and try to use them to BUILD THE STORY rather than opposing the Players.
The investigation and the BioMet infection are a lot to deal with: these topics alone will give you enough CHALLENGING material. No need to side-track the Players with minor difficulties. Be open: let the Players find clues when they look for them, and try to maintain your scenes OPEN-ENDED as long as Players are not in action. Do not have expectations for a specific outcome, let the Players decide WITHOUT NOTICING.

Set The Mood

Remain focused on the key points: the overall CYBERPUNK ATMOSPHERE (technology, decay, violence, corruption), the BioMet INFECTION, the INVESTIGATION in progress, the risk of an ESCALATION (mutants' riots and cyberpunks' attacks, political interference with the case or the possibility virus outbreak).
Remember to be DESCRIPTIVE: talk about the scene, the setting, the details. Don't be afraid to push things to the EXTREME.

If You Stall

If the game stalls, use an in-game element like O.S.E. to get things in motion again by GIVING A PUSH to the Players. You can give them a clue, the result of an analysis, a new element discovered by the police. Or you can have enemies to start to show up (not all at once, and keep the strongest for later): a small riot, an attempt to break into the agency, an assassin sent to hunt the characters, and so on.

Metz Cyberpunks

Cyberpunks (addicted to cyberware), when infected with the BioMet virus, will have a different reaction that normal people: they will feel blessed, see their cybernetic side growing more powerful and will fight to REMAIN infected rather than being cured.
They would even EXPOSE THEMSELVES to the virus WILLINGLY, if they knew about it. So it would be really dangerous if Cyberpunks will gain access to the virus.

Enemies And Story

Enemies are NOT just adversaries. Enemies will have their OWN PLANS in conflict with the characters' work. They can be people from the former BioMet, from the city government or police, someone who released the virus, cyberpunks trying to exploit it, mutants preparing for war, other major criminals, etc. Enemies will be a KEY ELEMENT of the story: someone probably did set things in motion with the BioMet Ent. separation into multiple companies, someone developed or discovered the virus, plans to keep it secret and use it somehow... All these elements will be unveiled by the Players as they investigate, starting from the initial few clues: the scientist's death, the mutant corpse, the rumors about the virus. Was the scientist abducted? Did he disappear on purpose? How long ago? What was his role in BioMet? What does he have to do with the virus? Was he perhaps infected?

Keep Logs

Since as the GM you don't have an already made adventure, it is very important that you KEEP A LOG OF EVERYTHING that happens: track events, NPCs, questions, clues, theories, plans, ideas, enemies, fights, etc.

Build The Story

Any element that you track can support you while building the story with the Players. To help you in the process, you can use the DEDICATED GM Story-Sheet in the last page. The bottom half is dedicated specifically to tracking the adventure's events. A good approach is to log everything and CREATE LINKS, that connect multiple elements, like the investigators would do, and to KEEP TRACK OF Enemies Agendas and Plans.

Technicalities

The Infection

When the characters are getting close to MetZ, or to infected material, roll 2D6 for each exposed character, and if the result is 6 or less, HE IS INFECTED. When infected, MARK 1 BIOMET POINT on the PC sheet. From here, mark ANOTHER 1 BIOMET POINT at the beginning of each session and 1 more when BioMet spreads, like healing H.P. or fixing cyberware.

Use The Wild Die For The Story

In some cases you or the Player will need to describe a minor trouble or disadvantage. You can use the Wild Die TO INSPIRE YOU, if you don't have a better idea at the moment.

Success With Complication

⊕ GM'S DESCRIPTIONS - Wild Die results: [1]: Assign a small damage or some new factor to create new troubles. [2]: Insert a problematic tool or idea. [3]: Create some confusion
⊕ PLAYER'S DESCRIPTIONS – Wild Die results: [4]: Miss something or pay a price. [5]: Neglect some future implications. [6] A minor hiccup, a glitch, a slip

Failure

⊕ GM'S DESCRIPTIONS - Wild Die results: [1]: Give damage or a condition, and lose or break some tool. [2]: Put in a weak spot, move, reverse. [3]: Give damage or a condition for the failure
⊕ PLAYER'S DESCRIPTIONS - Wild Die results: [4]: Take a damage or a condition for the failure, plus some serious complication. [5]: Put the character in a trouble. [6] A small damage or price to pay

Using the Wild Die for the consequences of any action, will insert an unexpected twist to events.

Difficulties Examples

⊕ BODY: Run while chased: -1. Jump from a building to another: -3. Swim while wearing a protective vest: -1. Break a prison door: -3. Take a cop down with martial arts: -1.
⊕ SKILL: Place a nice shoot: -1. Shoot while diving to cover: -2. Attend to a minor wound: -1. Drive fast in the traffic: -1. Drive to escape a police pursuit: -2.
⊕ BRAIN: Regular hacking: -1. Hardcore hack: -3. Find an investigation clue: -1. Perceive an immediate danger: -1. Detect a lie: -1. Fix a cybernetic implant: -2.
⊕ SPIRIT: Talk sense into someone: -1. Appeal to their faith: -2. Scare them in the name of God: -2. Question someone: -2. Interrogate someone brutally: -1.

Remember to call for the dice when the action is relevant and presents the possibility for an interesting development ALSO IN CASE OF FAILURE. If the action is within the PC capabilities, and leaving the result the dice does not seem appropriate, then allow automatic success.

NPCs And Combat

To use the NPCs in combat, you should assign them a DIFFICULTY: assign a higher difficulty to stronger opponents, to make them harder to hit, and so that they will more easily hit the characters back. Then give them HIT POINTS (to reduce when they're hit, includes also the protection, if any), and DAMAGE (how much damage they inflict to the characters if they hit).

Weak NPCs

⊕ SOME REGULAR FOLK
difficulty 0, H.P. 2, damage 1
⊕ A GUARD, A POLICEMAN
difficulty -1, H.P. 2, damage 2
⊕ AN OFFICER, A FIGHTER
difficulty -2, H.P. 3, damage 2
⊕ Often police and guards will present in small groups rather than alone.

Stronger NPCs

⊕ A STRONG CYBERPUNK, A REGULAR CYBORG
difficulty -2, H.P. 3, damage 2
⊕ A COMBAT MUTANT, AN ASSASSIN
difficulty -3, H.P. 4, damage 3
⊕ A VERY STRONG CYBERPUNK OR MUTANT
difficulty -4, H.P. 5, damage 4
⊕ Treat a regularly trained agent, using a combat-mech, as a Very Strong Cyberpunk.

Tune NPCs

You can tune NPCs in several ways, to better present the different profiles of each enemy. You can INCREASE DIFFICULTY for special cases (i.e. cyberware that improves speed or aim), or INCREASE H.P. (i.e. better armor or very resistant NPCs), or INCREASE DAMAGE (very special weapons). Better yet: give something special to special NPCs (powers, tools, etc.).

Gun Fights

If the characters are involved in a gun fight, ROLL SKILL+2D6, and add Traits and Tools. If the Player hits, he deals weapon damage +1/+2 (according to the Wild die) against the NPC; if he's hit, he suffers the NPC damage +1/+2 (Wild die). If a fighter goes in DISADVANTAGE, adjust the difficulty accordingly (+/-1) for the next roll.

Brawl And Move

In a melee fight, ROLL BODY+2D6 and add Traits and Tools. Add the weapon damage, if any is used, otherwise just take the 1 or 2 from the Wild die.
During a gun fight or a brawl, PCs and NPCs can move short distances (i.e. attack a close opponent, duck, take cover). This does NOT require special movement ruling.

More About Combat

If the character is OUTNUMBERED, you can increase the difficulty (i.e. -1 for each enemy). Roll just once: hit one enemy, or get hit once. If the character is trying to AVOID DAMAGE, but not fighting back, roll with the regular attribute (i.e. Body for dodging bullets), with a +1 modifier to the assigned difficulty. In case of success, the damage is avoided.

House Rules

If you need to roll for something special, follow the SAME MECHANICS as for other rolls: ⊕ 10+ full success; ⊕ 7-9 success with complication; ⊕ 6- failure.
Assign to the Player(s) an arbitrary starting score based on the success's chances: ⊕ 0-1, little, ⊕ 2-3 average, ⊕ 4-5 good, ⊕ 6-7 high.
KEEP THINGS SIMPLE: include all variables in a single initial score and roll.

When Infected

The BioMet can inflict disadvantageous conditions on the PC but it can also help him TO RECOVER: ⊕ spend 1 EVO FOR 2 HIT POINTS instead of 1, and recover almost in every condition (no doctor needed); ⊕ spend 1 EVO FOR 2 PROTECTION POINTS, or to fix cyberware (no mechanic needed).
This causes the infection to spread, so MARK 1 MORE BIOMET POINT on the PC sheet.

Infection Stages

1-2 BIOMET P.: light infection. No visible signs, no change in behavior. ⊕ 3-4 BIOMET P.: medium infection. The cyberware grows, character is Confused. ⊕ 5-6 BIOMET P.: hard infection. Cyberware growth is very visible, the character is Shaken, and incline to rage. ⊕ 7-8 BIOMET P: extreme infection. Character is Broken and struggles in human contacts. Cyberware covers almost the full body.

STORY-SHEET

THE ENDGAME

The investigation will likely evolve in different ways for each new group of Players. As the GM, your job is to follow their lead, introduce twists, keep the tension and the mystery at the game core. Some characters will be infected by the BioMet virus: they should NOT BE CURED during the adventure.
A cure might be found ONLY AT THE END.

THE PROFILES

Do your best to allow each Character to have occasions to show his own profile.

ERIC HOOPER

Secret:
Target:
Attitude:
Bond:

DAN NABOT

Secret:
Target:
Attitude:
Bond:

LYSA K.

Secret:
Target:
Attitude:
Bond:

ADAM NEWBORN

Secret:
Target:
Attitude:
Bond:

Write the characters profiles info here, as a reminder.

BALANCE

Structure your adventure in a series of Scenes, that will sum up to a Session, an Episode. An Episode is NOT the end of the adventure, NOR necessarily the solution of a single piece of the puzzle, but presents some resolution and prepares the ground for the next step of your narration. In each Episode (it might last one or two Sessions), as the GM, try to MAINTAIN A BALANCE of how often and how hard you test each character. Use the table to mark how often a PC is involved in action or combat, by Attribute.

	Eric	Dan	Lysa	Adam
Body	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○
Skill	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○
Brain	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○
Spirit	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○

You DON'T need to test each character in every attribute. It's fair that a certain character will use an attribute more than another. But try to keep balance on how much you test each character. If a PC is hurt, damaged, or the scene was very intense for him, you can mark 2 points.

THE KEY ELEMENTS

Use this section of the Story-Sheet to track events, NPC, enemies' plans, clues and so forth, dividing the Key Elements among the various groups. At the center you will find the Case Solution. This will populate as the Players progress with theories, confirmations, new clues, etc... It will be your job as GM to make sure all adds properly, and will make sense in the end.

BIOMET ENT.
division, virus, new companies, secrets?

DEAD SCIENTIST
experiments, clone, dead or alive?

BIOMET VIRUS
infection, outbreak, origin, cure?

OTHER
add a new development

CASE SOLUTION
List here theories to confirm or discard

OTHER
add a new development

MUTANTS
rebellions, rumors, support?

CYBERPUNKS
cyberrage, riots, gangs?

CITY
politics, police, panic?