

DATAFORTRESS 2.0.2.0

Presents:

AUTUMN BLADE

A criminal arms dealing and talent brokerage organization in Night City

Written by Deric Bernier (droc@mc2k.com)



AUTUMN BLADE PAGE 2

NAKAJIMO IMPORTS PAGE 3

**MAMA SIFU AND PAPA SENSEI'S
SCHOOL OF MARTIAL ARTS**

THE YOJIHIROMATA ESTATE

THE ORGANIZATION

This is just one of many articles for the Cyberpunk 2020 Role-playing Game you can find on Datafortress 2020, the largest, most Comprehensive Cyberpunk 2020 site in the world.

Visit it at:

<http://datafortress2020.110mb.com/>

AUTUMN BLADE



Autumn Blade is a criminal arms dealing syndicate run out of Night City. Only its customers and a select few others even know of its existence. Built from the ashes of Yakuza treachery this organization has grown from a small street operation to an international business in the short span of 7 years. Autumn Blade works alongside, but is not affiliated with, the Yakuza, the Tongs, and the Triads.

The organization has two primary agendas. The first is the international black market sale of arms and munitions, and it is an interest in which they excel. Autumn Blade's reputation for quality, price, and anonymity is unmatched anywhere in the United States or in the Orient. Generally only dealing in high quality or military weaponry it has been said that NOTHING is unattainable to the Autumn Blade. For the right fee the organization will procure anything, from the newest Malorian handgun to military aircraft. In fact Autumn Blade controls the arms trade for the west coast and is growing in power every day.

The second means of income for Autumn Blade is its special service teams. The syndicate will contract out teams for any number of assignments from personal security to black ops. The operatives of Autumn Blade are masters in their field but for the sake of the organizations anonymity all personnel are kept under a low profile. So while many are the top in there professions few have a reputation at all.

Anonymity is the number one concern of Autumn Blade and all business dealings come second to it. On rare occasions multi-million dollar deals have been abandoned on a hunch. Only the most trusted clients meet with the heads of Autumn Blade personally and many never know who they are dealing with at all. One of many faceless representatives will approach a prospective client, usually the representative has no idea of his employer and only after a several deals have been successfully closed and background checks run on the client will he ever meet with the head of the organization. However whenever a deal is made whether for an arms or special services a demonstration will always be provided as well as a gift.

In addition to the sale of weapons and special services Autumn Blade also has criminal dealings in the Asian community such as prostitution, the fencing of stolen goods and gambling, these are minor interests of Autumn Blade and the organization is very careful not to cross boundaries when it comes to these areas of business. The organization also dabbles lightly in the drug trade, opium, hash, and marijuana only though, and inside the organization there is strict intolerance policy towards anything harder. In addition to the criminal aspect, Autumn Blade also controls many legitimate businesses, the largest is Nakajimo Imports. Restaurants, night clubs, grocery stores, Wake Up records and Mama Sifu and Papa Sensei's school of martial arts are all owned by Autumn Blade. The subsidiary branches of the organization be they legal or otherwise generally have no idea they are affiliated and are carefully positioned so as not to intrude on anyone else's territory. The legal subsidiaries serve not only as an extra source of income but also as a front for money laundering.

The final secret to Autumn Blades success and anonymity is information. The head of the organization has an uncanny ability to find dirt on anyone and has powerful contacts all over the world. From top ranking military officers and government officials, to heads of corporations. Information and favors have paved the way for Autumn Blades empire. In Night City the organization is almost all knowing and very little escapes its watchful eye.

Even though the organization is based in Night City it takes very little interest in affairs of state unless it concerns Autumn Blade directly. Although they make sure to stay abreast of all current developments utilizing any and all chances that arise to further its own interests.

NAKAJIMO COMPLEX



Located in downtown Night City, the Nakajimo building contains many of the legal businesses controlled by Autumn Blade. It is a 46 story building and the top ten floors are owned exclusively by the organization. Most of the rest of the floors are rented out to private businesses and other companies. On the roof there is full helicopter and AV landing pad as well as a garden. Office space is normally rented by the floor, but on levels 2-ten smaller spaces are available. Rates in the building are high and if a tenant acts suspicious then a reason is found for their lease to be terminated. Security is even higher and every floor is monitored. Security is so high it rivals that of the Arasaka building (and in fact in some ways is superior).

The lobby of the building is spacious and is decorated with an oriental flair. Koto music plays through the PA system and the front desk is manned by a 3 attractive young women at all times. Security guards are plainly visible in the lobby and as many as ten can be seen walking around or manning their posts at any given time. Janitors and maintenance are rarely seen during the day, usually only if there is a spill or something needing immediate repairs. The building is kept immaculately clean. At night not much changes around the building, since many of the businesses housed within are open 24 hours a day.

The first 3 floors are a popular high end shopping center.

The fourth and fifth floors house a 4 star Japanese restaurant by the name of The Dragon House. The restaurant itself has the standard eastern decor and a bar to the rear, the restaurant sits in the corner of the building and both the bar and the restaurant proper overlook the streets. Between the bar and the restaurant is a lounge, with a false waterfall trickling over a rock cliff built on to the wall. A walkway criss crosses the waterfall to the door 30 feet above, leading to an exclusive nightclub, The Smoking Section, which prominently features live jazz every night, and Kenjiro Sonada and his band Slanted Heart play regularly.

Floor 6 is reserved exclusively for building security and the main database for the building. It contains two rows of coffins, 20 each, for use by off duty security, maintenance, and the janitorial staffs. The entire staff of the Nakajimo building is in-house and no outside services are ever contracted. From this point of the building every square inch of the 1st through

44th floors are monitored by camera, thermograph and motion sensors. This includes the roof and basements, as well as the parking garages, only the bathrooms aren't monitored from here.

Floors 7 through 36 are the areas rented out to other companies, including a fitness club, the offices of World Rhythm and Watchmen magazines, Brower Law Firm, FKDC radio Funkadelic, and Electric Dreams, a high end cosmetic surgery and cybernetics clinic run by Killikena Grey.

Levels 37 and 38 contain the corporate headquarters for Nakajimo Imports, (but all merchandise is stored in a warehouse near the shipyards). Nakajimo Imports is the totally legitimate main business front for Autumn Blade, and imports various goods from foreign markets, including wares from Crystal Palace. Nakajimo also handles the building, and its lease space. Contrary to the standard practices of such a front, no illegal or unreported merchandise moves through Nakajimo, nor is any such contraband stored in the warehouse. While money laundering does take place it is in such a fashion that it is virtually untraceable, as with all Autumn Blade holdings.

Level 39 is the recording studio and corporate suite for Wake Up records, home to such bands as Slurred Dystopia, Kestrel, and Slanted Heart. While they are the three biggest bands under contract, Wake Up records manages many local bands and acts as a promoter on occasion. The Kestrel twins, Molly and Gina, are often seen here, and the Irish group, with its Celtic/industrial sound have topped the charts of college stations throughout the west coast. Often when a group is recording here, footage will be displayed in the monitors at the nightclub downstairs, sometimes even followed by a live show on the stage.

Level 40 houses an art museum where the works of several of the city's finest artists are on display, along with an eastern section where many authentic pieces of Asian art and various suits of armor and weapons are displayed.

Level 41 is currently empty, and this is the last floor, with the exception of the roof, attainable by the public. To gain entrance to the upper floors you must press the buttons on the

elevator phone in a preset 5 number code. The code changes irregularly and only the Upper echelon of Autumn Blade are ever privy to the code. Once the code has been entered, the rear of the elevator opens into another elevator. Upon stepping into this elevator you must successfully complete a retinal and fingerprint scan.

Level 42 contains 2 very large apartments, one of which is currently being shared by Connor Lee and Thomas Johnson. The other is inhabited by Markus Xavier.

Level 43 contains the real security area, in this room is the mainframe that controls everything from climate control to the steel shutters which cover the insides of the windows. The entire building is monitored from here both audially and visually. Every room including bathrooms, is monitored and in the secure areas past the 36th floor, thermograph sensors and motion detectors are also utilized. The mainframe is completely separate from all other computers in the building except for those in Chars personal office, and it has a singular unlisted phone line connected only to the Yojihiromata estate mainframe, making it completely safe from net attacks provided the attacker doesn't have the unlisted number. A separate mainframe is connected to the regular security and building mainframe as well as the police, it contains a satellite uplink and acts as a backup. To gain entrance to this floor you must first re-subject yourself to all the security procedures on the elevator, plus the weight of the elevator is monitored as well as the heat signatures. The Inner Circle are the only ones whom the computer has been programmed to accept. If the requirements are not met the elevator will flood with Tear gas 3 and the floors deliver a very high electric shock. All the floors owned by Autumn Blade have been extensively soundproofed and feature armored shutters which can be dropped from the ceiling down behind the glass for protection.

Level 44 is made of 2 apartments, one for Jacque Dubois and Kilikena Grey, the other is shared "Rasta" Mike and Patrick Connor.

Level 45 contains the private gymnasium and Chars personal office and apartment. Its security measures are the same as level 34's. The Gym takes up half the floor and the apartment/office takes up the rest. Scott and Yumi live here, and Janitorial robots keep these floors clean. In addition to the normal security there are hidden panels in many of the walls containing armament for two people, including two handguns and 2 assault rifles or submachine guns. Hidden in one of the support columns there is also a small armory. Hidden in floor panels on each side of the building there are parachutes designed specifically for low altitude jumps as a last ditch escape attempt. A full bar and entertainment system accessible by remote from anywhere in the apartment completes the suite, with four drop down screens in the main area and one in the bedroom. The view is breathtaking, the bedroom window faces the bay, and all the windows on the floors owned by AB are self tinting...also controlled by the remote. The gymnasium houses state of the art equipment, a large swimming pool, a programmable maze, a running track and aerobic facilities, as well as space set aside for sparring.

Level 46 is the hangar bay for AV's and helicopters. This level is completely open to all building personnel although there is a walled off private section for Autumn Blades personal use. The main area will house 8 AV-4's and two commercial helicopters. The private area has enough room for four AV-4's. refueling facilities are available on both sides and feed from a Fuel tank on the roof.

In addition to the underground parking garage, there are two private sub levels, sub-level one is a private parking garage accessible only to members of Autumn Blade, and sub-level two is a bomb shelter. Some of the support columns in the building are hollow, and serve as an escape route from the secured floors to either the basement or the roof.

The Nakajimo Complex is connected via sky walk on the third floor to the Embassy Hotel across the street, the Embassy is a 38 story luxury hotel with all the amenities, and is considered part of the complex.

FLOORS 1-3

LOBBY AND SHOPPING



1st Floor	
The Apothecary	101
Best of Night City	108
The Candy Store.....	125
Classic Touch Florist	102
The Coterie Theatre.....	144
N.C. Sports Stuff.....	104
Lunch Land.....	131
Mirage Jewelry	106
Office Designs.....	111
Pretzel Time.....	127
Sheridan's Lattes	119
Showplace	133
Adam's Men's Wear	129

2nd Floor	
Automated Postal Service	238
Bacara Designs	217
Bloom!	223
Car's The Star	235
College Craze	226
The Combat Zone.....	216
Chip's Chocolate Factory	239
Customer Service/Ticketmaster.....	230
Finishings For Her.....	227
Kitty Cat Boutique	221
Hallmark	208
Holiday Magic	209
Kangaroo Crossing	215
Naturally Salon & Day Spa	203
Playful Paws	222
Frousse Rare Books	231
Pandemonium Urbanwear.....	211

3rd Floor	
California Repertoire Theatre	314
Bath and Body Works	317
boulevard blues	327
N' Imports Fine Tobacco	304
Crystals Casual	308
Crown Center Cinema	300
Hopes Bridal Shop	335
Hopes Elegance	326
Giancarlo's Men's Formal.....	328
Kaleidoscope	316
Nakajimo Imports	320
Jewelry Box Fine Antiques	313
The Kids Place	311
Petite Sophisticate	304
Russian Arts Store	315
Victoria's Secret	312
Vinone's	305
Wilderness Reflections	309

Restaurants	
Dragon House Restaurant ... Floors 3-4	
Crayola® Café	214
d'Bronx	124
Einstein Bros. Bagels	121
Fritz's Railroad Restaurant	135
Golden Harvest Bakery	126
Greek Food, Ltd.	136
K.C. Bar B.Q.	136
Kabuki	110
Milano Italian Restaurant	130
Morton's Steakhouse	Halls Level 1
Wing Kong Exchange.....	123
Pasta la Vista	141
The Patio	Halls Level 2
Potatoes and More	136
A Streetcar Named Desire	113
Taste of Philly	136
Z•TECA	143

Other Public Establishments in the Complex

Embassy Hotel Across the street access from complex possible via skywalk

The Smoking Section Lounge and Night Club..... Floor 4-5

Echelon Fitness and Gym Floors 8-9

Einhard Accounting..... Floor 10

Gazelles Interior Design Firm Floor 10

Whisper In Your Ear Advertising Firm Floors 11

Velvet Touch Massage and Escort service..... Floors 12-13

Discover Your World Travel Agency Floor 14

Word Rhythm Magazine

Jones and Skerrit Private Investigations

Night City Mutual Insurance

Lamb Finances And Mortgage..... Floor 19

Destination Known Real Estate Agency

Watchmen Magazine

Brower, Spiegle and Kazuya Law Firm

FKDC.FM Radio Funkadelic

Gibson and Burroughs Publishing

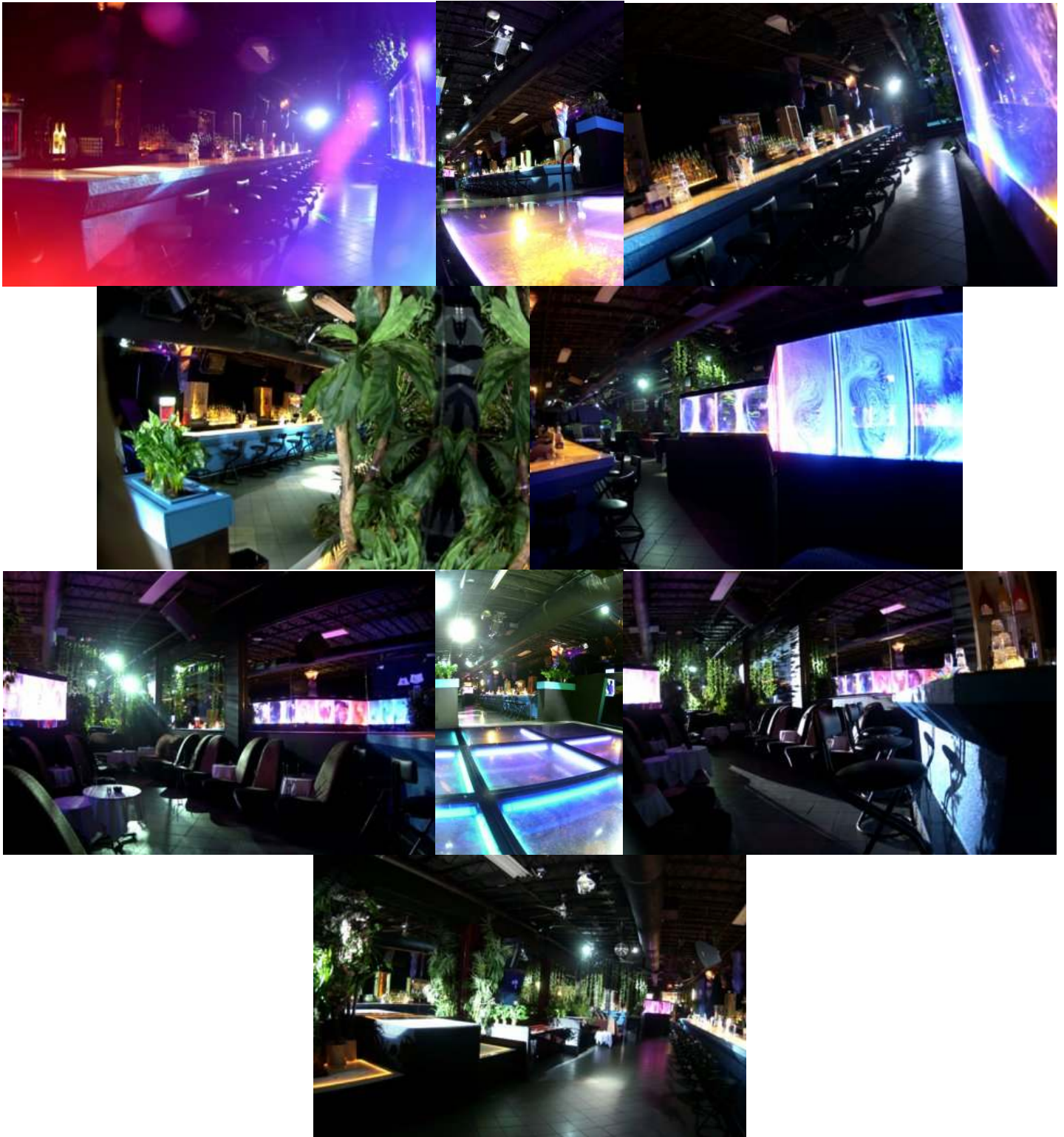
Electric Dreams Cybernetics Clinic & Boutique..... Floors 34-36

Nakajimo Imports Corporate Headquarters

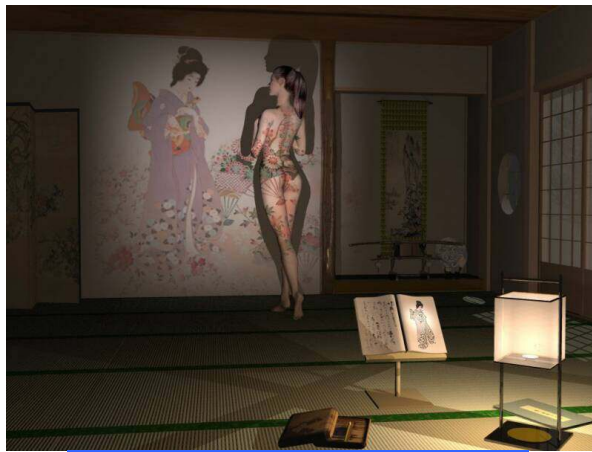
Wake Up Records

Celestial Voice Art Museum..... Floor 40

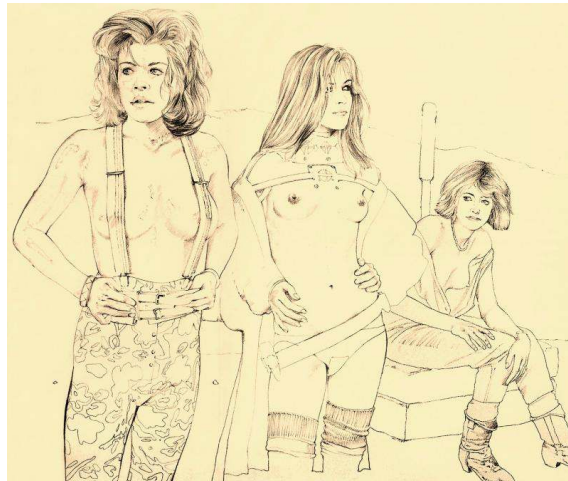
THE SMOKING SECTION



Located on the fourth floor of the Nakajimo Tower is the Smoking Section, one of Night Cities most elite nightclubs. Primarily catering to the jazz crowd, it provides a comfortable and relaxing atmosphere for a quiet evening. A stark contrast of modern design with classic music. On Saturday and Wednesday nights, the music switches from jazz to whomever has been booked to play, from metal to hip-hop.



VELVET TOUCH MASSAGE AND ESCORT SERVICE



Night City's most prestigious and elite establishment. Let us fulfill all your deepest desires and fantasies. All our employees are licensed and rated professional companions, fully trained in all the erotic arts. Of course not all our services involve sex, we host business meetings, parties, and never forget our world class massage parlor. Come in for tea, soak up the atmosphere, and let us pamper and arouse you to your hearts content.



We employ a vast demographic of both male and female escorts, and we are able to satisfy every fetish, desire, and orientation legally and discreetly. We maintain an open contract with Electric Dreams, so rest assured all our escorts are beautiful, some have even undergone exotic modification, or body sculpting to make them appear MUCH younger. Peruse our catalogue and choose the man or woman that is right to serve you. Our escorts are available both on location, and on call for all your personal needs, whether you just need a date for a business dinner, or if you require a more personal evening.



Our rates are as follows:

Traditional Tea Ceremony 150eb per hour, Nude server 200eb /hour

Massage 200eb/hour Nude, 500eb/hour

Dinner or Lunch 200eb an hour, Nude Server 250eb/hour, Nude companion to serve as a table 400eb/hour

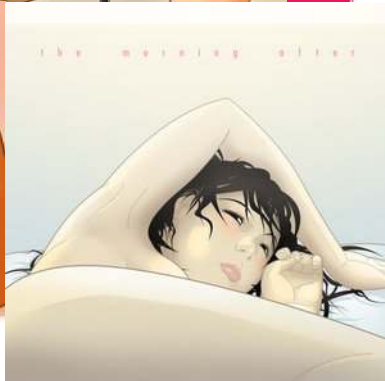
Private on premises fantasy room with companion, 600eb/hour by reservation only, must call one week in advance

Private companion off premises 800/eb per hour,

Party plans, 500 per companion, per hour, minimum of 2 companions.



We also sell the latest in sex toys for both men and women, so be sure to browse our catalogue and pick up something for yourself or that someone special, if you don't have someone special, I am sure one of our professionals would be more than happy to let you watch while they use your purchase.



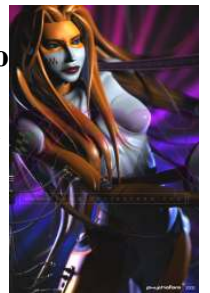
WAKE UP RECORDS



Wake up records is the recording studio and record label owned and operated by Slanted Heart front man Ken Sonada. While they originally specialized in Jazz and Funk, the variety of genres and talent they have acquired is all encompassing. The Record label lets

artists choose their level of commitment, and offers fair rates accordingly. While it can't yet compete with the major labels, this small company has even attracted some of the heavier talent away from the corporations that seem to be interested in strangling all creativity from their artists in hopes of making a few dollars more when the corp kids start thinking its trendy. Wake Up Records

says screw that. What matters to us is the art, we are trying to start a revolution in the music industry, where the artists vision is what is put out, not what is guaranteed to make us money. While we will offer creative input and criticisms to help you polish your act, we will NEVER force you to do anything, once you have signed with us you are free to make your own choices as to what you play, what you say, and what you wear. You will learn on your own if it will be accepted by the fans. We do most recording in house, and our studios provide a relaxed, comfortable environment where your creativity will surge. Our equipment is state of the art, and we have a full range of musical instruments, from common guitar and drum kits, to the most obscure of Asian and African implements. If you can play it and make music with it, we either have it, or can provide it. Of course you are welcome and encouraged to bring and use your own instruments, but we have found its nice to have the backup and selection just in case.



Here is just a sample of the Artists under contract with us, we would like to see your name added to the list as well.

KESTREL



Kestrel, led by the twin duet of Gina and Molly Collins are our biggest act. The groups mix of Celtic and industrial influences give them the perfect voice to tell their story. Born in Dublin and growing up with the violence there, these two former street rats made it big with their debut album. A haunting and often violent foray into the aftermath of conflict, broken hearts, and loss. Their follow up, an angry but more hopeful album hits stores next month.

SLANTED HEART



Wake Up Records founder Kenjiro Sonada's own band. With a post modern Jazz/funk sound, it was through this band that Ken not only found an underground following, but also was able to gather the finances needed to start Wake Up Itself. Slanted Heart is known in jazz circles as one the top groups to watch. With Ken alternating between Bass Guitar, Cello, Sax, and piano, he is a veritable whirlwind of musical aptitude. The sound they produce is wild and varied, and their latest album, Dead Man's Gun, is clearly reminiscent of hip hop bands of the late 80's early 90's like the Goats, Tribe Called Quest, and De La Soul.

KANSAS CITY SLIM



Slim and Ken met during the Playboy Jazz festival held in Portland last year. The two immediately hit it off and Slim and his band of classical jazz ragamuffins have shared the stage with Slanted Heart many times since, with both artists appearing on each others recordings. According to one reviewer, Slim doesn't play that guitar so much as strokes it like a cat, and the sound that comes out is the purr of something magic and incomprehensible. Born in Jamaica he brings a heavy Caribbean sound to classic jazz, and his back up band is an ever-changing and growing ensemble of talent.

FARADAYS LAW



Led by front man Bob Faraday, this group is all about taking rock to the next level. Heavily inspired by late 70's punk and early 90's industrial they strive to put the edge back into music. Their first album, Bleed Bitch, was an underground hit with the urban youth, and his follow up, Metropolis Burning, smashed their way into the mainstream subconscious. With a sound that seems the odd stepchild of Talking Heads and Ministry, there is no stopping this band now. Bob, lead singer and bass player, is a local boy, from these very Night City streets. Raised in the combat zone he brings all that rage and frustration with him to every performance.

DEUS MACHINE



Led by singer/songwriter Raymond Days, Deus Machine's echoing and haunting sound, rife with political themes and the call for a resurgence of honor and freedom, have brought him attention not only from the indie crowd, but the mainstream pop charts are taking notice as well. With a sound that some call reminiscent of U2, or the more recent Coyotes Dancing, their latest album War Torn Gospel is sure to go platinum.

BROKEN TOYS



Broken Toys has been likened to the essence of sex and sensuality itself traveling through the air to kiss your ears. Vocalist and front woman Crystal purrs like a kitten, and roars like a lioness. Songs about sex, love, loss, and everything else that happens behind closed doors have struck a chord with her audience. Her voice can reach 8 octaves, and her wild, almost childlike, vocal acrobatics have men and women alike enthralled. One reviewer claimed it was "Like listening to the ghosts of Bjork, Cindy Lauper, and Ella Fitzgerald all trying to seduce you at once, and she does it all without being trashy or crude, its more the sound of her voice, not what she is actually saying, though that is quite poetic as well."



PENTHOUSE

The entire top floor is divided into to 2 parts, the penthouse suite and Autumn Blades private gymnasium. Scott and Yumi live in the penthouse full time, though Char does keep an apartment and an office here.

Char and Yumi's bedroom takes up the north end of the penthouse, with the kitchen and bar immediately to the east. Chars office and bedroom take up the south end, and the rest of the penthouse is open space for living and entertaining. Below the bar and behind the elevators, is Autumn Blades private security room, which overrides building security, and exceeds it. The room to the south of the elevators is a conference room, though its rarely used.

The Gymnasium is fully functional, and includes a running track, reinforced shooting range, full weight training and gymnastic equipment and a pool. The pool actually butts right up against the transparent reinforced plastisteel wall, making swimming in it a rather unique experience. The large room in the gymnasium is a high tech "laser tag" style training room with programmable walls and laser sensors...



MAMA SIFU AND PAPA SENSEI'S SCHOOL OF MARTIAL ARTS

Located between Japan and China town, this school is completely hidden by 4 surrounding buildings. There is only one main entrance to the school and that is a small alley between the building to the north and the building to the east, located on the east side. The building to the north is a clothing factory, the building to the east is A large restaurant and teahouse, the two businesses are separate but occupy the same building. To the south is an antique store, mostly filled with useless junk and tourist bargains. And lastly to the west is a flower shop. The alleyway entrance is constantly littered with refuse, and only a small clear pathway enough for single file travel is available. Stepping off the pathway is ill advised as the clutter conceals traps, the traps on the ground are only to frighten intruders, alert the dojo, and if close enough to ensnare. The more lethal traps are hidden in the walls, window's and overhangs of the buildings to either side and can only be activated from the inside. The local residents are keenly aware of the danger of the alley and only those who train at the school ever enter the alley. A 12-foot tall heavy wooden gate made to look like a fence is at the end of the alley and serves to obstruct the dojo from view. A laser tripwire sits four feet from the gate, and triggers a silent alarm inside the dojo as a final early warning system.

The dojo caters to anyone who wants to learn, and while the surrounding neighborhoods don't generally welcome outsiders any students of this school are given their space provided they don't interfere with matters beyond their school. Students have a very simple set of rules to live by:

Never reveal the location or existence of the dojo to anyone.

No guests, unless pre-approved by Mama and Papa.

All outside business stays outside.

Preserve the innocence of the younger pupils.

Personal grudges against other students will not be tolerated inside the dojo.

No Firearms inside the dojo.

Drug use of any kind will not be tolerated in the dojo.
(Mama's garden has all the medicine you could need)

All students are equal, regardless of skill or tenure.

No horseplay in Mama Sifu's garden.

To become a pupil of the school, one must first impress Mama and Papa, not with martial skill but with general determination, will power, tolerance, and an open mind. Before anything is taught to a new prospect, they are first turned away several times, this is to prove their determination. The hopeful is simply told at the door that the school is full, if he returns asking to learn a sufficient number of times (usually 3) he/she is asked to run simple errands, such as getting a set of hedge clippers from a store on the other side of town, or taking a package to a location (the package is usually empty but the student won't know that). This is the test of willpower and after several such errands the pupil is admitted into the school, but not as a student. He/she is admitted as a janitor/maintenance person and is subjected to random humiliation by the other students and faculty, (although they are very careful about it and know the limits of such antics). Finally after enduring these tests the prospective student is put before the assembled Masters, he is asked what he wishes to learn, the best possible answer to this is "As much as I can." the masters will then ask, where would you like to start and each master will give a demonstration of their skill.

Mama and Papa along with a few of the other masters are permanent residents of the school, housing for about 20 students is also available and rent is either paid by money or working around the school. If the beds are full, up to ten students can elect to sleep on the floor, futons will be provided but the rent is not decreased. The student lodgings are not private however, in fact nothing is for the students, not the bathrooms, showers, dressing rooms, anything. The masters have their own private rooms and baths but usually shower with the students, this is not done out of perversion but rather to keep the school close, any complaints of unwanted advancements are dealt with very very severely. Another reason the master's join the students in the shower is to prevent such a thing from occurring. It is taught at the school that there is no shame in the body. The strict rules on harassment do not mean that relationships are prohibited, relationships are tolerated so long as both individuals are consensual and mature enough.

How each individual master teaches is up to him or her to decide as long as no unnecessary cruelty takes place, Mama and Papa always have the final word on any training performed though, or anything else related to the school for that matter.

The average student body is about 100 to 120, with each master getting roughly two hours use of one of the two main training rooms per day. Fees for the school vary but the highest price asked is never above 1000 eb a month. Students who are without monetary means must perform labor for the school, the less you can pay the more work you have to do.

Financially the school is backed and owned by Autumn Blade, the organization purchased the school when they were having monetary problems and occasional sends operatives there for training, as well as recruiting from its normal student body. Even though Autumn Blade owns the school it has no power in how the school is run.

The schools anonymity is strictly enforced, and exists for the protection of the school, they understand this and it is one rule they will never break. Several of the masters own their own Dojo's and for those students who wish to enter competition many of the masters allow them to register with their own schools.

THE MASTERS

There are 13 Masters of the school. The full time masters of the school are known as Mama, Papa, and the Aunts and Uncles, with the names of their arts origin countries making up the second part of their names. The others are known as the Part Time Masters and are simply known by their names, their part time status is usually due to their occupations, need for competition or simply desire for the time to do as they wish. They are treated equally and when they cannot teach a class someone will fill their shoes, even if it need be for several months. The school is always looking for new masters.

MAMA SIFU (Lin Yum Ma)

AGE: 69

ROLE: SOLO

CHARACTER POINTS: 311

INT: 9 REF: 10/8 TECH: 7 COOL:10 ATTR: 8/5

LUCK: 4 MA: 8/4 BOD: 7/5 EMP: 10

Mama Sifu was born in a small village in Eastern China, as an infant she was given to the Chinese Opera Research Institute in Hong Kong, and trained for 15 years in Chinese Theatre (Peking opera), martial arts, music and acrobatics. This is the same school that turned out legends like Jackie Chan and Sammo Hung, the training was very rigorous and cruel, but it turned her into quite a young martial artist. Upon graduation she had a brief and forgotten film career, then returned to Mainland China and wandered around for a while, visiting various schools and learning what she could. She met Papa on a trip to Japan, the two soon fell in love but racial tensions at the time made it hard for them as a couple, so the two left Nippon for America. The two settled in California and were married soon after. When Richard Night began redeveloping Del Coronado into what is now known as Night City they moved into the Asian community and set up shop teaching what they could at first to whoever would learn. Their traditional views on training and incredible skill soon attracted the student base they needed. When things started to go downhill because of the Yakuza and Tong conflicts they found themselves once again in the middle official tensions, the Yakuza wanted Papa to train their soldiers and the Tongs wanted Mama to train theirs. Instead they moved right in between the two neighborhoods and set up their own private hidden school, to insure nothing of this nature ever happened again they began holding auditions for additional instructors and soon garnered the best the city had to offer in each of their respective styles.



Mama Sifu is the harshest and most skilled of all the instructors, where her small stature would normally be considered a setback she more than makes up for it by taking on any challenge that comes her way. Disrespectful and students often find themselves the victim of a beating as she wails on them with whatever happens to be close enough at hand, and when she is unarmed is when she is most dangerous. Her harshness aside, when not directly training students she is cheerful, and acts as a surrogate grandmother to all the students, especially with Yumi whom she truly views as a daughter. She has also become quite fond of Chin Lu, the young monk who teaches at the school. She is playful and flirtatious with the male student body which is perhaps the scariest thing about her (At least to the students) but she and Papa are truly happy together, although a little sad they could not have children of their own. The botanical garden is Mama's personal undertaking, and only the most prized students are ever allowed to help her in it. She sells flowers to the building next door and sells herbs and roots to the traditional healers of the area. She is quite a skilled healer herself and very few medical problems arise in the school she cannot take care of. She teaches Wui Wing Chun, Tai Chi Ch'uan, Tsui Pa Hsein, Choi Li Fut, Cha Hsui Men, Li Chia, and Jeet Kun Do.

PAPA SENSEI (ICHIGO HOKUNO)

AGE: 74

ROLE: SOLO

CHARACTER POINTS: 295

INT: 8 REF: 10/9 TECH: 5 COOL: 10 ATTR: 6

LUCK: 5 MA: 9/5 BOD: 8/4 EMP: 9

Papa Sensei was born in Honshu not long after the great war. His father was a Japanese army trainer and when the war ended he became a martial arts instructor. Papa grew up learning the various Martial arts of the land, and while his father was mainly schooled in Kyoshinkai he took every opportunity to learn as many of the various forms of Karate as he could, as well as gaining knowledge of the other Japanese styles as well. By the time he was 18 he had been winning tournaments all over the country, but his father's strict regimen and the intensive training caused the boy to resist his father's control. After losing a match his father beat him severely and cast him out into the street. Feeling unworthy of further competition he went to a Sumo school and worked as a water boy for a while then shortly after he left and just sort of wandered around for a while. Lost in spirit with no sense of direction the young master found himself taking any odd job he could get and spending the money on alcohol. One day he awoke from a drunken stupor to find himself on the



steps of a Buddhist temple. He was allowed to stay with the monks for a while and managed to cleanse himself of his shame. He re-entered the competition circuit and met Mama at a match in Hokkaido, the winner of the match depends on who you talk to but in reality both were disqualified after kissing each other. When his Father heard of Papa's engagement to a Chinese he set out to find his prodigal son, and after a confrontation Papa and Mama fled to California, where they were married.

Papa is not as harsh a teacher as Mama, but he is very demanding. He is loved and respected by his students and has been the object of a crush of many a female pupil. His kind eyes and playful demeanor only fade when intense training begins, and he can usually be seen smoking his pipe lazily in the afternoon with several students gathered around to hear his stories and advice. Papa Sensei is deeply in love with his wife, and much to her chagrin he will get frisky and flirtatious at her most inopportune moments, like when she is scolding a student. Its a running joke between them and students have been known to keep score and even wager on who will get the upper hand per day. His finest student is Yumi and his surrogate daughter is the apple of his eye. He also welcomes Scott as her fiancée with open arms and treats the young man like the too were already married. Papa teaches, Kyoshinkai, Hwarang-Do, Koppo, Kenpo, Te, Judo, Jui Jitsu, Aikido, and has a limited amount of knowledge about Sumo.

AUNTIE KOREA (TRACEY CHO)

AGE: 48

ROLE: SOLO

CHARACTER POINTS: 241

INT: 8 REF: 10 TECH: 6 COOL: 7 ATTR: 5

LUCK: 6 MA: 7 BOD: 7 EMP: 6

Auntie Korea comes from a long line of martial artists, her family has been highly respected in the field for many years. Upon reaching the age of 18 each child is expected to set out and find her own way, spreading their school name as far as possible. Auntie Korea's journey led her to America where she opened up shop in Seattle. Unfortunately when the collapse came it hit her hard, new to the country she was caught unprepared, and was left in financial ruin. She had been working as a hostess in a restaurant when she heard of a new school in California holding auditions for instructors. She went to California and the rest is history.



Auntie Korea is a very disciplined and closed woman, and this shows in her lessons. Not very warm or friendly she is not particularly liked by her students, she is however very respected and her expertise is unquestioned. She resides at the school and teaches Tae Kwon Do, Yu Sool, T'ang-Su, and Taido.

UNCLE THAI (HOUAK SIM PHON)

AGE: 34

ROLE: SOLO

CHARACTER POINTS: 187

INT: 6 REF: 10 TECH: 5 COOL: 10/9 ATTR: 6

LUCK: 4 MA: 9 BOD: 10 EMP: 7/5

Uncle Thai was like most boys in Thailand, he wanted to be a champion kick boxer. And like most boys he trained day and night. He had promise and skill, and the determination to take him to the top. He rose quickly through the ranks and by the age of 21 he had a shot at champion. There was only one problem, organized crime controlled every aspect of the sport. When it came time for the title fight he was told to lose. This was the shot he had dreamed of all his life and he was going to be damned if he threw it away. He won the fight, but he was damned anyway, they caught up to the young fighter and in retribution cut off his leg, warning him that the next time he was seen his head would be next. Fearing for his life he fled to the states.

The money he had won paid enough for passage and a cyberleg so when he reached America he was destitute. He began teaching at a school in San Francisco but was unable to bring himself to compete, the cybered events were to fierce and he couldn't compete in the regular tournaments because of his leg. Refusing to further degrade his body he became depressed and apathetic. When word hit him of auditions at the new school in Night City he didn't know why he went, but he soon found a home.



Uncle Thai is friendly and caring, his teaching methods are supportive and he is generally well liked by the student body. However he is prone to fits of depression and keeps his distance from personal relationships. Ashamed of his leg, he keep it covered always, and if it is noticed or mentioned to him he will immediately become withdrawn and sulk. He is however an excellent teacher. He teaches Muay Thai.

AUNTIE FRANCE (MARIE EPONE)**AGE: 29****ROLE: SOLO****CHARACTER POINTS: 187****INT: 7 REF: 9 TECH: 7 COOL: 5 ATTR: 8****LUCK: 6 MA: 7 BOD: 6 EMP: 6**

Auntie France is a true aristocrat, her parents are wealthy European landholders, and she was born with a silver spoon in her mouth. At her boarding school in Paris she became quite an adept at the martial art of Savate and received a scholarship to college because of her promising talent. Bored of school and her lifestyle she dropped out and traveled across Europe, in Greece she made a friend and traveling companion in a young gypsy girl named Rebecca, the two traveled the world on her fathers money. The relationship started out as a business proposition, Marie had seen Rebecca giving a street performance of her martial art skills and it had impressed her. Her style had what Savate was lacking, where Savate was primarily focused with footwork Jitte was focused with hand and knife attacks, wishing to learn the new style Auntie France approached the gypsy and offered to allow her to travel with her all expenses paid in exchange for lessons. The two girls became the best of friends and eventually their relationship took a more intimate twist. After a few years the two were inseparable lovers, but then tragedy struck. They had been in India sightseeing when they accidentally became separated. Marie searched frantically but Rebecca was never seen again, it was suspected she was kidnapped by white slavers but no evidence was ever found. Marie was heartbroken and decided to go the cruelest place in the world. She ended up in Night City, settling down and opening her own business (a small boutique in the corp sector called Eponine's). She got news of a new school holding auditions for Martial arts instructors, hoping perhaps that Rebecca would show up she went. Her skills impressed Mama and Papa and she was invited to join.



Auntie France is a sad but friendly woman, occasionally she will take a favorite student out for an extravagant day of shopping or lavish night on the town, so students try very hard to win her favor. Her lesbian tendencies have led to brief encounters with a few of the female students but she sees no one on a regular basis. Her teaching methods are straightforward but effective and her classes are popular. She has her own apartment and when not at the dojo she is seeing to her business affairs. She teaches Savate, and Jitte.

UNCLE JAMAICA (HUGH JAMES)**AGE: 29****ROLE: SOLO****CHARACTER POINTS: 189****INT: 6 REF: 9 TECH: 5 COOL: 10 ATTR: 8****LUCK: 4 MA: 5 BODY: 10 EMP: 8**

Hugh is a native of Jamaica and learned Capeoria and so he could enter the blood fights held for rich tourists. As the years went by, the danger involved increased as did the stakes. Soon death matches were common and though Hugh tried to avoid them it eventually came down to either kill or quite. He quite and purchased passage onboard a cargo ship bound for the USA. He snuck into the country and began traveling. Picking up the skill of U-Ra-Do along the way. Eventually ending up in Night City. He ran around with the Voodoo Boyz for a while but there reliance on drugs for commerce was not the direction he wanted his life to take, it was too much like home. He got word of the school and applied the same evening. The school, wanting to continue in its increasing diversity took him in and now he resides and teaches there full time.



Hugh is Rasta to the bone, he has even convinced Mama to grow cannabis in her garden alongside Papa's Opium. He is friendly, trustworthy and has the most popular class of all the aunts and uncles. He is laid back and utilizes music very heavily when teaching, occasionally playing the drums himself, he is never strict and teaches with kindness and understanding, it may take his students longer to learn what he is teaching but and while the other masters may feel he is to lenient on his pupils, the pupils themselves never have cause to resent him. He teaches Capeoria and U-Ra-Do.

UNCLE RUSSIA (SASHA CORSKI)

AGE: 35

ROLE: SOLO

CHARACTER POINTS: 178

INT: 6 REF: 8 TECH: 7 COOL: 8 ATTR: 5

LUCK: 5 MA: 4 BOD: 10

Sasha's parents were Soviet defectors from the cold war. His father was a wrestler bound for the Olympic games when he defected during an exhibition trip in New York City. Due to his fathers size and ability to wrestle he was picked up by a talent scout and entered the entertainment industry as a professional wrestler. It was good money and all the fights were staged so he had plenty of time to teach his some his native martial art of Sambo. When his popularity faded due the end of the cold war the family moved to Denver and set up a wrestling academy catering mostly to professional wrestlers but many legitimate wrestlers attended as well. Sasha heard about the school during a match in Night City and decided to give it a try.



Sasha lives in an apartment in Old Town, and also manages a western branch of his fathers school. He pushes his students to strive and his teaching style resembles that of a stereotypical football coach, always shouting encouragement and reprimanding mistakes very vocally. He teaches Sambo, Greco-Roman Wrestling, and has begun to take up boxing, all though he can only teach the basics at this point (as that's all he has really learned.)

THE PART TIME MASTERS

HARUHIKO SHIROW

AGE: 37

ROLE: SOLO

CHARACTER POINTS: 256

INT: 9 REF: 10 TECH: 6 COOL: 10 ATTR: 4

LUCK: 4 MA: 6 BOD: 9 EMP: 8

Haruhiko is descended from a long and prestigious samurai family, and grew up in Kendo schools. By age 16 he was the National fencing champion in Japan, and a master of Zanji Shinjenken-Ryu, at age 17 he took the gold in the Olympic games. He was fast becoming a legend and upon his 18th birthday received the families ancestral Daisho. Arasaka approached him for sponsorship, this would mean massive coverage and glory for the young athlete but uninterested in serving a master he refused. In the 2004 Olympic games tragedy struck, he accidentally killed his opponent in an exhibition match. Overcome by guilt and shame he dropped out of competition. The Yakuza then found him, and tried to force him into training their soldiers. When he refused his family was threatened and to show they meant it his father was killed. Seeing no way out he conceded and began training Yakuza soldiers in the way of the sword and was exhibited like a slave in front of clients and rivals. The day came when the Arasaka gave him orders to compete in a death match against a champion from the Triads. He defeated the enemy but refused to kill him, this caused the Yakuza to lose face and they killed his mother for his defiance. Seething with rage Haruhiko slaughtered his entire class and his mothers murderer, but now hunted by the Yakuza he had no choice but to flee. Seeking salvation he went to his old friend Ichigo Hokuno, where he was offered sanctuary and a place to hone his art as well a teach it to others. Through Ichigo's connections with Char Haruhiko's bounty had been resolved with the Yakuza.



Haruhiko would be a full time teacher at the school, but he is prone to leave for weeks at a time to just wander from place to place, he has also become an accomplished calligrapher and painter finding art helps to soothe is troubled soul. His students find him a hard man to be around but an excellent teacher. His teaching style is very disciplined and severe and is wont to come out of nowhere and strike an unaware student with a shinai, he does this to teach them to always expect an attack, he also teaches the way of Bushido, and every aspect of classic Samurai training. He teaches Zanji Shinjenken-Ryu, Kendo, Ishin-Ryu, Zen Archery, and to those who would learn it, calligraphy and painting.

CHIN-LU

AGE: 22

ROLE: SOLO

CHARACTER POINTS: 172

INT: 9 REF: 9 TECH: 8 COOL: 9 ATTR: 7

LUCK: 6 MA: 9 BODY: 9 EMP: 7

Chin was an orphan who was left on the doorstep of a Shaolin temple in China. The monks raised him in their footsteps. The boy was incredible quick to learn and exhaustively scoured the monastery for knowledge. It was a simple life, learning the ways of the monks. Chin had never traveled further than the small village near the monastery, and never without accompaniment by another student or monk. He had never seen a handgun and had never had a conversation with a girl, so before he could become a monk it was decided he should see the other side of life. He was to deliver a message to Lin Yum Ma in a place called Night City America. None of the monks at the temple had ever been outside of China and knew nothing of Night City, if they had perhaps they would have had second thoughts about sending so naive a boy to such a place of corruption. Regardless the boy was given the message, 3000 dollars worth of gold pieces and some clothes to wear, donated by the village for the poor and trained in the English language for a full month (only learning basic conversation skills). The boy made his way to Hong Kong where he got a passport and exchanged his gold for Euro, then boarded a ship for America. Upon arrival he set out on foot into the city, as night fell he began looking for somewhere to sleep. Not able to find a hotel he sat down on a corner bench and began to meditate when he felt a tap on his shoulder. He was being harassed by a group of young thugs, as he was about to teach the brigands a lesson a strange man appeared black as the sun, with hair like a pom pom, and dressed in fine clothes (a black pimp with an afro). The man warned the brigands off and introduced himself as Darryl. Chin explaining his situation caused the man to take him in for the night. On the way to the man's apartment however the two were attacked from behind by the group of thugs and a few of their friends. Chin beat them into unconsciousness faster than Darryl could recognize that he was in a fight. Seeing possibilities in his new companion, Darryl took him home and gave him a change of clothes, informing Chin that he would help him find the person he sought but it would cost him 3 favors to be called when the need arose, Chin heartily agreed. He found the dojo within days and delivered the message. Chin was invited to stay at the school and accepted. It was at the school that he met Jacques Dubois and Thomas Johnson, and even though early on Jacques convinced the lad that phone calls cost a thousand dollars apiece the two became best friends and occasionally partners, Chin often accompanying the two on wild adventures. Char too, has noticed Chin's skill, and is devising a way to introduce the young master into the organization.

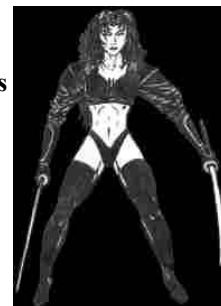


Chin is one of the finest martial artists in the world, there is not a person in the school he has not defeated, in fact he has never been defeated in hand to hand combat yet. He has never used a handgun on another human being and abhors them. His naive and optimistic outlook make him truly an enigma in the mean streets of the city. Trained all his life in the martial arts and possessing the truest soul of any encountered at the dojo he is well loved and treated with the highest regard. As a teacher he is incredible and his classes are quickly becoming the most popular, rarely he will disappear, usually with Jacques or Thomas but this is forgiven as he spends more time teaching than all of the part time masters, even when he is not conducting a class he is teaching. Chin teaches Shaolin Kung Fu, all animal styles, Moo Gi Gong, Tsui Pa Hsein, Tai Chi Ch'uan and Lee Kwan Choo.

YUMI SONADA

Yumi, when not on assignment for Autumn Blade, fills in for many of the other instructors, her martial arts skills are on a par with Chin-lu's. She also continues as a student, always hoping to learn more styles and increase her knowledge. Regardless of whether she is teaching or not she spends a lot of time at the school, her childhood home, keeping close to her family.

(For Yumi's stats and background see Men & Women Of Autumn Blade.)



SCOTT HARADA

When time allows it Scott joins Yumi as a teacher and student at the dojo, since he is only there but once or twice a month he teaches the students rudimentary Gun-Fu with foam pistol replicas.

(For Scott's stats and background see Men & Women Of Autumn Blade.)

NEKO YOJIHIROMATA

Neko teaches a select few students in the dark art of Ninjutsu, the masters of the school generally frown on this but since her schedule only allows for her to come in at the most once ever two weeks they allow it to continue. To fill her students stead in the mean time she prescribes a strict regimen of exercises for the students to accomplish in her absence.

(For Neko's stats and background see Men & Women Of Autumn Blade.)



KIMI NOBUN

Kimi is permitted if possible to fill in for Neko, teaching what she knows for an entire day then delivering Neko's instructions for exercise in her absence.

(For Kimi's stats and background see Men & Women Of Autumn Blade.)

(This part of the article is really for my own benefit, and it contains the description of each floor of the estate and will be of generally no use to the average game. It might also seem a little too munchkin or a little too close to Wayne manor for some of you. So feel free to ignore this section if you wish. As far as being munchkin goes.....well think as you will but Autumn Blade is a very powerful organization, and as head of that organization Char tends to get both extravagant and paranoid. For those of you truly interested in Autumn Blade or those of you who wish to try your hand at destroying my creation you will find this section valuable. Either way enjoy.)

THE YOJIHIROMATA ESTATE

When Char was originally forming the organization one of his first priorities was to find somewhere large enough and obscure enough to store the large amounts of contraband needed to get the organization off its feet. He found out about such a place from a skiing acquaintance. The acquaintance had worked as a marine photographer and while exploring the coastline he discovered an underwater cave that led to an enormous cavern. Char explored the site for himself and found it to be exactly what he was looking for. He bought the land above and much of the land surrounding. Then he and Scott widened the entrance to allow for a small cargo submarine and put a camouflaged tarp over the entrance to hide it from curious divers. A small construction crew was hired for a hefty fee, (you have to pay a lot to get workers to go to and from work blindfolded) and work was begun in earnest. The cavern was expanded, support columns erected, and large generators brought in, a small two story medical center, a stockade, a shooting range and the main security station were installed. While this was being done the house itself was being built above ground. The entire process took 3 years and when it was done Char had a home that was a virtual fortress. The house itself while being huge, looks perfectly normal. The cavern is only accessible by Autumn Blades inner circle, heads of staff and a few trusted security personnel. With the exception of the security area and the medical center, for the most part the cavern is used as a warehouse, shipments are transported to and from by submarine. The caves intersect and branch off and if you don't know exactly where you are going it almost impossible to navigate. The house elevator will also transport you to the cavern (if you know and punch in the right code) and there are several hollow support columns which provide emergency escape routes from the mansion to the cavern. Char owns the land surrounding the house for ten miles in every direction, the estate has incredibly tight security both on land and in the water, and tight radar surveillance monitors the skies above. The security was designed to stop single persons or small teams from gaining entrance and so far only Jacques Dubois has been successful in besting the security. Subsequently the gaps in the system which allowed his entrance have been filled at his advising. Nothing short of a full scale assault will penetrate the estate now, making this the only place where the Inner Circle and trusted others can truly relax. The house itself is located outside of Night city on a wooded area of the coast.

FIRST FLOOR

Upon entering the front door to Char's home (north side) the first door to the right leads to a small theater which is used for video demonstrations, lectures, and entertainment. It has comfortable seating for 7 people and the stage is large enough for a small performance and features a dropping flat screen monitor. Moving South down the long hallway we find the entrance to an indoor traditional rock garden. Illuminated by a sky light and indirect lighting fixtures. The next door in the hallway opens to the indoor pool and spa, the room connects to the garden. Char has mentioned on several occasions that the rock garden is his particular favorite and spends much of his time here relaxing and contemplating. There are bath/changing rooms next to the pool for both men and women.

Just across the Hall and a bit north is the laundry room, containing two industrial size washing machines and dryers, as well as dry cleaning equipment.

Moving south again we come across the rooms used by security, staff, and sometimes guests. there are 3 rooms on the outside wall and 2 on the inside of every floor but the top. Each room is essentially a one bedroom apartment.

Continuing south we find the corner which houses the ballroom. A spacious and elegant area complete with a fully stocked bar. Decorating more in tune with his needs, and that of the inner circle, this room has been renovated into an arcade/bar.

Turning east we find the kitchen, easily comparable to that of the finest restaurant in terms of appliance. The walk in pantries and cooler with rear deep freeze flanking the south wall hold enough food to feed an army.

Turning the corner and moving north we find the main dining hall, with seating for 30 guests at the table, this area is almost never used.

Advancing north down the rest of the long hallway we come to the corner and the living room. This is where most of the entertaining takes place. The entertainment system is the best money can buy and looks into all the speakers in the house. A piano also resides in the northeast corner of the room a state of the art holo projector is the centerpiece of the room.

The building completely surrounds a large courtyard containing a dojo, a small greenhouse and a shrine. The dojo walls are covered in weapon racks with at least 2 of every melee weapon imaginable, 1 combat quality version, and a wooden version for sparring.

To keep the courtyard spacious and attractive all the rooms of the building are on the outside wall except the laundry room and the 2 rooms on each floor used by security and staff. The entire hallway on the first floor is one long mural that depicts an ancient Japanese fable, it begins upon entering and moves to the right all the way around the outside wall back to the front door then resumes around the inside wall. This was done by an artist friend of Chars and the cost is a secret. He decorated walls in the Nakajimo building in a similar fashion. Elevators are located at the north east inside corner of the estate.

SECOND FLOOR

Starting again at the northwest corner we find the corner to contain the balcony to the theater, with enough space for ten people. Moving south we find the door leading to the balcony surrounding and overlooking the rock garden, a spiral staircase covered in ivy connects each floor to the garden.

The next door down is the gallery and library. The library is small and mostly contains books on military strategy, weaponsmithing, corporate structure and discipline, art, culture, history, and philosophy in addition to various fiction and non fiction works. The gallery is where Char keeps his art and ancestral items such as the family blades and armor (which actually belong to Neko).

Still moving south we pass the rooms reserved for security and staff till we come to the southwest corner and the upper level of the bar/arcade.

Moving east we pass the study, a nice comfortable room for quiet relaxation and a bit of privacy.

Turning north we travel past a porch built onto the roof of the dining hall, it offers a splendid view of the estate to the east.

Moving north again we come to Kimi Nobun's bedroom.

THIRD FLOOR

Moving upstairs and to the northwest corner we stumble upon the conference room. Two large couches set facing each other take up most of the room, with a holotank between them set squarely in the center of the room. A complete audio entertainment center finishes out the room. The walls, ceiling and carpet of this room are all white, while everything else is black creating a stunning contrast.

Continuing our course we move south past Hal and Vicki's room and the room reserved for Scott and Yumi. Both rooms are very large and contain full bathrooms, as well as both overlooking the rock garden. Scott and Yumi's room, on the rare occasion that they have important guests, are loaned out, they almost never sleep at the mansion.

Still heading south we walk by the security and staff rooms again to a small gymnasium.

In the southeast corner we find the music room built above the study, it contains a variety of instruments and is soundproofed to act as a recording studio if the need arises, the microphones in the room are also fed into the house speaker array so that live music can be enjoyed by the entire house.

There are no rooms in the eastern wall, but in the northwest corner we find the large room directly above Kimi's room. The room is currently being used as a dance studio. Actually Neko just like having a large empty room.

In the middle of the east and west walls there is an enclosed walkway connecting the two sides of the house. It has sliding windows and is directly above the dojo about 6 feet.

FOURTH FLOOR

Moving up to the fourth floor again starting in the northwest corner we find Chars office. This is where he conducts most of his business. It is spacious and imposing, but refined. It contains a large black desk, while the back wall contains a collection of antique (but functioning and loaded) firearms and other weapons, on the west wall there is a display case featuring a nodachi, daisho, and tanto that were made by a weaponsmith in Japan using the tradition techniques. A large aquarium takes up the northwest corner and a couch similar to one of the ones in the lounge sits at the back of the room. A large flat double sided television screen folds down from the ceiling in the center of the room and a holoprojector is built into the floor.

Heading south we discover Char and Neko's bedroom, with a huge bathroom and of course a balcony overlooking the garden. The room is huge and is all together what you would expect from Char and Neko's bedroom.

Once again heading south we pass the security and Robert Ishima's bedroom. Having her doctor close at hand makes Char feel much more comfortable.

The large room in the northeast corner is currently being used for storage.

THE CAVERN

This cavern originally served as a speakeasy during the 1920's, as well as a bootleggers distillery. After prohibition ended the site was abandoned, in fact the antique pool table, black jack and poker tables, and the roulette wheel in the mansions game/ball room, were all recovered from this cave before it was converted into what it is now. The cavern now serves as the security center and warehouse for Autumn Blade. Several caves lead off from the main cavern, most lead to dead ends, but 4 of them lead to the surface, 1 cave to the west leads up to a small opening which can only be accessed by a ladder, 1 cave to the north which opens near a small motorcycle trail, 1 cave to the south heads sharply down and accesses the underground channel, it can be used as an escape tunnel only by taking a raft as far as possible, then scuba diving for 200 feet till you clear the cave and are into the bay. The other south passage also accesses the underground channel. This passage is the main route, used to move surplus back and forth from the warehouse. All exits to the cavern are sealed with false rock wall doors, which blend into the surrounding rock. To prevent anyone from seeing shipments come and go, a small submarine is used. In emergencies, an escape slide from the mansion lets out between the firing range and the medical center. Also, in case of serious emergency the exits can be sealed with blast doors 2 feet thick of steel.

The Cavern ceiling has been reinforced, as a precaution against earthquakes. Security personnel come and go via the cargo submarine, and generally stay for a shift of one week, with two off. Under normal conditions there are 3 security personnel at all times, though up to 10 are always on call. Normal access for members of the inner circle is via elevator, which leads directly to the mansion. To reach the cavern a secret panel is opened and a retina scan and 6 digit code are required.

Since the escape tunnels are extremely long Kundalini electric motorcycles have been positioned 20 meters inside the tunnels to allow rapid travel through the tunnels, each of the bikes seats two, travels 60 miles per hour and holds spare money, 2 Armalite 44's and extra ammunition. The outside exits of the tunnels are sealed by a thin layer of artificial grass over a wooden plank. In these tunnels there are numerous side passages which lead to nowhere and anyone who does not know the route is likely to get lost for a very long time, the other tunnels in the cavern act much the same way and some are lit to create a red herring trail in case security has been breached.

The western building is the security center for both the cavern and the mansion and grounds. It is from here Autumn Blade runs it's illegal activities. Surveillance covers every inch of the area, and the defense weapons on the mansion are controlled from the six weapon stations on the east wall. Hidden cameras covering the mansion and grounds are monitored 24 hours a day from the large computer array on the west wall. The computer array on the north wall is where records, routes, and all covert activity of Autumn Blade are controlled from. The specialized array in the southwest corner is Jesse Winters personal station, he jacks in directly to the computers, and from here he can control every aspect of Autumn Blade security. Next to it is Autumn Blades netrunner setup, featuring life support and bio monitor, and state of the art military and black market hardware and software. The small room just inside the door is the armory for the security personnel of Autumn Blade. 2 cases of Loaded FN-RALS (10 per case) with 2 extra magazines apiece, 1 case of Armalite .44's (20) with 2 magazines apiece, 1 case with 2 suits of metal gear, 1 case of grenades and 4 Laws, and the final case contains Scott Harada's original Hardsuit prototype. The large room on the west side of the building is Jesse Winters personal room. Since Jesse became a full conversion he has been made head of security, and resides permanently inside the cavern. Autumn Blade see to it he is given everything he needs or desires. His normal body is a full Dragoon conversion, but efforts are being made to acquire him a Gemini body, which would allow him to leave the cave. The body itself has been acquired, however finding a means to allow him to switch back and forth readily between bodies is proving difficult as Jesse is extremely trepidations about the possibility of losing anymore of what remains of his organic self. To keep his sanity and to allow him a sense of freedom, Jesse spends most of his time hooked into a state of the art virtual reality. He also receives counseling for cyberpsychochosis via this virtual reality, by the same doctor who treats Neko.

Built on to the southern wall of the building are the barracks for security personnel, allowing 16 people to live in relative comfort. the second story contains another 24 beds.

The large building to the east is the storage facility. This warehouse stores the surplus small arms of Autumn Blade. Most of the Arms Autumn Blade sells are moved around and sold as quickly as possible, however sometimes overstock occurs, and to alleviate the problem, this warehouse stores any item which either can't be readily sold, or the organization has an over abundance of. Stock is unloaded from the mini sub and moved via rail to the warehouse for storage.

To the north is a small clinic. While not state of the art, this medical center is filled with stolen and black market medical equipment, allowing the facility to serve most medical needs, from trauma, to cybernetic implantation and maintenance. The sick bay houses 6 beds with full monitoring and IV support. There is also another small room which can act as a quarantine unit in emergencies.

To the west of that is a firing range. And to the east, surrounded by reinforced 3 foot concrete walls, this is the fuel depot for the generators. Enough fuel is stored here to power the generators for a full year at optimum efficiency. There is no eastern wall, merely open cave, this is a precaution against explosion, allowing the blast to travel away from the complex. These industrial generators were stolen. Originally intended to serve on a cruise ship they were brought in and assembled piece by piece.

On the north side of the security building we find the cafeteria. The deep freeze and pantry of this kitchen stores a years worth of food for 6 people. An emergency supply of MRE's in the warehouse provides another years worth of food. These food stores are kept in reserve and never touched, security personnel are provided food stored in the freezer/refrigerator and cupboards which is restocked every two weeks, in addition to whatever they bring in themselves.

Much of the rest of the room is used for merchandise storage and everything but vehicles is stored here, including enough armament and ammunition to support a war. Due to being underground the cavern is a constant 72 degrees and has enough food and supplies to be completely sealed off for up to two years with as many as 25 people. While it wouldn't be able to survive a direct hit from a nuke it would survive a hit as far away as 7 miles.

Non Autumn Blade personnel are almost never allowed here, and even very few of the field operatives know of its existence.

THE SURROUNDING ESTATE

The Yojihiromata estate extends roughly 6 miles to the North and South of the house, 4 miles to the east and all the way to coast line directly behind the house. The land is clear for about half a mile in every direction then is blanketed by forest, the property line to the east extends all the way to the main road and there is a ten foot wall topped by electrified razor wire surrounding the estate along the road and a 20 foot electrified chain link fence topped with the same razor wire for 3 miles in every direction except along the coast line which is protected by a 60 foot cliff. Next to the mansion there is a large garage containing the personal vehicles of the Inner Circle, staff and security vehicles are stored in a smaller garage on the other side of the mansion, and carpooling is requested. for guests there is a large circular drive directly in front of the house.

About 5 miles to the east there is a small private airport that Char acquired for a song when he purchased the rest of the property. It is constantly manned by Autumn Blade security and has one large hangar as well as two smaller ones. the runway is long enough for small aircraft and even some cargo planes to land and take off from, for larger planes the road is used.....deceptively simple. The large hangar is windowless and armored, and completely sealed off, with only the Inner Circle and Hal and Vicki having access. This is where the military type vehicles, including aircraft, armored vehicles and the like are stored. One of the two smaller hangars are used for Autumn Blades legal aircraft the other is used for visiting customers and general storage.

A full time traffic controller lives on site, as well as a mechanic, friends and old partners of Hal and Vicki's their trust has been earned and they know the rules. For the most part anyone found trespassing here is shot and disposed of, and there are three security fences each about a mile apart. the first a simple fence with the markings no trespassing, and then get more serious as you go along.

There is a boat dock at the base of the cliff behind the mansion, access is gained by a long staircase and the dock holds a small yacht and a number of smaller watercraft, including a ski boat, a pontoon boat and 5 waverunners. In addition there is a hydroplane capable of seating two in an enclosed dock. This last boat was purchased on a whim and is really only used for fun, although in case of an escape its very unlikely anything would be able to catch up short of aircraft. In addition to the house airfield and Nakajimo building, Autumn Blade also indirectly owns a number of warehouses in the combat zone, and it is here that most business dealing are done. Autumn Blade has contracts with the gangs surrounding the buildings to make sure that they remain unmolested. Char also owns several homes all over the world, none are as large or have as much security as his personal estate, and are for the most part used as either safe houses or vacation homes.

SECURITY

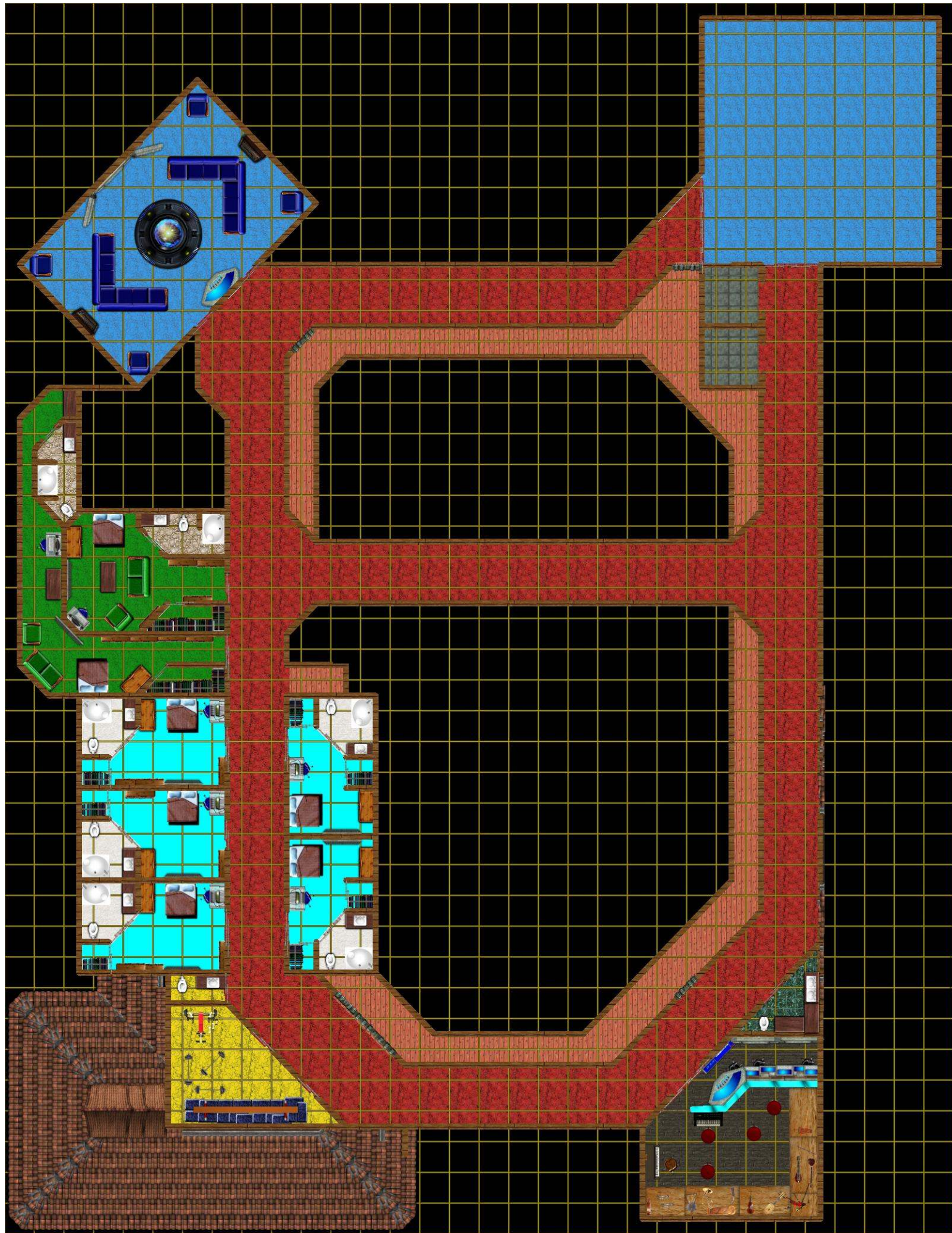
The estate security is even tighter than that of the Nakajimo building, with almost every foot of the estate monitored by video, audio and motion sensors. The air above is blanketed by radar while the sea is monitored by sonar for a mile out. In addition there are remote gun emplacements. And while a full military assault would most certainly overthrow the mansion small groups and individuals would find it nearly, if not entirely, impossible to cover the ground to the house. The house itself is where security gets dirty. The exterior doorways all contain deluxe scanway gates and once security lockdown is in place only authorized personnel have access. The windows are all automatic and armored, and are equipped with window tremblers. White noise generators are positioned in most of the rooms around the house. Any or all rooms can be flooded with one of two gases, either knockout or neurotoxin 2, and many of the walls in the house contain small hidden compartments which contain gas masks, weapons and ammunition. The mansion is monitored audibly, visually, with motion sensors, and thermographically.

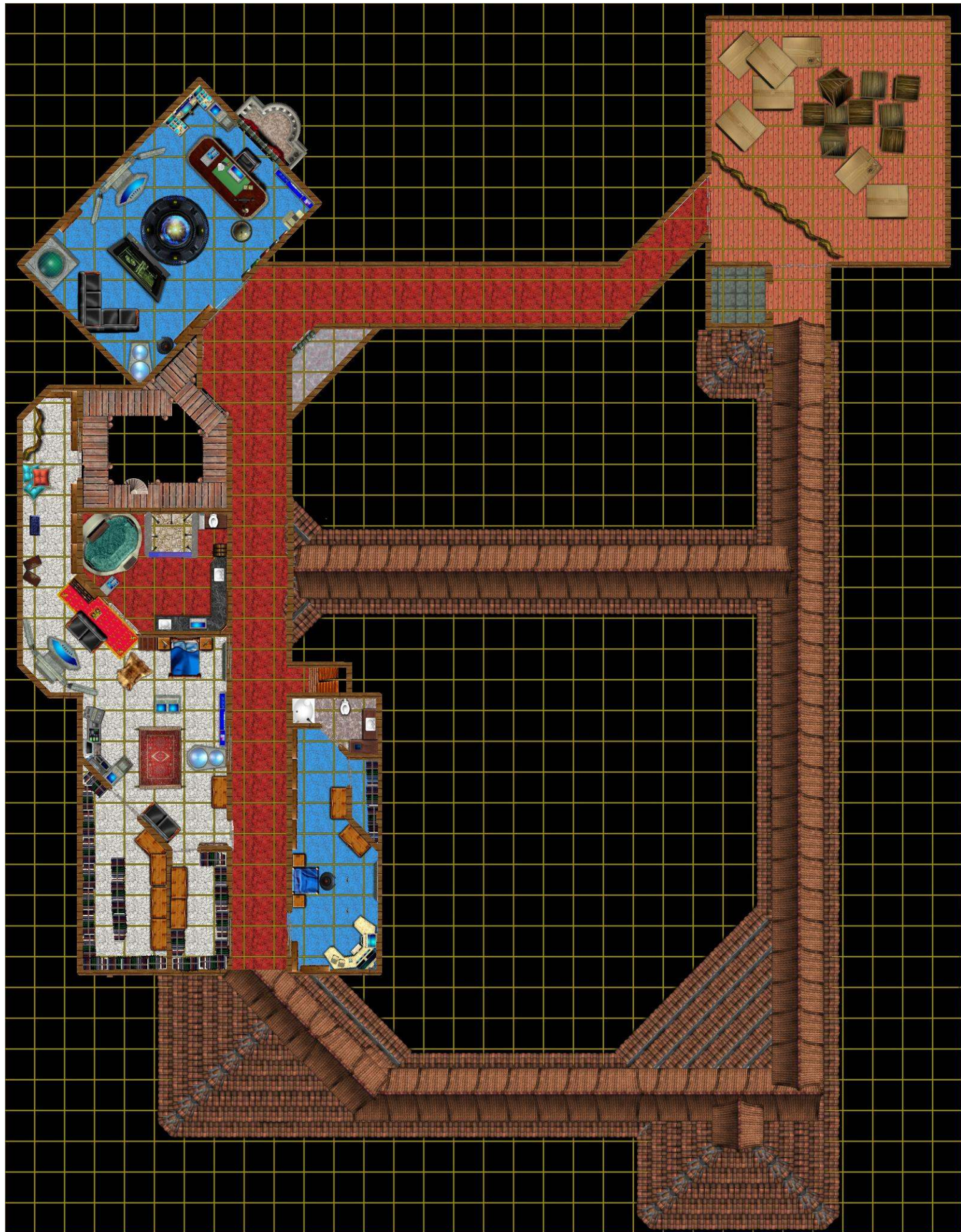
Security for the entire estate is controlled from the cavern as well as all net facilities. 2 netranners monitor everything and to combat net infiltration the cyberdecks are only hooked into the mainframe to download information after they have been completely shut off from the net and have successfully received the information without being tagged or traced. To do this the decks can only be connected to either the net or the mainframe at once and any trace attempts or corrupted information is rerouted through a numerous series of other realspace locations. As most of the incoming information is directly from Nakajimo or the mansion this is rarely a problem, for outside resources and net runs Autumn Blade relies on its field netranners who work outside the estate and from different locations each time. The mainframe contains an AI named Elsie Dee, her Icon is that of a cute little girl with blonde hair in a dress, she oversees everything that happens in the computers. She also acts as security backup when online and a data filter for receiving information. If approached she will be inquisitive to the point of annoyance, answering questions with inane questions of her own, she will also alert real world personnel of the intruder. If the intruder does not leave her demeanor will change to that of a child about to throw a tantrum, if the intruder still doesn't leave she will go into a tantrum and her icon will change into a very nasty very large demon and destroy the intruder. A minor portion of her has been downloaded into Scott's armor to act as support and offer him effective net linkup. At the Nakajimo building she has a twin named Cindy Lou who performs the same duty. When data is transferred from one Nakajimo to the estate the two always oversee it and the icon will usually show the two playing together in a playground while security netranners are represented by animal icons all around them.

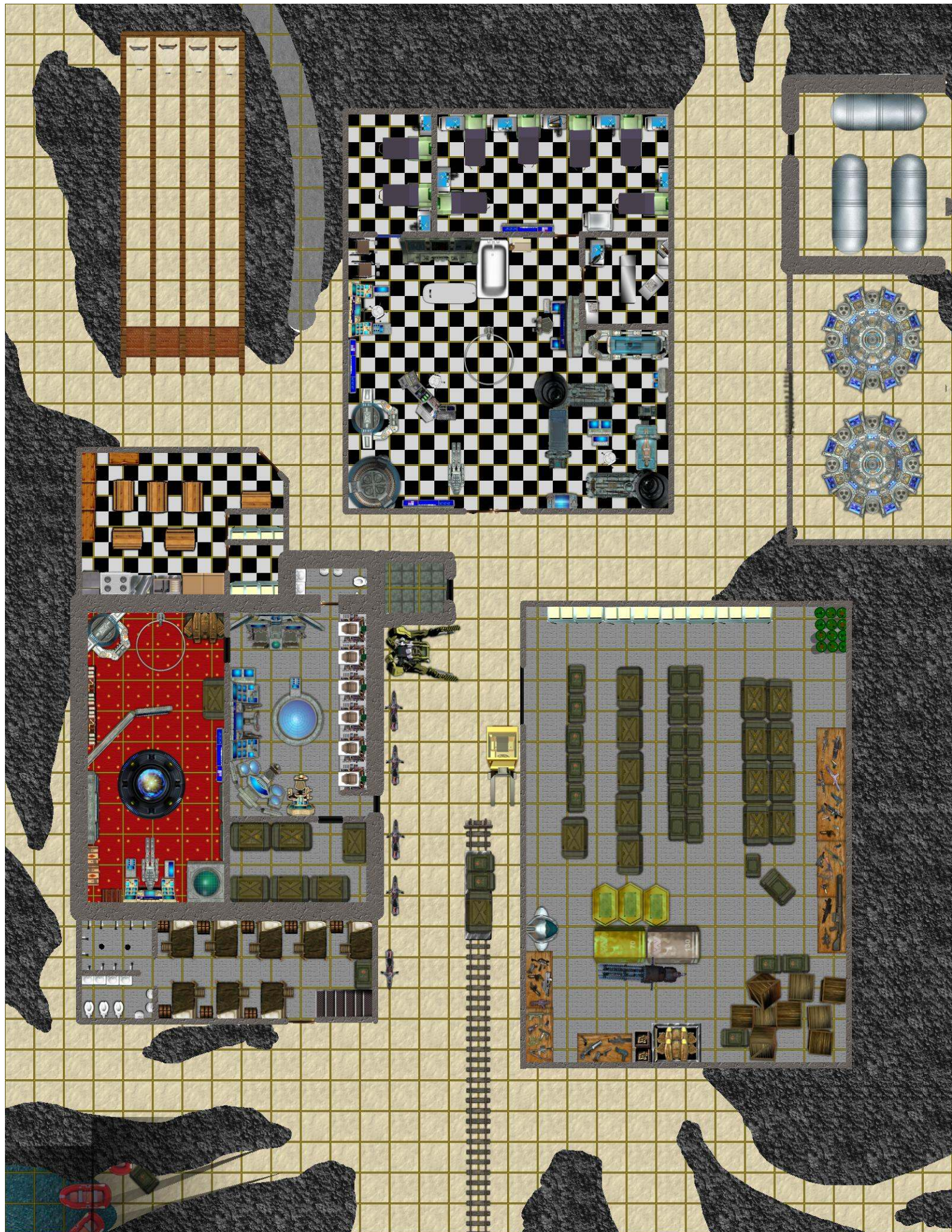
As a last ditch security measure, after complete evacuation of Inner circle and necessary personnel all primary Autumn Blade holdings are rigged for self destruct, including the top three floors of the Nakajimo building.









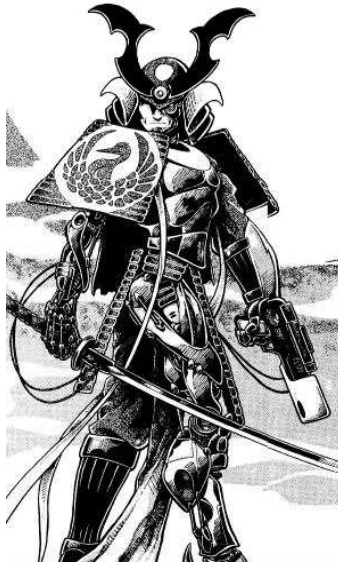




FOR GM'S EYES ONLY.....PLAYERS GO AWAY, THERE IS NO WAY YOUR CHARACTER COULD KNOW ABOUT THE INNER WORKINGS OF THIS ORGANIZATION UNLESS YOUR CHARACTER IS A MEMBER AND SINCE I HAVE NEVER PLAYED WITH YOU, YOU ARE SIMPLY NOT A MEMBER. OF COURSE IF YOU WANT YOUR CHARACTER TO BECOME AN OPERATIVE OF AUTUMN BLADE E-MAIL ME A DESCRIPTION OF YOUR CHARACTER, HIS CAPABILITIES AND A BRIEF HISTORY, AND MAYBE CHAR WILL CONTACT YOU AND MAKE YOU AN OFFER YOU CAN'T REFUSE.

THE MEN AND WOMEN OF AUTUMN

BLADE



As stated before, Autumn Blades secondary interest is special services, whether it be Body guards, retrieval services, reconnaissance teams, rescue and or "snatcher" squads, assassins, black ops teams, and anything else you could possibly need a questionably legal professional's for. These are the men and women who fill those roles. Autumn Blade has exhaustively searched for and found the best operatives in their respective fields, they are so good no one knows who they are. Anonymity is guaranteed and enforced, to protect both Autumn Blade and the client. If you need something done and done right, these are the people you talk to.

To become an operative of Autumn Blade is not easy, especially since they don't advertise. You have to impress them, word of mouth from operatives or contacts is usually the only way to do this. If by chance someone is seen as a potential operative they will be invited for an interview by an anonymous employer. The invitation will instruct the applicant to be at a certain location, (usually either the Buddokon or at a specific empty warehouse) at an exact date and time, the invitation will dissolve after 1 minute of skin contact so the applicant better have a good memory. If the applicant arrives, he/she will find himself greeted at the entrance and stripped of everything but the clothes on their back, a cybernetic inhibitor is placed on them and they are ushered into a dark room to where they will wait for several moments before being greeted by voices in the dark. A primary initiation takes place to test their combat and problem solving skills, then they are given instructions for a test to gauge their individual specialties. During this time the applicant is under scrutinous observation. If he/she passes the test then depending on the level of skill and the past reputation the applicant will finally meet either Char or an intermediary. If it is Char then they will be made a full fledged member and continue on to special training. If its an intermediary then they will be hired but will not be made aware of the organization that is hiring them.

Personnel of Autumn Blade are treated well, they are given a generous salary and for every successful mission they are given a bonus high above what they would normally receive. They are also allowed access, within reason, to any equipment necessary for completion of a task. Even those operatives not directly employed by Autumn Blade receive compensation beyond the norm. All operatives of Autumn Blade, both direct and indirect, receive a special pager, its number is not revealed to the operative and any attempts to tamper with it will cause it to explode. If the pager beeps, a number will be displayed, the operative has 5 minutes to call that number. Upon calling they will receive instructions and this is how a job is normally contracted. Special security precautions insure that the pager is impossible to trace, and the number that appears on the pager is always different and completely random.

Fees for Autumn Blades services are high, but the service and personnel are worth it. Occasionally deals can be made and Char has even been known to foot the bill if he believes the cause to be worthwhile.

Autumn Blade is made up of professionals, and these are its operatives:

THE INNER CIRCLE

These are the people who control Autumn Blade



CHAR YOJIHIROMATA

AGE: 32

ROLE: FIXER/CORP

CHARACTER POINTS: 394

INT: 10 REF: 9/12 TECH: 9 COOL: 9/10 ATTR: 4/10

LUCK: 7 MA: 9/13 BODY: 7 EMP: 10/7

Char was born 4/7/87 in Osaka Japan. His parents who usually resided in California had gone to Japan so their son would be born in his native land. After his birth the family returned to America. Chars father, Lord Taro Yojihiromata was the right hand man to Yakuza Oyabun Oyata Hayagami. Six months after his 5th birthday Chars parents were taken out by Costa Nostra assassins as retribution for a Yakuza hit on a Mafia warehouse. Due to his fathers rank and close friendship, Oyabun Hayagami took Char as his ward. It wasn't just out of pity, Hayagami saw an opportunity in the form of this young boy. Char was betrothed to his newborn daughter Neko earlier that year, and now Hayagami would have a more direct control over the heir to his empire. He began training the boy for his future role almost from the moment he learned to speak. The child was brought along on every deal that posed no immediate threat to him. By the time he was twelve he knew more about the business than most of Hayagami's trusted personnel.

Char was taught by the best tutors money could afford, in both Japanese and English, and by the age of 17 he had gained an education equal to a Rhodes honor student. While Char did only average in the physical aspect of his education, his mental prowess proved remarkable. At the age of sixteen, fearful that Char was learning too much, Hayagami decided to keep the boy out of the

family business until his marriage to his daughter on his 25th birthday. Instead he gave Char 20,000 EB and the instructions to start his own business. Hayagami felt that if the boy succeeded he would truly be a worthy heir. Char began small and soon found he had an uncanny affinity for two things, information and arms dealing. At first it was slow, dealing to small neighborhood gangs, but by the time he was 18 he controlled all weapon sales to the Asian gang community. His rivals left him alone for fear of retribution from Hayagami and Char was careful not to step on the wrong toes. At 18 his career took a giant step forward when he started dealing weapons to many of the larger gangs of Night City (most notably the Horde... now known as Maelstrom). His operation got so big that he needed a steady partner. He found one in 20 year old Kyle Harris, a combat zone fixer. The partnership was short lived, Harris betrayed Char, stole a shipment of guns and killed the buyer taking the payment as well. Harris sold the guns to a rival gang of the Hordes and put out a contract on Char. When Char heard of this he countered by giving the Horde a large shipment of military assault weapons, the only payment he asked was that Harris be brought to him alive and unharmed. The Horde annihilated the rival gang in two nights and brought Harris before Char. Harris was taken to the heart of the combat zone at 11pm stripped naked and shackled hand and foot to a light post, a sign was stapled to his back which read only "POLICE INFORMANT", he was never seen again.

The day before Chars 25th birthday, as Neko arrived in Night city for their wedding she was kidnapped by the Mafia. Demands were made and Hayagami refused to kowtow, oddly enough he also did not seem to make any effort to find her. Enraged Char decided to find her on his own. He hired two freelance solo's, Scott Harada and Yumi Sonada, to help him find her. Upon finding her they discovered she had been extensively cybernetically enhanced and was deep in the throws of cyberpsychosis. Furious and believing the men who kidnapped her did this Char and his new companions slaughtered all the kidnappers but one. The last kidnapper informed them that she was like that when they took her and proved it by showing them the restraining wheelchair she was in when they took her from the airport. He also informed them that the whole thing was arranged by Hayagami. Char let the kidnapper go so he could spread the message that Char was not someone to be reckoned with. Char sent Scott and Yumi to take Neko to the hospital, and immediately set out to find if their was truth to the kidnappers accusations. He went home and confronted the Oyabun. Hayagami confessed stating it was the final test for Char, now he would be made the official heir to the Hayagami empire. As for his daughters enhanced state he explained that now she would be the perfect body guard, and that Char should be grateful. Instead Char became enraged and attacked Hayagami, beating him severely, as he was about to kill Hayagami he hesitated, Char declared that Hayagami's plan had backfired and that now he would never join the Yakuza. Hayagami now furious and humiliated attacked Char. Char crippled Hayagami and put him on a plane for South America with the warning that if he ever returned his death would be long and painful. Hayagami was now powerless and Char seized his estate. He liquidated the entire Hayagami fortune and called for a meeting of the Yakuza dons, informing them that control of the Night City Yakuza was no longer the responsibility of the Hayagami house, and they were free to find a new Oyabun amongst themselves, but he would have no part in it. It worked perfectly, the Yakuza was too busy trying to find a new leader to mount retribution on Char, and by the time a new Oyabun was chosen it was too late. Char used the money to build Autumn blade and invited Scott and Yumi as partners. He also acquired a great deal of wealth from a salvage

operation of one of the larger banks in the submerged section of LA, rumor has it that he now uses the submerged banks vault as a storage facility.

As soon as Neko was released from the hospital, after several months of therapy, the two were married. Char is a ruthless business man, and while he will do anything to keep a low profile, he will also be sure to exact swift and devastating retribution to any who would betray him. His home is a virtual fortress, and while he spends most of his time there, he is by no means a recluse. Char has powerful contacts all over the world, and knows the secrets of many who would rather he didn't. Char is serious and determined, he rarely becomes jovial, and only when he is in the company of his wife or senior partners, Neko, Yumi, Scott and Kimi.



NEKO YOJIIHIROMATA

AGE:27

ROLE: SOLO

CHARACTER POINTS: 269

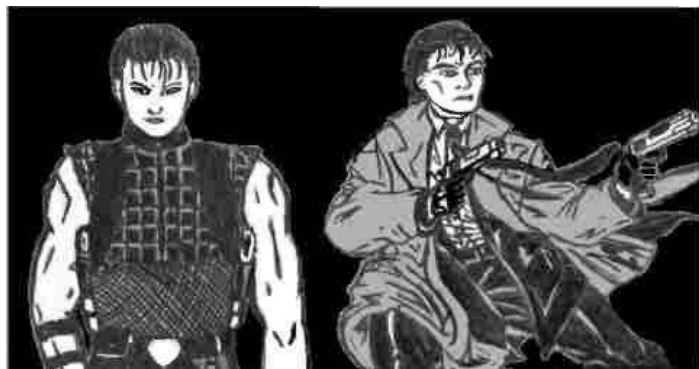
INT: 8 REF: 10/14 TECH: 5 COOL: 7/8 ATTR: 10

LUCK: 6 MA: 8/16/21 BODY: 7/17 EMP: 10/4

From the day of her birth Neko was betrothed to marry Char, she was the only daughter of Yakuza Oyabun Oyata Hayagami and his wife Kaori. Kaori had become pregnant 3 times after Neko was born but was forced to abort the fetus's because they were all female. Kaori could not give Hayagami sons and after Neko's fourth birthday vanished without a trace. Neko suspects her father may know something, but he has never given any hint of what happened. After her mother's disappearance Neko was sent to Japan. There on a small uncharted island off the coast of northern Japan, she attended a secret school. The school was a ninja camp centuries old, and she was trained hard as a ninja. She also

underwent traditional geisha and social training, and opposedley was instructed in massage and sexual techniques. This was all part of Hayagami's plan for the future of his empire. Neko was to be the perfect bodyguard and wife to his chosen successor and ward, Char Yojihiromata. Neko stayed on the island until she was 20 years old, as her wedding approached she was taken by her masters to a room and sedated heavily. A group of Japan's finest surgeons went to work and gave her drastic cybernetic implantation, increasing her speed, reflexes, strength, senses and endurance. Other implants made her silent as a cat gave her weapons such as retractable vampires and rippers. They boosted her healing abilities to an uncanny level. The science of cyberotechnology was still young however and she did not receive the therapy she needed. While still unconscious Neko was placed on a plane and sent escorted to America for her wedding. Upon arrival she was taken by hired Mafia associates hired by her father. This was a ruse designed to look like a kidnapping to see how Char would react, it backfired and when Char and his companions finally found her she had lapsed deep into the throws of cyberpsychosis. She attacked Char, Scott, and Yumi and they barely managed to subdue her. She was taken to the hospital and given the best care and therapy available while Char enacted his revenge on her father. Soon after her release from the hospital she and Char were married. Electing to keep the enhancements was Char's decision, and Neko submitted. Due to her extremely enhanced state and her tentative grasp on sanity Char employs a full time live-in doctor and therapist from Switzerland and twice a year they travel to the Swiss Alps for upgrades on her Cybernetic systems. She has therapy sessions twice a week, unless traveling, and has managed to regain much of her lost humanity.

Neko is quiet and reserved, and whenever there is company, or whenever her husband leaves their home she is always by his side. Occasionally she teaches at Mama Sifu's and Papa Sensei's dojo, and is a student there as well. Neko is one of the deadliest women on the face of the earth, her cybernetic enhancements have made her the perfect assassin. Unfortunately she knows very little of the world and would be completely lost without her husband. Neko was trained only in the use of traditional weapons and has up until recently known next to nothing about firearms. When not by her husbands side, Neko enjoys spending time with Yumi and Kimi, and only seems to come out of her shell when the three are together.



SCOTT HARADA

AGE: 29

ROLE: SOLO

CHARACTER POINTS: 320

INT: 9 REF: 10/13 TECH: 8 COOL: 9 ATTR: 7

LUCK: 6 MA: 10/13 BODY: 10/17 EMP: 10/5

Scott was orphaned at an early age when his parents were killed by the wasting plague. He was raised by his older sister in the slums of Night City's Chinatown. Scott's father was of Scottish descent and his mother was mixed Chinese/Japanese. He and his sister lived tentatively on the streets and his sister became addicted to morphine, to support herself her brother and her habit she became a prostitute. When Scott was 18,

he witnessed 3 young women being assaulted by members of a local street gang. Scott jumped in and attacked the offenders with his skateboard while the young girls watched. Scott barely managed to beat the thugs into retreat and returned a stolen purse to the

young Yumi Sonada then left quickly. He had stolen the wallet from her purse and made his way home. The boy had taken the wallet out of habit as he made his living as a pickpocket, but he also had ulterior motive, he wanted to know more about the young girl whom he had just rescued. Scott hurried up the stairs of the abandoned building he and his sister lived in, he wanted to tell his sister about the girl, but instead found his sister dead with a needle sticking from her arm. Scott fell to his knees crying over his sisters body. Yumi had followed the thief home and found him there sobbing next to his sister. Yumi walked over to him and put her arms around him. She took him away from there and set him up in an apartment. Scott could not understand why a stranger would do this but Yumi began taking care of him. She trained him in martial arts and got him a job as a bouncer at a club her brother played at. The two soon fell in love.

One of Scott's new neighbors was a combat vet of the first and second South Am wars and took Scott under his wing. He taught Scott how to use a gun, and all the skills needed to survive in combat. Scott became a freelance gun, and was fast gaining a rep on the streets. Yumi moved in with Scott and the two sometimes worked as partners, but usually Scott worked alone. Scott and Yumi were hired by Char to help find his kidnapped fiancée and proved themselves to be dependable and extremely talented. After the incident was over Char invited them to join him full time as partners.

Scott accepted and serves as Chars chief enforcer and second in command. Scott is extremely combat proficient and has incredible skill with handguns. He learned and mastered the skill of Gun-fu, and has been trained by Yumi in other martial arts as well. If Scott wasn't so careful about keeping a low profile he would surely be one of leading solos in SOF's top ten list. Scott is generally good natured and cheerful, but when he is "working" he is completely serious and to the point. He loves Yumi and worries for her safety, this is perhaps his greatest weakness.



YUMI SONADA

AGE: 26

ROLE: SOLO

CHARACTER POINTS: 294

INT: 9 REF: 10/13 TECH: 7 COOL: 7 ATTR:10

LUCK: 8 MA: 9/12 BOD: 8/15 EMP: 10/7

Yumi's father was an executive for Arasaka who was growing weary in his unfulfilled life. His eldest daughter (a child from his first marriage) had been missing ever since she was 18. He had married again and the couple had twins, a boy Ken, and a girl Yumi. Soon after the twins were born he received an offer from Militech, he accepted. Militech extracted the family from Japan and set them up in Chicago. They thought they had escaped, but when the twins were three years old Arasaka found them. Two hitmen entered the house and killed the parents, but before they could kill the children a woman appeared and slaughtered the assassins. The woman was the long lost older sister of Yumi and Ken. Her disappearance was due to her becoming a Ninja for Arasaka. When she heard of Arasaka's plot to kill her family she betrayed her masters and saved the children. Knowing she could not protect them, she took the children to an elderly couple she knew she could trust and then disappeared. The couple, known only as Mama Sifu and Papa Sensei, ran a secret dojo in the Little Tokyo/ Chinatown district of the newly formed Night City. The couple raised the twins as students and came to regard them as their own children. The children were never allowed to leave the dojo alone nor were they to ever venture beyond the safety of the Asian community. From the moment they were brought to the Dojo the children were constantly trained in the martial arts. Along with the Sensei and Sifu there were numerous instructors from around the world. Each masters of specific martial arts, the other teachers were named after the countries where there martial art originated, i.e. Uncle Jamaica for Capeoria, Auntie Russia for Sambo etc... By the time they were 12 they had already mastered several martial arts each, unfortunately they were also

isolated from the world and knew very little, outside of their neighborhood. In addition to their martial arts training, teachers would take turns tutoring the children in regular education as well. the twins learned to speak Japanese, Chinese, and English fluently, and are able to get by in several other languages as well.

One day while strolling down a back alley with some of her friends from the school, Yumi and the other girls were mugged. Before Yumi could wipe the floor with her would be assailants, a strange boy came from nowhere and attacked the muggers. After the muggers fled the assault the boy returned Yumi's purse, introduced himself as Scott Harada and ran away. A few moments later Yumi discovered her wallet was missing from her purse and tracked the boy down. Intent on pummeling the lad, what she found was more than she expected. She followed Scott to an abandoned building and discovered him crying over his sisters corpse. Her anger soon gave way to compassion and Yumi got Scott out of their and set him up in an apartment. The two fell in



love and have remained so to this day.

Despite all their instructors efforts all the twins really knew were martial arts. So when they turned 18 Ken decided he had, had enough. He left the safety of the dojo and became a musician. Yumi stayed for a while longer, and when there was nothing more she could learn from her instructors she became a teacher herself, although she moved in with Scott eventually. When Char approached Yumi and Scott, he was actually just looking for Yumi. The Dojo had long catered to Yakuza pupils in addition to its regular student body, and Char had learned of Yumi's prowess through Hayagami's henchmen who had studied under her.

Yumi is a very compassionate and free spirited young woman and usually quite calm (although when excited she does tend to get a little bouncy), and even tempered. Her sheltered upbringing did not fully prepare her for the sins of today's world though, and occasionally when things become crazy, especially if children or innocents are being hurt, she will go berserk and attack the enemy in a blind rage until the enemy is no more. Yumi is extremely dangerous and one of the greatest martial artists in the world, Scott has trained her to use firearms but she prefers either to use her hands or melee weapons. Neither of the children have anything but vague memories of their parents, not even knowing their names, nor are they even aware that they have a sister. Recently Yumi has been entertaining thoughts of marriage, but as of yet has not discussed them with Scott. She is third in charge of Autumn Blade, and the Head martial arts instructor. She also is still student and teacher at Papa Sensei's and Mama Sifu's.



KIMI NOBUN

AGE: 21

ROLE: SOLO

CHARACTER POINTS: 215

INT: 8 REF: 10/12 TECH: 7 COOL: 7 ATTR: 9

LUCK: 4 MA: 10 BODY: 6/10 EMP: 9/6

Kimi was born to a pirate clan that believed in the concept of community birth (childbirth is a public process and the child is separated from its parents after birth, then the entire community becomes the child's parents, this is especially important in a slaver society that sells and barter its own children). During a heave-to in the ruins of Los Angeles, a seven year old Kimi was sold to a group of salvagers in exchange for a custom Jet Ski. The salvagers then sold the girl to a whore house owner in the Night City combat zone. The girl grew up sweeping the floors, cleaning rooms, and emptying trash. Occasionally one of the older girls would take the time to teach the young girl to read and write. During this time Kimi became a thief, she realized her small body could get her places others could not, and her youth made her go generally unnoticed on the streets. She would follow the regular johns home to learn where they lived and then when they paid a visit to the brothel she would go and rob them blind. But Kimi was getting older and the customers began requesting her. So at the age of 11 she was put to work, at first it was just posing which she could live with, but then it was decided she would become a full fledged whore. On the night she was to lose her virginity an auction was held for her. When a large man bid the highest, he took her upstairs. After 2 hours the girls of the house began to worry about her, when they opened the door to her room they found the man dead, his throat slit from ear to ear..... Kimi was gone. Kimi was of obvious oriental descent so she went to China town to lay low. Too young to work and destitute, she lived on the streets, turning tricks every now and then for food or a place to stay. Yumi and Ken found her in an alley, she was suffering from dehydration and malnourishment. She had been raped and left for dead. They brought her to the dojo where the girl became another adopted daughter of Mama Sifu and Papa Sensei. The girl was taught much the same way as Yumi and Ken were, although she preferred the darker forms of Martial arts. Kimi began studying Ninjutsu at the age of 19 from the masters at the school, and that's how she met Neko, and later Char. At the age of 20 Kimi became an assassin. She tried to keep her profession a secret from the school, but soon she was discovered. She was told to leave the school. Before she got even a block away, Char pulled up in a big black limousine and offered her a job and a room at the mansion. She was 22 at the time.

Kimi is the most dangerous kind of assassin, the kind that kills you in bed. Along with a very few other cybernetics Kimi has a 2 Cybersnakes, one implanted in her throat, the other in her vagina. She will wait till the moment of orgasm and trigger them both at the same time. Then simply wait for the thrashing of the victim to stop before making her escape. Kimi is not a classic beauty but she appears cute and innocent and is a master of seduction and disguise. Even though she is Autumn Blade's top assassin, Char and Yumi treat her like a daughter. They will not let her take jobs that involve too much risk and will keep her safe whenever possible. She has a private tutor and therapist, and is slowly coming to grips with the demons of her childhood. Kimi has a crush on Ken and wants him to notice her, but Ken regards her as a little sister much to her discernation. She has been bio-sculpted to ensure that her regular appearance is that of a 16 year old girl.

HEADS OF STAFF

The men and women who oversee the day to day task of keeping the organization and its operatives running smooth, they are all full time members of Autumn Blade.



JESSE WINTER

AGE: 30

ROLE: SOLO

CHARACTER POINTS: 149

INT: 6 REF: 9/15 TECH: 9 COOL: 7 ATTR: 4/NA

LUCK: 3 MA: 4/25 BODY: 9/20/60 EMP: 10/2

Jesse parents were full blooded Cherokee working for Green Peace but when the collapse started no one seemed to care much about the environment and his parents soon found themselves out of a job. They returned to the reservation and that's where Jesse spent his childhood. Jesse spent a brief time in the Army and was one of the first shipped to South Am during the war. He was one of the fortunate few who came home before the USA pulled out. He found work as a guide in Oklahoma and joined a caravan headed for Colorado. It was there that he encountered Connor Lee. The young netrunner had been found by his enemies and was in quite a bit of trouble. Jesse jumped in and helped Connor escape. Unfortunately Connor's enemy was the United States Air Force and they relentlessly pursued Connor and Jesse all the way back to California. Just as the reached site of their safe destination the USAF intercepted them, Jesse was captured but Connor managed to escape. When Jesse refused to give the whereabouts of his netrunner companion the USAF decided to use Jesse for an experiment. They took Jesse to a hidden stronghold in San Diego

and put him under and into surgery, outfitting him with a full Dragoon package.

Just before the operation was complete the door was broken down and an Autumn Blade assault team stormed the building. Conner Had gotten to his employer Char and Char had called a contact of his in the USAF (a General would you believe). While Jesse was still unconscious they removed him to a large van waiting outside. He was taken to the cavern beneath Chars mansion and immediately put into intensive therapy, six months later Jesse was in control of his mind again. In order to keep Jesse hidden Char hired him as head of security and he spends all of his time in the cavern underneath Chars mansion. Jesse is a Dragoon Full body conversion and for obvious reasons he very rarely leaves the mansion's grounds, only in cases where his presence is needed. He is sometimes prone to depression and a special VR environment has been added to the main computer to occupy him until a Gemini body that he can switch back and forth from can be appropriated. His manner is sullen and serious and he has struggled greatly to pull himself back from the grip of Cyberpsychosis

HAL AND VICKI COLE

AGES: 35 AND 32

ROLES: SOLO

CHARACTER POINTS: 210 AND 189

HAL;

INT: 8 REF: 10/13 TECH: 8 COOL: 10 ATTR: 8

LUCK: 5 MA: 5 BOD: 8 EMP: 9/6

VICKI;

INT: 9 REF: 10/13 TECH: 7 COOL: 8 ATTR: 7

LUCK: 6 MA: 6 BOD: 5 EMP: 8/6

Hal and Vicki are the head pilots for Autumn Blade. They met during the South Am conflict, he was a fighter jock and she was driving AV-9's. The two married after returning from the war.

Each of them are qualified to fly just about anything that was meant to fly, although they each have their specialties. Hal prefers to fly fixed wing, while Vicki likes AV's and helicopters. The two were hired after a black ops mission went bad, the operatives hired Hal and Vicki to get them home and the two pilots flew an old B-17 they had been restoring, all the way from Colorado to California escaping two pursuing AV-6's in the process and actually downing another. Although they lost the plane just after crossing the border the team was successfully home and Hal and Vicki were immediately made Chars personal pilots and given a room at the mansion. Separately the two are great pilots, but when in the cockpit together they are sheer brilliance. One or the other will also serve as chauffer if the need is there, but one will always be left behind for air support if trouble arises.

ATARU TAGAMA

AGE: 43

ROLE: NETRUNNER

CHARACTER POINTS: 211

INT: 10 REF: 9 TECH: 10 COOL: 7 ATTR: 5

LUCK: 3 MA: 4 BODY: 4 EMP: 8/5

Ataru was a netrunner before most people knew what the net was. He's old school, cut from the same generation of hackers as Rache Bartmoss. He had his first PC at the age 5 and ever since he lived for the electronic hum. When cybermodems were first brought to the market he had one before anyone else he knew, by the time they caught on he was already making a name for himself cracking into databases and designing new programs. His expertise is based on years of experience, and contrary to popular belief he does not have any kind of empathy with the system, nor was he born with his skills, he simply earned them through hard work and a lifetime of experience. He was one of the first employed by Autumn Blade and has been the Head of Communications since the day he was hired. He personally programmed all of Autumn Blades computers. Ataru never throws anything away, he still has his first PC and cybermodem. In fact one reason Autumn Blades computers are so hard to crack is because he still uses his antiques as supplements to the rest of the modern components. Ataru is closed and rather cold, the only time he becomes expressive at all is when he feels challenged, or when someone doubts his abilities.



ALEX "FENRIS" MICKHAILOVITCH

AGE: 38

ROLE: NOMAD/OUTRIDER

CHARACTER POINTS: 210

INT: 8 REF: 9/12 TECH: 9 COOL: 10 ATTR: 6

LUCK: 5 MA: 4 BODY: 9/13 EMP: 7/5

Alex's parents were full blooded Czech, and when the Soviet Union fell they immigrated to America. Alex 21 when he joined the Army and went to war in South America. When US packed up their bags he like so many others were left behind. He survived "the long walk" home and soon fell in with a small nomad outfit in the Midwest known as the Confederates. He left them because of their racist policies, he had seen to much stupidity already. He wandered from clan to clan joining for brief periods then moving on. He has traveled with every major nomad group on the land, in the air, and above and beneath the sea.

He now works with Autumn Blade as Nomad Liaison. And has helped Char establish a firm foothold in weapons sales to the nomad community. He also works as a freelance outrider from time to time. He is quiet and serious all the time, and when not on the road he becomes very restless. He also has a quirky habit of taking the weapons from defeated enemies and usually carries a duffel bag full of assorted weapons on his bike which he will sell or trade with other nomads.



MARCUS XAVIER

AGE:29

ROLE:CORP

CHARACTER POINTS:173

INT: 10 REF: 7 TECH: 7 COOL: 8 ATTR: 8

LUCK: 5 MA: 5 BODY: 10 EMP: 9/7

Marcus was a lucky kid, he was born into money and his parents were IEC corporate executives. He spent his childhood enrolled in the best corporate schools, his parents didn't ignore him and he was actually taught the value of honor and integrity. After completion of the Crystal Palace his was one of the first families to relocate their and he spent his teen amid all the cultures of the world.....granted it was only the wealthy but when everyone around you is wealthy and of different descent you tend not to worry about little things like racism and the effete attitude towards the lower class. The only prejudice he seemed to grasp was a slight dislike for Earth. Nevertheless when Marcus found himself dirt side he quickly found himself recruited by Arasaka. Who felt they needed a competent cultured Caucasian to ease relations in their Night City holdings. While Marcus was in his first year at the Arasaka building in Night City, rumors abound of Militech staging an extraction to get him out of their grasp. Fearing personal retaliation from both sides Marcus hired Autumn Blade to protect him. While under contract with Xavier Char was able to find out some personal things about the lad. Char confronted him.....burning the disc which contained the incriminating data and gaining Marcus's trust in the process. Marcus left Arasaka and now maintains the day to day business of Autumn Blades legal holdings. He acts as Executive VP and presides over all affairs that come through the Nakajimo Building....although he lives in his own apartment.

Marcus is a muscular and attractive man, although his background has made him some what arrogant. In his duties he answers only to the inner circle and is one of the more trusted of Char's employees.

TOJIMA KOBAYASHI**AGE: 55****ROLE: TECHIE****CHARACTER POINTS: 204****INT: 10 REF: 8 TECH: 10 COOL: 10 ATTR: 3****LUCK: 4 MA: 6 BODY: 4 EMP: 10/5**

Tojima, Autumn Blades weaponsmith. He was in Arasaka's Munitions R&D department until he accidentally blew up his workshop (along with the prototype for a new Railgun). After his dismissal he was picked up by Char and has been content in his new position ever since. Tojima's face and body are littered with scars from mishaps during testing. He knows the safety risks but insists on hands on testing for all but the most dangerous of items. Still Tojima is incredibly skilled in his field, and whether it be improving an existing weapon or designing one from scratch, he always manages to get the job done to specs.

GARY KARSON**AGE: 63****ROLE: TECHIE****CHARACTER POINTS: 202****INT: 9 REF: 9 TECH: 10 COOL: 4 ATTR: 4****LUCK: 5 MA: 4 BOD: 6 EMP: 9/6**

Gary is Autumn Blades head mechanic, he services and repairs all the vehicles in the underground complex beneath the mansion. He was recommended to the organization by Hal and Vicki, that was all the reference he needed and he was put on the payroll and given a room at the mansion the following day. Gary can fix just about any machine ever made, he also has designed several vehicles and ACPA for autumn blade. Most notably the powered armor he and Scott designed.

DR. ROBERT ISHIMA**AGE: 64****ROLE: MEDTECH****CHARACTER POINTS: 267****INT: 10 REF: 5 TECH: 10 COOL: 9 ATTR: 5****LUCK: 9 MA: 4 BODY: 4 EMP: 7/5**

Char found Dr. Ishima in a cyber clinic in Switzerland. Ishima was a Japanese militia combat surgeon, and later he was a top staff surgeon for Tokyo General. But when his wife was brought into the emergency room one night and he was unable to save her from a massive coronary he grew disillusioned of his career. So when cybernetics hit the market he switched fields. He quickly learned all he could about the new science and became a leader in the field. It was no surprise when he was recruited by one of Switzerland's top clinics. It was not easy for Char to convince Ishima to come to Autumn Blade but with an incredible salary offer and all the benefits he could want Ishima finally accepted. He is now Autumn Blades Chief surgeon and a permanent resident of Chars mansion. He also always accompanies Char and Neko on their trips to Switzerland for Neko's regular upgrades. Ishima is a friendly old man and has a rather bizarre sense of humor, his favorite trick is to say "oops" a lot during surgery. Despite his eccentricities he is a master in his field and has developed many new cybernetics and methods of implantation.

NENAH ISHIMA**AGE: 28****ROLE: MEDTECH****CHARACTER POINTS: 167****INT: 8 REF: 8 TECH: 9 COOL: 3 ATTR: 9****LUCK: 4 MA: 10 BOD: 6 EMP: 6/5**

Nenah is Dr. Ishima's only beloved daughter and when he came to Autumn blade she came with him. Nenah serves as her fathers nurse and is also an excellent therapist specializing in cyberpsychosis. She had originally not wanted to follow medicine in her fathers footsteps, at the age of 16 she was training hard to be a Japanese runner in the Olympics. But the loss of her mother caused her to give up her dreams and take up the healing arts. She still loves to run and takes a 10 mile run every morning. If truth be known, it was Nenah who convinced her father to accept his position at Autumn Blade. She wanted to live in America, especially Night City, life was too good in Europe and the people were too conceited, she wanted to get away from all that and America was the next best place. Nenah is extremely friendly and shares her fathers bizarre sense of humor. Much to her fathers disapproval she has had affairs with many of the operatives of Autumn blade but has never gotten serious with anyone. Her father would prefer her to meet a lawyer or someone else who was not in such a high risk profession, but Nenah enjoys the independence and excitement for now.



KILIKENA GREY

AGE: 23

ROLE: MEDTECH

CHARACTER POINTS: 130

INT: 9 REF: 8/10 TECH: 10 COOL: 6 ATTR: 8

LUCK: 4 MA: 4 BODY: 8 EMP: 9/7

Kilikena is a native Hawaiian. While her family was out sailing one day their boat was attacked by pirates. Her parents were killed and she and her brother were taken to the slave auction. They were sold to a wealthy doctor and his wife from Nevada. The couple raised the children and treated them like their own. Eventually Kilikena went through medical school and upon graduating took a job at Trauma Team as a combat surgeon. she did good work but much to the consternation of her superiors she would not only pull the client out she would also save every one else who was hurt. This led to her transferal to Night City. On her first day on the job her team was called in to extract two clients from a firefight. One of the clients was a young man named Jacque Dubois the other was Conner Lee. Jacque charmed the young medic and soon they become lovers. After much urging Kilikena retired from Trauma Team and hired on at Autumn Blade. At first she was simply a Combat Medic but Char quickly grew impressed with her and moved her into a safer position as his Chief Medical Operative of his office building and occasionally she assists Dr. Ishima at the mansion. Kilikena recently became pregnant by Jacque and has been hinting at marriage rather heavily as of late.

TOYO NOMAYAMI

AGE: 37

ROLE: SERVANT

CHARACTER POINTS: 196

INT: 9 REF: 9 TECH: 7 COOL: 10 ATTR: 7

LUCK: 4 MA: 5 BODY: 6 EMP: 9

Toyo is the head butler and chef of the Yojihiromata Estate. He oversees all servants and maintenance staff. He was the only employee of Hayagami's that Char kept around and has always been loyal and honorable. He is always straightforward and professional in his duties but in his off time he cuts loose and frequents the Jazz clubs of the city.

TOMOKO MIZUMI

AGE: 19

ROLE: SERVANT

CHARACTER POINTS: 97

INT: 7 REF: 8 TECH: 4 COOL: 5 ATTR: 10

LUCK: 5 MA: 7 BODY: 5 EMP: 10

Head maid of the Yojihiromata Estate Tomoko also serves as a nanny for the children of Char's guests. Tomoko is Char's and Neko's personal maid and secretary. Char found her working as a bartender in a seedier area of town. The girls warm personality, and ability to make the best drinks he had ever tasted, got her hired on the spot. She, like the rest of the staff is a permanent resident of the mansion. Char treats her well but there is a small amount of jealousy from Neko towards her. She is one of the girls though, and possibly Kimi's best friend. She is currently fixated on Connor Lee, but he has yet to notice.

FIELD OPERATIVES

These are the individuals who are most commonly sent on ops, many work freelance and some don't even know exactly who it is they work for. Many have worked together but there are a few who are kept apart for obvious reasons.



BEVEL NICOBAVARAL

AGE: 28

ROLE: SOLO

CHARACTER POINTS: 180

INT: 10 REF:10 TECH: 5 COOL: 9 ATTR: 7

LUCK: 6 MA: 10 BODY: 9/13 EMP: 7/6

Bevel is an Australian aborigine, he ran away from his parents when he was 17 and fled to Sydney. Bevel roamed around Australia taking jobs as a guide or a hired gun for a while when he met Paulene Motts. Paulene was the daughter of a wealthy land owner that had hired Bevel to keep out dangerous animals and unwanted guests. The two fell in love but when her father found out that his daughter was being corrupted by an "abo." he became enraged. The two lovers fled to Portsmouth and tried to hide in the slums. They married and soon were expecting a child, but men hired by Paulene's father kept appearing, and Bevel and his wife were constantly on the run. Fearing that her father would catch them, and tired of the prejudice the whole country looked at them with, he hired on as a roadie with the European band "Kestral" and became good friends with the front women, Gina and Molly Collins.

When the band left for America, he and his wife boarded the ship with them. While on the voyage, Paulene suffered a miscarriage and lost the baby. The ship docked at Night City harbor and the two found a place on the outskirts of the combat zone. Bevel immediately went looking for work. After a while he managed to get a job as security for a local club. One night a fight broke out and Bevel took down four men in under 30 seconds, as it happened Ken's band was playing that night and he suggested that Bevel should try a different employer. Bevel was introduced to Char and was soon on the payroll. Bevel is compulsive and will always finish anything he starts.



KARL "DREDD" McCULLOUGH

AGE:34

ROLE: SOLO

CHARACTER POINTS: 153

INT: 8 REF: 9/12 TECH: 7 COOL: 9 ATTR: 5

LUCK: 5 LUCK: 4 MA: 8 BODY: 9/11 EMP: 8/6

Karl was born in the combat zone, his parents were Irish Americans who ran with a forgotten gang. When Karl was 11 years old he watched from a rooftop as the cops invaded the combat zone, he stared in horror as the police put 34 bullets into his fathers body and beat his mother to death. After it was all over Karl went down to the street and desperately searched for some reminder that his parents once lived, all he found was blood. Karl was alone, he roamed the combat zone. The denizens of the zone knew what happened to the boy and would take him in whenever possible, feeding and clothing him, but most of the time he spent alone. When he was 16 he met

Sarah Jones. She was another orphan of the zone and the two became companions and lovers and when they were 18 she became pregnant. When Sarah went into labor Karl panicked and stole a car, put Sarah into the car and drove for a hospital. As fate would have it the car was pulled over two blocks from the hospital. When the police walked towards the vehicle Karl jumped out and begged them to get her to the hospital but his rapid movement startled the police and they, fearing he might be armed and on drugs (so the police report goes), began hitting him over the head with their billy clubs, Karl tried to tell them, but every time he tried to stand they would only hit him again. Sarah got out of the car and ran towards the police screaming for them to stop, that's when they turned on her. They beat her into unconsciousness before realizing her condition. Karl saw it out of the corner of his eye just before lapsing into unconsciousness. When he awoke he was in a cell and there was a doctor outside. The doctor informed him that Sarah had died during childbirth from severe abdominal hemorrhaging, they had lost the baby as well. Karl lost it, he began screaming and throwing himself against the bars, the police had to tranquilize him. When his eyes opened again he heard a man talking, he stayed very still, the man was joined by another, it was the two police who had stopped them. He heard the door to his cell open and leapt up just as the two men were entering, the first officer he hit hard in the forehead, knocking him out, he leaped onto the second before he could scream and ripped out his throat with his teeth. He beat the other policeman to death with his own club. Soaked in blood he made his way towards the end of the cell block, the guard had his back to Karl. Karl snuck up took his gun then ordered him to open the door. after a bloody shoot-out in the jail Karl escaped and disappeared into the zone. Word soon spread and eventually reached Chars ears, Karl was approached by Autumn Blade and invited into the organization. Karl is somber and quiet, he hates police and if a job means he might have the chance to kill a few he will take it no matter what the risk.



NICHOLAS " BLOODY NICK" ANTHONY

AGE: 26

ROLE: SOLO

CHARACTER POINTS: 120

INT: 7 REF: 10/12 TECH: 5 COOL: 10 ATTR: 7

LUCK: 10 MA: 8 BODY: 10 EMP: 9/8

Nick grew up in the Australian outback with his sheep herding family. He led a very happy childhood and his best friend was an Aborigine boy named Pulaury N'bolongy. When things got tense and the Koories started uprising Nick was forbidden to see his friend, so the two snuck away at night and played and talked until the sun came up then snuck back to their homes. When he was 16 Pulaury abruptly ended their friendship with no explanation, Nick was hurt and confused. He went for 6 months not knowing what happened to his friend, he also noticed his parents were becoming paranoid and would run to the window at every sound. Then one night it happened, the Koorie National Front attacked the farm and slaughtered his parents, Pulaury was with them and saw to it that Nick was spared. After burying his parents, Nick went on a bloody rampage and killed every Aborigine he found, hunting them down and in some cases skinning them alive. Finally he found Pulaury, armed with only knives the two fought for an hour and a half until at last Nick got the upper hand and raised his childhood friend over his head and brought him down hard on his knee, snapping his spine. Nick then with the entire Koorie nation after him left Australia for America. Nick became good friends with Karl and on his recommendation was employed by

Autumn Blade. Nick is boisterous, loud, and arrogant, but generally friendly, he holds no prejudice except for aborigines whom he will goad into a fight and usually try to kill, whenever he meets one.



PATRICK O'CONNOR AKA...KEVIN CAMBERIDGE

AGE: 25

ROLE: SOLO

CHARACTER POINTS: 154

INT: 10 REF:10 TECH: 6 COOL: 7 ATTR: 8

LUCK: 5 MA: 7 BOD: 8/10 EMP: 8/5

Patrick was the son of a European solo, and spent his childhood listening to his fathers exploits. Whenever his father was on assignment he would train with his dads equipment and hire himself out as muscle to the neighborhood kids. He was never really a bully, but there was something about his eyes that made him very intimidating. When he was 15 his father took him to New York and set up shop in America. One day after accepting a job Patrick's father simply never came home. Patrick had plenty of money but was very lonely, he decided to take up his fathers business and soon found a partner and friend in a Japanese youth named Keosho Komaru. The two made a good pair until they were hired by a Militech corp to extract a rival's daughter and escort her to Night City to be held for ransom. All went smooth at first, but Patrick and the girl fell in love. For Keosho, the love of money was greater than friendship and when Patrick least expected it Keosho struck. He shot Patrick several times and left him for dead on the side of the road in Arizona.

Patrick survived, although he spent 4 months in a coma. Upon waking up he set out to track down Keosho and find the girl but soon learned that the deal had gone sour and the girl was killed. Patrick underwent cosmetic surgery and changed his face and name, he also had a device implanted to change his voice as

well. He found Keosho in Night City. Needing money before he could take his revenge, he again became a freelance gun. After several successful ventures he attracted the attention of Autumn Blade. Char approached him and Patrick accepted, telling Char his story. As fate would have it, Keosho had been employed by Autumn Blade earlier that year. Char made a deal with Patrick, when the time came Keosho would be his, but for the time being the organization needed him. Patrick accepted and has since been buddying up to Keosho who has no idea that Kevin is really Patrick.



KEOSHO KOMARU

AGE: 21

ROLE: SOLO

CHARACTER POINTS:145

INT: 7 REF: 10 TECH: 6 COOL: 8 ATTR: 6

LUCK: 6 MA: 9 BODY: 9 EMP: 6/4

Keosho spent his early childhood with his parents, living a quiet life in a corporate zone in the Kobe prefecture. As he grew older he became involved in a bosozuka gang. His parents unable to do anything else as the boy was constantly getting into trouble with the law and had dropped out of high school, disowned the boy. After committing a murder at the age of 18 he was forced to flee the country. He found himself in New York and quickly partnered himself with Patrick. After his betrayal of Patrick he made his way to Night City with the girl and when the father refused to pay

he killed her. Setting up shop in NC he quickly earned a reputation for having the ability to do any job with out a qualm. Autumn

Blade had been looking for an assassin without morals and discretely picked up his contract through a middle man. Keosho doesn't know who he works for he only knows that the bill is always paid. Keosho has been said to have no soul, and his attitude and demeanor would suggest some truth to that. Whenever possible he will use a sword to finish an opponent but will begin an attack by hitting from behind his target.



ELGIN "BULLDOG" ROSS

AGE: 25

ROLE: SOLO/BOOSTER/FIXER

CHARACTER POINTS: 136

INT: 7 REF: 9 TECH: 6 COOL: 9 ATTR: 6

LUCK: 7 MA: 8 BODY: 10 EMP: 9

Elgin's parents were Brazilian coffee pickers who illegally immigrated to California in the late eighties. Elgin grew up in the slums of old San Bernardino, and was very active in the street gangs there. By the age of twelve he was a full fledged member of "13 Posse", the gang survives to this day and now operates in the dry ruins of LA and the combat zone of Night City. Elgin has become a ranking member and is known only as "Bulldog" on the street. For an old school "gangsta" Elgin has oddly enough developed a true sense of honor, he doesn't do the drugs his gang sells on the street and will go out of his way to make sure innocents aren't harmed in rival disputes and executions. The reason 13 Posse survived is that they front arms and drugs to the other gangs and so are a valuable presence in the underground gang community of California. Elgin's sense of honor made him the logical choice to maintain Autumn Blades weapon sales to the

street gangs of NC and the surrounding area. It works out fairly well, Char supplies the guns and ammunition and Elgin sells them to all but the largest gangs. (Char deals with the larger gangs personally.) Elgin knows a good thing when he sees it and will not jeopardize his relationship with Autumn blade. Elgin is primarily muscle for the gang, and is only a fixer as far as his dealings with Char go, he does not personally sell the guns, nor do his fellow gang bangers know where he gets them from. This mystery works for him however and is one of the reasons he has such a high standing in the gang.



DARAVIEN "DAR"

AGE: 17

ROLE: SOLO

CHARACTER POINTS: 123

INT: 8 REF: 10 TECH: 5 COOL: 7 ATTR: 10

LUCK: 8 MA: 6 BODY: 6/10 EMP: 7/5

Dar is a 17 year old girl and partner to Christian Alexander. She has never told anyone where she is from or what her real name is. She has been riding with Christian since she was 15 and has been his lover since the day they met. Normally one would question a man for having relations with a girl so young but this pair are ruthless killers and to ask the wrong question will receive an answer in the form of a knife in your belly and urine on your corpse. These two are ruthless and slaughter happy, they are employed tentatively by Autumn Blade but are only used for the dirtiest of jobs. The river of blood they leave behind is vast, no one knows who they work for, no one cares, they just get out of their way. Actually they work for the highest bidder, but Char is holding something over their heads that keeps them loyal. No one knows what it is, but it must be big to hold these

bloodthirsty monsters in place, for they have never betrayed him.



KENJIRO SONADA

AGE: 26

ROLE: ROCKERBOY

CHARACTER POINTS: 165

INT: 7 REF: 9 TECH: 10 COOL: 6 ATTR: 10

LUCK: 9 MA: 8 BOD: 8 EMP: 7/6

After he left the dojo Ken went on to become an accomplished musician. He is currently a member of 2 bands both of which he is a front man for. One band is a ska band which changes names almost every gig, the other is a jazz band called Slanted Heart. He started out singing for the ska band and only stays now because of the energy he gets from it. The jazz band is his real passion. Occasionally he plays parties and always plays when Char throws one, so he can jokingly be classified as the Autumn Blade musical director. Actually he is included here because of his relation to Yumi and the fact the Autumn Blade owns his recording label....Wake Up records. Ken is conceited but otherwise friendly and laid back, the conceit comes from his

success with the ladies.



CONNOR LEE

AGE: 19

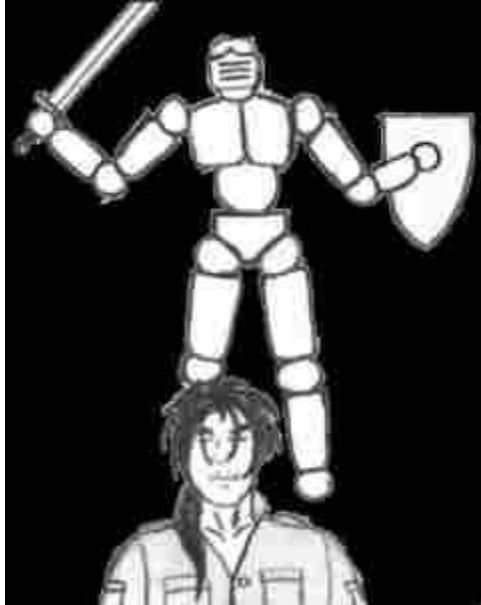
ROLE: NETRUNNER

CHARACTER POINTS: 165

INT: 10 REF: 10/11 TECH: 10 COOL: 5 ATTR: 9

LUCK: 6 MA: 8 BODY: 7/11 EMP: 7/4

Connor is one of the youngest field operatives of Autumn Blade, but he has proved himself many times over. While his life socially is not very fulfilling what he accomplishes inside the net is astonishing. He has broken into the highest security datafortresses and left without a trace of detection. He was recruited into the organization when he was caught accessing files in their database. His skill at avoiding trouble and staying calm while doing his job in the net has made him the most respected field netrunner in the organization and he has been given a special van with a full communications and interface suite. He also has an unlimited budget when it comes to what he needs to accomplish an objective. Although as a netrunner he is extremely formidable, he is virtually useless in any other aspect of operations and in combat he is more likely to run and hide than fight back. This is overlooked and he is usually quite a distance away from any conflict that might arise. Not all is known of his past. He spent his childhood in corporate suburban Australia, his parents were reeducated for subversion against the company, and he was sent to a corporate school. While at school his Dean, recognizing his ability made a deal with him. Connor embezzled 200 thousand eb for him, and in return Connor was given his freedom and a plane ticket to the USA. Connor is reclusive and shy, he only comes alive in the net. He has become quite wealthy but his social life is nonexistent. His only real friends are Jacque, Jesse, and Thomas and has never had a romantic interest, although he is well liked, trusted and respected by almost all of the organization.



ALEX ENGLEBERT

AGE: 26

ROLE: NETRUNNER

CHARACTER POINTS: 161

INT: 10 REF: 8/10 TECH: 10 COOL: 4 ATTR: 7

LUCK: 4 MA: 9 BODY: 5 EMP: 7/4

Alex was raised in the combat zone, his parents ran numbers for a small time criminal and were not in the habit of doting on their son. Alex managed to get a hold of a cybermodem when he was 12 and immersed himself in the net. He soon learned the skills needed to create any program necessary to do the job. At the age of 15 his parents found his modem and sold it. In retaliation Alex simply walked to the nearest Dataterm and created a false "shoot on site," warrant for killing a police officer, then called the police and gave the location of his parents. SWAT showed up 20 minutes later and killed his parents when they tried to run. Alex grieved for two full minutes, then hacked his way into enough money to set him up right and began his life as a netrunner specializing in writing intrusion programs and anti Ice software.

Alex was one of the first employees of Autumn Blade and was hired through headhunters. Alex would hold Connor's spot as top field runner if it weren't for his own agendas.

Earlier this year Alex embezzled 2 million dollars from Autumn Blade. As retribution

Char had a device implanted in his spine that when remote activated can either cause excruciating pain, or outright kill him. If the device is tampered with or an attempt is made to remove it by anyone else than Ishima, it will explode. The reason Char did not kill him is because he is simply too valuable, and he is devious enough to have certain failsafes in the event of an untimely disappearance. Alex is cocky and devious, and his attitude and betrayal have caused him to be despised by other members of Autumn Blade. He has become very paranoid of Char and will always do as instructed. As a further lesson to keep him in check, he was present when Char personally put a bullet into the brains of his co-conspirators.



GEN-LEI YOOL

AGE: 25

ROLE: MEDIA

CHARACTER POINTS: 210

INT: 10 REF: 10 TECH: 5 COOL: 10 ATTR: 9

LUCK: 7 MA: 5 BODY: 5 EMP: 10

Gen's parents were Korean immigrants. Her family was wiped out in a slum clearing operation by New York cops and she was sent to an orphanage. At age 9 Net 54 granted her a scholarship and she was immediately enrolled in their corporate program. Today Gen is a top rate reporter specializing in investigative reports on government corruption. She hired Autumn Blade to provide protection for her on her rise to the top, Autumn Blade now pays her for inside information and to insure anonymity from the press. Gen uses her influence to suppress any information which might expose the organization and in return she gets the story on whatever they happen to run across. Last year she was nominated for a Pulitzer when she broke the story on a federal judge on the take. (The judge had betrayed Autumn Blade and they turned him over to Gen, two days after the story broke the judge committed suicide)



NAPOLEON MONTESQUIE

AGE: 26

ROLE: NOMAD

CHARACTER POINTS: 134

INT: 10 REF: 9/12 TECH: 9 COOL: 7 ATTR: 9

LUCK: 7 MA: 8 BODY: 8 EMP: 10/7

Napoleons parents were European smugglers, sailing the high seas and doing anything to turn a profit, at the age of six they traded him to an immigrant nomad community in the ruins of L.A. known as the L.A. Ramblers. He hated the water and stowed away with a land based clan the Ramblers were trading with two weeks later. Upon discovery they made him a family member and he rode with them all over both the California's and Nevada. He was hired on at Autumn Blade after a recommendation from Alex and has since found a home in Trader Town (coming soon) on the outskirts of Night City. Napoleon stays close to the nomad community when not on assignment for Autumn Blade.



CHRISTIAN ALEXANDER

AGE: 31

ROLE: NOMAD/OUTRIDER

CHARACTER POINTS: 153

INT: 10 REF: 10/13 TECH: 9 COOL: 10 ATTR: 6

LUCK: 7 MA: 9 BOD: 9/13 EMP: 9/8

Dar's partner and one of the most ruthless violent men alive. As mentioned with Dar, Autumn Blade only uses these two when all other methods are out of the question. Christian was a feral child who was found by a nameless nomad clan. He was raised as best as possible, but Christian simply hated people. Upon reaching 13 he began his career as an outrider, only joining the clan when absolutely necessary. By 19 he realized he hated being tied down to the clan, so he left and worked freelance, hiring out as outrider to whoever was making the longest trips. He has ridden with most of the clans but very few know him personally, even though almost all nomads know of him. He met Dar in a shit bar in a shit town, when she was 15. She was running from some bikers intent on raping her when she bumped into his motorcycle, the bikers took one look at him and ran. Christian himself doesn't know why he decided to let the girl join him...perhaps he was lonely, or perhaps he just needed a woman, but whatever the reason he took her with him. A few miles out of town the bikers and their friends caught up to them determined to get the girl back and show the stranger who's

turf he was on. Christian attacked them, and much to his surprise Dar fought like a hellcat alongside him. The two have been partners and lovers ever since and they are the only ones either of them can stand. Christian is an opium addict and borderline alcoholic, he is also prone to fits of rage and has only rarely left an opponent alive.



JACQUE "ARROW" DUBOIS

AGE: 27

ROLE: THIEF

CHARACTER POINTS: 304

INT: 10 REF: 8/12 TECH: 8 COOL: 9 ATTR: 8

LUCK: 4 MA: 8 BODY: 10/14 EMP: 9/6

Jacque grew up an orphan in the streets of France. When he was 9 he was taken in by a pick pocket known only by the name Fetus. Fetus taught the boy every thing he knew but there was little money in his current specialization. Jacque had his eyes set on bigger things. He became a cat burglar and was getting pretty good. Unfortunately when he was 15 he was caught trying to escape a house he had just burgled. He was arrested, sentenced, and sent to a juvenile camp. While serving his sentence, Jacque became friends with the camp art teacher. The teacher taught Jacque about the value of art and taste, introducing the boy to the finer things in life, as well as teaching the boy to be quite a skilled artist himself. The boy found class and style to be to his liking.

Nine months after Jacque had been at the camp though, his teacher was transferred to serve as Art Director for a museum in Belgium. The following week Jacque escaped. He spent the next few years honing his skills and became a very accomplished thief. He would steal priceless paintings from the tightest security areas leaving only a bolt from his crossbow behind as a calling card. Because of his signature the Media began dubbing him the "Arrow." As skilled as he was, the pressure in Europe became too much. He boarded a cruise ship to America and made Night City his stomping grounds. He was soon becoming known in NC for his exploits when he decided on a caper that would change his life. He was hired to steal an original Muramasa blade from the Nakajimo Building, where it was on display. As Jacque was making his escape goods in hand he was caught by Scott Harada and brought before Char. The floor of the Nakajimo Building where the blade was being held was owned by Autumn Blade and the sword itself was the ancestral blade of the Hayagama clan.



Char was very impressed by the young thief. He hired him on the spot. Jacque, after several assignments soon proved himself trustworthy and honorable...for a thief anyway. Since then he has been trained in many combat related skills including firearms training and martial arts. Today Jacque is the most trusted member of Autumn Blade outside of the inner circle. He still works freelance but has become invaluable to Autumn Blade and has been sent on more assignments than any other operative save for Scott and Yumi. Jacque is a master thief and a fair acrobat, inside the organization his stealth ability is second only to Neko's. His reputation as Arrow remains high and only a very select few know he is one and the same, and to insure the organizations anonymity, on assignments for Autumn Blade he is forbidden to leave a calling card. He is generally friendly and outgoing although he can be quite a scoundrel. His best friend is the young Shaolin Chun-Li who teaches at Mama Sifu's and Papa Sensei's dojo. He is deeply in love with Kilikena Grey but the scoundrel in him has led to affairs with other women in the past. Now that she is pregnant Jacque is considering marriage, but whether this will come to pass remains to be seen.



MARK STRIKER

AGE: 24

ROLE: FIXER

CHARACTER POINTS: 196

INT: 8 REF: 10/11 TECH: 6 COOL: 9 ATTR: 6

LUCK: 9 MA: 8 BODY: 8 EMP: 8/5

Mark was raised in an orphanage, like so many children of the time his parents had abandoned him. The boy was found in a dumpster by Police and placed in the North California upstate home for boys. He was placed with several foster families but always ended up back in the orphanage after a pet or three had suddenly turned up dead, or a fight with a neighborhood boy had resulted in hospitalization. At the age of 16 Mark left the orphanage to disappear in the slums of Night City. Here he didn't fare as well and was constantly preyed on by the gangs of whatever neighborhood he happened to find himself in. Fed up with his current role in Darwin's theory he decided it was time to become one of the strong. First he acquired a firearm, then used it to commit several muggings in the corporate sector.....almost getting pinched on numerous occasions but somehow managing to stay ahead of the police. When he had acquired enough cash he bought a shipment of arms and began selling them in the combat zone. After a few years his business began to pick up and his reputation spread to Autumn Blade. He was approached one night with 20,000 eb worth of military grade weapons and offered a deal. He would receive more weapons every month and if he had

special orders those would be filled as well. He would receive 30% of the profit and deposit the rest in an anonymous account wired to Switzerland. The supplier remained anonymous but Mark couldn't pass up the offer.....he no longer had to pay for or procure his wares himself and that was just perfect by him. He has no idea that the supplier of his merchandise is Autumn Blade nor has he any knowledge of the organization other than rumors. Nevertheless he fills an important role in the organization, as supplying weapons in the Combat Zone is not something Char wants to deal with directly.

Mark is a violent and generally untrustworthy man, he is held in check by Autumn Blade through necessary threats and ample rewards when his work is deemed satisfactory. So far he has yet to betray his benefactors but he is watched closely. He has currently employs a 17 year old body guard named Maddoc "Mad Dog" McGraw, the youth is a mentally insane homicidal psychopath addicted to Synthcoke and Taz, and is just as apt to stab someone in the neck as to ask for a cup of coffee. Due to the pairs violent tendencies Autumn Blade is currently scouting for other more reliable sources to take their place.



TONY BLACK

AGE: 26

ROLE: FIXER

CHARACTER POINTS: 162

INT: 7 REF: 9 TECH: 7 COOL: 9 ATTR: 6

LUCK: 8 MA: 6 BOD: 6 EMP: 10

Tony was just another homeless child growing up in the "Zone," no parents no siblings. He grew up running in the alleys, picking pockets whenever he could and pulling small B&E jobs. During adolescence he fell in with a gang and shuffled through the ranks as he grew older. It was during this time that he was introduced to narcotics. He found opium to be his vice of choice and quickly became a dealer to support his habit. Originally he set up shop around the campus but soon the Voodoo Boyz muscled him out. While trying to find new stomping grounds he came upon Thomas Johnson, who happened to be looking for what he was selling at the time.

As time passed the two became fairly well aquatinted and soon Thomas recommended him to Autumn Blade. Char anonymously set him up in the waterfront district and now Tony is Autumn Blades dealer of opium and hash for that area. Tony is another one of the organizations members

with absolutely no real knowledge of Autumn Blades existence. He is fairly calm and generally relaxed when dealing with clients, he doesn't take any unnecessary risks and keeps his head above water, unfortunately he also has a habit of pinching his merchandise and while this

has been ignored by Autumn Blade in the past how long this lasts remains to be seen.



Lt. DAYSHA MARIE "RIMBO" UNTERRIN MENDEZ

AGE: 24

ROLE: COP

CHARACTER POINTS: 295

INT: 9 REF: 8/11 TECH: 5 COOL: 9 ATTR: 8

LUCK: 9 MA: 10 BODY: 9/13 EMP: 8/6

Marie is the team leader of a Night City C-SWAT squad and a permanent employee of Autumn Blade. When her lover and fellow C-SWAT member, Matt Worley, was killed on a call, she stayed by his side and waited for an ambulance, he died in her arms and the perp escaped. Tied down by the department there was no way she could find the perp, she searched the streets exhaustively on her own time, but to no avail. One night after rousting a contact she was approached by a man cloaked in shadows. The man made an offer, she would work for Autumn Blade and the man who killed her partner would be delivered to her. Marie thought hard about it, she had joined the force to uphold justice, but she had come to the realization that law and justice were not the same thing. She accepted the offer and has been on the payroll ever since. Marie is a good cop, yet she also leaks information to Autumn Blade and has even worked as an operative when time and her schedule have allowed it. *(see also NCPD.....coming soon)*



THOMAS JOHNSON

AGE: 27

ROLE: TECHIE

CHARACTER POINTS: 179

INT: 10 REF: 10/14 TECH: 10 COOL: 7 ATTR: 8

LUCK: 6 MA: 7 BODY: 9/11 EMP: 9/7

Thomas's parents were Jamaicans living in Mexico, when the soldiers came through on their "long walk" they simply joined up. Thomas, was taken under the wing of the entire motor pool, and along the way learned the insides and out of every military vehicle that was still running. He would often stay behind with them to try and fix or salvage the ones that stopped running. Thomas is a true Rasta and cultivates his own Marijuana, he also listens to reggae and has a large collection of original Bob Marley on vinyl. He met Connor and Jacque a few years ago, and the three are now best friends, they work together whenever possible. Thomas is picky fussy and nervous, but when he is sufficiently stoned he is the most laid back member of the entire organization. He has no qualms about joining a fray and he is a true tinkerer. He is a street level Macgyver, and can pull off virtually any temporary repair with almost no tools whatsoever.



XEROX PINDLE

AGE: 17

ROLE: TECHIE

CHARACTER POINTS: 120

INT: 5 REF: 10/8 TECH: 10 COOL: 7 ATTR: 7

LUCK: 9 MA: 6 BODY: 7 EMP: 10/8

Xerox's parents were crack heads and his mother gave birth to him in a gas station. The first thing her mother saw after he popped out was the copy machine so she named her boy Xerox. Luckily his mother had cut back considerably during her pregnancy and advances in medical science were able to keep Xerox healthy. He was almost immediately removed from the custody of his parents and put in a foster home. Xerox is not very bright but he can work wonders with an engine. His foster father was a mechanic and the boy was a motorhead from the age he was able to speak. Xerox is a good kid and his comrades make sure to keep him safe.



SETH MESNER

AGE: 22

ROLE: MEDTECHIE

CHARACTER POINTS: 139

INT: 7 REF: 10 TECH: 10 COOL: 7 ATTR: 4

LUCK: 4 MA: 8 BODY: 8 EMP: 8/7

Seth is a Night City native, he grew up in the combat zone and his parents ran a free clinic/ emergency ward. Seth respected his parents for their convictions but hated them for giving away their services for free. Seth learned as much as he could about medicine and first aid from his parents and by the age of twelve was assisting in the ever increasing number of emergency procedures at the clinic. Around the age of 18 Seth started making house calls then was struck with a plan. He started selling drugs from the clinic on the street. He was soon making the money he had always longed for and every thing was going well, until his plan backfired. A morphine junkie decided to stop paying and just take what he wanted.. Seth was out when it happened, the young addict burst into the clinic with a submachine gun and when his parents refused to give him what he wanted he cut them down and fled. Seth was crushed, the neighbor hood however found the addict and enacted their own brand of justice. After beating them to within an inch of his life they brought the murderer to Seth. Seth killed him slow. Later Seth realized it was all his fault and

left the neighborhood, ashamed to face himself let alone his neighbors, who had come to depend upon and respect his parents. Seth began hiring himself out as a freelance combat medic, he would take high risk jobs for little pay and was on a suicide course when Autumn Blade found him. Char had been looking for someone to replace Kilikena and Seth fit the bill perfectly. Seth has found friends among this close knit criminal organization, and has even begun to stop hating himself. Seth is an excellent medic but he is not afraid to enter the firefight himself, he is just as comfortable popping caps as he is dressing a wound.



JAMES REARDON (LAVONDYSS)

AGE: 30

ROLE: MEDTECHIE

CHARACTER POINTS: 149

INT: 9 REF: 9 TECH: 9 COOL: 9 ATTR: 9

LUCK: 3 MA: 4 BODY: 5 EMP: 4/2

James is perhaps one of the unluckiest men alive. He has been shot, stabbed, and generally maimed on almost every mission he has ever undertaken. In fact, the reason he got into medicine in the first place was so he would have the gear to save himself at all times. James has always been a magnet for personal injury, as a child he set the record in his neighborhood for bloody noses, scabbed knees, etc... With his slight body and shy demeanor, he also made an easy target for the bullies and gangs of his childhood environment. Although he ends up getting hurt more than anyone else, his courage is undoubted. Having survived just about every type of personal injury, he has developed a fearless attitude towards combat. He will walk straight into a firefight to pull out a wounded team mate, and always make sure everyone else in the group is stable before administering aid to himself. His comrades laughingly call him "Decoy the boy target," but they also respect him and will go out of their way to help him.

There are other members of Autumn Blade, but with the exception of guards and other people who work and live at the mansion, none of them know what Autumn Blade is. Many of them work for the legal subsidiary companies, and are in no position of standing in the organization and have never even heard of the existence of Autumn Blade, nor the man who owns their businesses.



AGE: 39

ROLE: SOLO

CHARACTER POINTS: 244

INT: 8 REF: 10/13 TECH: 6 COOL: 10 ATTR: 8

LUCK: 4 MA: 5 BODY: 8/12 EMP: 7/6

Warren's father was a fallen English catholic priest, kicked out of the church for impregnating Warren's mother, an IRA demolition's expert who had been taking sanctuary within the church. His father's dismissal and forced marriage changed him and he became abusive towards both his wife and son. Growing up in Belfast was difficult, and while attending catholic school he learned just how hard life can be. He was beaten by the other children after they learned of his father's scandal, the scandal also caused him to be scorned by the nuns of the school. At home his father would beat Warren because he reminded him of his sin. His mother was the only one who seemed to care for him, and he devoted himself to her. Then when he was 16 he found himself dating a protestant girl. It was then that his mother became active again at the request of old comrades. Tragedy befell when a bomb made by his mother killed his girlfriend and several other people outside the American Embassy. He disowned his family, his religion, and his country on that day.

He found himself in England running with a street gang and was gaining himself a small criminal record and fast on his way to becoming an alcoholic, when he was picked up for assault after a gang fight. The judge gave him two choices, military or prison, he chose the military. He quickly fell into place here, and soon found himself in the SAS, and while he was reprimanded for his drunken behavior several times he found this life to be to his liking. After a few years of distinguished service, and earning an impressive combat record, he was switched to a black ops team. He began to relish in his work, and was sent to china for the covert assassination of a known drug trafficker. It was here that Warren had first felt peace in his entire life, he began seeing a young Chinese girl named Shennie May Chong and things looked well. When he was ordered to complete the mission he grudgingly set to work. Then when he found out that his job was to eliminate the target, his wife, and 2 small children Warren went berserk, killing 2 of his teammates and escaping with his Chinese fiancée into the mountains. Shennie-May had come from a village high in the mountains, and it was here that Warren found a way to control and Focus his alcoholism, with the help of a master of Tsui Pa Tsien. Warren married the girl, and seemed to straighten himself out, especially after their child was born. Then once again misfortune struck, the surviving members of his old team found Warren, and ambushed him and his family as they were driving up the mountain, returning from town. Warren tried to evade the attack, but it was too sudden and too fierce, and his car careened off a cliff. His wife and child were alive until the car hit bottom then burst into flames, Thrown from the car at the last moment warren watched helpless as his family burned to death. The crash had cost him his family, his faith, and his right arm which had been ripped off his body in the fall.

Warren escaped, and after some checking found out that it was widely believed he died in the crash, Warren used this to his advantage, calling himself only Redemption, he hired himself out as an assassin, a mercenary, whatever he could get so long as it was dangerous, and allowed



him to keep his anonymity. He worked for years all over the world, when he happened to meet with Char in the Caribbean. Char instantly took a liking to him, and hired him, making Redemption his long reaching arm. Keeping him unknown from all but the inner circle, and using him as an advance assassin, sent in to eliminate competition in an area before Autumn Blade moves in, and to eliminate foreign enemies who are untouchable by normal means.

Warren feels tremendous guilt for his wife and child's death, thinking that if he had been more skilled, or if he had left Shennie in the first place they would be alive to day. This is why he chose the name Redemption, feeling that the only way to redeem himself is through a violent death. Redemption is a master at infiltration, blending in so well you could look right at him and not notice it, he is an alcoholic, and a womanizer, and a master of drunken boxing. He is also highly skilled with handguns, explosives, and just plain dirty tricks. He is an expert at what he does, and that is remaining undetected before and after a hit, and he plans his marks very carefully. He has recently befriended Blaine Callow, after the youth helped him and his old comrade Gypsy out of a very difficult situation, and even more recently on his assignment in Neo-City has found himself falling in love with a young singer named Crystal. Personality wise, Redemption is arrogant and boisterous, sometimes prone to depression, but underneath it all he is a consummate professional.



BLAINE CALLOW

AGE: 22

ROLE: SOLO

CHARACTER POINTS: 146

INT: 9 REF: 10 TECH: 6 COOL: 6 ATTR: 5

LUCK: 7 MA: 8 BODY: 10 EMP: 8/8

Blaine's parents were Americans living in Mexico, when his mother found out she was pregnant they returned to the states, allowing their son to be raised in America. Unfortunately they chose Los Angeles to make home, and it was while he was visiting his grandparents in San Francisco that the earthquake hit, killing his parents. His grandparents took the boy in, and tried to raise him as best they could. Unfortunately his grandparents were strict baptists, and tried to force Blaine into accepting their ways. Blaine was always rebellious, and the arguments were many. It finally reached a head one Sunday just prior to Blaine's 17th birthday, when after an argument with his grandparents the night before, Blaine stood up in church, before the entire congregation, and began a tirade against his grandparents, the church, and all the hypocrisy therein. His grandparents threw him out and disowned him that afternoon, but not before he managed to steal 1200eb. Finding himself alone and on the street, he made his way to Night City, where he found a job as a bouncer for an under 18 dance club by lying about his age. It was there where he discovered his affinity in this field, and began hiring himself out as a bodyguard, then moving up and finding work as a hitman. One hit changed his life forever. He was sent to Jamaica to eliminate a rival of his employer, after the job, just as he was boarding the plane, he was captured and thrown in prison. Here he met his friends "Rasta" Mike, Alex Archley, Cecilia "Gypsy" Consuela, Mark Stryker, and "Mad Dog." after two months of incarceration, the group, with the help of a nomad by the name of Otis Fugit, made a daring escape, and crossed the gulf of Mexico back into America. From there they made their way back to Night City, Blaine and Gypsy becoming romantically entangled along the way. It was then that Blaine, Mike, Maddoc and Mark helped Gypsy and Redemption, and attracted the eye of Autumn Blade. Redemption had noted the lads bravery and sacrifice, and had been impressed. He had passed the word along to Char and an audition was arranged. Blaine passed and is now a full member of Autumn Blade's field operatives.

Blaine is a somewhat troubled vengeful youth, angry at the hypocrisy of the world. He is cold, with a biting sarcasm, only letting his guard down when among friends, or with his lover Gypsy.



ALEXANDER BRECKMAN

AGE: 25

ROLE: SOLO

CHARACTER POINTS: 131

INT: 6 REF: 10/13 TECH: 6 COOL: 9 ATTR: 8

LUCK: 7 MA: 9 BOD: 10/14 EMP: 9/4

Born to a corporate family, Alexander spent his childhood in a nice, safe corporate suburb, he went to school, was on the sports teams, and was your classic American kid. It was in high school that he began taking Jeet Kun Do, and found the martial arts suited him, even if the message did not. About the time of his graduation, Alexander realized how bored he was with the life he was leading, and the life he had been groomed for was even worse, so taking his college scholarship money he left town and began traveling. Ending up in Night city He became an assistant instructor at a JKD school. From there he started hiring himself out as muscle, learning to use a gun and the other tricks of the trade. The only person he kept in contact with from his former life, was his fiancée', and then one night the tragedy occurred that transformed him into a killer. He came home and found his wife in bed with someone else, in a fit of rage he killed them both and fled. Not even bothering to cover the evidence he left everything he owned and started hanging out at the Forlorn Hope. It was there, on a chance encounter that he got embroiled in the

Gypsy/Redemption scenario, and this led to him traveling with the group. Autumn Blade noticed him, and while not truly impressed with him it, it was thought he might have his uses. While not truly a member and knowing nothing of its existence, Autumn Blade does anonymously arrange jobs for him, keeping him on something of a reserve status, for occasions when Autumn Blade might need an outsider. Alexander is bitter, and sometimes prone to fits of guilt, at other times he is jovial, good tempered and friendly, it is thought that he might be suffering from manic depression.



CHANCE BRISTOL

AGE: 23

ROLE: COURIER

CHARACTER POINTS: 185

INT: 9 REF: 10/11 TECH: 5 COOL: 9 ATTR: 7

LUCK: 9 MA: 5 BODY: 9 EMP: 8

Chance came from a middle income family living in the suburbs, his father, the local newspaper publisher, got him a job delivering papers when he was 12, and hoped that it would interest him in joining the profession. Instead what Chance realized, was that he loved being out on his own, on his bike, and when he turned 14 he quit working for the paper, and hired himself out as a courier to some of the local businesses. He was soon gaining a name for himself as one the best couriers in town. When he was 18 he bought 2 motorcycles, A Takata 9000 and a custom freestyle bike. It was around this time he fell into a motorcycle club and began racing in his spare time. The races were simple street races, usually for pink slips, but Chance never lost, nor did he ever have any interest in racing professionally. It was during one of these races that Chance was noticed by Scott Harada. The two became friends, and would often ride together, although they talked little of their professional lives at the time. It was when Chance confessed his need for excitement that Scott introduced him to Char, and he has served as Autumn Blades courier ever since.

Chance is impeccably loyal, if caught he will resist, then give a very convincing cover story, all the while stating that he isn't sure who he works for, that he has never met his employer. Although most of his work is legitimate, working officially for Nakajimo Imports, and subsidiaries, he has also been known to deliver packages for Autumn Blade itself. Chance isn't much of a fighter, and doesn't really like guns all that much, relying on his bike to get him out of most situations. Still he does understand his work can be dangerous, and carries a Norse Technologies "Fafnir", his philosophy being, "If I am gonna shoot something, its gonna die."

Personality wise, Chance is friendly outgoing, and courteous, and just a bit of a scoundrel. He lives for speed, and is happiest when racing his bike at break neck speeds through heavy traffic.



DONOVAN MEAD

AGE: 42

ROLE: SOLO

CHARACTER POINTS: 138

INT: 8 REF: 10 TECH: 5 COOL: 8 ATTR: 5

LUCK: 8 MA: 6 BODY: 8 EMP: 6/4

Donovan is an Italian, born and bred. His family had been Mafioso for generations, and his place in the organization seemed assured. Donovan's greed and love for violence got in the way though, and after too many embarrassing mistakes he was sent to his Uncle Francisco in the USA at age 35. His uncle was a lieutenant to the Don of Night City, and had a reputation for being a hard ass, it was hoped he could straighten out the young Donovan. At first things seemed well, and for about 5 years he managed to remain a loyal and obedient hitter for his uncle. Ambition however, got the better of him once more and soon he was taking hits on the side, some against his own family. That's when Autumn Blade caught up to him, anonymously threatening to expose his activities to the don unless he became a willing pawn. Knowing his life would be worthless if his deception was discovered, he now works for

Autumn Blade as both an informant and as an occasional hired gun. He has no idea who maintains this control over him, only making contact through an unlisted phone number and receiving instructions via a pager. Donovan is cold, ruthless, violent and greedy, he frequently abuses his position in the mafia and has his fingers in everything from prostitution to drug dealing. He believes himself to be a ladies man, although the truth he will usually attempt to rape any woman that refuses his advances. This and other examples of his nature have been observed by Autumn Blade, and his usefulness is quickly coming to an end, at which time they will release information of all his double dealings to the Don without warning.

**MADDOC "MAD DOG" McGRAW****AGE: 16****ROLE: SOLO****CHARACTER POINTS: 102****INT: 6 REF: 10/12 TECH: 5 COOL: 7 ATTR: 6****LUCK: 10 MA: 8 BODY: 8 EMP: 8/6**

Born in the "combat zone" to parents who just didn't care about anything but their next fix, Maddoc's life was difficult. His childhood was spent getting into trouble one way or another, usually of a violent nature. When he was 12 he left home one evening and simply never came back, preferring life on the streets to life in his home where he was either beaten or simply ignored completely. He fell heavily into the drug culture, and started mugging people to pay for his habit. A few months after his 15th birthday, Mark Stryker ended up saving Maddoc's life from a small booster gang he had just ripped off, and the two have been inseparable ever since. A chance trip to Jamaica came to be a disastrous

choice after Maddoc killed a police officer after he tried to confiscate his drugs, and the two ended up in prison where they met, and escaped with "Rasta" Mike, Blaine Callow, Gypsy, and Alex Archley.

At 16 years of age Maddoc is the juvenile delinquent bodyguard of Mark Stryker, and while he doesn't officially work for Autumn Blade, his relationship with Mark provides that Autumn Blade keep informed of his activities. Maddoc is dangerously addicted to drugs, favoring hallucinogens, and speed, but taking anything he can get his hands on. He is also known for using women, slipping drugs into girls drinks and having his way with them, all the while keeping his two girlfriends Hairy Moo Pie and Sarah Thompson, inline through the use of drugs. Maddoc is extremely dangerous, and is wanted in Night City for multiple counts of rape, drug possession and distribution, contributing to the delinquency of a minor, assault, assault with a deadly weapon murder (including the murders of 3 police officers), and robbery. For someone so young, Maddoc is extremely violent and dangerous, and his habit of mixing any and all drugs he can get his hands on only escalates the situation. Strangely enough, Maddoc is very charismatic, and possesses a strange sort of streetwise charm, it is almost hypnotic, and even though the majority of people he comes in contact with would normally despise him, they end up liking him, very strange indeed. Maddoc's most prized possession is a switchblade knife, it was the only thing he took from his parents, and while he has been known to carry a gun, he always has the knife on him.

**PATRICIA "HAIRY MOO PIE" SMITH****AGE: 15****ROLE: PROSTITUTE****CHARACTER POINTS: 95****INT: 6 REF: 8 TECH: 8 COOL: 5 ATTR: 8****LUCK: 6 MA: 9 BODY: 7 EMP: 8**

Patricia is an orphan of the streets, her parents were drug dealers who sold her into prostitution when she was 11. Her pimp immediately hooked her on various drugs and set her to work. It was earlier this year when Maddoc found her one night, being beaten on the street by her pimp for refusing to let a customer defecate on her. Maddoc ran up and stabbed the pimp repeatedly, leaving him to bleed to death from a severed artery while he took Patricia back to his apartment.

At 15 Patricia is now one of Maddoc's girlfriends, and occasionally works as a courier for Mark Stryker. She also frequently accompanies Mark and Maddoc on jobs, to act as lookout, diversion and in some cases backup. Her drug addiction persists to this day, as Maddoc is addicted himself. She earned her nickname due to her failure to shave her armpits, legs, etc.... Patricia is very violent, and she has often engaged her boyfriend in fist fights erupting quite quickly over the smallest disagreements.

**SARAH THOMPSON****AGE: 17****ROLE: PROSTITUTE****CHARACTER POINTS: 108****INT: 4 REF: 8/7 TECH: 6 COOL: 5 ATTR: 8****LUCK: 4 MA: 10 BODY: 4 EMP: 7/4**

Born in Kansas, in the small town of Manhattan, Sarah lived with her mother and 4 brothers and sisters. The family had moved to Manhattan to be closer to Leavenworth, where her father was incarcerated on drug charges. Sarah's oldest sister told her that her father had molested her as a child, and warned Sarah not to let it happen to her. So the day before he was to be released from prison, Sarah ran away, ending up in California, and living on the streets. Unable to buy food, she became a prostitute at age 15, using drugs to escape reality, she became addicted quickly. Just after her 17 birthday, Maddoc, Patricia, and Mark found her sleeping in an alley. At Patricia's insistence they took

her in, and made her part of the family. Maddoc and Mark will often "lend" her to customer's to close a deal, although like Patricia, she considers herself Maddoc's girlfriend.

Sarah is schizophrenic, and prone to violent mood swings. Usually she will either be very quiet, or be raging out of control. The drugs Maddoc gives her, help to control this a bit, but at the same time make her more and more dependent on him, as well as deteriorating her mental and physical health. Her role in Autumn Blade is the same as Patricia's.



JAKE RATCHETT

AGE: 19

ROLE: NETRUNNER

CHARACTER POINTS: 125

INT: 10 REF: 7 TECH: 8 COOL: 8 ATTR: 6

LUCK: 6 MA: 7 BODY: 6 EMP: 9/7

Jack was just another orphan on the streets, surviving as best he could, until he managed to stumble onto a broken deck he found in a garbage can. He took it to a techie he knew, and did odd jobs and ran errands to pay for having the deck repaired. On his first dive Jake knew what he wanted to do, and by the age of 16 he was making a name for himself on the street, he specialized in accessing school records and changing students grades for them. Then he discovered he could make more money by simply hacking into the payroll departments of various small corporations and writing checks for himself. It was when he tried accessing Nakajimo imports that he was discovered by Autumn Blade. Now he receives a nice salary and all the software and hardware he needs to keep him in business and comfortable. He acts as a field netrunner, and a liaison between the more trusted Autumn Blade netrunners and outsiders.

Jake is a fairly normal teenager, a bit more friendly than most, but possessing the same disregard for authority that almost defines teenagers. Connor Lee has taken him under his wing, and delights in

showing his protégé the ropes.



ALEXANDRIA VICTORIA DEVONSHIRE AKA: Alex Devon AKA: Lexie Shire

AKA: Vickie Alexander AKA: Torie Victor AKA: Xandria Von Desmond AKA: Shire

AGE: 23

ROLE: PROWLER

CHARACTER POINTS: 149

INT: 9 REF: 10/12 TECH: 9 COOL: 8 ATTR: 9

LUCK: 4 MA: 7 BODY: 8/10 EMP: 10/8

Alexandria comes from old money, and was kicked out of every private school in England and France before she was 14. She made friends easily enough but had a severe problem with authority. This led to private tutoring, which she viewed with the same contempt till she found a gymnastics coach, who showed her education could be just as physical as it was mental. One summer, her family received a visit from her American cousin Jack (a South Am vet), Jack had been wounded and confined to a wheelchair, so he and Alexandria (Lexie as he liked to call her) spent hours upon end talking. Jack's candid views and experience opened Lexie's eyes to her parents aristocracy. A bond was formed and the two became fast friends Until Jake had to return to the states in the fall. Alexandria's Gymnastics Tutor, Grace Meyer died suddenly of an aneurysm, leaving Alexandria feeling heartbroken, angry and alone, For

new years eve her parents threw a large party, that night Alex hits 5 houses (including her parents), netting 28,000 eb and beginning her life as a thief. Alexandria left home and began traveling the world, invested most of the money she acquired during her travels and spent some of the money on cybernetics and therapy. Her travels took her all over the globe until she landed in California, where she found an apartment in Night city, and set up a getaway in Greece. She then started working with a fence named Leroi Charles based out of Seattle, and met her best friend and conspirator, a netrunner named Maggie Squire. Alexandria invited Maggie into her apartment and the two have lived together ever since.

Alexandria had been working the west coast of the United States for about six months when she happened to meet Jacque Dubios, who had been robbing the same museum as her one night. They ran into each other a few more times after that and after getting to know more about her Jacque recommended her to Char, who now has Alexandria on his payroll.

Alexandria is an incredibly skilled thief, and while not quite on the same level as Jacque and Patrick, she is well on her way to earning that level of skill. Outside of work she is a very tasteful and elegant woman, the epitome of European class and style, and yet she has an enchanting playful personality, on the job her attitude remains the same, although in some ways her playfulness increases. She views what she does as a game, and treats it like one, if she is not having any fun, or if a job doesn't present enough of a challenge, she has been known to walk away completely.



"RASTA" MIKE

AGE: 25

ROLE: FIXER

CHARACTER POINTS: 158

INT: 8 REF: 10 TECH: 8 COOL: 9 ATTR: 7

LUCK: 6 MA: 6 BODY: 10 EMP: 8

"Rasta" Mike is the only name anyone knows him by. Its pretty certain he was born and raised in the Caribbean, but other than that his past is a secret. He is a mid-level drug dealer, distributing mostly organic narcotics to hippies, and college students in Night city, occasionally going on tour with one band or another in order to better distribute his wares. Rasta was involved in the same prison break as Blaine and the others, and cultivates that relationship into a sometimes partnership, sometimes friendship and has come to be tentatively, and anonymously employed by Autumn Blade.. He takes the drugs he sells, but makes it a strict policy to keep his personal and business supplies completely separate, and hesitates to use or sell anything that isn't organic. Although will he will bend on this if the price is right.

With his friends, Mike is jovial, charismatic, and friendly. With his enemies, he is ruthless, swift and deadly. No matter what he is outspoken, and often becomes the voice of whatever group he finds himself in. Mike is a born leader, with fierce loyalty to his friends. Much of the success of the prison break was due to his ability to rally the others, and organize them.



PATRICK CONNOR

AGE: 32

ROLE: PROWLER

CHARACTER POINTS: 306

INT: 8 REF: 10/12 TECH: 6 COOL: 8 ATTR: 9

LUCK: 10 MA: 8/16 BODY: 8 EMP: 9/8

Patrick is perhaps the single luckiest man on earth. Situations, and even mistakes which would get other men killed seem to work to his advantage, resulting in incredible feats, and mind blowing stunts. He can fall, or get pushed off a skyscraper, and somehow manage to walk away without a scratch. He has never been shot, he has never had a broken bone, and he has never been caught.

Patrick started out small, working with a band in night city that consisted of his lover, a solo named Suzanne, a hired gun who only went by the name of "Ferret", and a freelance corporate named Graham Lane. They were an adventurous group, and it was only so long before fate caught them with their

pants down. First "Ferret" was killed by a gang of booster's in the zone named the "Gremlins", then Graham was hired on at Arasaka and repositioned in Korea, Suzanne however married Patrick and the two stayed active.

Suzanne was a mystery though, No photograph exists of her, she always kept her face hidden behind a veil, and while Patrick insists that her beauty is immeasurable, rumors began to circulate that she was a man. Still as an assassin, Suzanne was phenomenal, her skill on a par with Japan's finest shinobi. Unfortunately after two years of marriage, the two were on a job, what was supposed to be their retirement heist, and Suzanne mysteriously disappeared, she was 3 moths pregnant at the time. Now Patrick has come to be employed with Autumn Blade in the hopes that his old friend Char, might be able to help him find his wife. Patrick has always been an incredibly skilled thief, his dexterity, reflexes and cunning allow him to get in places most wouldn't dare to try, and his incredible luck allows him to pull off the impossible. Since joining the organization, he has become close friends with fellow thief, Jacque Dubios, and the two often work together. When this happens they are virtual magicians, able to pull off nearly any feat given.

Patrick carries two Malorian Silverguns, and has a reputation in the organization for always hitting a target in the head, even from incredible distances. Personality wise, Patrick is serious, always keeping a professional attitude, and yet he also possesses a keen almost morbid sense of humor.





MAX AND MAXINE VEGA

AGE(s): 28

ROLE(s): FIXER

CHARACTER POINTS: (him) 197, (her) 202

(him)

INT: 7 REF: 8 TECH: 4 COOL: 5 ATTR: 10

LUCK: 10 MA: 9 BODY: 8 EMP: 10

(her)

INT: 9 REF: 9 TECH: 4 COOL: 4 ATTR: 10

LUCK: 9 MA: 8 BODY: 6 EMP: 10

Max and Maxine Vega's past is shrouded in mystery, all that is known for sure is that they are twins, and are believed to have originated in Europe, most likely the French Riviera. Specializing in playing the confidence game and blackmail, the twins have reputedly made an enormous sum of money. For each Job they adopt new quirks, going about each one with cold calculated plans. Always dramatic, for them it is the work that is its own reward. It

is truly amazing they are able to perform the work they do, especially with the high profile they keep, but uncannily they always manage to keep their noses clean.

Char took notice of the twins after they managed to con Jacque and Alexandria out of a "Matisse" that they had stolen. They used the deadfall con, and it was only by sheer luck that Jacques discovered what had happened, but not before they had made their escape. Impressed by this, Char began searching for them, and made them offers they couldn't refuse, now they work freelance for Autumn Blade, although they believe themselves to be working for a splinter group of the Yakuza. Char does not trust them, and has taken measures to ensure their loyalty, and has contingencies waiting if they try and betray Autumn Blade. Currently the two are working in Neo-city, setting up the contacts, services and locations needed by Autumn Blade to gain a seat of power in the city.



KITTY PRESTON

AGE: 26

ROLE: FIXER/ESCORT

CHARACTER POINTS: 149

INT: 8 REF: 10/13 TECH: 5 COOL: 10 ATTR: 10

LUCK: 3 MA: 7 BODY: 8 EMP: 8/6

Kitty Preston's parents were low level freelance corporate researchers, who managed to land a contract with Biotechnica, and were shipped to a research facility in the Caiman Islands. It was the beginning of what seemed like a dream come true for her family, when Hurricane Simpson hit. Her parents were killed when a power line crashed through their window and electrocuted them, Kitty managed to escape and as part of the contract signed with their parents, became a ward of the company. She was sent into corporate education programs, but the young girl had become quite a troublemaker, finally in frustration she was sent to a corporate resort and sent to work as a hostess. As she got older her career took a change and she became a company escort. A visiting executive was so impressed by the young woman's beauty he bought her contract and took her back with him to Night City. The first night she escaped, and knowing only one line of work, became a professional escort. After a few years she had seduced her way into the beds of important men and women all over the city, her list of contacts was

growing. She began using the contacts she made in the bedroom as way to further herself, selling information and resorting to blackmail. All the while her business was growing. Autumn Blade heard of her prowess and anonymously recruited her for her information services, becoming a silent partner and offering her the financial backing required to expand her business.

Today Kitty runs one of the most well respected and high priced escort services in Night City, and while she still takes on important clients herself, she also employs 18 other girls and 5 men. Kitty is a friendly seductive woman on the surface, with expensive biosculpts to ensure her appearance remains that of an 18 year girl. Underneath however she a calculating business woman, and crossing her is a mistake. She has contacts in high and low places throughout the state, and if she is wronged she won't hesitate to call them in. While she does not know exactly who her silent partner is, she is happy with the situation for now.



Antonio Scarboni

AGE: 32

ROLE: CORP/SPY

CHARACTER POINTS: 158

INT: 10 REF: 9 TECH: 8 COOL: 9 ATTR: 7

LUCK: 9 MA: 5 BODY: 9/11 EMP: 10/7

Antonio comes from a deep mafia background, and calls Sicily home. He is fianced to Gina Pezzini, the favorite daughter of Don Pezzini, and is held in high favor in the Pezzini family, to the point of being groomed as the Don's heir. After becoming embroiled in a feud with the other families, Antonio was ordered to lie low for a while, while the heads of family tried to sort out their differences. Wishing to follow the Don's orders but refusing to stay inactive, Antonio hired his services out as an expert in corporate espionage. Having attended Cambridge, majoring in corporate studies, and minoring in theater, Antonio had become very adept at understanding the corporate machine, this combined with his extreme gift for acting and the make-up skills he had learned was put to good use, and Antonio found he could infiltrate anywhere.

Antonio is a master of corporate espionage, he will infiltrate a company, and sometimes sit for months, calmly waiting for the right moment before making his move. He is calm, resourceful, and cool. His mastery of disguise allows him to be anywhere, and to disappear completely when needed. His real identity is always kept a secret, allowing him to be himself with no one the wiser. He was originally discovered when Autumn Blade hired him anonymously through various contacts to infiltrate Militech to obtain research data on a new weapons system. Since then Autumn Blade keeps an open contract with Antonio, although he is unaware of the identity of his employers, usually being contacted through various sources.



NATHAN RYANS

AGE: 24

ROLE: CORP

CHARACTER POINTS: 135

INT: 10 REF: 9 TECH: 7 COOL: 7 ATTR: 7

LUCK: 6 MA: 8 BODY: 8 EMP: 10

Nathan is a corporate born and bred, after the untimely death of his parents Nathan continued in their footsteps, attending corporate training schools and landing a job at one of Militech's subsidiary branches of cybernetic manufacturing. Today Nathan heads one of the R&D departments, reporting to the R&D director, a woman named Karen Nagel. Nathan's relationship with his superior is far from his liking, he believes the woman to be using company funds to payroll her own private projects. In an effort to eliminate his superior, and forward himself up the corporate ladder Nathan has enlisted the services of Autumn Blade, becoming a pawn in the process. He was approached by Mark Stryker and propositioned, their services for his information. While he is unaware of Mark's employers, he did accept the proposal, and is now waiting for the right time to put his plans in motion. Autumn Blade however has utilized this contact quite nicely, using information provided by Nathan to stay ahead on Militech's R&D projects. In return Nathan receives regular monetary compensation.

Nathan has been seeing a woman in his research team, a young doctor by the name of Christina Ferrel. He is calm, aloof and arrogant, accustomed to his high profile lifestyle, he is also very ambitious, and Autumn Blade cultivates all this to their advantage.



ALEX ARCHLEY

AGE: 25

ROLE: TECHIE

CHARACTER POINTS: 129

INT: 9 REF: 9/8 TECH: 9 COOL: 6/5 ATTR: 5

LUCK: 4 MA: 6 BODY: 9 EMP: 8

Alex was born a motorhead, working as mechanic in his fathers auto shop. He continued his education through college, and his exceptional prowess with machines got him a job teaching shop at NCU. Unfortunately, Alex has one other love in his life besides mechanics, synthcoke. His addiction to the drug got him fired from his teaching position, and eventually landed him in jail. This is where he met "Rasta" Mike, Blaine, Gypsy, Mark, and Maddoc. His affinity for makeshift devices was one of the key contributors to their escape, and is the main reason his friendship with them has persisted. Alex was hired along with the rest of them after the Redemption operation. Alex and few of the other team members have recently begun traveling with a band of musicians on tour, as it is a perfect cover for "Rasta" Mike to distribute the weapons and drugs that Autumn Blade sells through him.



CHRISTINA FERREL

AGE: 30

ROLE: MEDTECHIE

CHARACTER POINTS: 149

INT: 10 REF: 8 TECH: 10 COOL: 9 ATTR: 8

LUCK: 8 MA: 7 BODY: 5 EMP: 5

Christina comes from a suburban family, and after high school attended medical school, Unfortunately it was while at college that she developed a drug problem. She began abusing her privileges, illegally procuring morphine and taking it. In her third year she was caught and summarily expelled from school. What at the time was possibly the worst moment in her life, also was one of the luckiest. During the hearing at the board of inquiries, a woman named Karen Nagel, who had been touring the school while waiting to present a research grant from Militech, took notice of Christina. Seeing that she could well use a young medical students expertise, and knowing her lack of a Degree of medicine would keep her loyal to the company (or at least to her). Karen recruited young Christina, after a brief conversation revealed she specialized in cybernetics. She found herself working for one of Militech's cybernetic R&D subsidiaries. This is where she met Nathan. She is the head medical officer in Nathan's group, her expertise in cybernetic application is very promising.

Her role in Autumn Blade is the same as Nathan's, as is her knowledge of the organization. Although her role is of dual importance, as it always helps to have friendly doctors you can call on in an emergency. Christina is somewhat cold, and while she is very flirtatious when it suits her, she is really only jovial with Nathan. Her bedside manner is especially detached, and her patients refer to her as the ice princess.



LIN FU SHENG

AGE: 23

ROLE: SOLO

CHARACTER POINTS: 161

INT: 9 REF: 10 TECH: 7 COOL: 10 ATTR: 6

LUCK: 3 MA: 4 BODY: 9 EMP: 5

Fu Sheng was an older student at monastery where Chin-Lu grew up. He is also the illegitimate son of one of the monks, although he is unsure of exactly which one is his father. During his time at the monastery Fu Sheng underwent the same rigorous training as Chin and the rest of the disciples, driving himself especially hard. His origins were well known at the school, and he was often seen as being unworthy by the other students. While growing up at the monastery, it was a constant contest between Chin And Fu Sheng for the position of best student. Somehow, Fu Sheng, although a year older than Chin, could never quite surpass the younger student. After Chin left, Fu Sheng finally got the position as favored student, although it was short lived. The monks had always been concerned about Fu Sheng's anger and temper, and when Chin left it became uncontrollable. He was bullying the other students, and the monks had no choice but to turn him out, hoping he would return when he had worked through his rage. Instead Fu Sheng, furious at the monks, wandered from town to town, making

challenges and besting all opponents who came before him. He ended up in Hong Kong, and soon was making a name for himself and rising in status in the underground deathmatch tournaments. When he had enough money he traveled to America, looking for Chin, and testing his fate in the arena's of Night City.

It was here that Autumn Blade became aware of Fu Sheng, his notoriety was spreading like wildfire among the Asian crime families. Char paid him a personal visit one night. Offering to deliver Chin, if Fu Sheng would first work for him as an Assassin for a period of one year. 3 months have passed, and how the arrangement will turn out remains to be seen. Fu Sheng has learned to hide his emotions well, although deep down he seethes with rage. He sees Chin as his greatest obstacle, and is obsessed with defeating him in fair combat.



BRENT A. DELCOUR "BORIS"

AGE: 33

ROLE: SOLO

CHARACTER POINTS: 192

INT: 9 REF: 10 TECH: 8 COOL: 9 ATTR: 8

LUCK: 6 MA: 5 BODY: 8/10 EMP: 9/7

Brent was born Johnny Devane in Colorado Springs in 1987. His father, Mike Devane, was an instructor at the Air Force Academy there, and his mother was a tour guide for NORAD. Little Johnny spent a pleasantly normal childhood there, attending public school and being groomed for life in the military. His parents also enrolled him in Muy Thai training when he was 12 with instructor Kim Yuongs to further encourage the boys appetite for discipline and focus. At 16 he received his IFAA certification and was making a name for himself in local and state tournaments. A year later he was made senior martial arts instructor of the school. At 18 Johnny enrolled in the military immediately after graduation, his parents initial approval was soon strained as he revealed he had not joined the Air Force, but instead the Navy. Johnny's military career was off to a good start, he scored very high with his instructors at basic, then put in immediately for SEAL training, again graduating at the top of his class and was assigned to a SEAL team serving in Asia. It was

here he met Betty Bladge, and almost immediately the two became inseparable friends, in the field as well as off duty. Eventually Johnny was made team commander, in his tour of duty receiving both the Purple Heart and the Navy Cross. Then in the fall of 2011, after a particularly airy mission in which the entire team but Johnny and Betty were lost, they were both recruited by the C.I.A.. It was here that both their lives began to change. They were being sent worldwide on assignments, mostly to northern Africa and southern Europe. The lifestyle suited them both well, and gave them the sense of adventure and excitement both had craved. Then everything came screeching to a halt. In late 2014 early 15' they discovered the C.I.A. branch they had been working for had actually been disbanded several years before, and that they were working for a group that was operating illegally for the purposes of creating tension between the EEC and their allies. The two friends launched a plot to get out, and over the course of a year made preparations for their departure. It wasn't easy, though the two were trusted agents who had proved themselves time and again, they simply knew too much for their superiors to ever let them go. Their preparations led to the faking of their deaths during a mission in Algeria. The two changed their names, and Johnny Devane became Brent Delcour. They laid low, traveling back to America by way of smugglers and aquatic nomad groups and eventually came to rest in Night City California. They waited 2 full years, during which time they acquired new credentials, slightly altered their faces through surgery, and began making connections, stockpiling a small arsenal of weapons equipment and contacts. Finally when it seemed safe they came back on the scene as a free lance black ops team. They started small and began working their way up, using a fixer to set them up with jobs anonymously. It was through this fixer that they began working for Autumn Blade, without their knowledge of course.

Brent is a bit rough around the edges when not working, somewhat rude and obnoxious, especially towards women. However on the job he is a professional all the way. He and Natasha work only as a team, with him specializing in the physical aspects of a job. Through years of working in the CIA. he has grown accustomed to an expensive lifestyle, one which includes fast cars, fancy apartments, high fashion, and the latest tech. Of course this means the team has to take the most high paying jobs available to them to be able to afford this lifestyle, which of course usually means great risk. It is this habit of always being in either danger or debt that is lately causing friction between Boris and Natasha. Brent keeps tabs on his parents, though he will not contact them for fear of putting them, and himself, in danger.



INOBU MASIMOTO

AGE: 20

ROLE: SOLO

CHARACTER POINTS: 151

INT: 6 REF: 10 TECH: 6 COOL: 9 ATTR: 7

LUCK: 7 MA: 6 BOD: 10 EMP: 9/9

Born in 1996 in the Kobe prefecture of Japan, Inobu led a well disciplined childhood. His father Takira was an instructor of Jeet Kun Do, which while not a popular art in Japan (where native arts were more respected), grew in popularity over the years. His father also taught Kobujutsu and the boy grew up exposed to the martial arts and the strict regimen imposed by his parents. As Inobu grew older he began to resent the ordered and disciplined lifestyle, and as most teenagers are wont to do he began rebelling. His grades began to drop, his attitude changed and he began falling in with local speed gangs. Things reached a head when he was 18. After being arrested, his father fearful of the boy either falling under Yakuza influence, or dishonoring the family name, sent the boy to Hong Kong to attend college. Inobu had a hard time adjusting, but soon fell in with a group of exchange students, who also happened to be martial artists. Feeling it unimportant to his future Inobu has allowed his studies to lapse, instead he and his friends pour most of their time and energy into the underground combat circles of Hong Kong. It was here they were discovered by Autumn Blade when Char happened to be visiting on vacation. Char uses Inobu and his friends primarily as operatives in Hong Kong, though none of them know the size of Chars organization or even its name. Char works on their strengths, and Inobu as the best martial artist of the bunch is used primarily an enforcer, though he must be manipulated into doing this work.

Inobu is highly honorable, his chosen weapon being a custom wakizashi he carries under his coat in a special sling. He will not willingly commit murder, or harm an innocent. He is very moral, yet he is also very headstrong and arrogant. He is extremely loyal to his friends, and will do anything for them. He is also a fairly positive fellow, and tends to remain in a good mood, even when things go wrong. A very competent martial artist, he is quickly gaining a reputation in the underground fighting circles.



MISTY ANN DARLING "NATASHA"

AGE: 32

ROLE: NETRUNNER

CHARACTER POINTS: 198

INT: 10 REF: 9/10 TECH: 10 COOL: 8 ATTR: 8

LUCK: 6 MA: 7 BODY: 6 EMP: 9/6

Misty's real name is Betty Bladge, and she comes from a small town in Virginia. Her parents were somewhat wealthy and Betty wanted for nothing growing up. She attended the best private schools and grew up safe and happy. Unfortunately by the time she graduated high school she was a bit bored. She craved adventure and against her parents wishes joined the military. Originally she was a communications specialist with the Navy, but soon grew weary of that as well. She enlisted in the SEAL program and finally her craving for excitement was fulfilled. It was here she and Brent became friends and team mates. And when Brent was recruited by the C.I.A. she went with him. When it was discovered that the branch they were working for was operating illegally it was Betty who was insistent on getting out, and most of the planning was done by her as well. She managed to have the AV they were supposed to be flying crash in the irradiated section of eastern Algeria. As Brent changed his name, so too did Betty, it was also her idea to use the codenames Boris and Natasha. Now while Brent specializes in the physical end of things Misty handles all technical and communications aspects of the team. A very competent techie, and an even better netrunner Misty is the brains of the outfit.

Misty is very different from Brent, she is kind and warm, though a bit bubbly. She almost always smiles, and is a bit of a flirt, especially in the net. Misty and Brent have never had a sexual relationship, though there has been a degree of sexual tension. As a whole though, their relationship is more like that of a brother and sister, and the two are very protective, although critical, of each other. Recently Misty's mother died, and her father has become ill, she desperately wants to contact them, but has not yet for fear of giving herself away and putting them in danger.



TERRENCE FRAUSSE

AGE: 58

ROLE: FIXER

CHARACTER POINTS: 175

INT: 9 REF: 6 TECH: 6 COOL: 10 ATTR: 4

LUCK: 5 MA: 5 BODY: 5 EMP: 8

Terrence comes from old money, his grandfather was one of Eichmans bodyguards. His grandfather went underground after WWII but was discovered and fled to America and changed his name. The family moved around a lot in those days, buying up property but never staying in one place. Sick of the running the family split up, and Terrence's mother moved to Seattle Washington, where he grew up surrounded in decadence and luxury. The knowledge of where the money came from has always been kept from Terrence, and his mother took it with her to the grave. However, Terrence invested wisely, and as he grew older remembered the importance of contacts that his family used to travel from place to place. He turned making contacts into a

business, and in his old age has become a talent broker, with a very successful stable. If someone on the west coast is looking for freelance work, or workers, Terrence is the man to see. Not just for covert work either, if you need a construction crew, or a landscaper, or even a butler, Terrence can help. While not really a big timer, Terrence does have his share of high dollar talent, most notably Boris and Natasha. Autumn Blade uses him as a middle man, primarily since he is the type to keep his mouth shut and still produce results. He is unaware of the true size and scale of Autumn Blade, but has a feeling the organization is bigger than he is led to believe. Still he knows better than to start digging, as the arrangement he has is too lucrative to risk, and the people are too dangerous and resourceful to try and cross. As far as the talent he deals with, he makes sure they get the best rates, and that the customer is always satisfied.

Terrence is completely business oriented. When he does make jokes they are usually not funny, and more often than not ill timed, its a good thing he doesn't do it often. He likes to meet both clients and talent in restaurants, and will always have them pay for the meal and the tip, while ordering the most expensive thing on the menu. He is curt and to the point, and is very critical of bad manners or tardiness. He speaks with a heavy German accent, and tends to wear old clothes, usually tweed suits.



ANDREW "CHEESE" ROMAN

AGE: 19

ROLE: FIXER

CHARACTER POINTS: 155

INT: 9 REF: 9 TECH: 5 COOL: 6 ATTR: 6

LUCK: 4 MA: 10 BODY: 10 EMP: 10

Andrew lost his mother at an early age, his father was a hotel manager in Sydney Australia. He spent most of his life weightlifting and surfing. When he was 15 he became friends with a boy named Mike Billabug, the son of a nomad family his father had employed to work in the hotel and began learning U-Ra-Do from him. As Andrew got older he and his father would move around allot, as his dad was transferred from one hotel to another. He found it hard to make friends and became somewhat introverted. However he did discover that the best way to be important to people was to have something they couldn't live without. It was this discovery that led him to become a fixer, and he specialized in getting anything for the right price.

Electronics, drugs, bootleg albums, guns, even trading cards. Wherever he went he would begin making connections immediately. Recently his father was transferred to Hong Kong, and of course Andrew went with him, enrolling in college there where he met Inobu, Narcistus, and Ona. Being another foreign student he was quickly invited into the group, and now spends nearly all his free time with them. Not a very strong martial artist, though he is certainly very large and muscular, Andrews talents lie within his ability to get ahold of anything, and it is this that Autumn Blade uses him for most often. Both in terms of supplying much of his demand, and in using him to procure items as well. Like the rest of his friends, Inobu has no real idea of who or what he is working for.

Andrew, being somewhat introverted, is very quick tempered and somewhat manic. He is also very excitable. He will often go overboard when trying to meet and gain friends, often to the point of pushing them away, and he is very uncomfortable around girls, with whom he has little experience. He has a very short fuse, and when angry is likely to lash out. Still his friends are his life, and he will do anything for them. While enrolled in college, Andrew rarely attends classes, preferring to sleep late or just hang out. He has a bit of a crush on Ona, but tries hard to hide it from her. His friends tend to call him "Cheese" due to his personality and taste.



ONAMACRITUS "ONA" ELAY

AGE: 20

ROLE: TECHIE/SOLO

CHARACTER POINTS: 157

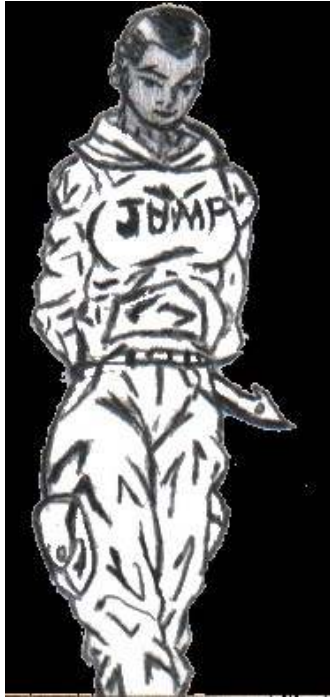
INT: 9 REF: 10 TECH: 9 COOL: 8 ATTR: 10

LUCK: 6 MA: 8 BODY: 8 EMP: 5

Ona's parents were mixed European, wealthy and very eccentric. They wanted a name for their daughter no one had ever heard before, and this attitude towards their daughter continued through her childhood. Where one week she would be at one of the finest schools in England, the next she would be taking some art class in Paris, or on a tour of India with her parents. While her life was full of culture, exciting and diverse, she had no real structure in her life. Her parents plans to open her to the world around her, and to have her experience life at its fullest backfired. Ona became listless, she had no real friends, no real home, and no sense of accomplishment, since every time she would start something she would abruptly have to leave again. Finally she'd had enough, and when she turned 16 she moved to Hong Kong to go to school. Here she met a martial arts instructor, an older man whom she fell in love with. She moved in with him and attended school. Here she at last found the structure in her life she so desperately needed. Three years later, at the age of 19, her

lover, Sifu Jason Leung, was murdered at the hands of an unknown martial artist. She inherited his dojo/home, and although heartbroken, stayed in Hong Kong and attended college where she met Inobu, Andrew, and Narcista. Now she haunts the underground martial arts circles hoping to find the man who killed her lover. Ona attends class devoutly, especially chemistry and biology. In addition to being a fair martial artist she is also becoming a decent chemist, and has begun manufacturing designer drugs, which she has Andrew sell for her.

Ona is a bit cold and withdrawn, not prone to emotional response. She is very quick thinking and inventive, and is often the one who devises solutions to whatever problems she and her friends come across. She is also very manipulative, and uses every means at her disposal to achieve what she wants. This is not to say she is immoral, she has a definite sense of honor and friendship, but is not above seduction, or underhandedness to accomplish her goals. Lately however, due to her friends influence, she has begun showing more of an emotional side, and opening up to her friends. And of course beneath all the angst, she is still a 20 year old girl, and is beginning to understand the importance of having good friends and a good time.



NARCISTA M'AILA

AGE: 18

ROLE: TECHIE

CHARACTER POINTS: 148

INT: 7 REF: 9 TECH: 10 COOL: 6 ATTR: 8

LUCK: 6 MA: 7 BODY: 6 EMP: 6/5

Narcista's parents are West Indian land owners, and one of the wealthiest families on the islands. Her entire life she was spoiled rotten by her parents and was given virtually everything she wanted. Eventually she became what is known as a brat, and began causing trouble with the locals. This continued until she was 18, all the while her parents were wrapped around her finger. By this time she had no friends, and was very unpopular on the islands. Her parents had finally had enough of her indulgence, and decided to teach her a lesson. They sent her to school in Hong Kong, her room and board, and tuition completely paid in advance, with the understanding that she would receive no more money whatsoever until she graduated. Narcista was dumb struck, she was in a strange country, with so many people, and needed chips just to understand the language. She was quickly ostracized and alone, and her attitude didn't help much. In desperation she sought out other foreigners, any foreigners and invited herself into the circle of friendship shared by Andrew, Inobu, and Ona. They have thus far put up with her, and she and Ona have even become very close. Narcista enrolled in the easiest classes she could, and has found her calling in the mechanical department, especially when it comes to making gadgets, many of which don't always work as she intended. She also tends to provide quite a distraction for her friends other activities, and often acts as a decoy when they are on assignment for Autumn Blade. Narcista does not work for Autumn Blade, but collects a portion of her friends payment for any roll she might provide in an assignments accomplishment. Competent in Capeoria and Bando, she can

hold her own in a fight.

Narcista is very temperamental and headstrong, if things don't go her way she is prone to outburst and tantrums at the least, and in more drastic situations violent rage. Her self indulgent nature and tendency towards calling trouble upon herself have at times made her extremely unpopular among her friends. They tend to take her with a grain of salt, and in more delicate situations do not include her. She is also somewhat addicted to drugs, mostly amphetamines, and this has caused many confrontations, both verbal and physical between her and her friends. The last incident caused her friends to lock her in a room and force her to dry out in hopes that she will kick. It seemed to have worked, however she has begun to drink heavily, and when the situation comes to a head it may be the final straw.



SUSAN SATIN

AGE: 29

ROLE: MEDTECH/PROSTITUTE

CHARACTER POINTS: 165

INT: 9 REF: 8 TECH: 10 COOL: 7 ATTR: 10/8

LUCK: 4 MA: 7 BODY: 5 EMP: 8

Susan didn't have what you would call a happy childhood. Her mother died of the wasting plague when she was very young leaving only her father to take care of her and her three older brothers, Sean, Travis, and Ben. They lived in a run down 3 bedroom single wide trailer in northern California. Her father worked endless hours in a steel mill trying to support them, and barely making due. The family survived on love. He tried his best to instill in her the value of education, and was very strict about her schooling. She got good grades in school, but didn't see the point, the family was so poor that she felt she would never get anywhere. Then on her 18th birthday she got the surprise of a lifetime. Her father and all three brothers had managed to save enough to pay her tuition, and they sent her off to college. She made it through 8 grueling years of school, training to be a doctor, a profession which would allow her to support her family. Finally her graduation came, but tragedy struck again. Her father and brothers, who had been driving up to see her graduate were involved in a horrific accident with a tractor trailer. The driver of the semi had fallen asleep at the wheel and plowed into her fathers truck. There were no survivors. It drove Susan over the edge, she started drinking, then turned to drugs, awash in a sea of depression and self destruction she hit rock bottom. She became a prostitute to support her morphine addiction. It was standing on a street corner waiting for the next John that she found Warren Bishop in an alley, suffering from multiple knife wounds. She took him back to her apartment and tended his wounds. Warren, in an effort to repay had Char put her into a detox program, and pay her 5,000 eb. After getting out she was put on Autumn Blades employment list as an emergency medtech for situations where operatives are on the run and need immediate medical care. She is equipped generously for her medical needs, and receives a salary of 3,000eb a month, though she rarely treats anyone. She is no longer a true prostitute, however she has become an exotic dancer at a club downtown out of some need for self destruction. She has very little knowledge of the true size and scope of Autumn Blade, and has never met any of the Inner Circle.



TONY "ROCKY HORROR" ROCKAMURA and JASON ROCKAMURA

AGE: (T) 28 (J) 24 /

ROLE(s): SOLO

CHARACTER POINTS: (T)96 (J)87

TONY

INT: 7 **REF:** 8 **TECH:** 7 **COOL:** 10 **ATTR:** 6

LUCK: 4 **MA:** 4 **BODY:** 10 **EMP:** 7

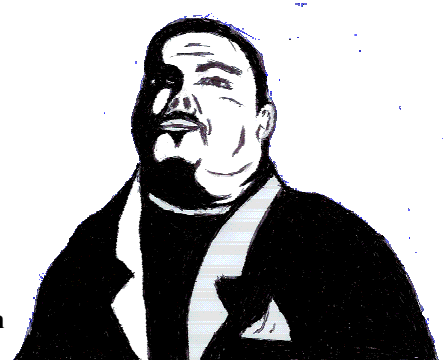
JASON

INT: 8 **REF:** 10 **TECH:** 5 **COOL:** 7 **ATTR:** 8

LUCK: 5 **MA:** 7 **BODY:** 7 **EMP:** 7



Tony and his brother Jason grew up in the slums of Samoa. Orphaned at an early age, they grew up as wards of the state till they were able to hop a boat to the states in hopes of a better life. Unfortunately all they really knew how to do was steal and fight. They began working as bodyguards, and running a small protection racket. After an altercation with the pimp of a local brothel in the combat zone, the Rockamura's decided it was time to move up in the world. They killed the pimp and his muscle, and took over the brothel for themselves. Jason doing most of the business, and Tony keeping the girls and the customers in line. Still they didn't really know what they were doing, and soon the brothel began losing money. Luck intervened, and Deacon Winters, after witnessing Tony and Jason take on a group of 6 men



successfully after one had cut one of the girls, spread the word through the Autumn Blade hierarchy, hired the two as his muscle. He also took care of the business aspect of the brothel, and the three use it as a base, and act as the eyes, ears, and muscle of Autumn Blade in the combat zone.

Tony is a giant of a man, standing 6' 6" and weighing nearly 400 lbs. His great strength and intimidating size win most altercations before they even begin. Jason on the other hand is his polar opposite. A natural surfer, Jake is short and wiry, small and quick. Both brothers are outgoing and friendly, Tony's temper is slow to rise, but erupts like a volcano, Jason is much more hot headed, often pushing a confrontation.



DEACON WINTERS

AGE: 26

ROLE: FIXER

CHARACTER POINTS: 101

INT: 9 **REF:** 9 **TECH:** 5 **COOL:** 10 **ATTR:** 9

LUCK: 4 **MA:** 5 **BOD:** 6 **EMP:** 6

Deacon grew up a privileged youth. His parents were wealthy suburbanites, his father the mayor of a small town in northern Oregon, his mother a college professor. They had high hopes for Deacon, and indulged his every whim. But his parent's plans were not the life he wanted. He did well in school, but found his life to be mundane. When he began getting into trouble in college, his parents cut him off thinking it would straighten him out. It had the opposite effect. He began selling drugs, and using the connections he made through his father and college to set up a lucrative business for himself. He thrived on the sense of danger, until reality caught up with him. A rival dealer whose territory Deacon had been inadvertently intruding upon found him in his home one evening, and nearly killing him and stealing

every thing he had. Deacon sought revenge, and after killing the dealer, who had been a low ranking employee of Autumn Blade, they contacted him to act as replacement. The organization hadn't been happy with the dealer anyway, drugs were something they frowned upon, so they gave Deacon a choice. Agree to give up selling drugs, and instead deal guns in the combat zone. He accepted and settled into his new life, in an apartment furnished by Autumn Blade. It was here he found Tony And Jake Rockamura, and partnered with them. He provided them the knowledge and experience to make money, they provided him with protection. In addition to dealing small arms, he also runs a brothel that he and the Rockamura brothers use as a base of operations.

Deacon is very calm, to the point of being disaffected. His youth, grooming, good looks, and education give him a step up when it comes to making people feel at ease. He has almost no sense of humor. He also has a habit of seducing attractive well off women, and casually discarding them. He never sleeps with any of the women in the brothel, or anyone in the combat zone, as he feels these women are beneath him.



BETTY WEMEL

AGE: 30

ROLE: INFORMANT

CHARACTER POINTS: 78

INT: 5 REF: 4 TECH: 5 COOL: 3 ATTR: 3

LUCK: 6 MA: 6 BODY: 4 EMP: 5

Betty has forgotten most of her own past. Born and raised in Georgia to highly religious and abusive parents, she spent her childhood hiding in fantasy worlds of her own design. Her high school years were a disaster as her home life worsened. In retaliation she continued hiding from reality with drugs and promiscuity. Sleeping with anyone she could and ingesting, inhaling, or shooting up anything offered to her. From that point on her life became a drug and sex induced blur. She became pregnant six times, the first she gave up for adoption, 2 were miscarried from drug use, and the rest were aborted. Eventually her lifestyle took its toll on her body. The pregnancies and drugs left her a shriveled husk, and only the most desperate of men would sleep with her. Her personality, splintered and warped as it was, kept her from making lasting friends, so she most commonly finds herself sleeping on the streets, urban homeless. Still, she has her uses. She sees and hears things, and always knows when something is happening underground, especially if it has to do with narcotics.

Betty will do anything for a fix, and staying high is the most important thing in her life, as it allows her to escape into her own little world. She will also sleep with anyone, often offering her body for any favor, food, a place to sleep, drugs, whatever. Despite her lifestyle, she still somehow believes herself to be a moral person, and has been often seen shouting at attractive young women who pass her, calling them whores and harlots. She is deeply disturbed, and will not even speak to any member of the opposite sex.



SARGAT

AGE: 40

ROLE: SOLO/FIXER

CHARACTER POINTS: 148

INT: 6 REF: 9 TECH: 7 COOL: 8 ATTR: 4

LUCK: 6 MA: 7 BODY: 9 EMP: 7/5

Born in South Africa Sargat grew up in the midst of border conflicts and brush wars. He had no childhood to speak of and was fighting by the age of 12. Over the years he found combat to be to his liking, and became a mercenary hiring himself out all over Africa. When Char found himself in Africa negotiating an arms deal to a local militia in Kenya, he was impressed by the honesty he saw in Sargat. After a few long evenings discussing the situation in Africa, Char was suitably impressed both by Sargat's understanding of the conflicts, and by his wide net of connections. Seeing the need and profit for Autumn Blade by having a permanent representative in Africa, Char gave Sargat the position. Now, when he can't be in the fight himself, Sargat makes a lucrative living selling arms all over the continent.

Sargat is very straightforward. He never side talks, and he never fails to go fully with his instincts. When he is happy he celebrated wildly, laughing, drinking, loud and boisterous. When he is sullen, you know it, and when he is angry, watch out.

(Created and written by Deric Bernier, images from Deric Bernier, Hajime Soryama, Megazone 23, Macross Plus, Macross 7, D20 Modern, El Pinoy, Bizarre love, Megazone 23, Chris Foss, and other unknown artists. Characters created by Deric Bernier, Tim Covell, Chris Little, Brent Able, Kim Mouse, Jeff Toney, Cameron "Bonedaddy" Jacobs, Chris Pemberton, Brandon Fleming, Jeff Gray, Chris Zorn, Daniel Walker, Matt Baldwin, Tracheotomy scar Mike, Jason Horton, Jesse Miller, Alison Vale, Jesse Singer, Sean Philips, Wayne Crutchfield, Sharon Bernier, and James Bernier. All Character art by Deric Bernier (Except Patrick Connor, which was done by Jeff Toney)

For more of the best Cyberpunk 2020 goodness available, go to

DATAFORTRESS 2.0.2.0

<http://datafortress2020.110mb.com/>

To e-mail the author:

droc@mc2k.com

