

CYBERPUNK

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Introduction

Le monde est un univers sombre. L'humanité côtoie le meilleur de la technologie et le pire de l'homme. De transformations génétiques en cybernétiques, l'homme perd peu à peu son humanité. Les grandes villes grouillent de bandes en tout genre, mais la société reste contrôlée par des puissants. De grandes entreprises qui, à coups d'opérations plus au moins légales, de guerres ou autres, ont la main mise sur le pouvoir. Les employés de ces corpos travaillent à vie et restent généralement fidèles et dévoués à leurs entreprises. Les gouvernements, visiblement torpillés par les corporations, à coups de scandales, de pots de vin, sont devenus des marionnettes entre leurs mains.

Les intrigues intra-corporatistes impliquent l'emploi de forces vives. Et c'est généralement là que les choses commencent. Victime ou employé, innocent ou rebelle chacun apporte un peu de ses talents. Guerriers pour les nouveaux soldats, techniques pour les ingénieurs et bidouilleurs de cybernétique en tout genre, relationnels et mise en contact de personnes ou de biens, d'interpolation du réseau avec les pirates informatiques (les netrunners).

Il reste encore quelques défenseurs d'un ordre oublié qui sont les policiers (les cops) des années 2020.

Dans ce marasme cynique, chacun essaye de survivre tout en étant sur la limite, l'ultime frontière qui vous fera basculer du mauvais côté.

Races

Human

Homo sapiens sapiens

Natural Lifespan: 75 years

Hopefully you know what these are, since presumably you are one. These are the vast majority of the populace in 2020, although some of them seldom appear to be what they were at birth.

Aliens (Highriders)

Homo sapiens sapiens, type II

Natural Lifespan: 75 years

Stop dreaming...we ain't gonna let you bring in the she-bitch with the razor throat. True extraterrestrial life forms are wiped out the instant they hit Terran space by the ever-xenophobic Terran Space Guard. Aliens refers to those humans who live and work in Orbital and Lunar colonies. They generally have weaker body types due to lower gravity and sometimes require tech-assistance on the planet surface for the simple joys of life, like breathing without their lungs collapsing. They are typically taller than surface based humans, with a lighter, less dense body structure, and are somewhat weak in the immune system as well, having spent most of their lives in the sterile climate of space. However, in a low gravity environment they are much more agile than surface dwellers, and are almost immune to motion and space sickness, since their inner ears have become adjusted to the bizarre and sometimes sudden pressure changes of orbital life. They qualify for full human rights and Terran citizenship.

Bio-engineered Genetic Constructs (Gennies)

Homo mutatis

These are the results of DNA hybridism and manipulation by scientists. Gennies are used for labor and guard dog duty. They are only as intelligent as their creators need them to be to follow simple commands, and are fairly bestial. This is not to say that it is impossible to make a gennie that has the same functioning level and emotions as a human, but it is not considered advantageous to make them that way...after all, if you want thinking power, just get a human for the job. Gennie lifespans vary according to the cocktail used to create them, generally winding up with the shortest lifespan on the list (ie, a gennie hybrid of a human and a wolf would end up with the wolf lifespan, or about 15 years — don't argue with me on this, I'm a scientist). Gennies are sterile. They are distrusted and disliked by society in general, and do not qualify for human rights. Heck, they don't even get protection under the SPCA.

Personality Constructs

Homo sapiens nebulis

Natural Lifespan: indefinite

These get a bit tricky to play, since the only place they have any mobility is on the Matrix ('Net). AIs are computer systems that have become self-aware, and PConstructs (AKA Ghosts in the Machine) are previously human personalities that have been transformed into Matrix intelligences and are rarely happy about the experience. Both will usually be 'owned' by a megacorp and they do not qualify as having full human rights, although registered AIs and Constructs qualify for limited Terran citizenship. AIs and Constructs make contact with non-netrunners via monitor links and dataterms, although usually they will stay walled up in their massive and highly defensive datafortresses until they are contacted by a runner...and then they'll usually do their best to kill him just for the sheer pleasure of wiping out a frackin real spacer.

Corporations

What with the collapse of the US government and all, Corporations pretty much run things. They guard and control their territories like small states, their employees the citizens. Cyberpunks generally hate the corps, and their control, and would never think about selling out....but then again, kibble can get pretty boring after a while, and that corporate job can look pretty nice when you're on the streets or sleepin in a coffin.....

Apollo Gen - Global Power Generation Corporation

Informations

- **Headquarters:** Los Angeles
- **Regional Offices:** San Francisco, Seattle, New York, Los Angeles, London, Seoul, Johannesburg, Sao Paulo, Brazilia, Mexico City. Branch offices across the Americas and Africa.
- **Generation Facilities:** Solar Stations: 16 Orbital, 2 Mexico, 6 North America (NE/AR), 4 Arabia (US Military Zone). Nuclear Stations: 1 South Africa, 6 North America, 12 South America, 1 Korea, 1 Antarctica. OTEC Stations: 2 Indian Ocean, 4 Pacific.
- **Research Facilities:** 2 North America (CA/NY), 3 Arabia (US Military Zone), 1 Pacific.
- **Name and Location of Major Shareholder:** Daniel Joteq, Los Angeles (15.5% owned)
- **Employees:** Worldwide; 1,250,000 Troops; 3,500 Covert; 100

Background:

In 2007 when nuclear fusion first became a feasible source of power, Daniel Joteq was financial director for the research group that made the breakthroughs, a government funded team of top scientists and research technicians. Joteq, seeing the potential for domestic generation and the profits it would engender hired a team of freelance edgerunners, such as there were in those days, and, giving them security codes and facility blueprints had them steal the technical details of the research, stored in a single hard drive in the research dome. Almost instantly he patented the discoveries, the day before the team was to report its findings. The government threat of losing those patent licenses were met with a threat of losing the research data and Joteq set out to create his empire. Buying up the best of the research team members, placating them with indulgent salaries, he then began negotiating with the government. More than one attempt was made to steal the disk, but Joteq had had it destroyed, transferring all the data to a primitive wet-drive at the base of his skull. The government realised they'd, if only for a while, have to work with Joteq, and this proved very easy to do.


In a few years Apollo expanded into solar and OTEC (Ocean Thermal Energy Conversion) generation and began to spread worldwide. While North America had a steady generation facility, the booming population and increased power demands of average citizens would require extra facilities. In South America the entire generation field needed completely revolutionising. In both fields Apollo proved up to the task, and began to pour money into research schemes designed to reduce waste, increase efficiency and put nuclear and solar energy to more sinister purposes.

While the laboratory style research facilities in North America research waste reduction and efficiency, the (government authorised) facilities in the nuclear wasteland of the old Arab states are involved in either less admirable or less safe, depending on whose view you take. Apollo claims to be minaturising current reactor technology to make it possible to build nuclear vechiles or homes. Media Jane Fellows thinks otherwise - should read 'thought' - having taken photographs (sadly undeveloped) of what appear to be bodies of victims used in advanced microwave weapon tests. Apollo disagrees - obviously in a nuclear wasteland such as Iraq 2020, you will come across corpses who died due to radiation, the bodies found were simply these. Government inspectors, having investigated, were pleased to announce that everything was above board.

Resources:

Most of Apollo's money is tied up in its facilities - both research and generation. It maintains enough haulage vechiles to maintain itself, 500 Toyota model 3 Heavy Haulage trucks, 200 AV9, 200 AV4, 100 Osprey II's and 5 cargo subs. It currently has contracts with Orbital Air and TransCon to handle transport to the orbital facilities when necessary and heavy air freight. On the military side it maintains 18 Otec Shark fighter subs (3 at each of its OTEC facilities) and 38 AV6. Most security is handled by Arasaka, except at the Arabian research domes which are handled by the US Military who have troops stationed at the domes 'their role being one of support and observation'.

Affiliates

 CABLE NEWS NETWORK or CNN as it is commonly known, was broken off from Turner Broadcasting when that corporation faced monopoly charges in the early 2000's, and instantly diversified into several news providers, on-line services, and video-on-demand brokers.

TRINITY

"What's Trinity? Combine the worst of all the evil televangelist ministries on the planet (estimated net worth on the order of billions), throw in a dash of cutthroat corporate ethics (extraction teams who work for the Lord), mix in Valley Bible Death Camps and razorwire towers, a cruciform data fortress staffed by pro-level born-again netrunners, and you're starting to hear the word of Jesus Christ. Can you say Amen, brother?"

— Jody Morris, aka Virtue

"Woe unto them that call evil good, and good evil; that put darkness for light, and light for darkness; that put bitter for sweet, and sweet for bitter!"

— Isaiah 5:20

Informations

- **Headquarters:** Night City, NorCal
- **Regional Offices:** New York, NY; Miami, FL; Los Angeles, SoCal; Denver, CO; Austin, TX; Seattle, WA; Mexico City, Mexico; London, England; Toronto, Canada
- **Troops:** 500
- **Total Employees:** 60,000
- **Covert Operatives:** 120
- **Resources:** 7 Private Jets, 15 AV-4's, 2 AV-6's, 4 Passenger Helicopters, more than 100 ground vehicles.
- **Symbol:** A cross with a flame burning from the top.

History

"In the beginning God created the heaven and the earth."

— Genesis 1:1

Trinity started out innocently enough as a small church, serving a small community in Southern California, in 1998. Over time, the congregation grew, drawn by the sermons of the pastor, John Tier. Tier was a wholesome man, married, and the father of three handsome sons. He taught that the corruption of the earth was so intolerable that God would soon show the righteous the way home, to Heaven. The Rapture was coming, he warned, and all the faithful should rejoice because they would soon be released from their pain.

One night, he awoke from a dream in which God had spoken to him. The Lord had told him to protect his flock, and that one day soon, when the might of the stars would rain upon the earth, salvation would be theirs. He preached of his dream, and his following grew closer to him. From that point on, he would end every sermon by saying, "...and now, let us wait - and pray. Amen."

In the following years, he became more and more unstable, unflinchingly believing in his vision, and watching the skies for the sign. Most of the congregation became disturbed at what their pastor had become, and left to find their solace elsewhere. A handful of loyal converts stayed, however, including Tier's oldest son, David. Tier's wife filed for divorce in 2004, unable to cope with her husband's vision. His two other children would not see him.

David stayed by his side as the man grew older, his obsession growing with him. Then, one evening in

2008, the ESA dropped a large rock on Colorado Springs. The son came to his father, telling of the sign from above, but John Tier had already seen, and had gone to meet his maker. Only the hint of a smile on his careworn face betrayed the man's feelings at the time of his death. He had been overjoyed.

The remaining congregation, a group of fourteen lost and lonely souls, came uncalled for to Tier's house. What they found was David weeping over his father. When at last they calmed him, he explained that John was the purest among them, and that God had forsaken them for the brilliance of his father's soul. Something had gone wrong, and they were being punished. They spent the rest of the evening on their knees, praying to be forgiven.

It was that night when David had his own prophetic dream. In it, his father came to him, dressed in white. "My son," he said. "All is right with you. The Lord still needs your vision so that you can take the Word to the rest of the world. Take only those who are loyal and good among you, and use Satan's weapons against him, for the good of Heaven's Kingdom."

When David awoke, dripping sweat, he was a changed man. His father had shown him the path and the light, and he wasn't about to pass up his own chance at redemption. Of his father's few remaining followers, David told five of his vision. Together, they vanished for a time, resurfacing in 2016, in Night City.

David, preaching the word of God, cried out to the dispossessed and the lost. Night City was a hotbed of sin, an evil den of wickedness, and through his word they could find the light that they so desperately needed. It was amazing at how fast his calls, first in the streets, and later over the radio airwaves (KTRN), attracted followers, hungry for escape from the world that had sprung up around them.

Within two years, Trinity had grown from David and his five disciples preaching scripture in the streets to an organization with nearly 120,000 members, with more every week. They had erected a "worship center" in Night City's gaslamp district, bought their own television and radio stations, and opened various regional centers nationwide, as well as three in other countries (one in London, another in Toronto, with the third in Mexico City).

In the year 2020, Trinity has nearly 2.2 million members worldwide, every single one of them sending a tithe each month. While the majority of the populace views Trinity as just another evangelist camp, there are a few who view Trinity as a dire threat. Little do they know of what goes on behind those closed doors when the bell stops tolling...

Religious Beliefs

"Then Jesus said unto them, My time is not yet come: but your time is always ready. The world cannot hate you; but me it hateth, because I testify of it, that the works thereof are evil."

— John 7:6-7:7

David Tier preaches a unique form of apocalyptic Christianity. The world is ending, he says, but unlike rats aboard a sinking ship, the faithful can be saved from the darkness that awaits everyone else. While the message he sends out is undoubtedly gloomy, it still sells well to the oppressed masses who search for any glimmer of hope as if it were a treasure to cling to. Tier uses this desire to motivate his followers. He cites daily events in his sermons, showing in his own twisted logic that God is at work, bringing about the end of mankind.

Standard Judeo-Christian values are honored (ie, Ten Commandments), but with the times have come new strictures that Trinity members are expected to adhere to. For one, the use of cyberware in any form is strictly forbidden. While the cause for this is uncertain, it is believed that it stems from the fact

that Revelations 21:8 condemns the "abominable", and Tier frequently refers to cyberware and cyborgs as "...abominations in the eyes of almighty God. They [cyberware] will not serve you in the glory of the Afterlife." Whatever the reason, new members are required to have all cyberware removed and destroyed before full access to Trinity benefits is made available.

Second, since cyberware isn't permitted, neither is cyberspace. All forms of direct access to the cyberspace network are shunned. Tier explains that cyberspace is necessary to maintain links to the rest of the world, but its uses should be restricted to spreading the word of God. Tier has made comments from time to time that "perdition waits for us there [in cyberspace]...it is easy to lose ourselves there. It is not a divine creation, but one made by man in his quest for godhood." He has also stated that opening oneself to the matrix also opens oneself up to possession by demons.

Lastly, Trinity rejects all corporate influence. This has made Tier very few friends in the business community. He has rejected many gratuities aimed at earning his tolerance, stating that "A true servant of God cannot be bought like a whore." While his words are strong and his accusations many, most corporations keep a wary eye looking his way in case he slips too far out of line. Tier is far too large in the public eye to be liquidated without discretion, and he knows it.

The glory of the coming of the Lord

"And I saw Heaven opened, and behold a white horse; and he that sat upon him was called Faithful and True, and in righteousness he doth judge and make war. His eyes were as a flame of fire, and on his head were many crowns; and he had a name written, that no man knew, but he himself. And he was clothed with a vesture dipped in blood: and his name is called The Word of God. And the armies which were in heaven followed him upon white horses, clothed in fine linen, white and clean."

— Revelation 19:11-19:14

While outwardly showing a mask of serene purity, Trinity is (to some) a den of vipers. Trinity is in command of some of the best, most dedicated, and faithful agents available. Most of them are wired into discreet cyberware, giving them an edge in any situation requiring them to smite down anyone in their way. David rationalizes this use of cybernetics by what his father told him in his vision: "...use Satan's weapons against him..." These agents are divided into isolated cells, each with its own specialized purpose (ie, security, retirement, retrieval, etc.). There are usually between 4 and 6 agents in each cell, although some have as many as 16 members, while others have as few as 2.

Trinity's netrunning staff is feared just as much, if not more, than its covert sections. These runners are simply some of the best, most trained from childhood and brainwashed with the Blood of Christ. Tier teaches them that cyberspace is where the final battles will be fought, and he refers to it as the "eternal sea" that the Beast will rise from. These cyberspace paladins are typically active at all hours of the day, scouring the net for rumor of the coming war. Tier sees them as his front line against those who would corrupt and destroy his flock.

It is not uncommon for people who publicly oppose Trinity to disappear, die mysteriously, or become financially destroyed. While no evidence ever points to Trinity's involvement, Tier is fond of using such events to show his congregation what God will do to those who don't believe.

Ressources

"For wisdom is defence, and money is a defense: but the excellency of knowledge is, that wisdom giveth life to them that have it."

— Ecclesiastes 7:12

"But Peter said unto him, Thy money perish with thee, because thou hast thought that the gift of God may be purchased with money."

— Acts 8:20

"For the love of money is the root of all evil: which while some coveted after, they have erred from the faith, and pierced themselves through with many sorrows."

— I Timothy, 6:10

Trinity is very nearly a corporate entity in its very size and scope. It offers its patrons very little in the way of physical materials, but it does sell something that no other corporation can offer: everlasting life. While this sounds ridiculous to some, it sells very well to those who have nothing left to lose. Trinity doesn't actively campaign for donations, but it does require that each member that can afford it must donate 10% or less of their income to the cause ("It's like buying stock in a corporation, with much higher returns." - D. Tier). Though a good deal of this money is put towards Trinity's maintenance costs, building shelters for the homeless, feeding and clothing the poor, and spreading the gospel, a small percentage is funnelled into security, as well as research and development.

Trinity controls a small army of operatives, armed with state of the art weaponry and modifications. These agents are rarely (if ever) used for covert operations, and when they are, Trinity makes sure that they are deniable. Most operations are clandestine. These agents know this very well, and believe they are doing God's work. In addition to the church's solos, it owns several private jets, a slew of AV's, and a fleet of ground vehicles. These vehicles and security teams are scattered throughout the national and international offices that Trinity controls. In addition, it also controls several radio stations (KRTN 102.5 fm in Night City), and its very own television network which is beamed into every house by a series of satellites in geostationary orbits around the globe. It is rumored that there has been talk of attempting the construction of a Trinity branch in orbit, but this has not been confirmed.

TransCon - Trans-Continental Transport Corporation

Transport at the Speed of Change

Informations

- **Headquarters:** San Francisco
- **Regional Offices:** New York, Night City, Washington, Los Angeles, Houston, Washington D.C, London, Rome, Toronto, Paris, Hamburg, Helsinki, Prague, Seoul, Sub-offices throughout North America and Europe.
- **Name and Location of major shareholder:** Jonathan Demark, San Francisco (11.2% owned)
- **Employees:** Worldwide; 1,200,000 **Troops;** 5,000 **Covert;** 50

Background

In 2003 Jonathan Demark, the owner of a private east coast transport company called De-Haul saw that the world was lacking in a single company to transport cargo around the world. The managing of cargo had to be carried out by several small companies, so he formed TransCon. The corporation is dedicated to provide cargo transport efficiently and reliably.

It sells its services for any corporation, either on long-term contracts or individual assignments. It is used by other corporations extensively, even if they have the resources to move their own cargo, because TransCon has set up many connections and gets quick access through many state and national borders. The authorities know that TransCon will not be doing anything other than transporting and so they can give them an easier time.

TransCon guarantees delivery and offers complete client discretion. It also remains neutral in all corporate conflicts involving its clients. For these reasons, TransCon is in a unique position; there exists an understanding with other corporations that competitors' cargo carried by TransCon is not attacked or interfered with. This obviously means that TransCon gets huge business, particularly during times of corporate conflict, but no-one knows if the agreement would hold during a full corporate war. It also explains why TransCon can get away with a relatively small number of troops compared to its huge size; they are only needed to protect its headquarters and major offices, as well as certain high-security shipments. Any additional security is contracted from the Lazarus Group as needed.

The security is rarely needed however, as TransCon also has favour with the US Provisional Government, giving huge power and stability to the company. This favour is what has allowed the company to expand so quickly (it monopolises independent transportation in North America, has few competitors in Europe and is now looking to expand into Asia). Recently, the government threatened to use the National Guard if a group of Aldecaldo nomads did not leave TransCon shipments through Utah alone. Those looking to interfere with TransCon now think twice, no-one wants to tempt the sleeping giant. On the other hand, there is no official arrangement and so it is unknown how far the Government will go to protect the company if in real need.

The reasons for this arrangement are unknown, but rumour abounds that in return for protection from the US, TransCon uses its easy access around the world to insert and extract CIA agents and sensitive cargo relating to 'national security'. There are also stories that TransCon vehicles facilitated the rapid withdrawal of military equipment after the SouthAm wars. This could mean that it was TransCon's

failure to move the soldiers themselves that led to The Long Walk.

Resources

TransCon maintains the largest fleet of vehicles on the planet. For standard transportation it owns 700,000 Toyota model 3 Heavy Haulage trucks, 20,000 AV's of various sizes, 2,000 Boeing C-25 heavy cargo planes, 400 Osprey II's, 100 corporate jets and 300 Seatech DELTA-class heavy transport ships. In addition, it owns some vehicles used for High-Security services. These vehicles are equipped with light weapons and are armoured to a military standard. They include 20,000 model 3 trucks, 1,000 AV's, 100 C-25's, 40 Seatech DELTA's. For protection of very sensitive cargo, TranCon also has several vehicles designed for 'riding shotgun' with the previous armoured vehicles. These vehicles are for all intensive purposes military, armed with heavy weapons and are incapable of carrying much cargo themselves. They include 200 assault AV's, 50 F-27 Fighter jets and 30 M-23 Battle tanks.

Affiliates



ORBITAL AIR has an almost complete monopoly over commercial orbital lifting capabilities, and is a world leader in orbital technology. Expect their position to be cemented with the introduction of the Model 10 orbital workshack this season.

Blue Coat Systems



Informations

- **Headquarters:** Sunnyvale, California
- **Regional Offices:** New York, Night City, Washington, Los Angeles, Houston, Washington D.C, London, Rome, Toronto, Paris, Hamburg, Helsinki, Prague, Seoul
- **Name and Location of major shareholder:** Fredrik Rosing Bull, Les Clayes Sous Bois (72.6% owned)
- **Employees:** Worldwide; 500,000 **Troops;** 9,000 **Covert;** 50

Background

Effectively combining processing power and security, Bull designs, implements and runs internationally renowned solutions for public and private sector organizations alike, that transform information systems into positive drivers for excellence, differentiation and value-creation.

As a trusted business partner, Bull helps its customers seize all the opportunities of the digital revolution, while managing its inherent risks.

Affiliates



INTERNATIONAL BUSINESS MACHINES controls the world's largest market share of high tech manufacturing, was involved in the greatest free market hostile takeover in history where master raider Kurt Muller acquired many of the companies that now make up IBM's backbone of manufacturing, including Samsung, Apple, Sun Microsystems, and Compaq.



Mircotech formed when Sun Microsystems was acquired by IBM. Microtech floundered until Cray's disastrous T-80 chip malfunction of 2003, wherein all of the EuroSpace Agency's computers were switched over to the newer Microtech mainframe systems. Although Cray has recovered, Microtech maintains a firm grasp of the mainframe market share, having introduced the Quicksilver Net Server in January this year.



Bull has a worldwide presence in more than 100 countries, and is particularly active in the defense, finance, health care, manufacturing, public and telecommunication sectors.

Effectively combining processing power and security, Bull designs, implements and runs internationally renowned solutions for public and private sector organizations alike, that transform information systems into positive drivers for excellence, differentiation and value-creation.

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KIROSHI known best for their top quality optics, Kiroshi created the first cybernetic interface plugs and purchased Life Vision in 2011 to create its optical division. Kiroshi now dabbles in many forms of cybernetics, but specializes in various opticals, including the best selling Anne Klein series, which premiered in 2019 in the movie 'Shout To The Stars.'

WorldSat Communications Network

WorldSat has the monopoly on global satellite communications.

Zetatech

Zetatech makes wetware and computer hardware and designs software from their headquarters in Cupertino, California.

Habea Corpus Incorporated

Overview:

Habea Corpus Inc. is an expanding genetic engineering firm which deals in a multitude of applications involving genetic manipulation and biotechnology.

It is confident of its superiority in the field. The company carries over 65% of current existing patents on genetic enhancement and biotechnology. Its origin has allowed it to evolve a less bureaucratic work structure, creating a beneficial environment in which to do work and do research and development. Though unorthodox by established standards, it has allowed Habea Corpus Inc. to excel where others have floundered. Helix is its public face: an outlet much like the Chrome cybernetics stores, though dealing in biotech and minor genetic tailoring like skin coloring and pheromone production.

Habea Corpus Inc. started its production of genetic manipulations in the early twenty-first century. Originally the source of survival modifications to the political refugees in Antarctica, the company went public soon after the Antarctic Collective did. Habea Corpus Inc. made its appearance in the world market selling its patents on genetic processes and with its initial military contracts. Its genetically altered plants and food products earned Revolution the Zimbabwe/Free South Africa contract to feed the starving Africans. Its advanced level of production has placed them far ahead of any other firm dealing with genetics. Its initial profits have been more than modest and continue to increase. In mid-2020 Habea Corpus Inc. diversified and opened a smaller firm dubbed Helix. Helix is much like the parent company in that it deals with biological alterations, but while Revolution deals with the larger accounts, Helix is the public's access point to the larger company. Many Helix biotech clinics have opened in major cities. Habea Corpus Inc. enters the next year with three major products: a revolutionary new chip design, biological memory storage for computers, and developments for increased food production. Its estimated release for each of these products starts in mid-2021. The latest any of its current contracts come up for renewal/renegotiation is January 1st, 2028.

Affiliates

dupont|monsanto DuPONT/MONSANTO merged in the late 1990s and created the answer to the world's fuel crisis, CHOOH₂, a complex grain alcohol produced by genetically manipulated yeast and wheat strains. DuPont/Monsanto eventually licensed their CHOOH₂ production to several large agribusinesses and petrochemical companies, making them one of the wealthiest corporations in Europe. They now concentrate on genetically engineered foods and commercial bioware products for the personal beauty market, including the patented Calvin Klein subdermal perfumery.

TRAUMATEAM TRAUMA TEAM owned wholly by Humana, Inc. TraumaTeam provides emergency medical services in several major urban markets, on a contract subscriber basis. In some cities, TraumaTeams have completely replaced city-managed paramedical teams.



MEDTRONIC manufacturer of the original "Enable" cybernetic prosthetic limbs in 2005, now manufactures and distributes the majority of all cybernetic limbs and internal systems (chipware processors and feedback subsystems) in the US, and has contracts with the larger European and Japanese firms.

Weyland-Yutani



Runs the human colonies outside the solar system through the Extrasolar Colonization Administration, has a seat in the Interstellar Commerce Commission's Company Review Board, and also has a large presence on Earth. They hold their main offices in Tokyo, San Francisco, The Sea of Tranquility, and Thedeus.

Arasaka

This security and police corporation is well-known for their elite troops, but watch yourself...Arasaka tends to be more self-serving than protecting.

DeathGames Inc.*

Another entertainment corporation, only this one deals in one specific sport: DeathGames, where carefully bred and specially trained humans with no more than 5% cybernetics battle their way through the ruins of Avalon, Catalina Island off the coast of California, wiping out cyborgs and, if necessary, each other. The Ultimate DeathGames Championship held every year is the highest rated annual show, broadcast all over the world.

DreamCorp*

The largest entertainment corporation in the world, DC holds the contracts for several top musicians who gave up their rocker dreams for the ready money, as well as 75% of the DeathGamer contracts.

Event Horizon***

A British firm built on the principles of pure capitalism (ie, black market), Event Horizon is the world's largest manufacturer of Memox™ datacubes, although they have many other divisions, including scientific research, cyberware, space plane service and asteroid exploration, and even small appliance manufacture. It is rumored that Event Horizon has a connection to Sierra Survival, but the nature of the relationship varies from teller to teller.

The Union - Petroleum United



EXXON undoubtably the largest of the old boy oil networks, Exxon now produces a variant of CHOOH₂, and searches for a new sythetic plastic base to entirely replace waning petroleum products.

Independent Companies



MERRIL, LYNCH & ASUKAGA represent the world's wealthiest investors with their diverse portfolios, numerous banks, and high calibre financial advice. Specializing the management of high income-low recognition accounts.



WORLD NEWS SERVICE contracts various freelance reporters, photographers, cameramen, and anchorpersons for world-wide news coverage, which it packages and sells to news stations on a subscription basis.

News from around the globe, fast and usually ruthlessly aquired, their slogan could be: "We MAKE the news"



GENETECH is still the largest single biotechnology firm in the world, manufacturing and licensing a diverse group of bioware and nanotech products. Several divisions have been implicated in some of the many cases of rampant industrial espionage that plagues this field.



MATSUSHITA INDUSTRIAL was even by the 1990s a diverse multinational corporation and is now even more so, owning Arasaka Security, Setsuko, Panasonic, three banks, several steel manufacturers, and many thousands of small companies, from record studios to bioware providers in Europe.



ARES rising from a relatively obscure government weapons contractor to the leading provider of small arms for the United States and foreign interests has earned this company the ire of

many.

Sierra Survival*

This underground organization is technically a paramilitary survivalist group, but they're also a science corporation specializing in biotech research and defense development... officially, that is. Suspicion runs high that Sierra Survival holds both the Noah's Ark Project animal DNA repository and the Human Genome Project's human DNA repository, hence the need for a well-trained and well-armed fighting force to keep the precious resources out of the hands of competitive biotech firms.

Reseller Conglomerates

Militech

MTI is the world's largest producer and seller of military weapons of all kinds. And if you don't have the army to use their impressive line of war toys, they'll supply the mercenaries to fight for you.

&

Compétences

Compétences de combat

Armes à feu

- Fusils d'assaut
- Pistolets-Mitrailleurs
- Shootgun
- Sniper

Armes de jet

Armes de Trait

Armes Lourdes

Artillerie

Lance-Missiles / Roquettes

Mitrailleuses

Combat à Mains Nues

- Art Martial :

Combat Armé

- Armes Contondantes
- Armes Exotiques:
- Armes Tranchantes

Explosifs

Compétences physiques

Athlétisme

- Escalade
- Saut

Survie

- Environnement Sauvage
- Environnement Urbain
- Pistage

Utilisation d'implants

Pilotage a distance

Utilisation de Cyberware

- Utilisation de Neuro Accélérateurs
- Utilisation de Smart Gun
- Overdrive Physique

Compétences Techniques

Biotech

- Chirurgie d'Implants
- Premiers Secours
- Soins Intensifs

Electronique

- Interconnection des systèmes
- Verrous Magnétiques

Informatique

- Hardware
- Software :
- Pilotage à Distance :

Compétences de Pilotage

A. P. V.

- Hélicoptères
- Hovercraft

Avions

- Avion à Moteur
- Planeurs

Bateaux

- Cargo

Vehicules Terestres

- Motos
- Vehicules Lourds
- Véhicules de Course

Compétences de connaissances

Bioware

- Implants céphaliens
- Implants corporels
- Médecine

Culture Générale

Instruction Civique

- Administratif / Politique / Droit
- Finances

Psychologie

Sciences

- Biologie
- Mathématiques
- Physique / Chimie

Sociologie

Théorie Militaire

- Tactique

Compétences Sociales

Etiquette

- Corporations
- Pègre

Interrogation

Commandement

Négociation

- Baratin
- Intimidation

Compétences Clandestines

Crochetage

Informations

- Larcin
- Marchés noirs

Acquisition d'Objets

Évaluation Objets High-Tech