The *Fourth* Annual

Neo-Anarchists

Guide to Everything Else™

Edited and Compiled by Jerry Stratton

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The Neo-Anarchists Guide to Everything Else™

Editorial Eating Habits

Do desu ka[1], chummers! I'm sitting here at the jack with a bag full of soy burgers and unidentifiable fried rings and sticks. It must be time to edit the NAGEE again!

Welcome to the *Fourth Annual Neo-Anarchists Guide to Everything Else*. This is a semi-regular electronically-distributed magazine devoted to FASA's **Shadowrun**® role-playing game. In the NAGEE, we're covering everything *else*.

The *Guide* comes in four versions -- Rich Text Format (for Word 5.0 and other word processors), postscript format, as a Macintosh Standalone, and as an ascii text version. The ascii version contains the same information (except graphics) as the other versions, but doesn't look nearly as spiffy. If you don't have a friend with a Macintosh or Microsoft Word, expand your circle of friends: contacts are, after all, the key to survival. WordPerfect also has a converter to read Rich Text Format.

We Need Submissions!

We're running out of home towns! This issue's *Pueblo* is the last one on file. Then, no more locations. So if you haven't written up your home town yet, do it! And the Bulletin Board is a little sparse. Any rumors you want to report? Want to disagree with any of the articles? Praise one? Send it to the Bulletin Board (that's in care of moi, of course: jerry@teetot.acusd.edu).

Gopher Site

The gopher site is now *teetot.acusd.edu*, buried in *assorted cool things to play with*. This'll probably change. But then, I said that last time, too.

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[1]Pronounce it *doe deskah*. Means "Yo, homeboy."

Free Advertising!

That's right, free advertising. I've decided to open the Rich Text and Postscript versions of the *Fifth* NAGEE up to *real* advertising. If your company wants to advertise itself or its products here, send in the advertisement before the Fifth NAGEE (as soon as possible, you know how definite release dates are for the NAGEE!). Here's the rules:

1) The ad *must* be in Microsoft Word-readable format. No hard copies, no postscript. PICT and GIF are fine; Rich Text Format is preferred. Text is okay as well. Encapsulated Postscript is okay too.

2) The ad must be no more than 6.5 inches by 4.5 inches. If it exceeds that size, I'll have to resize it, and I don't guarantee the results.

3) I don't bloody well guarantee the results *anyway*. Also, only *one* ad per issue, homer.

4) If I decide to continue offering advertising space in the NAGEE, advertising must be re-submitted before each issue.

Comments and Suggestions Needed

If you have any special feelings about the NAGEE offering advertising space, let me know. I haven't yet decided to continue this policy after the Fifth issue. But I think it'd be nice for net-aware, small companies to have a place to test their advertising.

Submissions to the NAGEE have finally started tapering off. Looking to the future, it might be a good idea to open the NAGEE up to general RPG articles. (Then, the name would have to change to *The Nasty Asshole Gamer's Electronic Examiner*. Well, maybe not.) How do you feel about this? Let me know!

Merry Christmas!

Well, I looked over Jordan and what did I see, comin' from that amazing postman? A bound copy of the NAGEE waiting for me, a

present from Santa Wordman.

Wordman, author of the *Pueblo* article in this issue, the *Vegas* article in the first issue, and assorted other thangs, sent me a hoopy Christmas present: a hard bound copy of the first three NAGEEs. Thanks, Wordman. You're a frood who knows where his towel is.

Artwork!

I am impressed with the map included in the Pueblo article in this issue. So impressed, in fact, that I'd like to start including general computer art in the NAGEE. If you've got something you've done for your campaign, ready and rarin' on your computer, send it on over to me. At the moment, of course, this should be limited to generally Shadowrunnish art, but if we expand, anything's game. (So to speak.)

Ja Matta!

Many thanks to all those who have contributed to this issue.

Until next time, just go frag yourself!

Contents

The Bulletin Board

From: Dark Elf
Address: <vesposit@ccvm.sunysb.edu>
Date: Thu, 17 Sep 2052 17:38:08 EDT
To: Daedalus
Subject: Heeere Ducky Ducky

So you want to know where I came up with the term "duck" , and why I use it to describe over-armed Sammies. OK, I'll tell you about the time I first heard it used. It was about two years ago, when a few of my college buddies decided to take a trip into New York City for a "duck hunt." Wondering what they meant, I grabbed my H&K, several clips, got in the car and went. During the hour's ride down the Long Island Expressway, they explained, it went something like this:

"We were hanging down in Queens Village one day when this Sam comes running down the street, with a whole precinct of Metro-Cops on his tail. Well, he wasn't really running, he was kinda staggering side to side. We kept an eyeball on the guy as the heat started opening up on him, and it looked like he was carrying enough firepower to level the city! The dude was carrying an AK97, and had about four or five heavy pistols on his belt. He also had an ingram smartgun, a combat shotgun, and of all things an assault cannon strapped to his back. He had so much ammo on him that he's lucky he didn't blow up when he started shooting. The heat seemed to be playing with him, letting him waddle away for a while, then chasing him down and pumping shots at him, then letting him go again (they must not pay those guys too well). We kept watching for a while, and the heat finally surrounded him and reduced him to a bleeding pile of fate meat. We thought it was the funniest thing we ever saw."

Anyway, my buddies got a line from a Johnson about a runner who was trying to make a fast break with some goods. The description the got was similar to the dude they saw the heat scrag. The guy was a sitting duck with all that gear, he never had a chance to use any of it. It was the easiest nuyen I ever earned. Sometimes speed and skill are a lot more useful than all the guns in the world!

From: Silver Cianide
Address: <jerry@teetot.acusd.edu>
Date: Sun, 20 September 2052 13:11:55 PST
To: Dark Elf
Subject: RE: Heeere Ducky Ducky

Well, isn't that extra special. You've got some unique hobbies there, Dark Elf.

From: Diana
Address: <diana@olympus.turkey.org>
Date: 10 Octavius 2806 13:11:55 PST
To: All
Subject: Advisors

It's been my experience that Advisors are Minor Spirits, like Watchers.

Pueblo: Crosswalk of the West

"Pueblo? I *never* shop in Pueblo."
— unnamed Denver woman, 1986

>>>[Here is my home town of Pueblo, Colorado, 2054 style. This is presented as a piece written by a neoanarchist named John Wilkes. His affected prose can be a bit annoying. Maybe that's why even he doesn't keep it going constantly.]<<<
Wordman, lward@husc.harvard.edu

When asked by NAGEE to elucidate some of the more savory aspects of human culture for the benefit of those who perambulate in areas void of illumination, I could think of few places more useful to the neoanarchist than the city of Pueblo in the Corporate Council of a similar name. What follows is such a missive, utterly un-official (save certain factual statistics liberated from other sources) guide to what was once called the Steel City of the West.

When To Go

Weather in Pueblo is fairly standard for the Pueblo Corporate Council. Pueblo has four distinct seasons, all of which are fairly dry. Spring and autumn are both pleasant, with little rain, although late spring and early summer sometimes host afternoon thunderstorms (often without rain). Winter can drop below zero temperatures, sometimes as much as 10° C, especially in February. Very low humidity, almost always under ten percent, alleviates most of the stress associated with such a temperature, as well as the July and August highs of over 30° C.

Why Go

Pueblo offers much for the illicit tourist, especially those craving high technology; the Pueblo Corporate Council is home to cheap, high quality electronics, and Pueblo is a major warehouser, producer, and distributor of such items.

Pueblo is the ultimate rest stop and quick get away hideout, as it is only 200 kilometers from the Ute Nation border, 260 kilometers from the Confederated American States, 180 kilometers from the United Canadian and American States, 50 kilometers from the border of the Sioux Nation, and perhaps most crucially, 40 kilometers south of Denver. Almost all cargo moving from Denver into the Pueblo Corporate Council comes through Pueblo.

Pueblo is also one of the few places in the PCC where getting good guns is feasible, as the military SecForce base as well as weapons manufacturing plants are present in Pueblo, allowing a ballistic version of the trickle down theory.

>>>[Belmont fixers usually are the best place to go for these guns. Don't dare try to get them

Facts at Your Fingertips	
Pueblo at a glance	
Population:	423,120
Human:	55%
Elf:	3%
Dwarf:	13%
Ork:	20%
Troll:	9%
Other:	0%
Per Capita Income:	42,500¥
Below Poverty Level:	8%
On Fortune's Active Traders List:	3%
Corporate Affiliation:	72%
Education (percentage of adults)	
High School Equivalency:	20%
College Equivalency:	58%
Advanced Studies Certificates:	8%
LTG Prefixes:	966, 967, 9023

directly from the base or from the manufacturers.]<<<
    — Metalshade (05:40:01/4-10-54)

>>>[There is a significant enough demand for weird odds and ends from Denver to make smuggling profitable. Students love new simsense releases, for example, and exotic food like shrimp and real alcohol do real well.]<<<
    — Ooze Petal (21:07:02/5-26-54)

Pueblo's Airlink system is a godsend to we, the hooligans of the night. You can rent aerial transportation and loft at will to any locality within the Pueblo Corporate Council. Within the city of Pueblo itself, there are no fewer than five Airlink stations, operational at every hour—four in the city and one in Pueblo West.

Although smaller than many cities of equal importance, Pueblo is comparatively cosmopolitan, especially regarding fellow beings of the metahumans and non-Indian persuasion.

There are many other reasons to be in Pueblo, but due to the spatial constraints on my impeccable prose, only one will I mention. That is banking. With such a deservedly secure reputation, the Pueblo Corporate Council Matrix is a natural for banking systems, and Pueblo is where most of these systems are springing up. While corporations like these banks for security and a tax break system much like that which allows Swiss banks to excel, illegalists such as yourself will find that, provided you can open an account, unfriendly groups will have time tracing your credit lines (unless, naturally, it is the Pueblo Corporate Council with which you are unfriendly).

>>>[Art is a major part of Pueblo. There is a group of artists who live in the Grove, just outside of the Rust. I was invited to live with the colony (the only musician to do so) and consider it one of the best experiences of my life. Real art is alive in Pueblo.]<<<
    — Patrick (15:41:09/10-5-54)

Access

Planes are served by Pueblo Memorial Airport which boasts regular flights to most major NAN cities, and two Denver locations (Denver International and Colorado Springs). Most flights from other cities come through Denver. Pueblo Memorial can handle normal jets, but not sub orbital or semiballistic flights.

Locations within the Pueblo Corporate Council are connected by the Airlink transit system, offering continuous hops to everywhere in the PCC. Short distance helicopter traffic also links locations within the city itself.

>>>[Airlink intown is fast but expensive, around 45¥ fixed rate. Stick to cabs, chummer. If you really need air transport in the city, rent it. Airlinks to other parts of PCC are pretty reasonable, though, like 100-200¥, depending on distance.]<<<
    — Ooze Petal (21:09:23/5-26-54)

Overland, Pueblo is on the intersection of Highway 25 (north to Denver and south to Albuquerque) and Highway 50 (west into the Ute Nation and east into Kansas City). Steve's Buses run a shuttle from Colorado Springs into Pueblo on an hourly basis.

Pueblo is, as ever, a train town, being located as it is just before the Rocky Mountains, but no passenger trains journey into Pueblo; however, there are many cargo trains which enter the city, mostly from Denver, carrying foodstuffs and other encumbering necessities.

>>>[Hitchin' on a train is a wiz way of travelin'. Stay outta the fridge cars, though.]<<<
    — Gentledust (14:58:46/1-21-54)

	A	B	C	D	E	F	G

1

PUEBLO

1 inch = 5 kilometers

A. Fort Popé
B. University of Pueblo
C. Pueblo Memorial Airport
D. Pueblo Country Club
E. Pueblo Psychological Center
F. Pueblo City Park
G. Fair Grounds
H. The Rust
I. Thundermist
J. Lake Minnequa

■ Airlink station

2

A

3

4

5

To
Pueblo
West

B

6

D

C

E

7

Arkansas River

F

G

A

8

J

H

9

I
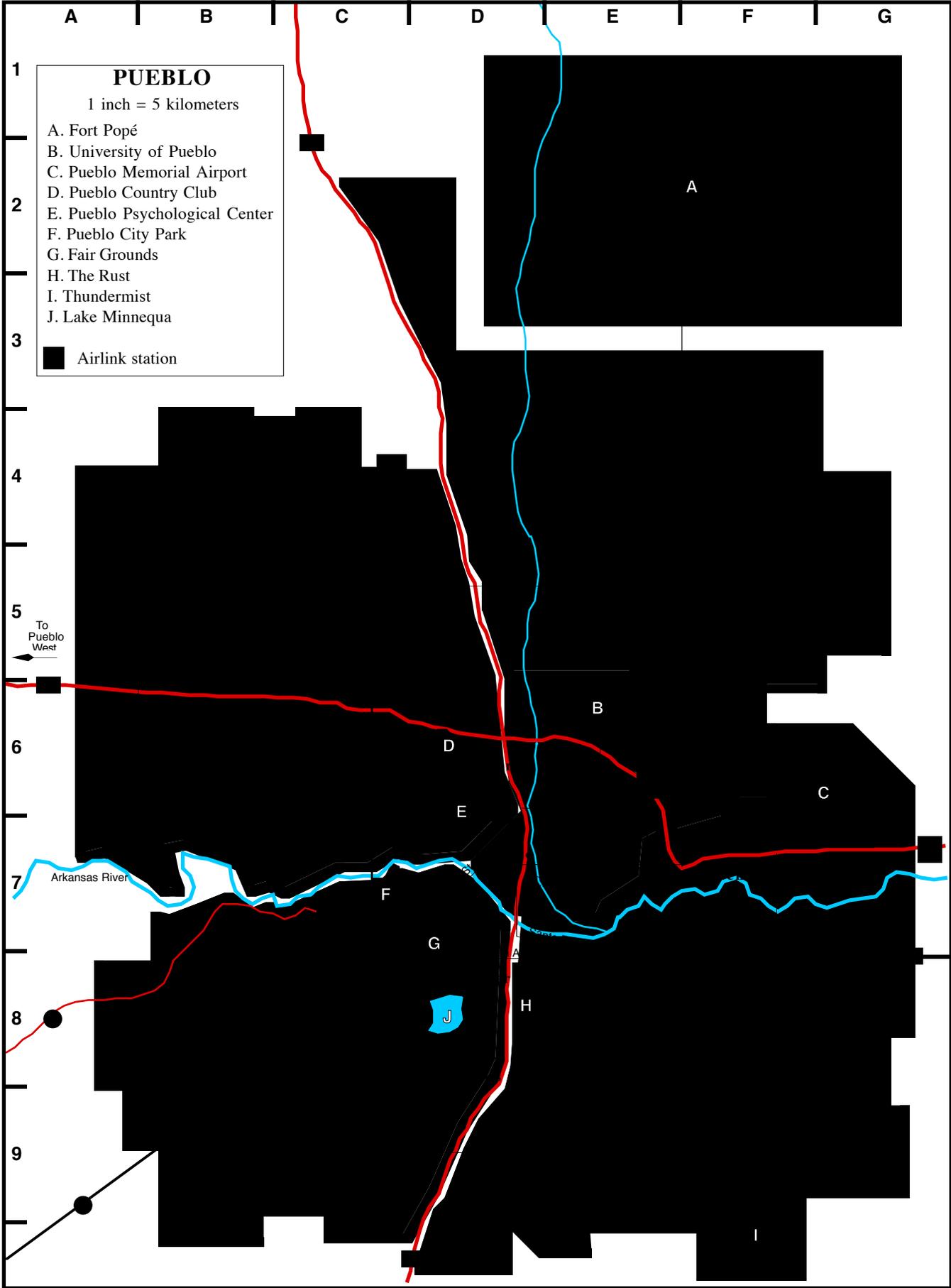
Tourist Information

A fairly useless place, but their restaurant guide is good, and look at the package deals for stuff like white water rafting if you need cover to go west a bit. Matrix accessible at LTG: 966 (66-TOUR) and in person downtown at 5th and Main. This group can also set you up with a native lawyer if you need one. If you need a lawyer in Pueblo, do not hesitate to acquire one.

Vice

BTL traffic is increasing from both Denver and Sioux lands. A plethora of citizens of all ages, but especially students and the elderly end up addicted to BTLs, living (and consequently dying) in the Rust. Alcohol and normal chips are legal but most inconveniently taxed. Pueblo Corporate Council requires 18 natal anniversaries before one may purchase spirits.

Blue laws are only slightly less Puritanical than Seattle, although conspicuously missing in Pueblo is a red light district. Many prostitutes work at home, so to speak. Many are students and will usually come to you. Catalogs are available over the Matrix detailing each woman and how to contact them.

>>>[Here's how you find the catalog. Dial up the Tourism BBS (see above) and look for an add for Stout's Pet Store. The add will vary from month to month, but will always mention a special and an LTG number. The number is the SAN which holds the catalog and whatever pet is involved in the special is the password.]<<<
  — Weblust (15:41:09/10-5-54)

Entertainment

Art is extraordinary in Pueblo. The ceramic sculpture and pottery is truly exquisite, among the finest in the world. It is difficult to remove from Pueblo Corporate Council lands, however, a problem which some will hire others to circumvent. Pueblo has a theatre company, which performs Shakespeare and native plays about equally. A symphony exists, but it is, quite frankly, none too good.

Pueblo has no local professional sports teams. Even Pueblo University has good sense enough not to have a football team. Tennis, for some reason, is widely played in Pueblo, perhaps due to the extremely adequate facilities left after the Treaty of Denver.

Pueblo hosts five public trideo stations—KMXX (NBS, channel 5), KATV (CBC, channel 11), KTMV (ABS, channel 13), KSCT (Independent, channel 4), and KUSC (University ran, channel 8)—as well as 235 cable stations throughout the spectrum. The most popular radio in the area is KILO (93.9 FM) and KARK (100.7 FM). Also of interest are KUSC(98.5 FM), the university student station featuring cutting edge music, and KVOX(96.5), a pirate group which often spreads neoanarchy.

The Star Journal provides accurate news coverage for the most part, as far as text media goes. The morning issue can be uploaded at 966(66-STAR). The same company also produces *Contrails*, a new bulletin which is updated every 30 minutes.

History

A frontier town

Like its larger neighbor Denver, Pueblo has a history of picking the exact wrong industries, although in a more

subtle way than Denver. Fortunately for Pueblo, events seem to conspire to keep it going as a community.

When Pueblo was founded in 1859, it had already enjoyed a fairly robust life, both as a trading post and military fort. Built at the confluence of the Arkansas and Fountain Rivers, Pueblo was a natural spot for a trading post and rest stop for explorers of the Rocky Mountains immediately to the west, and for migrants on their way to California.

This first outpost existence created an initial boom, because gold had just been discovered in Colorado, and Pueblo was the most natural place to get supplies for prospecting. The gold ran out, ending the first boom-bust cycle in Pueblo. Silver was found, and Pueblo held on for a while longer. The land, however, was not as rich as everyone thought, and soon Pueblo was seeing fewer and fewer prospectors.

Just as things looked their worst, trains came to Pueblo, making it a major hub for the west, and a major source of conflict for the town. The Rio-Grande range war involved armed employees of three separate rail empires, all fighting over territory and customers. In many ways, this war echoes modern corporate practices, using force and thugs to divide market share. Eventually, the war ended, and more eventually, trains in Pueblo began to wane as lucrative business.

During this time, Pueblo's untraditional enemy, nature, struck in full force. From June 3 to June 5, 1921, unseasonable, heavy rains pounded Pueblo, eventually breaking through a levee system built to contain river water. Pueblo was flooded quickly, to a depth of nearly 4 meters in some places. This flood brought in the military to help clean up, a process which took almost two months. After this flood, Pueblo began to build much more robust embankment systems. Currently, the Arkansas River is flanked by twelve meter concrete embankments at nearly every point as it passed through Pueblo west of City Park.

>>>[I heard that there were a bunch of tunnels under Pueblo that Orks now live in. Why didn't they prevent the flooding?]<<<
— Mikey (14:32:25/1-25-54)

>>>[They weren't built yet, stupid.]<<<
— Dog Thing (06:06:43/6-12-54)

>>>[That's right Dog. In fact, they still haven't been. Naturally Pueblo has a sewer system, but it is nowhere near the size that rumors would indicate. While, perhaps, some squatters might live in one or two spots, there is just not enough room for an underground town. The Pueblo-Under of popular legend does exist, but not under the streets of Pueblo.]<<<
— Great Steam Eye (14:57:09/12-25-54)

The flooding past, trains were on the way out when steel came to Pueblo just in time to save it from economic ruin. From a multitude of micro-smelters, the Colorado Fuel and Iron Company was eventually built. Pueblo became one of the largest steel producers west of the Mississippi, earning it the name of the Steel City of the West. At one point, the CF&I employed over half the city. During the 1970's, with the United States having a monopoly on steel production, a CF&I employee could make over $20 per hour (1970's dollars) without a high school diploma, and qualified technicians made even more. Then, the United States lost its monopoly and US steel producers could no longer afford the wage spiral within which they and the Steel Workers Union had become caught. The CF&I

dried up, and Pueblo almost did with it.

Boom and Bust

After years of unemployment rates of 20% or more, Pueblo began a concerted effort to attract businesses. The arrival of Sperry Technologies heralded the beginnings of Pueblo's move to high tech and good times. Being named America's Best Place to Live in 1988 helped Pueblo gain even more industry. Many of the more advanced parts of Pueblo were built during this boom period, most notably the arts center and the refurbishing of the university. Unfortunately, most of the industries attracted by Pueblo were defense contractors, mostly missile assembly, and when President Clinton cut the defense budget in 1995, these industries had to shut their doors, leaving Pueblo abandoned once again.

Many Pueblo natives were not involved with the companies and elected to stay, hoping for opportunity to knock. When it did, many weren't sure they should get the door, but in the end they had little choice. Fleeing the rioting and uncertain future of southern California, thousands of people came to Colorado and many settled in Pueblo. With them came many businesses, most notably insurance and finance companies as well as various computer manufacturers. Boom time hit Pueblo again.

On these high times came the Resource Rush. With its rail system, location and cheap real estate, Pueblo became a locus for redirecting newly mined resources in 2004. Minerals and ore came from all over the west, usually from Indian reservations and previously national parks, to be sorted and redirected to points east. Puebloans became hotly divided over this issue; many saw the Resource Rush as unnecessary, especially at the expense of the land they respected, others saw the money and the jobs which the Ferris redistribution sight brought to the city. As the Ferris site became larger, both noise and pollution levels increased and Ferris began to put legal pressure on homeowners to sell their land to make way for Ferris expansion. Pueblo had never had a pollution problem and was inherently wary of big business and government, and Ferris supporters began a slow steady migration to the faction which opposed the Resource Rush. By the time Shiloh Launch Facility was taken over on May 5, 2009, much of Pueblo was rooting for, or at least sympathetic towards, the SIAM terrorists.

Although many Puebloans feared the SIAM demands, which would likely remove them from their homes, few thought that Native sovereignty would ever come to pass. One year later, when an old W.W.II Japanese internment camp near Pueblo was opened by the government to hold hundreds of Native Americans, many Puebloans were outraged and began to organize for the impeachment of the President. Some were more vocal, assaulting guards at the Pueblo REC and attempting break-outs.

By this time, with the arrival of large electronics manufactures like Vision Electronics, Pueblo was booming, its population was at its peak of 750,000. There were protests against the government nearly weekly until VITAS made its first appearance. An insulated, non-tourist community,

Pueblo was spared most of the effects of VITAS, but still lost 15,000 people to it. The disease, and the UGE babies—mostly dwarves—born a few months later took the edge from Pueblo anger and replaced it with confusion and fear. Many cited UGE as a government conspiracy, and few in Pueblo trusted the country in which they lived.

>>>[I was just a kid then, but I remember swastikas and other Nazi imagery being painted on government buildings. One of the tee-hees painted this huge American flag with swastikas instead of stars. It summed up how we all felt. Our government had become a police state, selling out to corporate greed. As always, the ignorant people on the east coast (which is to say, all of them) didn't really see what was really happening out here. The sky is never visible, so they never look at it.]<<<
 — Christina (14:25:45 / 3-3-54)

>>>[Um…the tee-hees?]<<<
 — Doomdancer (09:23:33 / 10-12-54)

 >>>[The Arkansas River has these huge cement banks flanking it where it runs through Central. In the 1970's students and others began to paint huge murals on them, sometimes signing with "tee-hee". The Man hated them, but they were a big hit with the locals at the time. The tradition lives on.]<<<
 — T. H. (10:59:19 / 11-29-54)

Revolt

 On December 30, 2011, the Zuñi, Hopi, Acoma, Laguna, Nez Perces and a handful of Commanche who had been held in Pueblo REC broke out, led by José Tornado-blood and his wife Maria, a shaman. Nearly immediately, this group began to perform guerrilla attacks on nearby military targets like Fort Carson, the Air Force Academy, and the Pueblo Army Depot. These attacks were made possible, to a large extent, by sympathizers from Pueblo who donated shelter, medical supplies, food and some weapons to the group.

>>>[He makes it sound like the group all held together. This really isn't true. Some of the elderly and the very young went to help Coleman, sacrificing themselves in the Dance. Most of those who escaped didn't really fight in the front lines. Some came from other tribes to fight, some Anglos even fought. But mostly, we used magic to blow stuff up from a distance, then flee. Maria Tornado-blood figured out early on how to mask people to look like Anglos. Combined with the hospitality of Pueblo, this led to some pretty devastating attacks without ever really getting into shoot-outs.]<<<
 — Smellbody (21:02:02 / 10-22-54)

 The U.S. Army knew Pueblo was harboring the Native Americans, and sent in tanks and began to shoot known "traitors". These actions increased in intensity, but generally worked to the detriment of the Army. On New Years Eve, 2016, the Army shut down Vision Electronics, which had been building makeshift ECM systems and donating them to the guerrillas; in a drumhead, CEO Tim Chavez was hanged. Five days later, the sun rose to reveal every tank in Pueblo melted, blown-up or on fire.

>>>[We were pretty busy that night. We were beginning our fifth year of resistance, although most of it took place outside Pueblo. By then, more of us had heard the magic in our blood. The tank melting came from an old ceremony. This one guy, Imran Blacknose, was not all that into the whole native religion thing. He did it because it worked, but he pretty quickly figured out how to get the effect without all the dancing. Maria didn't like it, but he taught the rest of us, and pretty soon we were inventing whole new fields of magic, at least for the time.]<<<
 —Prof. Great Steam Eye (00:26:15 / 12-8-54)

 By this time, the Army was expending such an effort (and having such difficulty) in finding Coleman that the tanks were never replaced. A year later, a tremor shook Pueblo, which was believed to be caused by the Army's destruction of the Army Depot before they abandoned it. Two months after

that, the Treaty of Denver was signed.

Timeline

1787:	San Carlos de los Jupes, a Commanche village created by the Spanish, created in what will become Pueblo County
1803:	Louisiana Purchase gives land east and north of the Arkansas river to the United States
1806, Nov 24:	Zebulon Pike begins attempt to climb Pike's Peak from Pueblo
1821:	Mexican government, newly independent, assume possession of local territory formerly held by Spain
1842:	Fort Pueblo built
1854, Dec 25:	Occupants of Fort Pueblo massacred by a band of Utes
1858-1860:	Gold discovered in Colorado territory
1859:	Pueblo founded at the confluence of the Arkansas River and Fountain Creek
1861:	Boone Treaty signed, turning a portion of the southeastern Colorado territory into a reservation for Cheyenne and Arapaho Indians
Feb 28:	The territory of Colorado created by act of Congress
1864, Nov:	Massacre of Cheyenne Indians at Sand Creek
1865:	The treaty of Little Arkansas eliminates the Cheyenne-Arapaho reservation
Apr 9:	[General Robert E. Lee surrenders, ending the United States Civil War]
1867:	Fort Reynolds built near Pueblo to "protect settlers from hostile Indians"
1872:	Colorado Chieftain begins publishing daily under the name Pueblo Chieftain; the newspaper is published as such until 2011
Oct 11:	First Colorado State Fair held, becoming an annual Pueblo event.
1873:	Pueblo's population tops 3,000
1876, Jun 25:	[265 U.S. soldiers killed by Sioux in Little Big Horn, Montana]
Aug 1:	Colorado becomes the 38th United State.
Aug 13:	Sam McBride, treasurer of Pueblo school board embezzles $14,000 of school funds and is never seen again
1879, Jun 9:	Bat Masterson, supervisor of the Pueblo railway system, surrenders to Denver and Rio Grande Railroad forces, ending the Royal Gorge rail-war
1884:	Economy in turmoil as railroad and smelting stockholders fight to control each other's businesses
1885, Feb 26:	[United States Congress prohibits importation and migration of foreigners under contract to perform labor]
1886, Mar 9:	The cities of South Pueblo, Pueblo and Central Pueblo consolidate into one city—Pueblo—making it the largest city in Colorado
1888:	Central High School opens, the site of the Pueblo Plan, one of the earliest attempts at individualized instruction in the United States
	Rivals Colorado Coal and Iron Company and Colorado Fuel Company merge to become the Colorado Fuel and Iron Company (CF&I), which forms the backbone of the cities economy most of the following century.
1889, Apr 22:	[Former Indian territory opened for settlement, causing the Oklahoma Land Rush]
1890:	Population reaches 31,491, growing 663.4 percent in ten years.
Dec 29:	[Battle of Wounded Knee]
1891:	Pueblo Trolley Car service boasts 25 miles of track on five separate lines throughout the city, with trains running from 6 am to midnight.
1894:	Budding 14-year old local writer, Damon Runyon covers a lynching for a local paper, his first professional writing assignment.
1898, Apr 21:	[Spanish-American War begins]
1900, Aug:	Physician Louise Black throws would-be mugger over the side of the B Street Bridge into a dry riverbed
1901, Aug 30:	Public gambling made illegal in Pueblo
1910:	National Irrigation Congress held in Pueblo's Grand Hotel
1918, Jun 4:	The first Baker Steamer, a steam-powered car rolls off Pueblo assembly line
Nov 11:	[World War I ends]

Timeline

1921, Jun 3:   Extraordinarily heavy rains cause water to break through Pueblo's levee system (the best of its kind at the time), flooding Pueblo to a depth of 11 feet, killing a least 200 and decimating the city's business and industry. Up to $19 million of Pueblo's $33 million assets were destroyed. The army lends men and equipment to help clean-up for 51 days.

1923:   Man gunned down in Pueblo bar, presumably by Mafia hitmen

1929, Oct 29:   "Black Friday"—Stock market crashes, bringing in the Great Depression

1934:   Dust storms inundate the southwest, driving many to California. Dust masks come into fashion, as does dragging a chain behind your car to prevent static electricity from harming the battery

1941:   Pueblo becomes a diocese of the Roman Catholic Church

    Dec 7:   [Japanese attack Pearl Harbor, bringing the United States into World War II]

1942, Apr: U.S. Army opens an ordinance depot in Pueblo, which is eventually renamed Pueblo Army Depot and made home to gas weapons, a missile repair center, the U.S Army historical properties repository

1943:   Japanese Puebloans rounded up and shipped to a relocation camp nearby

1945, May 7:   [Germany surrenders, ending the war in Europe]

    Aug 14:   [Japan surrenders, officially ending World Ward II]

1948, Jul 20:   After serving as training area for the 208th Bombardment Group (the Flying Tigers), Pueblo Army Base becomes civilian property.

1950, Jun 25:   [North Korea invades South Korea, beginning the Korean War]

1952, Nov 16:   First hydrogen bomb test announced

1954, Aug 1:   Pueblo Memorial Airport, built on old Pueblo Army Base, opens

1969, Sep 26:   Pueblo West, a designed community based around large, spread out estates, established

1970:   Pueblo begins sister city project with Puebla, Mexico

1972, Jun 2:   Sangre de Christo Arts and Conference Center opens

1975:   Commanche Steam Electric Generating Station opens

    Apr 30:   [Saigon falls to North Vietnam]

    Jul 1:   After the pouring of the Pueblo Reservoir, Lake Pueblo opens to the public

1982:   Bowing to pressures and profit-loss caused by the breaking of the United States steel monopoly, CF&I Steel Corporation closes down much of its production and lays off over a thousand workers. Unemployment peaks and Pueblo loses a significant portion of its population.

1987:   After passing a half-cent sales tax to pay for promotion of Pueblo to business, Pueblo boasts three large military-contracting manufacturing companies

1988:   Pueblo judged the best city in America in which to live

1995:   President Clinton cuts defense spending. Within two years, all military contractors in Pueblo, and some 5000 jobs, have vanished.

1996:   The Pueblo economy gets revitalized by an influx of people and companies fleeing the violence and uncertainty of California

2002:   CF&I halts what little production they had left and shuts its doors forever.

2004:   In response to the Resource Rush, Ferris mining builds a distribution center in Pueblo from where minerals, ores and other natural resources culled from recently opened regional preservation lands are shipped.

2006:   Arton builds a research facility in Pueblo to investigate turning oil shale (which forms most of the ground in Pueblo) into a usable energy source

2007, Aug 16:   High levels of uranium in the water supply leave Pueblo without drinking water for three weeks

2009:   Vision Electronics, an optical chip manufacturer, moves to Pueblo, employing 3500

2010:   Re-Education and Re-Location Act re-opens the Japanese relocation camp near Pueblo (renaming it Pueblo REC) and uses it to hold hundreds of Hopi, Zuñi, Acomas, Lagunas, Comanche and Nez Perces prisoner

    The population of Pueblo reaches 750,000

    VITAS plague kills a comparatively meager 7% of Pueblo's population

2011:   Year of Chaos

    UGE babies, nearly all dwarves, born to 2% of local child-bearing women

2012:   A mass breakout of the Pueblo REC begins a long guerrilla war against military targets in Colorado, occasionally using the many Pueblo sympathizers for shelter

Timeline

2014:	Tanks from Fort Carson roll into Pueblo, 14 Indian sympathizers shot publicly for treason
2016, Dec 31:	Vision Electronics is shut down by the military for collaborating with Indian guerrillas
2017, Jan 4:	The Army tanks used to fortify Pueblo are all sabotaged and destroyed, but no attempt is made to replace them
Aug 17:	The mountains in Washington explode, signaling the end of the "Genocide Campaign" against the Native Americans
2018, Jan 30:	Tremor shakes Pueblo, possibly caused by an underground explosion at the Army Depot
Mar 25:	Treaty of Denver signed, creating the Pueblo Corporate Council, with Pueblo near its eastern border
Apr 14:	Commanche Power Plant shut down, its power output not needed by the smaller population
2021, Apr 30:	10% of Pueblo's population begins to goblinize
2022:	VITAS kills another 7% of Pueblo's population, a third of which are metahuman, prompting a gang of metahumans to break into St. Mary Corwin hospital to steal medicine, starting riots and racial violence
2024:	Mothers of Metahumans (MOM) founded in Pueblo, soon spreading nation-wide
2026:	Native Thought occupies Vision Electronics old facilities and begins to produce chips and cheap simsense units
2027:	Pueblo University (the old University of Southern Colorado) offers a degree in Magical Studies, the first university to do so in the PCC.
2029:	The Internet crashes, taking most of Pueblo's industry with it
2032, Jan 1:	The Pueblo Terminex, one of the five original machines making up the PCC Matrix, goes on line, maintained jointly by PCC and Pueblo University
2033:	The Arrowhead Foundation is founded as a semi-commercial Matrix software company and the expanding PCC secretly begins to use cyberdeck technology
Jan 23:	[Wraith fighter-bombers attack both sides of the EuroWars, ending them]
2034:	The Thundermist Fusion Power Plant begins construction south of Pueblo, flooding Pueblo with the workers needed to build the plant
2037:	Tsimishan succession prompts many Pueblo elves to migrate there
2039, Feb 7:	The Night of Rage—Most Puebloans stay in their homes, avoiding conflict
2041:	The Thundermist Fusion Power Plant goes on-line six months early, supplying power to most of western PCC
2045:	The Pueblo Computer Workers Guild reaches 150,000 members
2047:	Pueblo University's Computer Science Department is sighted as the best in North America by U.S. News and World Report
2054, Jan 1:	The PCC revokes the license of Aztechnology, barring them from business in PCC lands.

The NAN & Metahumanity

Pueblo greeted the Treaty with apprehension. The Anglos didn't really know what would happen to them, but that didn't last long. When the Pueblo Corporate Council was formed, the first official action of the Board of Directors was to banish all non-Native people. No exceptions. This caused quite a stir in Pueblo, with opposition being voiced from Anglo and Amerind alike. There were protests, but when the Chairman of the Board thanked the Anglos for their support and politely asked them to leave, it seemed no other options were available. Many Puebloans moved to Denver and Seattle. A few preferred to kill themselves rather than leave. One Daniel Trujillo even hid on the river for 8 months before reappearing to assassinate the head of Pueblo, Vice-President Wheatfrost.

>>>[When the PCC started letting in non-tribals, a few of the more active Anglos were actually sent invitations to return.]<<<
— Holly (13:53:24/2-23-54)

After this assassination, a young, charismatic Hopi named Mineral

Bullet-Shaman was promoted to be Pueblo's VP. In a short time, Mineral became very popular in Pueblo. His organization, especially of Pueblo University, got Pueblo through the translation into NAN hands more quickly than any other city in the Council. This popularity conspired with events to create a social norm unique to Pueblo; on April 30, 2021, in a live and televised speech to the city, Mineral Bullet-Shaman began to turn into a troll.

It took a day or so to determine that the transformations wracking Mineral with pain on television were occurring to 10% of the worlds population. Goblinization came to be associated with Mineral, not the other way around, and Mineral's popularity made Pueblo's adjustment to metahumanity very quickly.

>>>[Grrrr. I'm about sick of hearing how perfect Pueblo is, dammit. I know people in Pueblo who are just as racist as Seattle Humanis scum. Humanis even has a chapter in Pueblo. Don't give me this shit about Pueblo accepting metas.]<<<
— Cascade Trog (21:11:36/1-12-54)

>>>[Granted, Pueblo is not the paradise this history makes it sound like, but racism is much less prevalent here than in other parts of North America. I gather that after Mineral's public transformation, he was out among the people very quickly. He also kept his VP position for another five years, which gained him much respect.]<<<
— Holly (13:59:59/2-23-54)

A serious blow to this racial acceptance was the next wave of the VITAS plague. This time, Pueblo got hit much harder, and during the emergency, several metahumans broke into St. Mary Corwin hospital to steal medicine. This escalated into a few brawls on the river and downtown, and

eventually into the hanging of Ork Jessica Seven-Bears. This started even more violence, and it wasn't until Mineral got very authoritarian that the incidents stopped.

>>>[One of Mineral's moves was to berate the metas who broke into the hospital. Many metas saw this as him selling us out, and got the hell out. Pueblo Under began that day.]<<<
— Hulk (07:29:27/2-27-54)

Pueblo prospered in the years following, gaining new business and becoming the cutting edge of cyberdeck software technology. After the crash of '29 was cleaned up, the Pueblo Corporate Council built an internal computer network. The Pueblo Terminex was one of the original five machines in this network, and now forms the regional backbone for the Pueblo Matrix.

The Night of Rage passed without much incident in Pueblo. Historians credit a 40 cm snowfall in averting most of the violence. Most Puebloans gathered in groups and watched the reports of the riots on the trid in horror. Only three fatalities were reported, all humans. When the snow thawed, there were many marches, but no melee.

Since then, Pueblo Corporate Council has become the most prosperous nation in North America, and Pueblo one of the most prosperous cities within it. Recently, Pueblo Corporate Council has been in financial news for pulling Aztechnology's license to practice within its borders. Shortly after this action, Aztlan cut off diplomatic relations with the Pueblo Corporate Council. Rumors of war have been ripe, but neither side seems to want to push it. Locally, Pueblo has been the site of some run-ins between the Security

Force and rigger traffic, especially from the Sioux Nation, who have been accused of running BTL chips into the PCC. Two months ago, two local software makers (Virtual Realities and The Arrowhead Foundation) took over and divided a third (Iris) under very odd circumstances, including a fire, a missing person, unaccounted for funds and an armored truck.

>>>[Local humor has it that the "dilation fiasco" as the above merger is called here also involved three hookers, a llama, six tons of Crazy Foam™ and an inflatable moose. More as it develops.]<<<
        — Irkwell (05:27:03/1-6-55)

>>>[Pueblo sounds a bit boring, don't it? Be fooled: negative. Under the success and profit and warm fuzzies, Pueblo can be just as corrupt, morally bankrupt and generally fucked up as the rest of the world. You'll find the same vicious power struggles, crooked cops, *ad nauseam*. It's all much more subtle though. That's the one rule: subtle. Cars blowing up and arson are not commonplace here; Pueblo is a pretty small city.]<<<
        — Mind Frost (10:48:56/1-7-54)

Government

Being a city within the Pueblo Corporate Council, Pueblo is run as a branch of the corporation. The top dog in Pueblo, an office very like a mayoral one and officially known as Vice President (Pueblo Branch), is one Whittiker Ramirez, only recently appointed to the post. V.P. Ramirez is heavily cybered, the result of an almost successful assassination attempt made a few years ago when he was lower on the corporate ladder. Insiders tag him as very capable, and dedicated to technology and metahumanity. He shows no sign of magical ability.

>>>[Not anymore, anyway.]
-- Girette Bierce (12:47:43/02-20-54)

>>>[Explain?]<<<
-- Hiwana Wenda (23:22:10/02-21-54)

Ramirez is very close to Maria Alonzo, the current president of the PCC. It is thought that they may be romantically linked, but this has not been confirmed. He is known to dine often at the Pueblo Country Club and to be an avid golfer.

Other notables in the Pueblo branch of the PCC are General Emmanuel Six-Fingers, base commander at Fort Popé and coordinator of the Defense Arm of the SecForce. He is a mundane with years of combat experience and a degree in Electrical Engineering. Captain Regina Manzinerez heads the Civilian Arm of the SecForce. She is a Hermetic mage, one of the few in Pueblo, and is tough as nails.

Economy

Overview

Like most of the Pueblo Corporate Council, Pueblo's economy is based mostly on tertiary industry—information processing. Almost all food and manufactured goods in Pueblo are imported. All corporations are locally owned, and major megacorps have a negligible presence here, as in all of the PCC.

Pueblo posts a return on investment of only 3.5 percent, far less than most other facets of the PCC. This is mostly due to the costs of running Fort Popé and its sensor array. Most of the PCC's money in Pueblo comes from the development of IC for other corporations and Matrix use fees for the companies which are not subsidiaries of the PCC. The banking system, which is mostly run by the PCC, posts the most

profit.

>>>[You need a damn expert system to understand the banking system. As I get it, by PCC law, the PCC cannot keep money in any of the banks which they run, but their employees can.]<<<

— Fistslime (21:19:37/3-4-54)

Pueblo Companies

The following companies, some of which are subsidiaries of the Pueblo Corporate Council, all operate in Pueblo.

The Arrowhead Foundation

Home Office Location: Pueblo, Pueblo Corporate Council

President/CEO: Olric Chiras

Principal Divisions

Division Name: Arrowhead Research

Division Head: Sally Twin

Chief Products/Services: Research into new algorithms, effects of psychological IC and networking systems, as well as market analysis of public needs in the computer field.

Division Name: Arrowhead Manufacturing

Division Head: Samuel Martinez

Chief Products/Services: Writing, printing and packaging of commercial software, including Hephastus (a virtual physics simulator), Muse (photo realistic architectural design) and other educational programs.

Business Profile: Olric Chiras is an enigmatic character, and his company shares this reputation. Many of the more random ideas in Matrix security and productivity were invented in the walls of the Arrowhead Foundation. The Foundation owns the market in low-cost, high quality presentation software for the business and education markets, and is begun to break into the personal application market with the purchase of Iris Software.

Security/Military Forces: In addition to standard security, the Foundation has a large body of magical security.

>>>[The Foundation's been weirding out lately, like they want to branch into more than computers. My guess is that they've stumbled upon a major magical breakthrough and are doing handsprings to figure out how to market it before someone else figures out what is going on.]<<<

— Magma Magnet (01:49:31/7-29-54)

>>>[Several Arrowhead managers have been seen talking with known Atlantean Foundation fixers.]<<<

— Daysonic (10:27:44/11-3-54)

Native Thought

Home Office Location: Albuquerque, Pueblo Corporate Council

President/CEO: Gabriel Aquiel

Principal Divisions

Division Name: Hardware

Division Head: Brian Trujillo

Chief Products/Services: Manufacture of low-end simsense players, and printing of simsense chips produced by the Production Division

Business Profile: Native Thought makes most of its money through B-grade simsense, and covers all factors of production. Recently, Native Thought has been producing mid-range skillsofts, mostly of Native American languages and culture.

Security/Military Forces: Native Thought subcontracts all security, and has been known to employ gangs as muscle.

Ratech

Home Office Location: Albuquerque, Pueblo Corporate Council

President/CEO: Lane Mistfeather

Principal Divisions

Division Name: Weapons

Division Head: Syryl Morgan

Chief Products/Services: Manufacture of military grade weapons, from sidearms to heavy support weaponry.

Business Profile: Ratech is a subsidiary of the Pueblo Corporate Council. Ratech weapons are all of Ares Macrotechnology design, under license to Ratech. The guns produced here are almost entirely for the PCC Security Force, save hunting and hand weapons, and are known for their quality.

Security/Military Forces: All Ratech employees are trained with firearms, and many have worked with SecForce in varied capacities. All security matters are handled in house, with close liaison to SecForce.

Tablelands

Home Office Location: Santa Fe, Pueblo Corporate Council

President/CEO: Margaret Dogrunner

Principal Divisions

Division Name: White Dawn

Division Head: Kalia Bienivedez

Chief Products/Services: Creation, packaging, and marketing of commercial software, mainly for business and programming needs. Chief among their products are Synthesis (a sophisticated, icon based, Matrix software authoring system for mainframes) and Wren (a multi-user, multi-relational, seeking database).

Business Profile: Although the home office is in Santa Fe, most of the creative work happens at White Dawn. (The name is a reference to a Hopi creation myth.) With the new release of Synthesis, Tablelands has become the largest software firm in the world, discounting multi-national conglomerate companies. Many in the industry feel that Synthesis will remain the standard programming environment until technology changes drastically. Tablelands has a very large influence over the skill sets put on the immigration lists, and hire more Anglos than average.

Security/Military Forces: Tablelands subcontracts all security operations, save Matrix security which is handled in house.

>>>[Most deckers salivate over a chance to work for Tablelands. They are very lenient towards personal expression and pay very well.]<<<
— Neckberry (01:39:00/6-4-54)

>>>[I personally would rather have a copy of Synthesis than a job with Tablelands. Very slick. I'm told that, in a pinch, it can distribute itself over five or six top-line cyberdecks and work fairly well. You need lots of storage space, though.]<<<
— Horse (06:06:29/8-12-54)

Virtual Reality

Home Office Location: Pueblo, Pueblo Corporate Council

President/CEO: Robert Velarde

Principal Divisions

Division Name: Software production

Division Head: Michelle Garcia

Chief Products/Services: Authoring and marketing of commercial software, ranging from home use word-processing to mid-sized business software.

Division Name: Iris

Division Head: Janet Three-trees

Chief Products/Services: Authoring and packaging of commercial software for large businesses (such as RavenMail and Windfall, a stock expert system) and Matrix administration (from small tools like Tricorder to large Matrix controllers like Interlok.

Business Profile: Most pocket secretaries come with VR software installed, most notably Mimic, the voice-to-text subsystem. With the recent acquisition of part of Iris Software, VR, a loose subsidiary of the Pueblo Corporate Council, has become second only to Tablelands in the software market. The Iris division is temporary, eventually to be merged with the Software production division, while putting marketing into its own division.

Security/Military Forces: VR maintains its own security, but can call upon SecForce reinforcements if needed.

Crime

Being in the Pueblo Corporate Council, Pueblo doesn't seem to possess much need for standard Sino-European organized crime monoliths, or even fragments thereof. Mafia, Yakuza, and Seoulpa rings are all extremely absent from the Pueblo scene; however, information and computers being such a vital commodity in the PCC, groups of fixers, deckers, street hoods, and even corporates can be found which are organized much like Seoulpa rings, and many which adopt their tactics, although plying them towards the discovery and brokering of information and technology. Known to civilians as *tóho* (a Hopi word meaning, inexplicably, "black shale"), some of these small pocket groups dabble in BTL and other trades normally delegated to organized crime as a source of income. These are rare, however, as most of this type of activity in Pueblo is handled by gangs.

There are few large gangs in Pueblo, but a multitude of smaller ones. The more diminutive of these youth groups are often built around a political philosophy are particular activity. For most consideration, these smaller gangs should be considered only cannon fodder, if at all, by real criminals; if you do need such a service, however, discovering a pack's political motivations and approaching them by that vector will likely breed success.

>>>[A pretty huge chunk of these small gangs are based on anti-Anglo prejudice, so scout well.]<<<
— Head (11:03:42/6-16-54)

Regarding gang membership, most are Hopi, although Zuñi numbers are growing, and many of them are magicians.

>>>[Another weird trend is that with the PCC emphasis on tech, larger and larger cuts of these blooming wizards are hermetic.]<<<
— Greybridge (03:55:32/8-1-54)

Of the larger, standard gangs, two are on the East Side, three are on the West. All but one of these gangs are sufficiently into vehicle use that they could be classified as go-gangs. The East side houses Sword Mind, a multi-race go-gang with what they call a "hive mind". Without individuals, Sword Mind favors body-sculpting to remove as many facial details as possible, making all members resemble other members, within racial limits. Their colors are blue and grey, and their symbol is a brain, viewed from above, surrounded by 7 outward pointing swords. Sword Mind deals in BTLs, protection rackets, and small time smuggling. They claim all of the major streets on the East Side as turf. Scorpion Set is the other East Side gang, and are the lone non-go-gang. They deal in selling smuggled goods, although they do not smuggle them themselves. They are mostly human with quite a few Orks, and operate throughout the city, but mostly on the East Side. They wear no colors, although many sport a scorpion tail earring. They have their own invented language, which they use to identify one another.

>>>[Any rigger worth his salt who moves through Pueblo knows a Scorpion Setter. They'll buy almost anything if they can sell for a profit, and it saves the rigger from having to push his own cargo. Trusted riggers, I'm told, sometimes get Denver contracts from the Set.]<<<
— Dune Dancer (23:57:43/3-3-54)

West side gangs are marked by a staggering animosity towards one

another. Turf wars are common, especially at I-50 and I-25, Holbrook and 27th, and most of the other major intersections on the West Side. Doom, a racist, human go-gang, is currently the deepest of the gangs, although that may soon change as their rides into the South Side, downtown and the North Side have been increasing in frequency. Their bikes are of high quality and usually armed. They wear traditional Hopi garb and eagle feathers (their symbol) in their hair. Doom doesn't seem very interested in much business except eradicating Anglos and Metahumans. The Fury Jaguars, an Ork and troll gang, are not technically a go-gang, but smuggling is high on their activity list, so they often use vehicles of all types. The richest of the West Side gangs, the Jaguars focus mainly on pulling contraband from close borders. They often sell to Sword Mind, although only when their own channels are clogged. All the Jaguars learn falconry, and having no symbol or colors, a falcon on the wrist is often all that will distinguish them. A recent, and still small, force in the neighborhood is Snappershock, a mixed-race, mixed-tribe semi-go-gang. Almost five percent of Snappershock are magicians, so they are coming on strong, though they are often side-tracked by random, non-sensical projects, assumedly of a magical nature. Snappershock wear purple and black and have tattoos of electric eels the soles of their feet.

Another gang worth noting is the Eternity Merchants. The EM's are a group of young deckers from all across Pueblo who hold that the Pueblo Terminex is their turf. They spend most of their time in a virtual gang hall, or raiding databases. EM's are a bit erratic, but legitimate and criminal Matrix users treat them, usually, with respect, as they often know the Pueblo Matrix better than anyone else. EM's are famous for requiring extremely trivial bits of irrelevant information as a price for their own data or assistance. Merchant graphics tend to be flashy, but all have a chrome globe somewhere on their person.

Last, but certainly not least, with Pueblo's location, smuggling is a major pastime. Although goods brought into Pueblo often make their way back out again (more profitable that way), a large network of smugglers has developed. At first glance, the network appears homogenous, and to many extents is; however the network is made up of cells, and although these cells often cooperate, they are really in direct competition. Relations between cells are dynamic, complex and often volatile. The level of intrigue, in-fighting within a cell, duplicity between cells, and double-, triple- and even quadruple-crossing in Pueblo smuggling is like nowhere else on earth, even Denver. Pueblo is small, making competition more intimate, and computer information is much harder both to retrieve and to forge. Currently, about eight cells exist, all of which will use any tool at their disposal to gain superiority over the others without, in so doing, leaving themselves open to annihilation by the other cells.

DISTRICTS

Pueblo is divided into six basic districts, differentiated by compass orientation. The labels are highly inaccurate, but serve well enough. For

your perusal, each district is listed below, complete with neighborhood information. Do note that because Lone Star ratings are not officially used in Pueblo, security entries reflect this writer's own biases of what Lone Star would label them.

Central

Neighborhoods

Once the northern most point of Pueblo, expansion of the city towards the military base has made this the central area of the city. Downtown is eminently unimpressive, featuring only a few buildings, none of much height. It is where most Pueblo Corporate Council offices and public buildings are located. Belmont houses many of Pueblo's wealthy, especially non-corporate types like doctors and well as a few more affluent professors. Goat Hill is almost entirely occupied by direct employees of the Pueblo Corporate Council.

Neighborhood	Security Rating
Belmont	AA
Downtown	AA
Goat Hill	B-AA

>>>[Security downtown can get fairly lax at night, except on weekends.]<<<
     — Metalshade (05:55:03 / 4-10-54)

Hotels

La Casa Hotel

Luxury Hotel (12 floors)
101 Grand
966(54-4363)
Downtown, D7

Subtle and sedate, this modern hotel houses an excellent staff and all the modern convenience, including

ballroom, three meeting rooms of various sizes, spa, high-speed Matrix access, valet parking, and two restaurants. Rooms are large and are very reasonable.

University Hotel

Average Hotel (5 floors)
Bonnymede & Murphy
966(79-9595)
Belmont, E6

This hotel is mainly for visitors and guests of the University of Pueblo, but during slow times rents rooms by the hour, making it popular with nearby students and hookers.

>>>[Stay outta here during the graduation season. Loco parents abound!]<<<
     — Roadsoul Ghost (15:17:10 / 6-28-54)

Restaurants & Bars

Bertha's Breakfast Bar

Medium Sized Restaurant
1st & Santa Fe
966(19-5605)
Downtown, D7

With better than average food for the price, this all day breakfast attracts, depending on the time of day, PCC employees, students, families, and workers of all stripes. This provides an alert tourist with the most average of Pueblo surroundings, complete with a stunning cross-section of the humanity which dwells within.

Fencing Sun

Medium Restaurant & Bar
203 S. Main
966(41-4114)
Downtown, D7)

Weeknights, this establishment

provides quality (if expensive) semi-formal dining. On weekends, it provides mainly a locus for well-dressed post-graduates and corporate climbers to mingle. Regurgitation is highly frowned upon.

>>>[Getting kicked out of here—or even not let in in the first place—is pretty easy. Hell, they near booted me 'cause I ordered straight whiskey instead of some fruity thing. Still, I've never seen corp people as loose-lipped as in this bar late Fridays.]<<<
        — Demon Cannon (16:07:36/6-17-54)

Hubris

                                     Night Club
                                     605 Glendale
                                     966(32-0927)
                                     Goat Hill, E7

   Always featuring live music, usually jazz or some mutation thereof, this club has a very purist feel to it. Glitz is absent altogether, but the music is terrific. The food is respectable, but the wine list is abhorrent.

>>>[Shaw. What do Injuns know about jazz?]<<<
            — Dave (10:17:48/5-29-54)

>>>[I don't know if it's "real" jazz, but the music here is pretty fragging impressive. And if you say "Injun" again, I'll kill you.]<<<
            — Enrico Hillnever (17:17:53/6-1-54)

Magpie's

                                     Small Restaurant
                                     14 B Street
                                     966(96-8732)
                                     Downtown, D7

   A very small restaurant with a large following, especially in Pueblo's music community. Strangely, no live music is performed herein, but occasionally patrons will be writing new material here.

>>>[The cook can also score some of chemistry's better achievements for a sum, if ya catch my meanin'.]<<<
        — Neverday (21:36:59/3-21-54)

Moss

                                     Bar
                                     204 S. Main
                                     966(41-4189)
                                     Downtown, D7

   Directly across from the Fencing Sun, this is the seedy dive with few lights that we have come to know and cherish. The smallish room is perpetually filled with smoke, even when vacant, leading this writer to believe that artificial smoke is pumped in for effect. There are many booths, which is good for meets, and the liquor is watered down, which is also good for meets.

>>>[Drop 20¥ on Mikey the bartender when he asks you what you want, and tell him you want to inspect the casks. He'll set you up with a back room if you need one.]<<<
        — Edward Shallow-Bear (21:42:28/9-27-54)

>>>[Not anymore, I'd suspect....
Loudmouth.]<<<
    -- Micromara (14:35:06/2-20-54)

The Shaft

                                     Large Restaurant & Bar
                                     101 Hickory
                                     966(01-7531)
                                     Goat Hill, E7

   A large sports bar, count on waiting for a table and drinks, as well as on seeing seemingly half of the people in Pueblo when a big game is on. During non-event nights, this restaurant is a favorite of PCC employees, especially those with families. Light is dim and portions are generous.

>>>[This does a booming family business, but it also serves as one of the sell points for Sioux BTLs.]<<<
  — Corpsemethod (00:52:58/4-14-54)

Spirit's

Medium Restaurant & Bar
10th & Santa Fe
966(10-5876)
Downtown, D7

A pricy alternative to semi-formal/casual dining, Spirit's serves very trendy food, some of which is magically prepared. The staff is good, and the whole place can be rented out for an afternoon or evening. Many small PCC receptions are done here.

>>>[It is a fairly open secret that local free spirit Dion Kimber finances this place. PCC law doesn't let him own property, but he's the *de facto* owner. When he's not teaching, he's sometimes entertaining guests here, even cooking.]<<<
  — April Cloud Dayfire (10:18:03/5-28-54)

Businesses

PCC Branch Office

10th & Court
966(54-8796)
Downtown, D7

This is the old Pueblo Court House, your standard marble columned affair. If houses the offices of the Vice-President of the Pueblo Branch of the Pueblo Corporate Council, and those of his staff. It is also where inconveniences such as vehicle, weapon, and cyberware licenses must be filed.

PCC Hall of Tribunal

10th & Grand
966(19-9043)
Downtown, D7

This seven floor building is divided into two major sections: the Pueblo City Tribunal and the Pueblo Regional Tribunal. Tribunals are the PCC answer to the court system, so if you are tried for an indiscretion, it will be here. The City Tribunal handles cases within the city limits. The Regional Tribunal handles matters in the smaller towns and areas near Pueblo, but outside of city limits. This is analogous to the division between District and County Courts.

PCC Security Force Headquarters

Police Station (15 floors)
8th & Grand
966(30-0911)
Downtown, D7

The police station. The building contains both offices and detention cells, as well as training areas. While the PCC SecForce is both the police and the military, this building involves mostly police functions. Most of the building is directly above the intersection of 8th and Grand, with the building covering the four square blocks around the intersection, with arches allowing traffic to pass between.

>>>[Interesting set-up. The ground floor is wider than the others, holding a covered garage for patrol cars and so on, as well as reception, waiting and a few offices. The next six floors all hold offices, mostly one division per, save the second and third which both have two. There is a helipad on the second floor, atop the parking garage. Floors eight and nine hold training areas (like firing ranges and weight rooms), prep rooms and interrogation rooms. The rest of the floors hold cells.]<<<

— Ooze Petal (21:30:53/5-26-54)

>>>[Missed a few. The basement, for one. Most of the artillery is in the basement, really heavily warded. Astral security at this place is phenomenal; no eavesdropping. Level under the basement holds all the computer stuff.]<<<
—Preist Leg (15:14:46/7-6-54)

>>>[Matrix stuff is hairy, like all PCC systems. Bring body bags. Way black. I think they may store backups at Fort Popé, and most likely have a direct SAN there. By the way, the "artillery" mentioned above is formidable, but is security stuff mostly. The mil spec nasties are in the Fort.]<<<
— Aquasonic (20:54:29/10-3-54)

Pueblo Mall

Shopping Mall
1 Dillon Rd
966(50-7216)
Belmont, D6

The one true mall, as American culture would recognize it in Pueblo. Hence the name, I suppose. Each of the major software makers in Pueblo has a small outlet here, guaranteeing the lowest price you'll get for their wares. There is a locally owned **Body+Tech** franchise with competent docs. I'm told that **Leaf Radiance** has the widest selection of any lore store in Pueblo. **Three Tree** offers quality cyberdeck components most inexpensively, but with an utter lack of full purchasable cyberdecks in their inventory. The clothing retailers within the mall offer a wide variety of fashions and price ranges, including very reasonable natural fiber styles.

>>>[The Pueblo Humanis Policlub reportedly meets after the mall closes in one of the stores.]<<<
— Bob (18:33:21/1-25-54)

>>>[There is a Sasquatch named Smoke in mall security who is really great. You'll like him if you meet him, but if you screw with him, lots of Puebloans will be unhappy with you.]<<<
— Tanqueray (19:01:53/12-9-54)

Thatcher Building

Office Building (7 floors) & Large Bank
4th & Main
Information: 966(19-4356)
Downtown, D7

The Thatcher Building is a very old office building, hosting a variety of lawyers, dentists, investigators, insurance groups, and First Bank. The offices are somewhat separate from the bank, so both keep different security.

Union Building

Office Building (9 floors) & Large Bank
8th & Court
Information: 966(96-9032)
Downtown, D7

This is where most non-native corporate offices are in Pueblo. The top floor, previously occupied by Aztechnology is now vacant. Other corporations which have offices in this building are **Fuchi**, **Ares**, **Gaeatronics** and the **Atlantean Foundation**. None of the offices are very substantial, with the exception of Ares, which has a liaison office to Ratech.

>>>[Corporate circles call this office the Ladder, because it provides a means of elopement and defection for other corpers. Usually, defections don't happen here, but often the cycle begins here, with people from each office being closer to each other, both spatially and socially, than anywhere else. It is incredibly easy to move secrets into someone else's office in this building. As a result, Matrix resources here are minimal and non-sensitive.]<<<
— Fastjack (17:16:24/7-17-54)

>>>[So why don't the corps move, if it's such a security leak?]<<<
— Torman (23:29:26/7-26-54)

>>>[Two reasons. One: the door swings both ways. Two: The PCC makes it much harder for non-native corporations to get leases in other parts of the city. Since the city of Pueblo is not that big a deal to the corps, this works well here, although, in Albuquerque, it is much different.]<<<
— Edward Shallow-Bear (21:57:35/9-27-54)

Miscellaneous

East High School

2037 Constitution
966(16-4791)
Goat Hill, E7

The Pueblo high school system has divided the schools by academic area, although a basic core curriculum is required at all the schools. East, rival of South High, focuses on mathematics and art. Its symbol is the Eagle and its colors are white and gold.

>>>[Like I'm gonna make a run on a high school.]<<<
— Sorrow (08:27:36/2-3-54)

>>>[Actually, high schools are great, because rooms are empty at night, they have equipment which you might have use for—like good Matrix connections and analytical software—odd trid libraries, chemical stores, and so on.]<<<
— Day Stem (04:51:16/4-1-54)

>>>[One good thing about Pueblo's split curriculum is that you can often make a good guess at what interests any teenager in the city just by looking at the colors of their jacket.]<<<
— Hippopotamus Maiden (21:36:33/7-2-54)

Kachina Society Lodge

Policlub Chapterhouse (3 floors)
1st & Greenwood
966(KACH-SO)
Downtown, D7

This is the local circle of the Kachina Society, which is detailed on page 108 of PCC section of the NAN download. It is of interest to the shadows mainly due to an inner circle of real shamans within. It is, apparently, guarded by at least a naga.

Mothers of Metahumans Headquarters

Policlub Chapterhouse (5 floors)
2nd & Greenwood
966(MET-MOM)
Downtown, D7

This is the founding chapter of the Mothers of Metahumans (MOM) organization, founded in this very building in 2024. Metas in Pueblo should go here for legal hassles.

>>>[After thirty years of dues money, this place has some serious Matrix presence. Not impossible, and worth the run, especially if you want dossiers on MOMs nationally or dirt on Humanis. Donations of the later, I'm told, they will pay for.]<<<
— Aquasonic (20:59:53/10-3-54)

Sangre de Christo Art Center

2nd & Santa Fe
966(24-8567)
Downtown, D7

This facility holds a 700 seat theater, art studios, dance studios, music practice rooms, meeting halls, ballrooms, and exhibit spaces. Prime examples of Pueblo's exquisite artistic talent are exhibited here. More interesting to the less cultural of you runner-types is the fact that many large corporate banquets and receptions are

held herein.

Union Station

<div style="text-align: right">

Train & Bus Station (2 floors)
1 Union Station
966(03-4923)
Downtown, D7

</div>

Although no passenger trains come into Pueblo any longer, bus traffic into Union Station is still substantial. Parking is atrocious, and in a rare lapse of design efficiency, the Airlink station for the Central District is a kilometer to the north.

University of Pueblo

<div style="text-align: right">

966(34-8934)
Location B

</div>

This campus is known as UP, U of P, Pueblo University, and the University of Pueblo. Walking Stick, a public golf course, forms the west and north borders of this campus. The school holds satellite active trideo station, a diverse curriculum, and their computer department was voted the best of its size in North America. UP excels at three things: art history (with an odd slant towards Matrix painting), software design, and veterinary medicine. The departments of occult science, chemistry (especially those branches relating to electronics), and business are also notable. The campus contains no dormitories, but does have a large student center.

>>>[One of the most notable faculty is Dion Kimber, who teaches an introduction to Magical Theory. This is a pretty huge course, which is open to all students, even mundanes, and Kimber's dynamic teaching style makes the course easy and popular. Kimber is most noted as being a free spirit.]<<<
— Barbara Halfmist (12:48:13 / 8-19-54)

East Side

The East Side is set mostly upon a mesa and is more sparsely populated than other parts of Pueblo, excluding Pueblo West. What little manufacturing occurs is here, mostly in the Tech Center around the airport. Many of Pueblo's more "back-to-nature" types live out here, as well as a higher percentage of metahumans. Most residents work either for manufacturing, the airport, or in small businesses. The Rust bears special mention; it is a large squatter village within the ruins of the old CF&I factories.

Neighborhood	Security Rating
Blende	C
Dog Patch	B
The Grove	D
Lombard	B
The Mesa	C-B
The Rust	Z
Vineland	C

Hotels

Airport Comfy Cubicle

<div style="text-align: right">

Cheap Hotel (2 floors)
501 N. Thundermist Ave.
966(23-8987)
Dog Patch, F7

</div>

This is notable as the only coffin hotel in Pueblo.

Longhorn Lodge

<div style="text-align: right">

Average Motel (2 floors)
1602 Salem / 966(29-5453)
Dog Patch, E7

</div>

This is a pretty sleazy motor lodge, notable for you shadow-types for three outstanding features: the rooms all contain kitchens, the rooms may be

reasonably rented on a monthly basis, and the manager, shall we say, chooses to remain ignorant of his guest's habits.

Restaurants & Bars

Avions'

Bar
Pueblo Airport
966(12-6759)
Location C

This is a pricy and fairly innocuous bar within the Pueblo Airport. It is generally not crowded (much like the airport itself) and therefore ideal for illicit *rendezvous*.

>>>[The owner knows everything about the airport and can get some serious drugs. He costs, though.]<<<
— Shark Dust (05:44:49 / 5-19-54)

57 Throughput

Nightclub
Hillside & Pleasant View
966(57-5757)
The Mesa, E8

This club an extremely cutting edge place. Many bands which play here become very big. Its reputation among musicians and fans is the Pueblo equivalent to Underworld 93 in Seattle, or more accurately, its little sister.

Kurmudgeon

Bar (2 floors)
I-50 & 21st Ln.
966(05-6923)
Blende, E8

A favorite among working class Orks and trolls, every facet of this bar is enlarged. Drinks are robust (lethally so in some instances) and even the snack foods may serve as meals. Prices are cheap. Kurmudgeon's only drawback is

long lines, mostly on weekends. Wednesday nights feature strippers, mostly human females.

Orgasm's

Nightclub (3 floors)
603 Kaiorama Dr.
966(76-1467)
Vineland, G9

This club was built for dancing, featuring a tiered design. The ground floor is the main dance floor, with booths and the main bar surrounding it. The next two floors are basically balconies which look onto the dance floor (the third floor balcony looks down onto about 4 meters of the second floor). The second floor holds the DJ's booth and a stage, with more dance space, three cages, and tables. The upper floors are mostly small tables and large booths, as well as some private rooms.

>>>[The place to see and be seen in Pueblo, but expect to pay for it. Cover is 20¥ and drinks run from 3-5¥. A good portion of the security staff is magical.]<<<
— Mistress (21:54:23 / 1-29-54)

>>>[Look out for a waitress named Nikki Crossfire. She's a real bitch, but knows just about everybody.]<<<
— Tongue Merchant (00:22:11 / 5-6-54)

>>>[Love you, too, Merch. And don't worry; impotence is usually temporary.]<<<
— Nikki (05:44:49 / 5-19-54)

Razor

Nightclub
16 Rozani Ave
966(82-4379)
Lombard, E9

For those who find Orgasm's too odiously trendy, there is Razor, an Edge bar brimming with leather, rubber, spikes, barbed-wire and every other trite

leftover from anti-fashion. Security is very good, and the larger metahumans form most of the patronage. When trolls start body slamming, move on.

The Spitroll

Large Restaurant
1502 Salt Creek Rd.
966(04-7825)
Blende, D9

An inexpensive family restaurant, The Spitroll caters mostly to Orks and trolls, with portions sized accordingly. More standard sizes are available as well, though they cost nearly the same amount.

Businesses

Airport Tech Center

Office Building & Manufacturing Facilities
Airport
Loc. C

The generic term for a group of firms collected in two patches just south of the airport. The most notable of the firms here are the Arrowhead Foundation headquarters (with research and manufacturing units), Virtual Realities' main office, and Ratech's gun manufacturing plants. Also located in the Tech Center is U-Push-It Inc., a company which rents air vehicles.

>>>[Security here can be hell. PCC SecForce maintains the general grounds, but each firm also has its own security. Most of these places are vicious to intruders, especially Ratech.]<<<
— Flashking (00:39:21/2-6-54)

>>>[I'm 90 percent certain that the Arrowhead Foundation is doing heavy magical research. This seems a bit odd for a software company.]<<<
— Rosebark (03:58:09/3-17-54)

>>>[Arrowhead has been acting a bit weird lately, especially with the dilation deal.]<<<
— Petal Lichpilgrim (00:06:17/4-29-54)

Medical

DocWagon Pueblo Branch

15 Chantala Circle
966(D-WAGON)
Lombard, D9

What little presence DocWagon has in Pueblo is here. There are no medical facilities here, as DocWagon is delegated only to ambulance service within Pueblo.

Pueblo General Hospital

Hospital (15 floors)
10 Touechway Ct.
966(96-3967)
The Mesa, F8

This is a solid hospital, as long as your needs are not too exotic. What little magical healing is available is so at a very high premium. For minor inconveniences like broken limbs, deep cuts and the occasional bullet wound, Pueblo General's emergency service is very speedy.

>>>[General cuts some costs by getting drugs from questionable sources in Denver. I know for a fact that at least three doctors here are addicted to pain killers.]<<<
— Angerlip (01:02:29/10-19-54)

Miscellaneous

Army Depot

East on I-50
no phone
Off the map

The Army Depot is a non-location. It was leveled by high explosive by the United States military when they abandoned the site after the Treaty of

Denver was signed. Rumor has it that under all that rubble are chambers with mustard gas from W.W.I, and other chemical nasties from later days. A separate rumor holds that this is the location of Pueblo Under.

Coleman High School

123 Los Maderos Rd
966(95-7111)
Lombard, E9

Coleman high school focuses on history and philosophy. Its colors are green and black, its mascot is the Spider, and it has about twice the average number of magically active in its student body.

Pueblo Memorial Airport

Airport
966(93-3499)
Location C

This medium sized airport connects to other parts of the Airlink System and some points outside of the Pueblo Corporate Council (see Access above). It also holds a station for the local Airlink grid. Computers on site maintain the local Airlink system, as well as local air traffic, so Matrix security, in both virtual and real space, is tight.

Thundermist Fusion plant

2200 S. Thundermist Ave.
966(TH-MIST)
Location I

This small fusion reactor provides environmentally safe power for Pueblo and the region surrounding it. Those of mental acuity warn against attempting gaining egress to this plant.

North Side

The North Side is dominated by Fort Popé, the military base. The North Side is somewhat sequestered from the rest of Pueblo and is effectively a self-contained army town, with all the trimmings which that entails. Residents are almost entirely military with the exception of the southern section of Dearth, which is almost entirely students and teachers at UP. Eden is home mostly to non-coms, while the sections around the base itself are given to officers. Between Dearth and the base are a long strip of warehouses, many of which are abandoned.

Neighborhood	Security Rating
Dearth	C-A
Eden	B
Fort Popé	A-AAA
Warehouse District	D-B

Hotels

Eden Inn

Average Hotel (4 floors)
Eden Avenue & I-25
9023(60-2990) / Eden, C3

This hotel is reasonably priced and almost fully automated. Much procreation tends to occur here, and the walls are thin; the rooms of Eden Inn are often utilized by local prostitutes.

Martial House

Luxury Hotel (5 floors)
4001 Solider Rd
9023(95-4766)
Fort Popé, E4

Although spartanly military, this

hotel may be the best in Pueblo. Two in-house restaurants are first rate (and expensive) and one has an excellent champagne brunch. Military discounts are available. The Hotel is set on extensive, wooded grounds, including an Olympic sized pool, tennis courts, gym, and immaculate lawns. Rooms are large and feature hi-speed Matrix access and a full cable system.

>>>[Martial House it plugged into a rigger for security, so sneaking about here is not very easy. The grounds apparently have sensors which track movement on the ground, translating it to tingles on the rigger's skin. The rigger (or, rather riggers, 'cause they work in shifts) is in contact with hotel security, especially the three wagemages always on duty. On the up side, if you need security, this is Pueblo's best bet. Extra magical security can be charged to room service.]<<<
— Aqua Sky (06:44:39/7-2-54)

Mondelria's Hotel

Luxury Hotel (3 floor house)
10550 E. Wild Horse Rd.
9023(87-2877)
Warehouse District, G5

Although the sign on this oddly placed Victorian home says "For Sale", it is the occupants of this structure to which this sign applies, not the house itself. This is Pueblo's only real brothel, which does a booming business thanks to excessive rates and guaranteed health.

>>>[Love this place. A great many more Anglos than is normal for Pueblo frequent this establishment, most of them riggers. It's right on the border, and if you've got the money, the ladies (and I mean that in the absolute best sense of the word) will do many more useful things than satiate your tattered libido, like run errands. That may not sound like much, but to a rigger, it is a Godsend.]<<<
— Dr. Love (09:08:09/8-16-54)

Restaurants & Bars

Effusive Conduct

Nightclub
Wild Horse Rd & I-50
9023(87-4676)
Warehouse District, D5

This is a fairly standard nightclub, with mostly military patrons on weekends and students on weekdays (when the cover drops to 3¥ from 7¥). Musical taste is vapid, leaning toward whatever danceable Song-O-Mat mush is *en vogue* this week. No real gimmicks, but patrons are usually pretty creative.

Ennui

Nightclub
2901 Student Rd.
9023(22-2741)
Dearth, F6

This small, dark club caters to Pueblo's gay community. It is a fairly closed community for an outsider, especially an Anglo. Security is tough and plentiful, so the cover charge is high (20¥).

>>>[There's a cosmetic body shop in the basement. Marvelous work.]<<<
— Arrow Leg (18:39:19/4-10-54)

House of Receiver

Bar
5062 Wild Horse Rd.
9023(2765-8843)
Warehouse District, E5

This started as a non-com bar, but was soon beat out by the Rail Gun and Tear Gas. The patrons who remained behind loved natural atmosphere. Most of the steady patrons were and continue to be shamans from the base, but the House has become known as a place

where magically active individuals can come to be with their peers.

Inamorata

Bar (2 floors)
162 Belmont Ct.
9023(85-7732)
Dearth, E6

This is your standard college bar on the ground floor. The upstairs is generally where philosophy and computer majors can be found, arguing over a topic of the hour. The bar opens at noon, but is mostly empty until about 4 pm, which provide an excellent meeting location.

Officer's Club

Large Restaurant
16 Officer's Ln.
9023(77-3985)
Fort Popé, F4

This is a semi-formal establishment offers country club-like services to officers of the SecForce military and their guests. Security is provided by MPs.

Rail Gun

Bar (2 floors)
3020 Fountain Creek Rd.
9023(55-2740)
Eden, E4

A haven for family-oriented, less wild non-commissioned officers, this drinking den serves average drinks and no food. The atmosphere is calm and the lighting is subdued, but not dim. I found the help to be the most polite in the North Side.

>>>[They're more polite once you know 'em. You'd think that patrons of such a calm bar would get flack from other soldiers, right? Negative. Many of the patrons served in pretty intense combat (although not often together), and you can feel the camaraderie. You hear the phrase "you know how it is" a lot in this bar. I wouldn't snicker at it, if I were you chummer.]<<<
— Boydust (08:49:17/4-1-54)

Tear Gas

Bar
5001 Dillon St.
9023(62-9466)
Eden, D3

This is a rowdy counterpart to the Rail Gun, popular with younger non-coms, especially metahumans. The drinks are larger, the employee's more rude, the bouncers are tougher, but will allow more rough-housing. Prices are about the same.

Businesses

>>>[I guess this should go here. The warehouse district was built when Pueblo had 750,000 people in it, there are more of them than Pueblo currently needs. Pueblo, in general, has more space than it can use; after the Treaty, many of the apartments were demolished and real houses built in their stead. Anyway, a lot of these warehouses are abandoned, making them prime for runners. Gangs favor them, too, for executions away from their turf. Many already have pirate Matrix connections. Once every few months, SecForce sweeps through them all, though, so don't plan on staying long. The warehouses that are in legitimate use are pretty well guarded, as a lot of the warehoused stuff is PCC property.]<<<
— Slow Rise (23:04:33/9-17-54)

Bank of Pueblo

Large Bank (3 floors)
3620 Solider Rd.
9023(96-8772)
Fort Popé, E4

This is a very large bank, one of the largest I've seen, complete with fenced, landscaped grounds. A major bank, it began the trend of secure, Swiss-like banking which is now common in Pueblo. The second floor holds offices of mid-level executive who handle larger clients. The top level is for top level management and security, and no patrons are allowed. Security Force employees, both the police and military types, get special deals here.

>>>[The Matrix here has low gravity, a micro-world with trees and atmosphere. It is an onion system, with smaller worlds inside, like a Chinese puzzle box (although you can't see the level above you, only sky). Security gets tighter the farther in you go. This would be your standard B^3 (Big Bank Bitch) system if it weren't in the PCC; but here it is much worse. Think twice before you go in here.]<<<
    — Hellrunner (18:45:20/6-26-54)

>>>[This bank uses biologicals at night, mostly hell hounds. Most of the other tricks are in effect as well, especially magical ones.]<<<
    — Captain Door (16:50:42/9-6-54)

Medical

Doctrine Medical Facility

Hospital (10 floors)
1304 Hopi Avenue
9023(99-2735)
Fort Popé, F5

A quality hospital, catering mostly to the families of SecForce stationed at the fort. The hospital is no stranger to cybertechnology and will install and repair it, although for military and other illegal cyberware, only SecForce with proper clearance are offered this service. The hospital also does not sell cyberware, although they can arrange for the more common types (and common military types, for SecForce) like datajacks and so on.

Miscellaneous

Fort Popé

Military Base
9023(73-7222)
Location A

This base of the Defense Arm of the Pueblo Security Force mainly runs training and border security missions. When smuggler LAV's rush over the border, these are the guys that get despatched. Often, these LAV's just stop and allow themselves to be inspected for contraband. In the PCC, many standard smuggled goods like some matrix tech and various drugs are not illegal. Also, PCC recognizes (unofficially, of course) the necessity for some products, like real alcohol, which they do not produce, and so don't generally prosecute smugglers with these items (although they often make them pay import tax). Other items, like BTLs, can get you killed on the spot.

>>>[The moral here children, is that if you want to get lots of really illegal stuff into the city of Pueblo itself, don't use LAV's. The Defense Arm doesn't send panzers after 18-wheelers or trucks. Just make sure you can pass the border. Do it from Denver, is my advice.]<<<
    — Websmell (21:26:10/9-22-54)

Fort Popé, named after the leader of a revolt of Pueblo Indians against European trespassers in 1680, has no airfield, so all air vehicles are LAV's and VTOL craft. Hover vehicles are popular at the base. Security is ungodly, especially around the computer center, armory and motor pool. The base also

hosts the Pueblo Terminex, the main Matrix center for Pueblo. Part of this mainframe's duties include virtual training as well as monitoring the sensor arrays which track border crossings.

>>>[The Fort has a crack magical strike force on call, and often they will detect smugglers more quickly than the tech stuff.]<<<
— Fungus Luck (20:05:20/7-2-54)

>>>[One word about the Pueblo Terminex: ick.]<<<
— Mantis (03:03:45/12-16-54)

North High School

120 Solider Rd.
9023(99-2174)
Warehouse District, F4

The North High School Hornets focus mainly on literature and writing. Their colors are green and gold.

Pueblo West

Pueblo West is a designed community, built on a large ranch estate paradigm. Each house sits on a plot of land no smaller than five hectares (50,000 square meters), with most properties being much larger. Pueblo West, being further west than the west side, extends nearly to the mountains, and provide homes to many horses. Many of the more affluent back-to-nature types live here, as well as a good portion of Pueblo's small Elven population. No corporations base themselves here, with the notable exception of Tablelands, a software firm.

Pueblo West is not shown on the map.

Hotels

Hotel de Sol

Resort
20 Westland Rd.
967(73-8690)

This is a spread out hotel, with individual bungalows being assigned to guests. It features privacy, a pool and spa, beautiful scenery, and peace. High speed Matrix access is available on request. Bungalows hold 4 very comfortable and cost 500¥ per night.

Restaurants & Bars

Briargate

Large Restaurant
50 Westland Rd.
967(73-8740)

A pricy attempt at European elegance that just misses. Service is properly snobby, but the food doesn't quite measure up. They do have a daily champagne brunch, however (50¥), and booths are sound proofed.

Candlewood

Large Restaurant
35 Westland Rd.
967(73-8699)

This is without question the best restaurant anywhere near Pueblo. Classically elegant with a western twist, portions are large and the wine list is formidable. Prices are high as are standards of fashion. Make sure to try the buffalo.

Businesses

>>>[Check out a place called the Marblehead Estate. I'm pretty sure this is a retreat site for the Arrowhead Foundation.]<<<
    — Gunflower (09:48:19/3-25-54)

Tablelands

Corporate Campus
1 Tablelands Way
967(TLANDS)

This large, landscaped region holds the sixteen buildings of Tablelands Software. The grounds are very secure, and apparently some sections of some of the buildings are reserved solely as trap areas for intruders.

Medical

Crossbow Ranch

Estate & Body Shop
150 Meadow
967(92-1386)

This private residence conceals a shadow clinic. The service is very personal, swift, efficient and very expensive. Dr. Martel Oxbow is the head surgeon, and is very adept. The Ranch can serve up to ten major patients at once and can usually attain most types of alphaware and bioware, at greatly inflated prices.

Silvereye Veterinary Clinic

Small Hospital
105 Westland
967(73-8855)

Anything needed for an animal's physical and mental well being can be found in this hospital. The head of the hospital, Jane Silvereye, is an expert on animals of all kinds, and can connect you with the more exotic species of fauna.

Mountain Valley Rehabilitation Center

Estate
655 Westland
967(73-9012)

If Pueblo has a version of the New Betty Ford drug treatment center, this is it. Addicts of all kinds live here until cured. Mountain Valley specializes in treating alcohol and BTL abusers.

Miscellaneous

Colby Estate

Estate
35 Rugby Ln.
967(28-6984)

Owned by Anglo Sas Colby, this estate is a retreat for artists, mostly painters and sculptors. Ms. Colby is well known in the arts community, holding a place along the lines of that held by Georgia O'Keefe in the twentieth century. Admission is by invitation, and Ms. Colby employs her own security.

>>>[Sas also sometimes uses runners for security, bodyguarding and other purposes.]<<<
    — Makerbabe (15:40:37/4-26-54)

South Side

The South Side is a hodge-podge of Pueblo's software employees, teachers, non-corporate service employees and families. The houses of the South Side are a bit younger than those of the rest of Pueblo, and it is more neighborhood oriented, providing good opportunity for child rearing. Two of Pueblo's high schools are in this district, as are the

recreational facilities for the sports of much of Pueblo high school athletics. The South Side is the most racially integrated of Pueblo's districts.

Neighborhood	Security Rating
Aberdine	AA
Bessemer	C
The Blocks	C-B
El Camino	A
Meadowlands	B
Minnequa Heights	D-C
Regency	A
Sunset Park	A
Thunderhead	C-B
Woods	B

Hotels

Sanctuary Hotel

Average Hotel
Logan & Jones
966(27-5502)
Minnequa Heights, D8

This hotel is average in about all respects. Most of its patrons are relatives of those in St. Mary Corwin Hospital.

The White House

House
118 Baylor
966(66-0525)
Sunset Park, C7

This is a large, split level private home in a residential area, which is illegally rented by its owner. It is fully equipped, roomy, offers two high speed Matrix lines, and is partially surrounded by tall, concrete block walls. Weekly rent, last time I looked, was 3,559¥ plus deposit.

>>>[This house is great to organize runs from. Call a guy named Roper in Seattle, and he can hook you up.]<<<
— Never Giant (06:54:49/10-19-54)

>>>[The police know about this house and its reputation, which is one flaw, so be careful. Another flaw is that the place is haunted. Nothing malicious, but if some weird things start happening with the lights or you hear noises, its probably just the ghosts of previous owners of the house.]<<<
— Tallmage (02:17:49/11-28-54)

Restaurants & Bars

Bountiful Harvest

Medium Restaurant
Northern Ave. & Acero Ave.
966(37-6960)
Bessemer, D8

One of the few places in Pueblo which serves seafood, this casual restaurant imports fresh fish daily from all over the world, through Denver.

Don Carlos'

Medium Restaurant
Prairie Ave. & Northern Ave.
966(25-4865)
Bessemer, D8

Run by a small family, this is the best TexMex in Pueblo, without question. Following a western tradition which holds that the quality of the food within a Mexican restaurant is inversely proportional to the appearance of the restaurant, this locale suffers from severe appearance deficits, but the inexpensive food is first rate.

Minnequa Club

Large Restaurant
230 S. Lakeshore Drive
Minnequa Club, D8

Membership only, this private club on the shores of Lake Minnequa boasts a pool, tennis courts, conference rooms and a restaurant. Private parties and

reunions are held here.

Park East

Large Restaurant
Goodnight Ave. & Calla Ave
966(85-9546)
Aberdine, C7

With its bizarre design cross of stark fortress dungeon and macramé hangings, Park East hardly sounds worthy of patronage, but the clash is understated and somehow works aesthetically. Located next to the east entrance to City Park, this steak house is elegant without requiring elegant patrons; dress is anything from tuxedos to shorts. Food is inexpensive and quality. The large dining area is divided by brick partial walls into smaller chambers, creating an intimacy reinforced by dark lighting.

Businesses

Della's

Hair Salon
103d Vinewood Ln
966(27-9247)
Woods, C8

For 22¥, you can get a great hair style here, and for a bit more, you can get information on about anyone in Pueblo. Della knows everybody. The staff is schooled in magical theory, although they are all mundane, and magical concerns (like asking for all of your cut off hair to be burned) are handled without comment.

Native Thought

Corporate Grounds
12 Harvard St.
966(24-2237)
The Blocks, D7

This small independent operation manufactures cheap simsense units and some chips. Being the small fish in the large pond, Native Thought often has a need for runners.

Medical

Pueblo Community Medical Center

Hospital Campus
Harrison & Garfield
966(66-PCMC)
The Blocks, D7

Built on the campus of Pueblo Community College, the PCMC is a collaborative effort of area hospitals, where very expensive medical equipment is shared. Very advanced MRI systems are here, as well equipment for just about anything that involves nanites.

St. Mary-Corwin Hospital

Hospital (12 floors)
Minnequa Ave. & Lake Ave.
966(86-3654)
Bessemer, D8

Probably the best hospital in Pueblo, St. Mary-Corwin's specializes in general health care and metahuman concerns, especially goblinization.

Miscellaneous

Central High

High School
Broadway Ave. & Orman Ave.
966(26-9325)
The Blocks, D7

Rivals of Centennial, the Central Wildcats concentrate in computer science and foreign languages. Their colors are blue and white.

City Park

Park
966(77-PARK)
Location F

A large park which includes an 18-hole golf course, swimming pool, 35 tennis courts, wooded picnic areas and multiples entrances to the bike trails paralleling the Arkansas River. All parts of the park are open to the public.

Dutch Clark Stadium

Stadium
1203 Abriendo Ave.
966(72-6465)
The Blocks, D7

Though used only by high school athletics, this football and track facility rivals those of many colleges. Right above the river, you can see the painted banks, which often carry messages backing a competing school. Entrance is on the ground floor, with the stadium recessed into the ground.

South High

High School
1801 Hollywood Ave.
966(17-3745)
Woods, C8

The South High Colts are rivals of

East High, and focus mostly on the sciences and music. Their colors are black and white.

>>>[Two of the architects of Echo Mirage—Brandon Velarde and Lester Ward—came from the same class at this place. I think Ward was president or some shit like that. Pity about Velarde dying with that girl, but what a way to go, eh? Especially for a 70-year-old.]<<<
— Dryad (09:06:33/9-18-54)

State Fair Grounds

966(82-8434)
Location G

Originally the site of the Colorado State Fair, this walled collection of buildings, open air stages and midways now hosts the Pueblo Fair, a collection of agricultural auctions (selling items such as bulls, or even bull semen) and cutting edge technology. This is the one time non-Native corporations are allowed to peddle their wares in the PCC. During the three week fair, held near the end of the summer, you can see everything new in technology here.

>>>[He's not kidding. Although some exhibits require corp passes, even the unrestricted displays will curl your hair. Icon sculpting gets an entire building. Locals love this fair, because tech is even more advanced and less expensive than normal.]<<<
— Love Thing (13:56:24/9-19-54)

>>>[I think that PCC allows other corps in only to show them up. Everything the PCC does is so much better than other stuff, although Fuchi sometimes pulls in some great consumer tech.]<<<
— Thunderdeath (13:35:59/10-30-54)

West Side

The West Side is a slightly disorganized jumble of streets, especially far to the west. The ground is

slightly less stable here, which has taken its toll on houses in the area. This is Pueblo's poorest district, although income rises significantly as you near downtown to the east. The result is a mixture of mid-level executives and minimum wage earners, which sometimes causes friction. The West Side is often the site of violence spawned by race and social class.

Neighborhood	Security Rating
Centennial	B
Sundance	C
Honor	D
Horsehead	D
The Wards	C
Uptown	A

Hotels

Downs Hotel

Luxury Hotel (4 floors)
27th & Holbrook
966(73-9173)
Honor, B6

Once a luxury hotel, the Downs has lived up (or rather down) to its name. The carpets and tapestries, those which haven't been stolen, are rotting away and the plumbing is unsatisfactory, but it is cheap, and roomy. Bring your own security.

Hampsted Hotel

Average Hotel (2 floors)
45th & I-25
966(21-7462)
Sundance, D5

A standard prefabricated motel, the Hampsted is serviceable and clean. No real amenities, but cheap, as it is based around the overnight tourist market,

Rent and Rest Hotel

Average Hotel (3 floors)
Holbrook Rd & I-50
966(17-3742)
Honor, B6

Another overnight tourist hotel, the Rent and Rest is much less well kept, but is fully automated. Expect to bring your own sheets or sleeping bag, and you'll be lucky if the phone works.

Restaurants & Bars

Anazazi Ruin

Bar
Holbrook Rd. & Wild Horse Rd.
966(12-7420)
Horsehead, B5

A dark, rowdy place with a fiercely loyal patronage. Anglos are very clearly unwelcome in here. Many classically-garbed Orks and trolls socialize herein.

Country Club

Resort
3201 8th Ave.
966(17-4721)
Location D

A private club with an 18-hole golf course, indoor tennis, a swimming pool, bar, and fine restaurant, the Country Club is much less aristocratic than other country clubs. Almost every PCC employee is a member, for example, easily able to pay the 200¥ joining fee (compare this to the 30,000¥ joining fee for the Denver Country Club). The grounds are well kept and the course is fairly difficult.

Horsehead

Bar
Wild Horse Rd. & Pueblo Blvd.
966(27-2875)
Horsehead, C5

A popular sports bar, the atmosphere is one of camaraderie, especially if you are rooting for Denver or against Aztlan.

>>>[The proprietor, a troll named Lee Michealclaw, is well respected on the West Side. He was a SecForce combat shaman for 14 years.]<<<
— Nottounge (06:16:47/3-2-54)

Tevlioni's

Large Restaurant
20th & Lambert
966(17-2479)
The Wards, C7

One of the only Italian restaurants in Pueblo, this establishment features large portions of cheap food and cheap wine.

Uberfrau

Nightclub
1 Holbrook Cir.
966(12-1589)
The Wards, A7

This club doesn't advertise, but it is almost always packed, usually about half metahuman. Along with searing music, this club features live combat of all types. A Matrix system also functions as a virtual whore house which can be accessed from anywhere in the world, but is half price if you are on site.

>>>[To get into this place, you need the password. Ask around for the "SimDeath Program", and you will be given a program (for about 20¥) that will give you the daily password. This program will work forever, as what it does is looks up the previous day's average temperature, then looks at that page number in the Star Journal and does a whole bunch of other stuff to find the password.]<<<
— Fleshlight (04:03:12/3-17-54)

>>>[Obviously, of course, this isn't really a password: It's not meant to keep narcs out, but to keep the computationally-disaware out. Using a password program has the same effect as using a password that never changes, except that you need a computer to 'remember' it.]<<<
- Micromara (05:23:01/3-22-54)

Businesses

Dead Is Art

Junkyard
29th & Western Ave.
966(91-1875)
Centennial, D6

This junkyard holds mostly old cars. The owner—a troll named Stark—uses the raw materials to create huge sculpture with an arc welder. His pets, Troilius the dog and Cresida the falcon, are well known around the area.

>>>[There are rumors that Troilius and Cresida are shapeshifters and Stark is possessed by a free spirit, but no one is really sure.]<<<
— Brown Tornado Herd (20:52:31/7-14-54)

Milo's Tech Emporium

Medium Store
27th & Pueblo Blvd.
966(OUR-TEC)
The Wards, C6

Anywhere else, this would be a shadowtech store, but here is one of Pueblo's big attractions. Milo's has bins, stacks, shelves and cases filled with tech toys, electronic meters, radio remotes

and Matrix equipment. The staff is very helpful and can tell you exactly what parts you need and where to find circuit diagrams. There is a large software selection, some of it available on-line.

>>>[Naturally, you can find the stuff that is illegal even in the PCC here as well, behind the counter. Ask for Milo himself.]<<<
— Trial Child (13:28:25/8-29-54)

Medical

Pines Hospital

Hospital
620 Ridge Rd.
966(18-2765)
Sundance, C5

Doctors here often lose patients and the hospital is currently under investigation for organ-legging. The staff is generally indifferent, unless you have money. Many of the doctors have known biases against metahumans.

Raptor Center

1 River Rd.
966(RAPTOR)
The Wards, C7

Right on the Arkansas River (and this far west there are no cement banks), this small building houses birds of prey which have been injured, and brings them to health.

Miscellaneous

Centennial High

High School
3301 Denver Blvd.
966(12-1874)
Centennial, C6

Centennial focuses on vocational training. Their colors are red and white

and their mascot is the Bulldogs. Central is their long time rival.

Pueblo Psychological Center

Hospital
966(10-1786)
Location E

This hospital is a major center for research and treatment of mental illness. Two special buildings are dedicated to cyberpsychosis and goblinization rehabilitation. Security is very tight. The psychiatric wards of this center lend their name to the surrounding neighborhood of the Wards.

Pueblo Reservoir

967(12-7520)
Not on map

While not technically on the West Side, the lake formed by the Pueblo Dam provides the largest water recreation site for hundreds of miles. The bike trail on the river lead all the way out here. Two marinas hold hundreds of boats, many owned by Denverites.

Universal Brotherhood Chapterhouse

Policlub Chapterhouse
102 Silversmith Rd.
966(21-1246)
Sundance, D5

This small building, opened in January of 2054, hosts the Pueblo chapter of the UB. Thus far, only a handful of people have joined.

Pueblo Under

Much speculation surrounds the

Metahuman society hidden within Pueblo, especially as to its location. The name Pueblo Under implies a city beneath the streets, but this is deliberate misdirection on behalf of its inhabitants. The secret could not be kept forever. It is fairly clear that the sewer system underneath Pueblo could not hold such a large colony, nor even a small one for that matter. The current claims that tunnels were constructed to prevent flooding are ludicrous and completely unbased on fact. Pueblo receives less than 27 cm of moisture a year, classifying it a only one step above a desert. This means the only reason for Pueblo to have been paranoid about water flow in the past is due to the Arkansas River.

After the flood of 1921, Pueblo looked into ways of better containing the river in cases of unseasonable weather. The solution was a more advanced embankment and levee system. Tunnels were not even mentioned, perhaps because even then the city knew that the rock Pueblo sits upon shifts constantly, making the support of a large tunnel network problematic at best. In addition, even if such tunnels did exist, it would make little sense for a town to grow within them, as rumors indicate. It is easy for city dwellers to believe these rumors, because such city folk are surrounded by urban blight on all sides. Pueblo, however, like most of the Pueblo Corporate Council, is surrounded by wilderness—in Pueblo's case, prairie, as well as the trees and cliffs of the Arkansas River valley. The point being that there are far better places to start a secret society within a city, where the problems inherent in sewer life, not the least of which is health, are not present.

In fact, Pueblo Under is within caves to the west of Pueblo, close to the river. These caves are extensive and have hundreds of entrances, although many have been made by artificial means. I've been inside these caves and the society is truly remarkable. Magic provides light and, to a large extent, food. Quite a large number of Pueblo Under youths, contrary to rumor, attend school in the city, which allows a constant contact with the city and its goods. I've been asked not to relate too many details about Pueblo Under by those who allowed me to announce its location, but I will say that rumors of Pueblo Under being under Pueblo are kept alive by the fact that many small drainage tunnels in Pueblo dump into the river. Although the fit is tight, Metahumans can get into these tunnels from various places in Pueblo—mostly, those close to the river—and move to the river. Once there, they can move upstream until they clear the city and get to a cave entrance.

>>>[This sounds harder than it is. But consider that the Arkansas River's source is fairly close to Pueblo. You can walk across parts of the river with no trouble during all but a few weeks of the year.]<<<
          — Ms. Black Crown (13:51:13/10-4-54)

>>>[This BBS must have an emphasis on the BS. I've never heard such crap in my life. I've seen the city under Pueblo. They looked like big tunnels to me.]<<<
          — Bonejolt (04:08:16/10-22-54)

The Pueblo Terminex

The collections of LTG numbers operative within Pueblo and the Matrix around them is referred to as the Pueblo Terminex. This term is slightly misleading, as there is a Matrix mainframe also called the Pueblo

Terminex. This single machine is the main PCC computer in Pueblo, and its icon—a vast array of stairs, catwalks, ramps, ladders and wire—dominates the dreamscape. Many smaller, but otherwise identical icons abound, indicating smaller PCC systems. Other features include Virtual Reality's replica of Earth (complete with atmosphere), Ratech's steel Menger sponge, and the Arrowhead Foundation's black, non-reflective, angular obelisk. Most striking are Tableland's extremely realistic mesa growing from the Matrix gird and Pueblo University's fenced off meadows. Some minor icons are the steel vault door of the Bank of Pueblo set into the Matrix floor, and the Sangre de Christo Art Center's public virtual museum, looking like a brass, stylized S which twists back on itself.

>>>[What the hell is a Menger sponge?]<<<
     — Vortex Dog (17:52:36/1-11-54)

>>>[Its a mathematical construct that looks like a cube with smaller cubes cut out of it. It's done in such a way that, mathematically, it has infinite surface area, but zero volume.]<<<

     — Roadsoul Ghost (15:17:10/6-28-54)

>>>[Don't hop the fence at U of P. Just don't.]<<<
     — Mountainjoy (03:23:02/11-8-54)

The Pueblo Matrix has a well-deserved reputation for being rather brutal. The Pueblo Terminex is no different. Like all of the Pueblo Matrix, everything is by nature tougher here, better designed. [NOTE: as per NAN vol. 1, all IC and nodes in the Pueblo Matrix get +2 added to any die roll they make. Note that this is not a target number modification; they actually add 2 to a roll (after the law of sixes is applied). This means that no IC or system in the Pueblo Matrix can ever fail on a target number of 3 or less.] Expect every trick in the Terminex, especially in the actual Terminex computer. One neat trick is to give an item to everyone who enters a system, then have every node check for that item on anyone it sees. This means that Deception programs will get you in fine, but Sleaze will eventually trip you up. That's a pretty basic trick in the Terminex; life as usual in Pueblo.

The Meat Market

Witchhunter

Wordman <ward1@husc.harvard.edu>
Priorities: Magic 4, Tech 3, Skills 2, Attributes 1, Race 0

>>>[Note that I can't quite get things to add up correctly, so take the above priority thang with a grain of salt.]<<<
  --Jerry (8:54:23/2-12-93)

Attributes

Body	4 (5)
Quickness	3
Strength	1
Charisma	4
Intelligence	3
Willpower	5
Essence	3.05
Reaction	3 (4+1d6)

Skills

Conjuring	3
Firearms	6
Sorcery	4
Stealth	2
Unarmed Combat	6

Cyberware

Boosted Reflexes	2
Cybereyes (Low-Light, Flare Comp, Thermal)	
Dermal Armor	2
Smartgun Link	

Contacts

Any Corporate Type
Club Habitué
Decker
Government Agent
Mr. Johnson
Talismonger

Gear

(6) AFR-7 Flash Grenades	
Browning Ultra-Power w/Improved Gas Vent 2	
Doc Wagon Contract	Gold
(2) Flash Packs	
Ford Americar	
Secure Jacket	
Shock Glove	
(12) Smoke Grenades	
(2) Trauma Patches	5
Voice Identifier	6
Voice Mask	
Walther MA 2100 w/Gas Vent 1 and Reactive Trigger	
Hermetic Library, Hardcopy	
Sorcery	6
Conjuring	6

Spells

Combat	
Mana Bolt	6
Power Bolt	6
Sleep	6
Detection	
Pers Ex Detect Enemies	2
Health	
Heal Deadly Wounds	4
Heal Moderate Wounds	3
Med. Decrease Body	6
Massive Decrease Will	4
Illusion	
Invisibility	4
Manipulation	
Pers Anti-Spell Barrier	5
Pers Physical Barrier	4

Courier

Wordman <ward1@husc.harvard.edu>
Priorities: Attributes 4, Tech 3, Skills 2, Magic/Race 1/0

Attributes

Body:	4 (6)
Quickness:	5
Strength:	5
Charisma:	5
Intelligence:	5
Willpower:	6
Essence:	.1
Reaction:	5 (7)

Skills

Car	4
Etiquette (Corporate)	4
Etiquette (Media)	2
Etiquette (Street)	3
Firearms:	3
Negotiation	4
Stealth:	4

Cyberware

Cybereyes with Low-Light, Video
   Link & Optical Mag 3
Data Filter
Data Lock
Datajack with 140 Mp memory
Dermal Armor   2
Sound Filter   5
Vehicle Control Rig

Contacts

Decker
Fixer
Government Agent
Mafia Don
Mechanic
Mr. Johnson
News Editor/Manager
Street Doc

Gear

DocWagon Contract (Platinum)
Rigged Eurocar Westwind with
   concealed LMG (1,000 belted
   rounds)
Form Fitting Body Armor   3
Data Reader with 2,000 Mp
Très Chic Clothing
Heckler & Koch S
Ceska vz/120
Remote Deck w/2 slave ports
Hunter Surveillance Drone w/2 LMG
   (1,000 belted rounds)
Hunter Surveillance Drone w/Panther
   Cannon (100 belted rounds)

Ex-Journalist

Wordman <ward1@husc.harvard.edu>

Priorities: Skills 4, Tech 3, Attributes 2, Magic/Race 1/0

Attributes

Body:	2
Quickness:	3
Strength:	2
Charisma:	5
Intelligence:	4
Willpower:	4
Essence:	1.6
Reaction:	3

Skills

Car	4
Etiquette (Corporate)	4
Etiquette (Media)	5
Etiquette (Street)	4
Interrogation	7
Negotiation	7
Psychology:	4

Cyberware

Chipjacks (one, plus one included
    w/skillwires
Cybereyes (with Flare Comp, Low-
    Light, and Optical Mag 3)
Datajack
Datasoft Link Skillsofts: Total cost is
    22,000¥. General Skills.

Electronics	3
Stealth	3
Cybertech	3
Unarmed Combat	3
Japanese	8

>>>[Sure it's not Japanese 3?]<<<?
Display Link
Headware Memory, 150 Mp
Damper
Hearing Amplification
Select Sound Filter, 5
Recorder
Skillwires, 3
Telephone
Video Link

Contacts (plus a buddy and 8 extra contacts)

Activist
Any 2 Corporate Types
Government Agent
Government Official
Journalist
Any One Archetype
Lone Star Clerk
Any Police Type
Media Producer
Any 2 Street Types
Newsman/Media Entrepreneur
Paramedic
City Official
Policlub Member
Club Habitué
Reporter
Club Owner
Simsense Star
Decker
Snitch
Editor
Terrorist
Fire Fighter
Tribal Chief

Gear

```
High Lifestyle, 2 months pre-paid
Data Code-Breaker
Dataline Tap
Data Unit: 2,000 Mp
(6) Tracking Units                5
(2) Trauma Patches                4
DocWagon Contract (Gold)
Voice Identifier                  5
Eurocar Westwind, maglock  10
External Video Link Recorder/ Trans-
    mitter w/screen & 6 six-hour disks
Form Fitting Body Armor           3
Ingram Smartgun w/Concealable
    holster and improved Gas Vent 2
Medkit
Narcojet Pistol w/Concealable holster
Pocket Secretary w/Booster Pack
Predator II w/Concealable holster
Signal Locator
```

Former Corporate Decker

Wordman <ward1@husc.harvard.edu>
Priorities: Tech 4, Skills 3, Attributes 2, Magic/Race 1/0

Attributes

Body:	2
Quickness:	4
Strength:	3
Charisma:	1
Intelligence:	6
Willpower:	4
Essence:	1.2
Reaction:	5 (7+2d6)

Skills

Computer	6
Computer B/R	6
Computer Theory	5
Electronics	5
Etiquette (Corporate)	4
Firearms:	4

Cyberware

Boosted Reflexes	3
Chipjacks (one, plus one included with skillwires)	
Cybereyes w/Low-Light and Camera	
Datajack w/30 Mp memory	
Datasoft Link	
Display Link	
Skillwires	3
Smartgun Link	

Contacts

```
Any Corporate Type
Decker
Fixer
Technician
Media Producer
```

Gear

```
High Lifestyle, 4 months pre-paid.
Data Codebreaker             4
DocWagon™ Contract (regular)
Ford Americar
Ingram Smartgun w/Improved Gas
    Venting 2 and Silencer]
FormFit Armor Level 3
Microtronics Kit
Microtronics Shop
Pocket Secretary
Predator II
Très Chic Clothing
Skillsofts
    Car                       3
    Stealth                   3
    Unarmed Combat            3
```

Fuchi Cyber-7

Response Increase	1
3 Hitcher Jacks	
500 Mp Memory	
2,000 Mp Storage	
Vid Screen	
Bod	8
Masking	7
Sensors	7
Evasion	7
Analyze	6
Attack	8
Browse	4
Decrypt	4
Shield	5
Sleaze	7

Street Slick/Homeboy

<bkdavis@eos.ncsu.edu>
Priorities: Skills 4, Attributes 3, Tech 2, Magic/Race 1/0

When I say Homeboy I mean a street-smart city slick that uses brains and skills to get money the easy way. And whatever else he wants. The best place to meet 'em is New York City, but they can be found in any sprawl.

They can hotwire a car and be gone in a flash. And when it comes to the old B&E they are *very* good. They will do wetwork if the price is right.

>>>[As an archetype, these are the very best, right?]<<<
-- Jerry

Quotes

"Hmmm. Anti-theft system with an explosive charge, eh? Heh heh, *no sweat*."

"Wow, nice car chummer. Surrrreeee I'll keep an eye on it."

"Where there is a will, err, car or house, there is a way -- to get in."

Attributes

Body:	4
Quickness:	5
Strength:	4
Charisma:	3
Intelligence:	4
Willpower:	4
Essence:	6
Reaction:	5

Skills

Etiquette (Street)	5
Unarmed Combat	4
Firearms	4
Stealth	6
Athletics	4 (6)
Running	8
Electronics B/R	6
Ground Vehicle B/R	6
Negotiation:	3

Gear

Maglock
Toolkit
Armor Jacket
Remington Roomsweeper with
    concealable holster
Toolkit
Armor Jacket
Remington Roomsweeper with
    concealable holster
10,000¥ starting money
Sunglasses with Low-Light
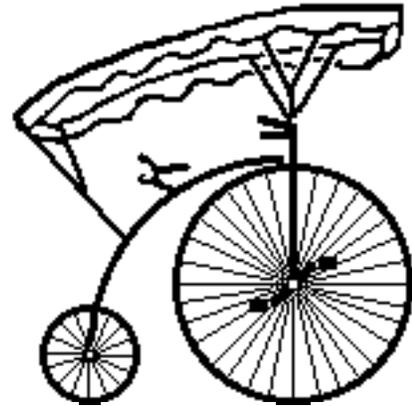
Skillwires

Keith <holmes@mentor.cc.purdue.edu >

>>>[Hey folks, this is the latest in a line of -theoretical cybernetic skillwires systems- that I have heard people like Aztechnology and Nemesis have been working with. Tell me what ya think of it.]<<<

-Backdraft<14:22:02/8-5-61>

Utilitarian Task Adaptive Skillwires

The basic concept behind this is that Skillwires have a certain amount of relative "memory" with which to maintain and operate the various skillsofts that users implement through their usage. A confusing problem concerning the ratings that Skillwires can actually "maintain" and "utilize" at one time has arisen.

Why are they restricted according to the *direct* ratings of the skillsofts that are implemented? If everyone will please refer to their SR Manuals, in the description section of the Equipment chapter, and refer to the MP requirements for skillsofts, you will see what I am referring to and hopefully follow along for this discussion.

On the table, you will notice a rather unusual and fluctual curve in the requirements for MP that skillsofts have at different gradations. You will also hopefully notice, that Concentrations and Specializations have varying requirements, that are not equivalent to General skill categories. This is the proposal as put out by a few individuals:

The Skillwires mentioned at the top of the paragraph (UTASK for short) allow an amount of MP equal to the level of requirements for the GENERAL category. For example,

someone with Skillwires level 3 will have a limit of 30 MP for skillsoft utilization. Someone with Skillwires level 6 will have 300 MP, etc.

The limits for the maximum rating that can be accepted is still the rating of the skillwires, but now the MP requirements allow for a slightly advanced amount of skill allotments.

For example, Peregrine has skillwires level 3 (the UTASK variety), and as such, can have up 30 MP for skillsofts, as long as no skill goes over level 3. He decides to go for an Athletics concentration in running at level 3 (18 MP) and a Specialization in Assault Rifles at level 3 as well, also level 3 (12 MP). As the two of these skillsofts combined do not exceed 30 MP, then Peregrine is doing just fine and keeping his own while on the run too.

Now I realize that this does lend itself to some abusive nature, as someone with a UTASK level 6, can therefore have 300 MP of skillsofts, and get things like 10 Level 3 General skillsofts at the same time. Ok, this is true, one could do this. However, please remember the following.

All of this takes an amount of time to load into the UTASK networking, which is defined as SLD and SSLD in the ShadowTech Sourcebook. The level of current SLD is the adjustment to

reaction/initiative numbers for the duration of the loading process, and you still don't have the actual skills loaded up yet.

For example, Reflex is going to fill up his UTASK level 6 skillwires with the full 300 MP of skillsofts. As this takes time to accept into the rating, the SSLD that he has accrued (lets say SSLD of 3) would mean a -3 to his reaction/initiative until the uploading was completed.

Now then, a few of you know of Skillwires PLUS systems, and you may be wondering how these figure into the above formula. Simply putting it, double the amount of MP utilization that SW PLUS can handle. SO a SK PLUS level 6 would be able to handle 600 MP of skillsofts at a time, as long as none of the skills were over rating 6.

What I am proposing as well, is the introduction of two new levels of UTASK systems. They are as follows:

Rating	Cost	Essence
1-3 (a)	20,500/level	.15/level
4-6 (a)	152,500/level	.25/level
7-9 (a)	1,100,000/level	.35/level
1-3 (b)	26,550/level	.2/level
4-6 (b)	182,750/level	.3/level
7-9 (b)	1,250,000/level	.4/level

The (a) is for UTASK Grade 3 skillwires and the (b) is for UTASK Grade 4 skillwires.
Grade 3 can accept 3 times the normal (base) MP and Grade 4 can accept 4 times the normal MP.
So, if Peregrine were to have UTASK Grade 4 skillwires at level 3, he could have 120 MP of skillsofts, none higher than rating 3, going at the same time.

->>[In a related subject to my earlier posting, here is a bit of a suggestion when dealing with "Skillwire Overload"]<<
-Backdraft<14:46:02/8-5-61>

Skillwire Overload (That looks *painful*)

It has often been speculated what happens to an individual when they are suddenly subject to "skillwire overload." That is, the effect that happens when skillwire systems have their respective limitations on skillsofts/MP exceeded.

For example, Peregrine tries to accidentally slot a Level 4 skillsoft into his Level 3 skillwires, hoping to at least get access to the Level 3 portion of the skillsoft. Poor Peri, wrong idea.

As the usage of Skillwires tends to override the baser, natural, functions of the body's motor neural relays, the body will suffer a visible effect quite similar to an overload that many electronics suffer.

For a number of *turns* equal to (rating points exceeded)D6, the person will literally have little to any control of his/her body. ALL target numbers while in this situation are DOUBLED, due to the extreme chaos and confusion as the body tried to right itself against the cold, insensitive artificial relays.

The effect can be defeated in a number of ways however. Removal of the Skillsoft from the accessible memory of the skillwires being the most prevalent of them all.

During this period of thrashing about, the body can also suffer some damage. This is calculated, as well as an example of the above mentioned "overload", below.

Overload Level (time): Skillsoft Implemented - Skillwires Level

Damage: Body vs. (Twice Overload Level)L(Elapsed Duration) in Fatigue

For example, Reflex decides to try and slot a rating 9 skillsoft into his rating 6 skillwires. He immediately collapses

into convulsions as his body attempts to right itself, and the skillwires go through a series of "bootup failures." He will suffer the effects for 3D6 Turns. Each Turn, he will suffer 6L(Turn #) in stun wounds. This damage can be very cumulative however.

For example, lets say he is suffering this effect for 14 Turns (the dice rolled well). First round, he suffers 6L1, then 6L2, 6L3, then 6L4, etc... If the wounds exceed Deadly on the stun/mental monitor, then *real* damage begins to be accrued.

For the purposes of these tests, Dermal Armor, Orthoskin, and Bone Lacing are of *no* help. Synthacardium bonuses (if any) do apply however. Pain Editors/Monitors can often delay this effect for a few moments, but eventually, they will be overrun as well.

The Ice Box

>>>[Hoi chummers, hate to be the bearer of bad news, but a bud of mine got herself toasted last week. It seems that something hunted her down and fried her deck. I thought it was a corp decker, but when I went after it, I found it wasn't a persona I was fighting, but rather a construct.

I neutralized the fragger, and picked it apart. Really fascinating stuff, but scary. The author is very egotistical, and there's traces of the guy's ID throughout the construct.

This ain't ICe, but rather is a smart-frame with movement abilities, sensors, a self-encryption and mutation ability, a masking program, defensive and attack capabilities, and a tracking program.

The tracking program is similar to the trace and report, but instead it acts like a bloodhound, leading the construct after the target.

Every decker leaves little footprints, no matter how good he or she truly is. These are code fragments that are left after the decker passes through a node. They are parts of the persona chips, whose code is partially placed within the node to facilitate ease of execution. The fragments are very minute, and it is next to impossible to find them, unless you know exactly were to look. Apparently, this program does. Taken singularly, they are meaningless, but enough of them allow you to begin to put together a 'picture' of who they belong to. This is similar to the techniques used by anti-viral programs of the last century. The chance for error is fairly high, about 35-45%, but even still, it makes one think about covering ones tracks.

The author was some deckhead who lived near Detroit, some old fragger. He called it the Ulciscor Strain, which is supposed to be some form of Latin, meaning revenge or something like that. I destroyed the source code, but I couldn't find the backups. I can only hope that the fire destroyed them.]<<<

- Epilogue (22:42:49 / 12-04-52)

The Ulciscor Strain

Paul Devisser <pdevisse@twilight.kwnet.on.ca>

A viral construct much like a smart-frame, with the ability to move about in the matrix. It has attack (6), shield (4), capabilities. It also can lock-on to a matrix trail, and follow it until it encounters the cause of the trail.

The ability to track a target is not new. Trace-and-Report programs and the variations do it all the time, but they have the original personas to work with. This virus is imprinted with a recording of the persona of the intended target. It uses this recording to search the matrix, looking for data trails that bear a similar imprint. This is currently beyond what most corporations are capable of producing, and unless a corp gets wind of this, it will be a several years before this becomes more then an isolated

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incident.

After finding its target, it will then attack until it destroys the target, or is defeated. Before it engages, it will send a transmission which is encrypted, to a predesignated point. The message contains information concerning the constructs current location, and the fact that it has found its target. If it survives it sends another message, in the same manner, that it has succeeded, and returns to a predesignated point to await further instructions.

The virus locks on to the BOD persona of the target if attacking a decker. Data has a BOD of 1. The target can resist by using the EVASION persona. Again, data has an EVASION of 1.

If the virus follows the trail to a point where the decker left the matrix, the construct will mark the place, and will continue to search for a new trail. If the trail leads into a construct that the virus cannot follow, search around to try to find a new trail, and failing that will actually attempt to enter the construct to find the target. If it encounters resistance that it must fight, it will withdraw.

When the virus locks onto a trail, it begins sending updates back to its origin. The route by which these are relayed is complex and very difficult to trace. In addition, the encryption scheme is unbreakable without access to a mainframe.

Forging Time/Date Stamps

David Girardot <Girardot@dickinson.edu>

>>>[Okay ya lamerz. Who sez us old timers can't be K-rad kewl with the rest of yas. So here's an excerpt from the latest phrack, *not* available at yer favorite corp elec-bulletin, about how ya don't have ta follow da lame corp policy of dem stoopid time/date stamps. For some of yas dis'll be like Xmastime, you'll get dat warm feeling like we did back in '83 (that's, 19-83) when we discovered sendmail.]<<<
    -- Samurai Electricity

*** DCC Channel Open
*** Transmitting
*** ...1...2...3...4...5...6...7...8...9...0
*** Transmission complete. Transaction Logged (12:03:33/2-31-53)
*** Invalid Date Error
    -- Override --
*** Scan mode activated...

>>>[...with our policy of providing you, the decker, with the very latest in personal privacy technology I have written this article to reveal once and for all how to escape the PhoneNet's tiresome time/date stamps.

First, some background. The time/date stamps go back to security issues before even the great Matrix virus that crippled the first network. Back then there was no real way to validate the identity and/or veracity of the electronic modes of communication. The first incarnation of the time/date stamps occurred with the use of the private/public key cryptographic methods. Eventually, though, it was clear that there needed to be some standard way of identifying users with a clear electronic signature that would be difficult to forge. Thus, when the first worldwide network was designed, the crude time/date stamps were hard-wired into its infrastructure.

Nowadays, when any bit of data enters the matrix it is time/date stamped by the Phone/Net infrastructure, and checked and re-checked with special self-correcting algorithms by each node the data passed through. Indeed, this process produces the Link from the decker's persona to his physical entry- point into the matrix (the selfsame Link that the trace family of IC is so fond of).

Now then, the conventional wisdom is that because these time/date stamps are so deeply entrenched into the basic operations of the matrix that it is simply impossible to defeat. This is what the corporations would like you to think. The fact is that hacking the stamps is simply difficult.

The weakness of the system is the redundancy checking that goes on after you enter a new node -- that is, a "trace" must occur back to the original entry point and a new "stamp" applied on top of the old one. However, as any decker knows, his "Link" to his entry point is not a literal link but a virtual one ... in other words, it is a not a rigid sequence from origin to present point, but the data packets flowing through it take the fastest path dictated between the two points. In other words, if a decker has gone through Nodes A, B, C, and D to reach node E; his datapath will include

these nodes plus any other nodes the data travels through at any given nanosecond. So, while our decker was at point C his Link path might have read: A, B, C it could read A,B,C,N,P,Q,D when he travels to point D. The nodes N, P, and Q though not physically visited by the decker are visited by the datastream link from the decker to his origin point.

Confusing? Well it gets even more complicated. You see, the Link path differentiate between "real" link nodes (the ones the decker's persona has actually traveled through) and "gateway" nodes (the ones the link datastream takes for efficiency's sake.) So in the original example the Link path would really be something like A,B,C (N,P,Q), D.

Okay, getting around the time/date stamps used to be pretty easy. All you did was modify your relocate program to "piggy back" on the Link-path and merrily send it through millions of "gateway" nodes. One of two things would happen: the link-path would get so long that it would actually be "broken" -- in other words your post would never get the time/date stamp added because the link path was so long. The other thing that would happen, if you wrote a really good relocate, was that the link-path would come out as total garbage, or better yet, someone *else's* link path.

Unfortunately the corps instituted RFC 931, a security measure, that added a subroutine to the algorithm to limit the link-path length by number of gateway nodes. So you couldn't trash the path anymore by filling it with tons of garbage. That was until a friend of mine realized that the subroutine

would always count gateway nodes of the same name as the same nodes. He developed a technique that would ping-pong the link-path between two or three nodes, back and forth, ad infinitum. This would really phuck the link path and made hacking the time-date stamps a real breeze. He also discovered that while the link-path was ping-ponging you could get it up to a good ten or twelve million teratocycles and that while this was going on, you could input any time/date stamp you pleased.

So that's how easy it is. But what's the catch? The catch is that you *need* a link path. Your link is what allows you to control your persona from your, deck chummer. If you really did ping-pong your path even a couple hundred thousand teratocycles you'd have a response slower than the slowest turtle, nearly an eighth of a second delay for each keypress. Nope, while you've phucked your linkpath to hack the time/date stamping you need to hack yourself a real linkpath so you can go merrily about your business.

The procedure is, again, a modified relocate program. There are two catches, however. One is that this program is about as degradable as it gets. Each combat round, yes round, it loses one point of rating ... *unless* the program is being hacked on the fly. Also, maintaining the link through multiple grids is difficult, so each grid change (for example LTG to RTG) requires one die per threshold of the grid (1 for blue, 2 for green, and so on). The rating of the link program must exceed the security rating of the current node, and *each* node passed through. For instance, if you need to maintain a link through a red-5 node you need to have a Link-6

running. The other bad news is that maintaining the link is rather hard on the deck and lowers the response rating by one. (Yes, that means you must have at least Response-1 to run the program.)

Example: BlackBeard has 23 dice in his hacking pool and a Fuchi-CYber-4 with Response +2. He is maintaining a link from his apartment in Seattle to a Shadowlands based in a corp computer in a different RTG. The inter-grid nodes are all green so there's six dice gone from the pool to maintain them. BlackBeard has passed through three nodes in the corp computer to the shadowlands in one of the datastores (the Orange-5 SAN, the Green-3 SPU, and the Red-3 CPU). He has to allocate another 12 dice from his pool for a Link-6 capable of getting through the rating-5 of the SAN. 15 dice in all are allocated to the pool... bringing him down to a measly 8 dice ... and don't forget his Response is only +1 while his deck runs the link.

Disengaging a link while in the matrix is tricky, because you have to re-connect to the "real" link-path you've been ping-ponging all over creation. Make a computer skill test against a target of the number of twice the minutes the link has been ping-ponging. You must get a number of successes equal to the threshold of the highest security rating of the nodes you've been through. (So in BlackBeard's case, if he'd been ping-ponging his link for 5 minutes while in the shadowlands he'd need to get at least 2 successes against a target number of 10). The base time for re-establishing a link is 1 minute, divided by the number of successes. Until the link is re-established, the decker has a reaction of 0 (and is allowed no modifiers) and

always acts last in the round with his actions taking place at the end of the *next* round. This slowdown affects *all* actions, *including* jacking out.

Well, I told you the procedure wasn't easy. But at least you know it's possible. Down with IC! Free data for all! Sayonara.]<<<
-- NightWind (Field To Large)

>>>[Yes, kiddies, if you gain control of a lamer's deck you *can* disconnect him from his link. A real nasty trick to play on your enemies!]<<<
-- BlackBeard (Null)

>>>[Disconnecting another decker from his deck isn't easy. The first step involves hacking a "trace" construct and the second winning a resisted computer test against the enemy decker to force them to "ping-pong" their own link.]<<<
--David

Sleepwalkers

Krishgan <warmongr@mentor.cc.purdue.edu>

New Cyberware- Wired Reflexes, Level 0	
Cost:	17,500 Nuyen
Essence Cost:	.75
Legality Code:	-<Laugh>- (see below)

This setup is required if for some reason, an individual loses control of his/her own neural pathways/reactionary abilities. They are widely used by many medical facilities for operation on patients who have suffered major spinal injury or neurological damage, say from automotive accidents or major electrical shock.

The system allows the user normal movement and ability, within the parameters of their original system. It gives no bonus to speed or action beyond the users normal and/or original motive responses.

Normally, this piece of gear is considered to be Legal, and is allowed to any who *require* its implantation. However, if it has been implanted without *legal medical consent/documentation*, then it is classified as a major felony akin to Forgery and Defamation of Character.

Ok, now that we have this little tidbit, we can begin the construction of what is commonly known on the streets as a *Sleepwalker*.

Sleepwalkers are people who desire/decide to do more than one function in life at a time, but are physically incapable of doing so do to the restrictions of both Physical and Mental Coordination/Limitation.

Sleepwalkers are not to be confused with Simsense Addicts/Users and/or Chipheads, though they can be and often are the same. A Sleepwalker is someone who requires more than one objective at a time and wires their body to handle this.

What is required to be a Sleepwalker? First of all, you need at least Wired Reflexes Level 0 (as above). Second, you need a Display Link or compatible piece of equipment (such as a SoftLink or Encephalon). Third, you need some sort of storage/operational medium to function through. This can be either a Datajack with external program media or Internal Headware (includes such things as SoftLinks, Encephalons, and C-Square CDecks). Fourth, a Sleepwalker requires a Sense Link that has been integrated with the above mediums (at an additional .1 essence cost). And lastly a little bit of guts.

Sleepwalkers allow their bodies to run on a sort of "autopilot" mode. The Sense Linkage allows the "autopilot" of the Sleepwalker to use the functional sense of the body in order to guide itself around. Simple option programs that can do things like "washing dishes", "watch TV and Eat for an afternoon", and "drive to work" are all readily available through various sources. When combined with Map OC's (optical chips) and an Orientation System, complicated procedures can begin to be programmed for the Sleepwalker.

For example, with a bit of time and

patience, Reflex has created a "Sleepwalker Smart Frame" that gets him up in the morning, gets him dressed cleaned up, shaved if necessary, have breakfast, and go for a morning jog around the neighborhood for exercise. People often wonder if Reflex's "Morning Frame" can also operate that Predator he carries around for protection.

The implications of this are staggering. When combined with such things as Radio/ComSuites, Internal Telephones and other transceiving devices, it is possible to do a *vast* number of things at the same time. Deckers seem to really enjoy this, as they can be in both the Matrix and have their "meat" body doing some of the more mundane things, like walking downtown for a stroll.

>>>[Oh yeah, a Stroll he says...walking around downtown to get closer to the targets they are hitting through their headware telephones if you ask me...]<<<
-Dapper Dan<8:24:50/7-25-61>

->>>>>[Ah, but Dapper, we didn't...]<<<<<
-Backdraft<9:47:21/7-25-61>

There are also many, as yet unproven, reports of individuals who have created separate and multi-layer frames that are capable of doing very complicated things. For example, if Skillwires and the appropriate Skillsofts are utilized (such as Acting or Piloting), it becomes possible for a Sleepwalker to do major business transactions while monitoring different activities and/or doing different functions entirely.

>>>[Ah Hell, the boss has a set of frames that let him go into a building using things like Stealth and Athletics, knock out guards with Armed/Unarmed Combat and/or Firearms, locate an access terminal or piece of hardware (which he is doing his own Matrix cover the whole time of course), and get out by way of foot, vehicle, or other. Sort of takes the terminology and words, "Jack-of-All-Trades" to an entirely new level.]<<<
-Backdraft<9:51:01/7-25-61>

Another type of Sleepwalker that is rumored of on the streets is the Possessed Sleepwalker. This guy is a bit more interesting, as someone else is actually controlling his body. On the streets, these types are known as "Schizos." This requires Skillwires and is almost always someone with Alpha or higher grade cyberware.

The *Possessed* are capable of having several people function in and/or through their body at once. Sometimes, these individuals also have things like multiple Datajacks and/or Skillsoft/Chipjack Implants. They almost always have a Multi-Channel Telephone and/or Radio/ComSuite system to allow for the higher influx of informational exchange.

>>>[Yeah, but these guys have one MAJOR limitation. The people that are functioning through him/her cannot access skills of their own beyond the level of the Skillwire Implants. So, Reflex only has Skillwires level 6, and if Detrius decides to use his Gunnery (which is Level 8), then he is restricted to Level 6 usage only.]<<<
-Gideon "the Greaser" Carmichael<8:38:45/7-25-61>

>>>[Ah yes, but there are even ways around this. Skillwires +, SPU(I/O), preprogrammed TacComs, and even multiple Sense Link Interfaces. And it is SO cool to work like this. And if you have a "Dead Head" then it can go even further...]<<<
-Backdraft<9:53:29/7-25-61>

The last and final type of Sleepwalker I'll talk about is the "Dead Head." A Dead Head is not even a living being. A Dead Head is a relatively new and very advanced drone. Dead Heads are almost exclusively controlled by those in the corporate sector and above in general funding/spending (like Military).

Dead Heads are basically massive collections of Cybernetic Implantational Devices with full ComSuite Interfacing. Think of a Dead Head as a special type of Vehicle Drone. With no limits placed upon the psyche of the individual, or the biological flesh, these drones are rapidly becoming a new means of heavy level protection and/or invasion/espionage operations. Almost *all* Dead Heads also come with a Self-Destruct mechanism, often times capable of leveling a medium size building. As they can also be built to near Vehicle standards, they are also capable of resisting higher amounts of physical damage than "normal" Sleepwalkers, and so usually have a greater "mortality level" than other modes of operation.

>>>[HIGHER MORTALITY RATE MY ASS!!! These things are damn near indestructible. I ran into one with a few of my friends inside of the Renraku Arcology in Seattle. The only reason we even knew we weren't dealing with a piece of meat is the mage with us said the guy was actually dead. This thing had damn near everything I tell ya, Strength, Speed, Body, Built IN Laser Weaponry, Sensors, hell even an ECM designed to go against our group comlinks. It hit the trog with us (no offense big guy), and put him through a reinforced partition! I tell ya, if you know you are going to deal with one of these, bring a MicroNuke or something, cuz you're gonna need it!!!]<<<
-the Hi-Way Hog<7:15:06/7-25-61>

->>>>>[Hey Hi-Way, I don't suppose you knew that the thing was also being run by one of their security computers did ya???]<<<
-Nightfire<9:02:51/7-25-61>

>>>[So there ya have it, the ideas and mentionings of the future. I do so hope you enjoyed it. I know my players have and will yet...]<<<
-Keith

Sleepwalkers

1. All Actions are done with a +1 modifier if using a skill that is possessed by the Sleepwalker.

2. All Actions are done with a +2 modifier if using a skill generated by software resources (such as programs, skillsofts, etc.).

3. All Reaction times are reduced by a +1. If the amount of software material is producing any sort of LRating delay, then that amount also reduces the Reaction attribute of the individual.

4. Wired and/or Boosted Reflexes are allowed to still effect the Reaction and Initiative times of the Sleepwalker. Increase Cyber Reaction also will still function on this individual, though other forms of Increase Reaction spells will *not*.

5. If the Sleepwalker is actually "asleep" and not riding along doing another action, then recordings of the actions are made to some sort of medium. If no medium is available, then the user will get the information subliminally, via a dreamstate, and thus not retain any large amounts of what is happening to him/her.

6. If the Sleepwalker is actually doing some other action, such as decking or involved in a telephone conversation,

then the actions that are occurring to the body/outside world, are viewed through a "window" by the actual Sleepwalker.

7. Skill Soft Load Delay (SSLD), System Load Delay (SLD) and other modifiers to reaction times of headware, also have a negative effect on the initiative of the Sleepwalker while these systems are being utilized. For the definitions of SSLD and SLD, please refer to the Softlink and the Memory sections of the Cyberware in the ShadowTech Sourcebook.

For example, Reflex has a SLD currently of 7, thus his reactions are reduced by a rating of 7.

Possessed

1. Those functioning through the user, have their skills and actions limited by the Skillwire(s) rating limit. Skillwires + do allow for their normal limits, but nothing over the set rating of the actual wires is allowed.

For example, Backdraft and Slick are working through Reflex. When it comes time to leave, Slick is using his Vector Thrust skill to pilot the vehicle "they" are leaving in. As his Skill rating for this is a 9, but Reflex's wires are only rating 6, then the maximum skill that can be used is a 6.

2. All Actions done by others through the Sleepwalker, are modified by a +1. Also, all reaction times are reduced by a +2.

3. Wired and/or Boosted Reflexes still function in the Possessed individual normally, but the controller/remote operator is restricted

by either the possessed reaction (modified by the -2, as above), or his/her own reaction (modified by the -2, as above), whichever is LOWER.

For Example, Reflex would normally have an initiative of 27 after modifications for this round. Slick is the one doing the piloting and he only has a modified initiative of 17, thus Slick's initiative numbers are what is used for this purpose.

4. Recordings and/or "Windowing" functions are as per the standard Sleepwalker above.

5. SSLD and SLD are also cumulated normally, if so used in this system setup. If people on the "controller" end of the setup also have SSLD and SLD, these ratings are cumulative.

For example, Backdraft who is working with Slick (via Gunnery Chip) has a cumulated SSLD of 4. Reflex has his SLD of 7 (as above) and thus Slick's -17- Initiative is actually now a 6 (17 - 7 - 4 = 6).

Use of SPU(I/O) cyberware is only effective for the individual that it is installed in. For example, Reflex has an SPU(I/O) Level 4, which gives a -8 to SLD, thus his SLD 7 is not calculated into the reaction formula, but it has NO influence over Backdrafts' SSLD of 4, so his still goes in.

Dead Heads

Ok, so technically these things are very advanced drones. The design and implementation of this sort of thing is for only people who REALLY know what they are doing...

1. They require a separate and NEW skill called Cyberdrones to operate properly. Cyberdrone B/R and Cybertronic Theory are the related design and (re)construction skills necessary.

2. They have stats, not unlike a vehicle for the purposes of Body and/or Armor. For every point of Body desired, a cumulative cost of 5,000 Nuyen in materials is required.

For example, Gideon wants to build one of these things. He desires the thing to have a Body of 4, therefore the cost for this portion of the "drone" is 50,000 Nuyen ((1+2+3+4) X 5,000).

These units can also have armor built into them, and it is the same as for armoring a vehicle as per the RBB rules. They are considered to be a ground vehicle for the strictures and limitations of such.

3. Cyberdrones also require a preliminary system for alignment of its "neural" pathways and its reactionary ability, thus the implantation of the Wired Reflexes Level 0 (as mentioned in a previously related posting) is also required. Cost 17,500 Nuyen.

4. Cyberdrones also require a Myolin/Rhethmoric Musculatory system. This will establish the strength *and* the quickness of the object. The cost for this system is 95,000 Nuyen *per point*.

So Gideon, who wants a Strength of 9 for the little puppy-thing of his, is now shelling out an additional 855,000 Nuyen. Getting pretty expensive huh?

5. The sensors and other systems of the Cyberdrone are restricted in two areas. One, visual, auditory, olfactory, and tactile sense are as per normal cyberware rulings. You can build who knows what into the eyes and ears as per normal rules.

Olfactory and Tactile senses are built into a system requiring a newer and differential setup. You have to design each set of significant sense into the system.

For example, Gideon wants his new toy to "feel" thermal variation and the like. Thus he designs and builds "Thermal Sensitivity" into the unit. Use the rules and optional rules for Thermal Vision to get an idea of cost, with a modifier equal to the Body of the unit. Had he chosen to, he could have installed such things as "Moisture Reconnaissance" and "Pressure Differentiation." The costs for these functions is best left to comparison to related devices in the SR Sourcebook. GM Intervention is *heavily* required.

It is also possible to install Vehicle Sensors, ECM and ECCM equipment into a Cyberdrone. Cyberdrones can contain a number of CF equal to their Body rating for these purposes.

6. Extra devices and/or objects are also required as per the users base design. Use the table and costs for Cyberware and related devices in the ShadowTech, Street Samurai Catalog, and the SR Sourcebooks for cost and inspiration.

Please note however, that certain modifications are *not* allowable to the design. Muscle Enhancements, Dermal Armor, Increased Strength *by limb*, and the majority of the Bioware Division with one or two exceptions (see below).

7. The Cyberdrone can appear in one

of two major ways. Humanoid and Non-Humanoid. Non-Humanoid cyberdrones are things that utilize cybernetic implants but are obviously *not* walking on two legs with two arms, main torso, head, etc....

The two divisions are concentrations of the appropriate skills btw.

8. The Intelligence of the Cyberdrone is rated in one of two fashions. The first is via the operator, or the Rigger in this case. Please note that remote operation of one of these *demands* a Vehicle Control Rig for the user. In this case, the "Intelligence" becomes that of the controller/operator.

The second is through the use of an autopilot. Similar to autopilots as possessed by normal vehicles, they are many times more complex in their design and higher functions. The cost per rating "Point" of the autopilot is 27,500 Nuyen per point, cumulative. So if good 'ol Gideon wanted an autopilot 5, the cost is now upped and additional amount of .... 412,500 Nuyen.

BTW, design and creation of the autopilot programs is in the realm of the Computer Theorists (Deckers) still. The target number for the creation of one of these programs is the rating squared, so Gideon would need at least one (1) 25 when it came to designing the program for it. Oh, and he needs at least one (1) 25 when actually making the program as well. Memory and LR speeds of the device are not discussed in this article, but assume the worst. As far as time for both design and creation of the autopilot, take the rating in 100's of days for each process, divided by successes (if any additional) of course. 9. Many Cyberdrones come equipped with Tactical Computers (all of them

require an Orientation System if they are going to be operated with/via an Autopilot) for extra operation(s). When operating alone, these TacCom's give the primary functioning for the use of Firearms, Melee and Long Range combat scenarios.

Use the Intelligence of the controller/operator when so linked, if not use *half* the rating of the autopilot, rounded down of course.

10. If you wish to give the Cyberdrone its own skills, such as Firearms, English, Car, LTA, etc..., then they must be built into the autopilot of the Cyberdrone or included into the overall computer network (which is probably *far* easier). In this case, a SoftLink with appropriate Skillwires and Encephalon setup is no doubt required. You could also opt to have "hardwire-like" implants taken into account for the cyber- drone.

11. The appearance of the Cyberdrone is normally going to appear either quite mechanical or very unusual to say the least (remember those membranic fibers for the muscles, imagine that being left exposed, at least partially, for all to see). There is a simple treatment that leaves a *very* lifelike cosmetiskin covering the cyberdrone and compensates nicely. The base coating is 5,000 Nuyen, and does include things like hair implants, false eye coverings, even a slightly scented quality (aka, personal body odor).

This covering can be advanced in one of several ways though. First of all, Orthoskin (see ShadowTech Sourcebook), can be utilized and thus grown fully and provide extra durability and protection to the unit as

a whole. Though not the equivalent of the armor mentioned above, it would help against personal, melee-able opponents.

The "scenting" can also be modified to include such things as Pheromonal Enhancement/Modification and Chameleon Patterning. The former is by way of utilization of the Bioware Procedure. The latter by using a very advanced olfactory guided system. Usually however, only a few (limited to the rating of the autopilot) scent patterns can be stored into the system of the cyberdrone.

The skin can also be made to include such things as Visual Chameleoniza-tion, though the use of Reuthmoric Fibers and Lanolin Storage Cells. The VC effects however, also include an Optical Sensory system and relay network. Usually a TacCom is included into the system to help relay and coordinate with the surrounding terrain to the fullest effects.

12. Extra weapons and devices, such as Cyberspurs and Computer Interfaces are capable of being implanted as well, allowing the remote operator to access other devices from the location of the cyberdrone. Thus a remote user could have the cyberdrone enter a vehicle and drive away with it. They receive a -2 to their reaction/control pools for the control of these "linked" units/vehicles however.

>>>[Ok folks, this has gotten really long, and I left some of my stuff at home, so peruse this and get back with me. I will continue this later, once I get a sheet of cost ideas and what not made up for the thing that Gideon started to make above. When I get that done, I'll get it out to ya'll.]<<<
-Keith

The Black Market

Ultrasound Eyes

Ed *Overload* Davis
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Type 1 Eyes
Essence Loss: .1
        Cost: 2,000¥

Type 2 Eyes
Essence Loss: .2
        Cost: 5,000¥

Ultrasound Headlights
Essence Loss: --
        Cost: 2,250¥

Type 1 eyes are simply a receiver for the data from an existing Ultrasound Sight. They replace the need for Ultrasound Goggles. Type 2 eyes are an active emitter of ultrasound, replacing both the goggles and the sight. Headlights are a more powerful version of the Ultrasound Sight, and still require either goggles or type 1 eyes. Range is better -- 200 meters, and the arc is 20 meters at this point.

The effect of type 1 eyes is the same as using a flashlight in a dark room. The user's field of vision will be larger than the 'flashlight's' spot, allowing the user to see only where the ultrasound sight is pointed, and a small area round this. It doesn't allow users to see around corners.

Type 2 eyes cover the user's line of sight, but cannot be used with *any* type of imaging scope. Imaging Scopes do not work, because of the warping and lack of translation of the returning ultrasound signals coming through the scopes. An electronic scope can be modified to receive ultrasound signals, but then ultrasound eyes aren't needed.

Either eye can be used in conjunction with any other cybereye modifications, including optical and electronic magnification. Since any mods are built together, they are made to compensate for the warping. Both eyes halve the visibility modifiers resulting from dim light, darkness, or invisibility.

Full Darkness	+4
Minimal Light	+3
Partial Light	+1
Glare	+1
Mist	+2
Light Smoke/Fog/Rain	+4
Heavy Smoke/Fog/Rain	+6
Thermal Smoke	as smoke

The Beastmaster

Steven Mancini <mancinis@mentor.cc.purdue.edu>

>>>[Salutations! I have come to report that I have witnessed an extraordinary manifestation of magic. This exquisite female, streetname Quicksilver, has apparently developed an affinity with normal critters and has begun to manifest similar traits with certain Paranormals. After careful study, I believe this to be more than a unique phenomena. In fact, I imagine there may be more like her, hidden away in the tribes that would covet such a rare gift. But this, is pure speculation.]<<<

-Nidhug, Chronicler of Magic

The Beastmaster

Priority: 4

Prerequisites

Animal Handling	5
Animal Biotech	5
Parazoology	5
[If paranormals are desired]	
Magic Theory	5
[If astrally perceptive animal]	

Powers

Empathy

Can project emotions into non-hostile animals with no standard resistance.

Can project emotions in a quazi-"calling" for a number of Kilometers equal to the Beastmaster's Magic Attribute. Animals may ignore calling by accomplishing an Unresisted Test using Beastmaster's Charisma as a target.

Projection

This power is similar to the Ally power Sense Link. It may only be accomplished with the Beastmaster's familiars. Only one projection may be maintained at a time. The initial disorientation when projecting is 10 actions divided by a Willpower test target(6) successes. While projecting, the Beastmaster is vulnerable similar to an Astrally Projecting Mage. While projecting, the Beastmaster can use their telepathy power to quasi-control the actions of their beast. This is more of commanding it, and it may not always follow. ("You want me to get HOW close to that Dragon?!?!")

Telepathy

With a familiar (explained below) is unlimited range. With all others, it is touch.

Initiation

This power is documented only because our only subject of study was introduced following initiation.

Cost

The Beastmaster must self-initiate;

their magic is too strange for group initiation and their rarity leads us to this conclusion. Granted if a group of these mystics could be encountered, the potential may exist for group initiation, but their rarity makes such a potential situation unimaginable.

Ordeal

The Ordeal required by the Beastmaster is the impression of their new familiar. The animal in question must be wild and have NO prior exposure to humanity. This Ordeal is not required, but since it accomplishes the obtaining of a new familiar and reduce the Karma cost, it is favored by this magician. (if such a term is appropriate.)

Additional

The familiar is a beast that has been selected for bonding with the Beastmaster. It must have no prior exposure to humanity. The Beastmaster may have a number of Familiars equal to his/her magic attribute. That is, Quicksilver has a magic attribute of 5, her familiars are: 2 wolves, 2 hunting dog, and an eagle.

Paranormal Familiars

Paranormal familiars are possible, but only after progressing through several normal critters. (Do not allow starting character to begin game with a paranormal, but allow him/her to reserve point(s) for further progress). The Beastmaster must fully understand the powers his familiar shall have and this is demonstrated through a parazoology skill of rating five (5) or higher. If the beastmaster desires, they may specialize or concentrate on a specific animal (with the GM's approval.)

Dual Natured Animals

Astral critters can be the most dangerous progression for a Beastmaster. As stated in the book, non-magically actives exposed to the Astral Plane will go insane/die. Since the Beastmaster is quasi-magically active, they can develop a 'resistance' to this insanity. By obtaining a Magic Theory skill of 5 or greater, the Beastmaster has demonstrated a sufficient knowledge concerning the astral plane to survive exposure via his/her familiars.

Disadvantages

The Beastmaster is attuned to the animal kingdom and involuntarily receives empathetic signals from the animals which surround her. If, for example, she was to walk near a slaughter house, her emotions would most likely cripple her. One specific example mentioned during my interview concerned a tiger that was in a nearby grassland and she 'felt' it die.

The Beastmaster may not replace killed familiars. Beyond the backlash of the killing of the animal, severe psychological trauma is anticipated. Likewise, if the beastmaster suffers a magic loss, the animal is set free from the bond, and most likely will stay if treated well. However, if cyberware is installed, the animal will grow ill and die slowly.

>>>>>[Quicksilver is indeed a rare individual, even for an elf. Her affinity for animals was demonstrated to me when she 'tamed' a pair of paranormal critters, Shadowhound and Greater Wolverine respectively, that were under the influence of magic which drove them into a quasi-berserk state. Following my observations of her powers and the magic that was woven into their lifeforce, I have developed a spell that is merely a shadow of her power: Control Emotions vs. Paranormal Critters, Permanent. The drain is unbearable but at least between her powers and my spells, we have set these beasts free from the insanity- producing magic that was tormenting them on the mountain where we found them...]<<<<<
-Gargoyle, Raven Shamanic Adept

"We are in a Universe with more and more information, and less and less meaning."

-- Jean Beaudrillard

Multi-Tasking

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Vincent Esposito <VESPOSIT@CCVM.sunysb.edu>

Introduction

With the advent of the Encephalon as a cognitive multi-tasking control unit, a team of industrious cyber-engineers have been developing methods for multi-tasking several datajacks, allowing many interesting possibilities. Now you can run multiple cyberdecks, rigs, communication jobs, computers, synthesizers, etc. in nearly any combination, as long as you have enough datajacks.

How Multi-Tasking Works

Multi-tasking is accomplished by switching attention between tasks at an incredibly fast rate utilizing the cognitive multi-tasking of the encephalon. A person using this system to run 2 decks (and thus having 2 Matrix personas doing different things) or someone rigging a vehicle and using two remote control decks, for example, never actually executes two commands simultaneously. The encephalon allows the user to have his attention on one task for a few nanoseconds, and then switches attention to another task for a few nanoseconds. This switching is fast, but not instantaneous, so there is some degradation in response time.

Also, the encephalon was not designed to handle multiple datastreams, so the FIFO (First In/First Out) buffer is required. The buffer stores

outgoing commands, and incoming segments of data, so that the encephalon only has to deal with one device. The encephalon simply looks up the region of the buffer that is associated with the datajack it is currently giving attention to, and writes output to that datajack in another partition of that region. The I/O SPU associated with a datajack looks in it's assigned region of memory for data that is to be sent through the datajack, and places any incoming data in that region also.

Furthermore, a Math SPU added to the encephalon acts as a floating point math coprocessor of the 20th century, speeding up response time so reaction penalties are reduced.

Technical Specifications and Rules

The Basic system: To multitask several datajacks you need a few things:

1) An encephalon of appropriate level
2) A number of datajacks
3) An equal number of I/O SPU's of the same rating as the datajacks
4) A FIFO (First-In/First-Out) buffer of headware memory
5) (optional) A math SPU whose rating is at least that of the encephalon to decrease system overhead.

These components are linked according to the chart below.

The number of datajacks that can be

```
|--------------| <=> FIFObuffer1 <=> I/O SPU1 <=> datajack1
| encephalon   |  .        .              .          .
|              |  .        .              .          .
|--------------| <=> FIFObufferN <=> I/O SPUN <=> datajackN
```
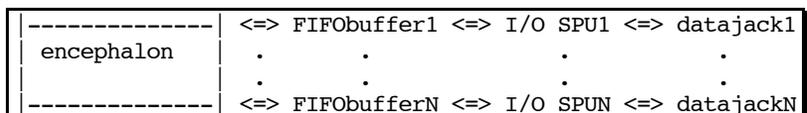
controlled by an encephalon is equal to the rating of the encephalon + 1. (i.e. an encephalon-3 can multitask a maximum of 4 datajacks)

Buffer Memory Requirements:

This is internal memory utilized by the encephalon to buffer commands and data. To determine the amount of buffer memory that must be installed, consult the table below.

Number of Datajacks	Size in MP of Buffer
1	0
2	50
3	100
4	150
5	200

Reaction Penalties:

Multi-tasking does cause some loss of response time due to data clash and processing time spent switching between datajacks. Basically, this results in a reaction penalty depending on how many datajacks are being used at any given time. This is determined by the following table.

	# of active datajacks				
Encephalon Level	1	2	3	4	5
1	0	-1	--	--	--
2	0	-1	-2	--	--
3	0	-1	-2	-3	--
4	0	-1	-2	-3	-4

This penalty applies to each "Task" being done. For example: OddBall is running 3 datajacks, one is a remote vehicle rig, and the others are cyberdecks. This means that OddBall has a -2 to his reaction for each "task".

Note: The addition of a Math SPU whose level is equal or greater than the level of the encephalon will speed up response time somewhat. Adding this

extra hardware will reduce all reaction penalties by one point. (Suppose OddBall has a Math SPU, each of his "tasks" will now only have a -1 reaction penalty). A Math SPU will not bestow a bonus for running only one datajack.

Optional: Prioritized Multi-tasking

Optionally, a GM can allow multitasking players (and NPC's) to use the following "priority system" for reaction penalties.

Instead of having an across the board reaction penalty to all processes, the multi-tasking user can distribute his reaction penalties in any fashion. This means that the user can rank the importance of each task by it's reaction penalty (hence the name "priority system".)

The following table shows the total penalty for running a given number of datajacks. The user may distribute these "penalty points" among his active datajacks in any fashion. The penalties assigned must add up to the total given by the table.

	# of active datajacks				
Encephalon Level	1	2	3	4	5
1	0	-2	--	--	--
2	0	-2	-6	--	--
3	0	-2	-6	-12	--
4	0	-2	-6	-12	-20

NOTE: The figures in this table are derived by multiplying the base penalty (see previous chart) by the number of datajacks.

Math SPU: After assigning penalties to all datajacks, reduce each penalty by one if a Math SPU is present. (note: you cannot gain a bonus this way, a task running at -0 does not become +1 with a Math SPU)

Changing Priorities: At any time, a user may change the way the penalties are distributed. This takes one action to accomplish, and is done exactly the same as assigning the initial penalties.

"Dead" Tasks: If a task goes inactive, whether on purpose or as the result of an outside force (i.e.: A persona gets fried by IC, a remote drone is destroyed, someone pulls out one of your cords, etc.) then the user must re-distribute priorities immediately to reflect the change in the system. This will take one action.

>>>[You don't actually *have* to redistribute immediately. But until you do, the penalties for the dead task are applied to *all* remaining tasks. So it'll behoove you to clean up that dead process.]<<<
-- Micromara (12:59:01/02-23-93)

If the user chooses, he can allow the automatic redistribution functions to take over. If this happens, the penalties are equally divided between all of the active datajacks. This takes no action as it is automatic. (Example: Static is running four datajacks in a prioritized system [total penalty is -12]. He has assigned penalties as 0, -1, -4, -7. Suddenly, his -7 datajack is disconnected. The system reaction penalty is now -6 and the computer will automatically assign those points as -2, -2, -2 unless Static was to spend the next action assigning them differently.

Because each process must have a minimum amount of CPU time, there is a maximum penalty that you can assign to a process. This penalty is based on the number of datajacks being used and the processing power (rating) of the encephalon. Consult the table below to determine this maximum penalty

Maximum Penalties:

	# of Active Datajacks				
Encephalon Level	1	2	3	4	5
1	x	-2	--	--	--
2	x	-2	-4	--	--
3	x	-2	-5	-7	--
4	x	-2	-6	-8	-11

Example: Splut is running four datajacks with a level 3 system. He must distribute 12 priority points. The maximum number of points he could put into one process would be 7, and he would have to use the other 5 in any of the other three datajacks.

Field Notes

>>>[This is a classy setup, let me tell you. I once knew a rigger who had three datajacks. Was able to plug himself into his car and drive, fire the car's guns, and control a flying drone all at the same time with very little apparent loss of control. It's not JUST for deckers.]<<<
-- Joyride <13:18:36/10-10-52>

>>>[The biggest problem I see with this system is the fact that it is not very essence friendly. I mean, if you want a Level 4 Encephalon, 5 level 4 datajacks, 5 level 4 I/O SPUs, a level 4 MATH SPU, and 200 MP of memory, you are looking at 5.16 points of essence!!!!!! Who in their right mind would do something like that?]<<<
-- Splut <13:27:12/10-10-52>

>>>[I would.]<<<
-- Datajerk <13:28:21/10-10-52>

>>>[Figures. Where this really pays off is that you can have one person working on five computer projects at once. I've heard of a bunch of corps giving their wage-slaves level 4 systems in order to increase productivity. It isn't very cheap, but it really pays off in the end.

Deckers can also make good use of this system. I know a gal who usually runs with three decks. Each of the personas has a specialty. One can fight real well, one is the master data-gatherer, another sleazes and scans. Remarkable setup. And each of the personas of course use the same memory for utilities, dramatically cutting down on the amount of data being moved around. Even Black IC have problems fighting off three deckers at once. Really remarkable.]<<<
-- Fastjack <13:41:46/10-10-52>

>>>[Christ, Fastjack. You sound like you are in love.]<<<
-- The Smiling Bandit <Strikes again!/Ha-Ha-Ha>

>>>[Well, just don't tell anyone.]<<<
-- Fastjack <13:43:04/10-10-52>

>>>[I heard that, Fastjack. Dinner! My place! Tonight! Eight o'clock! Don't you dare be late!]<<<
-- CyberGal <13:45:22/10-10-52>

>>>[Hmm. A woman who can do three things at once, eh? Kinda boggles the imagination if you let it.]<<<
-- The Smiling Bandit <Strikes again!/Ha-Ha-Ha>

>>>[Shut up, Smilie.]<<<
-- Fastjack {13:47:08/10-10-52>

The Neo-Anarchists' On-Line Grimoire

Combust

Combat
Skylight

Combust	S4	Physical	Instant

This spell essentially creates a spontaneous explosion inside of objects. Basically an annoyance spell, with great potential for evil minds.

The target number *is* affected by the object's tech level.

Mechanics:
Analyze magical energies: M1
Drastic: S1

>>>[Yeah these 'Raku goons came looking for me one day, I was happy to let them help me test this spell...]<<<
-Skylight (16:29:58/8-13-52)

>>>[An argument could probably be made for making this a Transformation spell of some sort.]<<<
-Jerry (09:07:17/2-16-53)

De-Hydrate

Manipulation (Transformation)
Skylight

De-Hydrate	S2	Mana	Sustained

This spell essentially removes water from the body via exposed sweat glands and skin, dispersing it into the air, and effectively draining the body of its water. The spell is used against single targets. Its base time is 5 actions minus the number of successes against the target, damage code is upped by 1 for each 2 successes against the target (equivalent to 1 liter in human-sized targets). Damage starts at Light. The successes can be applied to either time or damage, as the caster sees fit.

The target number is the target's body.

>>>[A raisin in the sun, yeah they just shrivel up and die, pretty effective spell. Oh, regeneration... no, no, can't regenerate water in a body now can ya?]<<<
-Skylight (16:17:39/8-13-52)

>>>[Shouldn't this be a *physical* spell?]<<<
-Jerry (11:49:29/2-14-53)

Detect CredStik

Detection
Sings-With-Cobras

Detect CredStick	M1	Physical	Sustained

Okay, so you've geeked your target, but where's the money? If you have that problem a lot, this baby is for you. No more running off before the Star arrives and not finding the dough.

Detect Non-Living Things
>>>[Yes! The first useful spell I've seen!]<<<
-- Micromara (11:03:45/02-23-53)

Doppler Shift, Lesser

Manipulation (Transformation)
Krishgan

Doppler Shift, Lesser	L4	Physical	Sustained

This spell is essentially the same as *Doppler Shift, Major*, except that the target's attributes are not adjusted (except for physical Charisma -- appearance), and major gear (such as cyberdecks) are not altered for the new form. Clothing and minor gear (watches, necklaces) are altered.

Doppler Shift, Major

Manipulation (Transformation)
Krishgan

Doppler Shift, Major	M3	Mana	Sustained

This spell is essentially a variation on the already existing Shapechange spell theory. It

---

requires a willing target and the caster must touch the recipient for the spell to function. The spell does not transform the clothing/gear of the individual. Like the Shapechange spell, the target for the spell is the subject's Body attribute, with extra successes adding to the physical attributes of the individual.

Effectively the spell allows the recipient to become any type of *standard* human/ metahuman (Human, Dwarf, Elf, Ork, Troll). Adjustments to body appearance and characteristics are made, as well as any innate adjustments to the physical attributes for race. Mental adjustments are not made, though Charisma alteration is apparent.

[GM's Note- this spell will work on a Cybered Individual for some reason, though damage for any cyberweapons is not adjusted. Also the spell only needs the caster to initially touch the person. A Non-Touch variety of the spell exists at M4 Drain.]

Ghost Ship
Manipulation (Transformation)
Jerry

Ghost Ship	D3	Physical	Sustained

Ghost Ship affects any vehicle. The vehicle takes on a spectral quality. The target number is the vehicle's *object resistance*, and there is a threshold equal to the Body. The vehicle resists with Body as well.

The number of successes beyond the threshold is the ghost ship's rating. The ghost ship becomes dim and insubstantial, as do any who enter the ghost ship. When the spell is dropped, the vehicle must make a Body test vs. D1/Physical, vs. the spell's Force. Armor does not protect against this.

All attacks into and out of the ghost ship are at a penalty equal to the ship's rating, and for physical attacks the ship's rating is used as additional armor for the ship, and for those inside (or those outside, for attacks directed from within the ship).

The caster can control the ship's movement with a skill equal to the ship's rating. The ship's Quickness and Reaction are equal to its rating. When moving at normal speed (Quickness), the ship can move through

stationary or slow objects. It will not normally move through a magical barrier. The mage can force it through; it fights the barrier's rating with it's own rating. The ship's rating will not return to normal, and if the ship's rating goes to zero, the spell is canceled.

The ship can move at a much higher speed, although it cannot move through objects at this speed: rating times the caster's sorcery skill, kilometers per hour. The ship can only move up or down using its lower speed (even while moving horizontally at high speed). All ghost vehicles can fly. Once a vehicle becomes a ghost vehicle, it can no longer move normally, and *must* use the ghost-ship movement rates.

If the ship takes physical damage, the caster takes an equivalent amount of mental damage, further reduced by Willpower.

A circle of three wizards cast *Ghost Ship* on their Rolls-Royce. It has a Body of 3, and a resistance of 7. They cast Ghost Ship at a Force of 5. The leader has a Willpower of 5, Sorcery of 7, and a spell focus (rating 2). The other two have a willpower of 4 and 6, and a sorcery of 6 and 5, respectively. Since they're casting this as a ritual, they have 18 dice in their magic pool They use 13 of these to cast the spell, so 18 dice are used, giving: 1, 1, 1, 1, 2, 3, 3, 4, 4, 4, 4, 5, 7, 7, 8, 9, 9, and 17. This is 6 successes, minus 3 (the Rolls' Body), gives 3 successes. Rolling three dice for the Rolls Royce (its Body) gives 1, 3, 4. None of these make the target number of the leader's sorcery, so the Rolls Royce is now a *ghost vehicle* with a rating of 3.

For Drain, each mage rolls their Willpower, with 5 additional dice (they saved 5 dice from their combined magic pool). The leader also uses his spell focus; each ends up taking Serious drain.

Invisibility, Party
Illusion
Sings-With-Cobras

Invisibility, Party	S3	Physical	Sustained

Okay, guys. This is one of my favorite spells, and I decided to share it. *Party Invisibility* hides a number of people and objects equal to the caster's Magic Attribute. It's otherwise a normal invisibility spell. The

target number is 3, and double the number of successes is added to the target number for seeing the invisible person.

You don't have to thank me.

Realistic Single Sensory

>>>[So, like, where's the party? Heh heh.]<<<
-- Arthur Timmons (12:13:26/02-23-93)

Mana Donut

Combat
Skylight

Mana Donut	S2	Mana	Instant

This spell is essentially the same as a Mana Ball, with a Staging of 2. The difference is that there is a small inner sphere in the 'ball' that is a safe zone. The spell can, for example, be centered on the caster without affecting the caster. The inner sphere is equal Magic Attribute/3 meters in diameter.

There is a version of Power Donut, for which drain is S3.

>>>[Now remember Chummers, myself, I have only used this surrounding myself. If you go tossing it off at distances, check your volume, and how close you are to it. Hate to toast yourself on this one.]<<<
-Skylight   (16:10:42/8-13-52)

Telepathy, Dual

Detection
Sings-With-Cobras

Telepathy, Dual	M1	Mana	Sustained

This spell allows the two targets to 'speak' to each other telepathically. The target numbers are the targets' willpowers. The threshold is 1 if the target is willing, or willpower if the target is not.

Hypersense

Telepathy, Multiple

Detection
Sings-With-Cobras

Telepathy, Multiple	D2	Mana	Sustained

This is the same as *Dual Telepathy*, except that it works on up to Magic Attribute targets. Individuals under the spell can direct their thoughts to a specific individual, or to the entire group.

I have found that these spells work great at meets, or just to freak people out.

Master Spell List Addenda

The initial *Master Spell List* can be found in the first *Annual Neo-Anarchists Guide to Everything Else*. You can cut and paste whatever spells you want from here into there.

Starting this issue, NAGEE spells are denoted with *#. The number is the NAGEE issue the spell appears in. Spells from published adventures (of which there are none this issue) will be a single asterisk.

Detection Spells

N	Drain	Target	Staging/Threshold	Range	Area	Duration	Type
Telepathy, Dual *4	M1	Will	Will/1	Visual	Duo	Sustained	Mana
Telepathy, Multiple *4	D2	Will	Will/1	Visual	MA	Sustained	Mana

Combat Spells

N	Drain	Target	Staging	Range	Area	Duration	Type
Combust *4	S4	Body	–	Visual	Single	Instant	Physical
Mana Donut *4	S2	Will	2	Visual	MA	Instant	Mana

Illusion Spells

Name	Drain	Target	Threshold	Range	Area	Duration	Type
Invisibility, Party *4	S3	3		Touch	MA	Sustain	Physical

Transform Manipulation Spells

Name	Drain	Target	Threshold	Range	Area	Duration	Type
De-Hydrate *4	S2	Body		Visual	Single	Sustain	Mana
Doppler Shift, Lesser *4	L4	Body		Touch	Single	Sustain	Physical
Doppler Shift, Major *4	M3	Body		Touch	Single	Sustain	Mana
Ghost Ship *4	D3	Resistance	Body	Visual	Single	Sustain	Physical

The Spirit Guide

Jerry Stratton (jerry@teetot.acusd.edu)

>>>[The following spirits are best introduced as part of an adventure: when I introduced them, they'd been created by a circle of three Mages who were now gone, vaped, disappeared, for no apparent reason. Both of these are Major Spirits.]<<<
-- Jerry [01:55:06/08-31-92]

The Night Road

Walking that Special Path

The *Night Road* can take the conjurer and up to Charisma companions (include spirits in this total, although nature spirits cannot come along) on a starlit road to another (not the same) *heavenly body* in this solar system. Companions must be chosen when the conjuring begins. This ritual calls the stars from the sky to form a vaulted hall over a brilliant path.

>>>[The *Night Road* can only be used to travel to and from a natural, heavenly body, such as a planet or star. The Night Road spirit has no way of connecting with man-made space stations, of any size.]<<<
-- SkyWise (15:21:35/2-20-53)

>>>[Star? Who tested that one out? Or is it just a guess?]<<<
-- Micromara (03:10:09/2-21-53)

The Force for conjuring is half the road's target number. The target number depends on the destination.

Destination	Target	Force Required
Moon	4	2
Venus, Mars	5	3
Mercury, Asteroid Belt	6	3
Sun, Jupiter	7	4
Saturn, Titan, etc.	8	4
Uranus	9	5
Neptune, Pluto	10	5
Stars within 4 ly	11	6
Stars within 8 ly	12	6
Stars within 16 ly	13	7

If the body is not visible, add 2 to the target number and 1 to the Force required.

It takes a number of days equal to the target number, divided by the number of successes, to reach the destination. The exact destination can be chosen within *target number* d6, times 10 kilometers, divided by the number of successes on an unresisted Intelligence test vs. 5. Use the scatter chart for the direction of error.

Drain is (Force)D3. If the force is greater than the caster's Charisma, the drain is Physical. The force cannot be greater than twice the conjurer's Charisma.

A hermetic circle or lodge, and a conjuring library of rating equal to the force are required, as well as materials worth force times 1,000¥. The conjuring takes force times 2 hours.

The force can be increased without increasing the target number. The extra force can be used as dice in the destination scatter check or extra companions (chosen when the spell is completed).

Everyone traveling the road must make a Charisma test vs. S1/Insanity

(see the *First Annual Neo-Anarchists Guide to Everything Else*), with a target number of half their essence, +2, rounded up. There is a bonus of 3 if the character spends less than 2 hours on the road; 2 if less than 6 hours, or 1 if less than 12 hours.

An uncontrolled Night Road might remain for a couple of days. Multiply the error distance by 10. Roll 2d6 each day. If this is less than or equal to the spirit's Force, the spirit leaves, leaving any walkers stranded that percentage of the way to their destination.

>>>[There are no known instances of Night Roads (or Moon Roads) remaining around once they go free. But I guess there's a first time for everything]<<<
-- SkyWise (15:59:12 / 02-20-53)

The Moon Road

This is a specialized version of the *Night Road*. It brings the conjurer and up to Charisma companions (see *The Night Road* for restrictions) to another location on the earth. This ritual calls the moon down from the sky and before the conjurer, melting into a path.

Use the worst target number for the moon as it is during conjuring. That is, if the moon disappears during conjuring,

The time to reach the destination is the target number, divided by the successes, days. The exact destination can be chosen within *target number*d6 kilometers, divided by the number of successes on an unresisted Intelligence test vs. 4. Use the scatter chart for the direction of error.

Drain is (Force)S3. If the force is greater than Charisma, the drain is

physical. The force cannot be greater than twice the conjurer's Charisma.

The ritual is performed similarly to the *Night Road*, and force can be increased as for the *Night Road*.

Everyone traveling the *Moon Road* must make a Charisma test vs. M1/Insanity, with a target number of half their essence, +2, rounded up. The same bonuses as for *The Night Road* apply here.

An uncontrolled Moon Road acts the same as an uncontrolled Night Road, (except that stranding must be checked for each hour). Remember that the Moon Road extends into space, and stranding will likely occur either in space, or less likely, in the upper atmosphere.

Index to the Fourth Annual Neo-Anarchists Guide to Everything Else