

# Spider's Web part one

## Introduction

In the near future in a city ruled by corporations. gangs fight over control of the streets, corporations want to exploit everything possible and you just want to make enough money to survive and this might be one of those opportunities.

## Using this book

This book contains four scenarios called tasks, a set of basic rules and four premade characters. The scenarios in this book can be used outside of it with slight modifications. Even though this book contains basic rules I highly advise to have a copy of cyberpunk 2020 core book at hand. This book doesn't use the player character role that is Netrunner and does not contain elements for gameplay of that role. It is done to not disturb the flow of the game.

To play this game you will need printed out player character sheets for all players and a copy of this book. You will also need some dice or something that can emulate them.

### **RULE 0**

But before you go any further, please remember this is a game. You are playing it to have fun. So, if there is something that is not fun or will be not fun feel free to change it, skip some rules and play it the fun way. Some may say that if you are not playing the rpg system by its rules then you shouldn't play it. But remember you are here to have fun.

One of you will take upon the role of the Game master(GM) and will tell the story that you as the Player Characters(PC) will take a main part in. GM will describe the situations and will react to yours/PCs doings in those situations.

Below you can find basic terminology used in rpg and word of cyberpunk

- GM - Game master - the storyteller
- PC - Player Character
- Character Sheet - two pages of information of your character(stats, skills and equipment)
- d6 - six sided die
- d10 - ten sided die
- 2d6+1 - roll consisting of two six sided dice and addition of one to the result of that roll.
- corp/corpo/corpos - short for corporation, used to describe something or someone that is or works for a corporation.
- Netrunner - someone specialized in traversing the net and often hacking
- Fixer - someone that connects people with others or merchandise
- Solo - gun for hire
- E\$ - eddies - eurodollars - worldwide used currency in world of cyberpunk 2020

# Rules

## Skills and tests

On your character sheet you will find stats of your character. They will show you how nimble, though, good looking, smart etc. your character is below is an explanation of those stats. Higher is better and they at the start will range from two to ten. (page 26 core book)

- intelligence(int) - measure of your problem solving abilities; your awareness and remembering things and general knowledge.
- reflex(ref) - your dexterity and coordination affects ex. shooting and driving
- technical ability(tech) - this is how you abide around hardware. How well you can fix things and other more technical abilities such as picking locks or tuning a guitar.
- Cool(cool) - it is your will power. this measures how well you do under the pressure and how well you can apply this pressure to others
- attractiveness(attr) - your good looks
- Luck - number in this stat states how many times you can re-roll a test(see below) in a session
- Movement ability (MA) - it describes how fast you can run and far.
- Body Type(body)- Your endurance strength and constitution under one stat. This is pretty neat right?
- Empathy - This is how well you relate with other living things

The other bigger portion of the first page of the character sheet will be occupied by the skills that your character can have. These show how well your character can perform these one thing. For example, handgun skill will show us how good you are at shooting with the pistols or Picking locks skill will show us how good you are at picking locks. Each skill assigned to its corresponding stat for pistols is reflex and for picking locks it is Technical ability. Most of those skills have simple names that after reading them you know what they do but if you still have a problem see chapter 4(page nr 46) in the core book.

If you look closely there is a column named special abilities and those are role specific abilities that have special effects. Below you can see a description of those abilities for premade characters in this book. for others and details see page number 46 from corebook.

- charismatic leadership(Rocker) - This skill allows the Rocker to sway crowds equal to his level squared times 200. This ability (added to your Cool stat) allows the Rockerboy to control, incite and charm a large number of people through his or her performance skills. When under Rocker's control, this group can easily be persuaded to act on his suggestions; for example, a Rocker could convince a concert crowd to riot in the streets or attack a heavily fortified police line. Charismatic Leadership will only work with groups of ten or more people as it is primarily a mob leadership ability
- Combat sense(Solo) - This ability is based on Solo's constant training and professionalism. Combat Sense allows the Solo to perceive danger, notice traps, and have an almost unearthly ability to avoid harm. Your Combat Sense gives you a bonus on both your Awareness skill and your Initiative equal to your level in the Combat Sense skill
- Jury rig(techie) - This general repair skill allows the Techie to temporarily repair or alter anything for 1D6 turns per level of skill. This is not a permanent repair; after the elapsed time, the jury rig will break down

- Medical tech(medtech) - This is the skill used to perform major surgery and medical repairs. For more descriptions of this skill in action, see Trauma Team,corebook pg. 106.

When you are required to test something for example when you want to spot something that is hidden you will need to take the test.those so called skill checks should be used sparingly and when PC wants to do something that can be hard. You want to be rolling skill checks when you want to open the door or walk. But if this door is locked you will test if you can breach it or when trying to lock pick the lock. To successfully pass the skill check you will need to have **skill level + corresponding stat level + d10 roll >=(higher or equal than) target number**. This target number is set by the GM and can be based upon the table seen below. Sometimes you will want to test just the stat and not the whole skill. then you will role only stat and 1d10 roll.

Difficulty tabel:

easy	10+
average	15+
difficult	20+
very difficult	25+
impossible	30+

### levelling up

After some time your character will gather some ip that can be spent on upgrading your character's skills. to upgrade a skill you will need to spend ip equal to level you want to upgrade to times ten. For example, if you want to upgrade skill handguns to level 6 you will need to spend 60 ip.

### Friday night fight

Before you start fighting you need to decide the turn order in which you will be killing each other. The rounds in cyberpunk are seconds in length in game and for the pc will feel like moves you made are simultaneous. But for players and gm it is easier to take turns in order. And for setting that order we have initiative. NPC or PC with higher initiative moves first. Below you can see the formula for the initiative. After everyone has taken its action we start another round of friday night fight

**initiative = roll d10 + Ref (possible bonus from combat sense)**

In each round on its turn player can make one action:

- move - 3 times your movement allowance
- attack - see attacking below
- aim - grants +1 bonus to hit
- dodge - only in melee
- parry - deflect the damage
- escape - from the grapple or trap
- reload or change weapons
- help other player

- non combat action

For more information see pg. 96.

When you want to attack you first declare if you will be shooting or attacking in melee.  
If you want to shoot someone you need a clear line of sight.

If you want to shoot to need to check if you hit the target you perform a skill check  
**number to hit = REF + weapon skill(from the weapon you are using) + 1d10 + accuracy bonus from the weapon and other modifiers.**

Below you can see basic numbers that are needed to hit based on range

point blank(1m)	10
close	15
medium	20
long	25
extreme	30

After your shot has reached its target and if you were not aiming you need to roll where you have hitted the target. Roll 1d10 for each round that have scored a hit

location	number
Head - face	1
Torso - neck - abdomen	2-4
right arm - hand	5
left arm - hand	6
right leg - feet	7-8
left leg - feet	9-0

### wound

After you learned where you have hitted the target you will have to roll for the damage specified at the weapon statistic page.

After you rolled for it you need to compare it with armor value of the are you have hitted and if you have dealt more damage than the armor value. and each point of damage above the armor value is later then reduced by number in MBC and then applied to the target.  
(pg 101 core book)

Each character has a certain number of damage before he dies. For counting it uses boxes below the armor section on the character sheet. After reaching mortal 0 you will need to take a test - called death saving throws to stay alive with a number next to mortal stating the additional penalty. If he fails, the character dies. Other players with first aid and other

medical skills can help him stay alive. When you reach mortal wound your int and ref stats are halved. for more information about fighting and saving your friends see chapter 7 pg 96 from the core book

here is weapon stats explanation(see page 60 core book)

Name	type	accuracy	Conceivability	Availability	damage /ammo-type	magazine size	fire rate	reliability
Arasaka 10	pistol (p)	+1	Excellent(e)	Rare(r)	2d6+3/10mm	10	2	Standard(st)

If your PCs have problems invest maybe in some armor piercing ammo. This ammo ignores half of armor that the enemy has but deals half the damage that would go through.

## Scenarios

This section contains four scenarios that I advise are played in the presented order and these scenarios should be for GM eyes only.

### plot synopsis

PCs are hired by a mysterious fixer named spider that caught wind of a new project developed by Millitech. He wants PCs to retrieve certain intel about this project from inside contact. After he recovers both parts of the intel he sends a PCs to recover netrunner that used to work for Millitech to get something out of him. but when the PCs rescue the Netrunner they have become targeted by Solo named Bright and his only target is to kill the Netrunner. When the danger is over and netrunner is safe, Spider learns that he can extract the main researcher on this project that has been named STACK and even maybe working prototype. But he needs trustworthy people. So to test our PCs he prepares challenge for them.

[location] and other square bracket tags are used to mark specific locations without having to remember the address by the PCs.

Rewarding the Players and their characters in addition to the money that is mentioned at the beginning of the task you should give them at the end of each session somewhere between 60 and 100 XP to develop their character

## Task 1 the storage

This is the first task of the campaign and PC's will take on the first task from the mysterious figure that is Spider. Its PC's will infiltrate Millitech storage facility to recover certain crates with guns and extract those crates.

Before you start playing you should decide if the PCs know each other or not. If they do and they are already together I advise that one of them would get a job offer from the

Spider and from the prospect of money and interest, they get into that bar. If they do not know each other then each one of them will get the same offer to come to the bar and sit at a certain table. You can introduce them as they walk into that bar. Choose which one is more interesting for you.

The task begins with all players in the bar [name of a bar] sitting at the round table in the back after being contacted by a mysterious individual. This person will give them details of the task at hand at the bar. Before the PC will get the details, give them some time to talk. If the PC's do not know each other this is the perfect time for introduction.

After the while a stranger that looks like a corp(black suit and discrete cybernetics) will come to the table. He will introduce himself and leave a printed-out message and leave. He will not tell who sent him and when asked about it he will say something like: "your employer". The contents of the letter can be seen below and in supplement C handouts.

The Letter:

[location] is place known to the PC

Greetings

I have employed you to steal some cargo from Militech offsite storage facility in night city docs. The cargo in question is four green weapons crates with black and yellow markings on the sides. The storage facility itself consists of three warehouses. The crates will be in the middle one and will be collected by my man at the dock near the facility. He will be waiting for the signal to come in. The facility itself is surrounded by an electric fence and is located [Location]. The payout is 1000 E\$ per person and everything you find valuable inside the facility.

Good luck

Spider

Storage facility is lightly guarded but is under constant surveillance. The guards change every six hours starting from midnight. All of those warehouses contain basic Millitech made military equipment (common and excellent rarities weapons, ammunition, uniforms and some decs - see page nr 61 in core book). Three out of four crates are between others in the warehouse. The last one is in a separate room inside it and is locked behind an electric lock (code: 8673). The fence is powered by substation few kilometers from the facility

There are a total of six guards on the premises. Two of them are in the guard house at the entrance. The other four are patrolling the facility in pairs. The guards that aren't on duty often go home to rest or to a nearby pub. All of them can be intimidated for information

In those Weapon Crates there are Millitech RPG-A with ammunition. The intel is hidden under the foam that holds weapons.

**The truth:** Spider caught wind of a new secret project in Millitech and wants to gather information about it. Contact inside Millitech left a message in one of the weapon crates for him. So, to not raise any suspicion the Spider hires a few mercenaries as a proxy to steal those crates for him. So, it would look like some punks made a heist on the storage facility and he could learn new information without raising any interest.

**STATISTICS FOR THE GUARDS:**

INT 4 REF 5 TECH 3 COOL 4 ATTR 4 LUCK 2 MA 2 BODY 5 EMP 6

MBC: -2

Armor:

head	torso	righthand	left hand	right leg	left leg
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10	10	5	5	5	5
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Notable skills:

- (ref)Pistols: 3
- (int)Awareness: 5

Weapons:

- Millitech Arms Avenger P 0 J E 2d6+1 9mm 10 2 VR

## Task 2 the penthouse

The task for the PC: You have been hired to infiltrate and recover the hard drive from the vault in the penthouse that is at the top of Tower 19. After recovering it, deliver it to the [drop spot]. In the vault there will be other documents and hard drives that can be valuable to someone else. Reward is 1000 E\$. Good luck, Spider. This time there is no letter but direct communication to all or one of the players depending on how they ended last session.

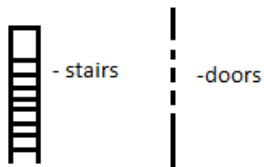
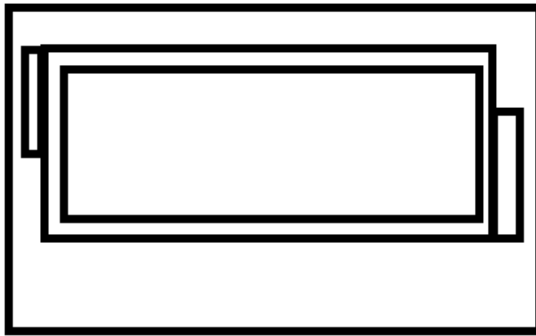
After a week the PCs are sent another task from the Spider. This time it is to infiltrate the penthouse at the top of tower 19. In this penthouse there is intel, and it is located in its vault. The vault itself is big with heavy doors. It has medium security code lock (difficult test 20). Inside the penthouse there are hard drives that are stored off the grid and net. The one that the Spider is interested in is called "The stack". Besides it there are a lot of other hard drives and most of them would be worthless to the PC's but one. The other hard drive that can be of interest to the PC is named "Home" and has in it there are title deeds to this penthouse, and it can be used by PCs to overtake it. For more information about it see Supplement A.

The penthouse is located in the corporate district and is surrounded by other office high rises. The Nearby area is considered to be generally safe excluding time to time corporation espionage gone wrong. Owner rarely visits Night city and works in other parts of the world, but he still uses it as a storage place for certain types of documents and hard drives.

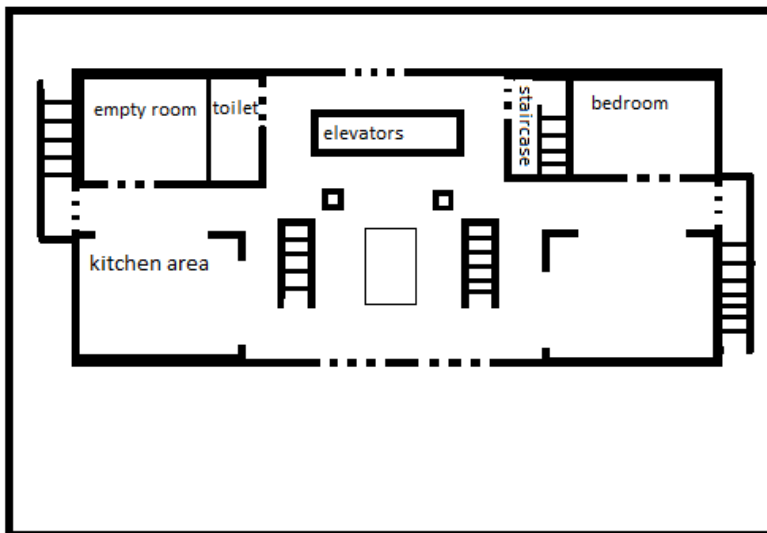
Pc can access the penthouse either by: The elevators, the cleaning crew lifts or fire escape stair. There is also the possibility to climb the tower, but they will need specialized gear. The elevators are monitored from the penthouse and reception desk but can be controlled only from the reception desk itself. The fire escape stairs are free to access but the doors that are located on the floors can only be accessed from outside of the staircase (excluding those at the ground floor). The cleaning lifts are hanging from the top of the building and are around the first floor.

But accessing the penthouse will not be the only difficult thing. The penthouse is also guarded. Those guards are dressed in black suits. Reception is only guarded from 18:00 through overnight to 10:00 in the morning. There are 2 guards at the reception desk and 6 at the top. At the penthouse there is always one guard with the keycard to the vault in the security room and one is always near the elevators. The last four are patrolling the perimeter in pairs with short breaks.

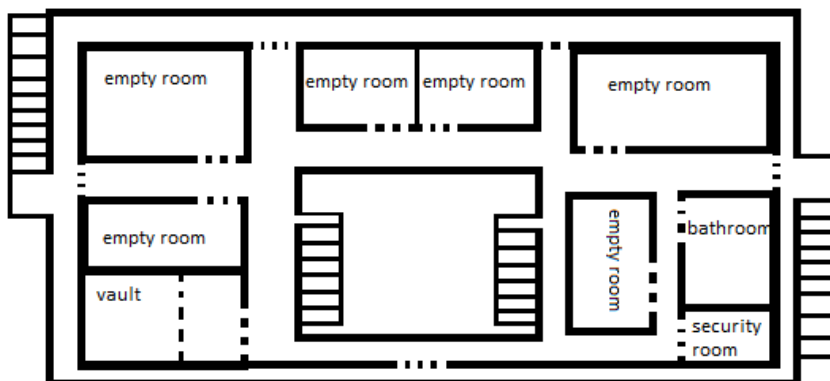
Top down view of the penthouse



first floor of the penthouse



second floor of the penthouse



Reference map of the penthouse not up to scale

**The Truth:** Spider needs confirmation on intel that he got from the storage facility. From this intel he learned that in night city there is one person that was taking part in this project and now he is kept hidden somewhere in night city. He knows his name and now all he needs is second hand proof about this project. This is why he is sending again the same mercenaries to get him this intel.

**STATISTICS FOR THE GUARDS:**

INT 7 REF 5 TECH 4 COOL 4 ATTR 5 LUCK 2 MA 5 BODY 6 EMP 6

MBC: -2

Armor:

head	torso	righthand	left hand	right leg	left leg
0	10	5	5	5	5

Notable skills:

- (ref)Sub Machine Guns: 5
- (int)Awareness: 6

Weapons:

- Arasaka Minami 10 SMG 0 J E 2d6+3 10mm 40 20 VR

## Task 3 the club

After a few days the players are again invited to the same bar as before by the Spider and are requested to come to the same round table as the first time. PC's expecting to meet Spider there will be disappointed because instead of him there is another letter. Content of the letter can be seen below and in Supplement C.

Greetings

I have another task for you. I will need you to retake Netrunner from the club where he is kept. Club is Located in [Location] which is a block building. I do not know where the club is inside this building. You need to hurry and recover him before the corps gets alerted. Target can have a tracker planted so you need to be careful. I will send the location of extraction after you exit the building.

Good Luck

Spider

The club is located in a low-income block building. This block is mostly composed of apartments and small businesses. This maze-like building is packed with tight corridors. The club itself is located on the fourth floor and under number 0451. Even though it has few windows from the outside it looks abandoned (PC's can see through this disguise by taking the hard awareness check). PC's can spot it either by exploring the building or by questioning the residents but not all of them will know about the club. there are no other clubs but there is one pub

On the inside the club is clean and well supplied. It has a bar, scene and some round tables in the main room, at the back there is the office of manager, kitchen, closet, and

supply room. The supply room is where the Netrunner is located but he is still connected to the system and will be disconnected to be moved. As soon as this happens the PC will hear the opening of the doors to the club. After that Corp force will enter the club. They are also after the Netrunner and will not leave him to the PC's. They will attack if the PCs won't comply with them.

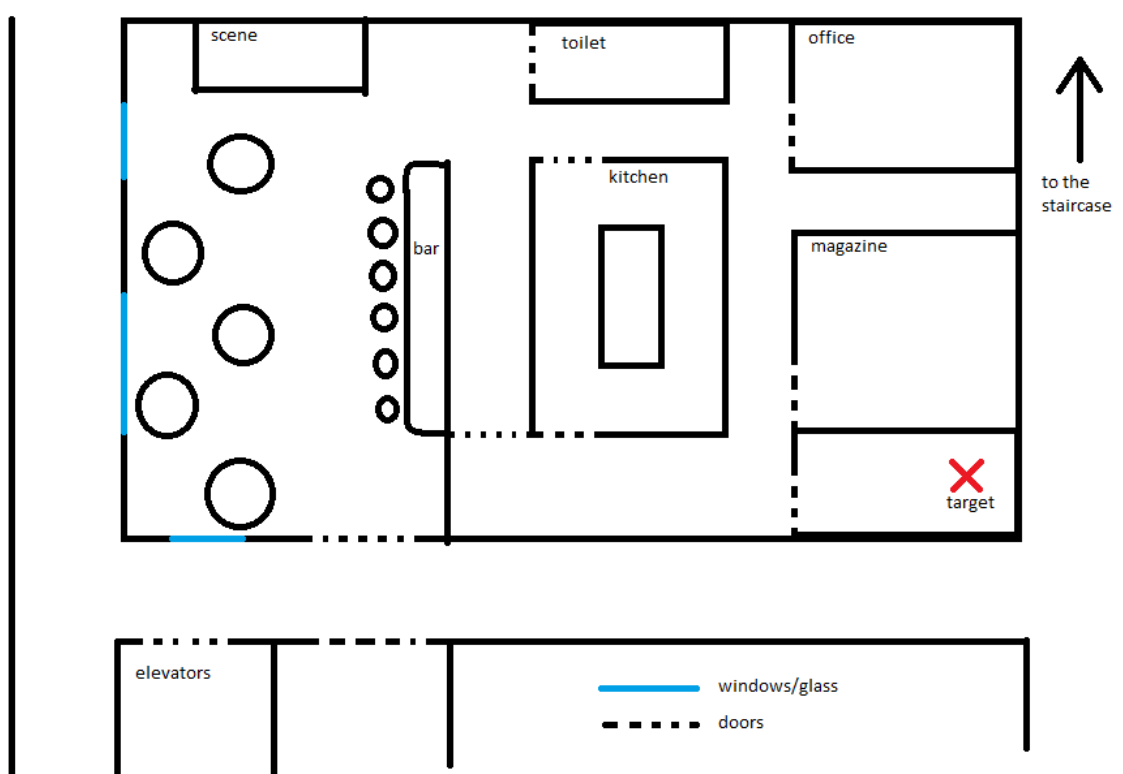
Squad that enters the bar consists of one commander, two bodyguards and five low level Corp soldiers with one of them waiting at the bottom in the van. If the commander is killed there is a chance that corps soldiers will surrender

Netrunner is a frail person that has worked on the mysterious project. He does not know a lot about it but knows what it is. during this task he will be either unconcise or will say something incomprehensible. He will need to be carried and during this task is too weak to walk because of shock

After team exits the building with the Netrunner they will be contacted by the Spider, and he will tell them the following:

"We have a problem. Bright wants to kill the Netrunner. I need you to keep him safe for the next 24 hours until I can throw him off. I advise you to go somewhere safe. I am sending you the coordinates of one of my safehouses. You can go there or somewhere else. You will be paid"

He will answer the questions about Bright and the safe house and will negotiate payment. See next task for more information.



Reference map of the club not up to scale

**The truth:** The Spider learned the location of the Netrunner and now wants to extract him and get him to talk and maybe turn him on his side. But he expects Millitech to send someone to move the Netrunner somewhere else, so he needs to recover him fast.

**Commander:**

INT 7 REF 8 TECH 4 COOL 5 ATTR 7 LUCK 2 MA 3 BODY 6 EMP 5

MBC: -2

Armor:

head	torso	righthand	left hand	right leg	left leg
5	5	5	5	0	0

Notable skills

- (ref)Pistols: 7
- (int)Awareness: 5
- (ref)Brawling: 5

Weapons:

- Colt model 2000 P 0 J C 4d6+1(12mm) 8 1 VR

**Bodyguards:**

INT 5 REF 9 TECH 4 COOL 5 ATTR 5 LUCK 2 MA 3 BODY 8 EMP 5

MBC: -3

Armor:

head	torso	righthand	left hand	right leg	left leg
12	16	16	16	12	12

Notable skills

- Combat sense: 3
- (ref)SMG: 5
- (int)Awareness: 5
- (ref)Brawling: 7

Weapons:

- Arasaka Minami 10 SMG 0 J E 2d6+3 10mm 40 20 VR

**Corp soldiers:**

INT 5 REF 5 TECH 4 COOL 5 ATTR 5 LUCK 2 MA 3 BODY 6 EMP 5

MBC: -2

Armor:

head	torso	righthand	left hand	right leg	left leg
14	14	14	14	10	10

Notable skills

- (ref)SMG: 5
- (int)Awareness: 5
- (ref)Brawling: 5

Weapons:

- Uzi mini auto SMG +1 J E 2d6+1 9mm 30 35 VR

## Task 4 the hunt

The task begins right after rescuing the Netrunner. PCs are informed by the Spider that they are being hunted by a ruthless assassin named Bright and his target is the Netrunner. The Spider needs some time to send help and try to call him off.

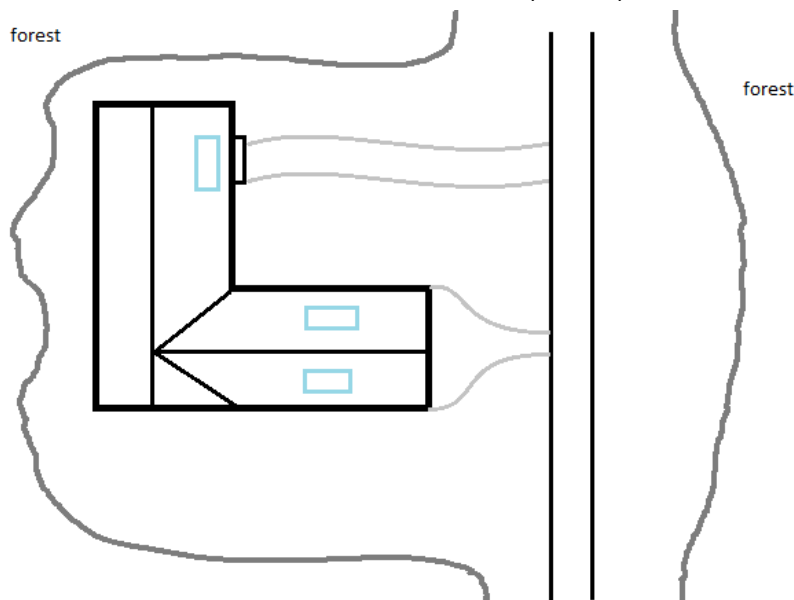
What Spider knows about Bright and how he can help PC's

- Players should go to a safe location because they will be able to control the environment and not get caught off-guard in some alley way.
- The Spiders safehouse - see below
- the bright is very persistent killer and very good tracker
- he can offer 2500 E\$ per person for keeping the Netrunner safe
- the 24 is for getting recovery team together and finding out why he is after you,

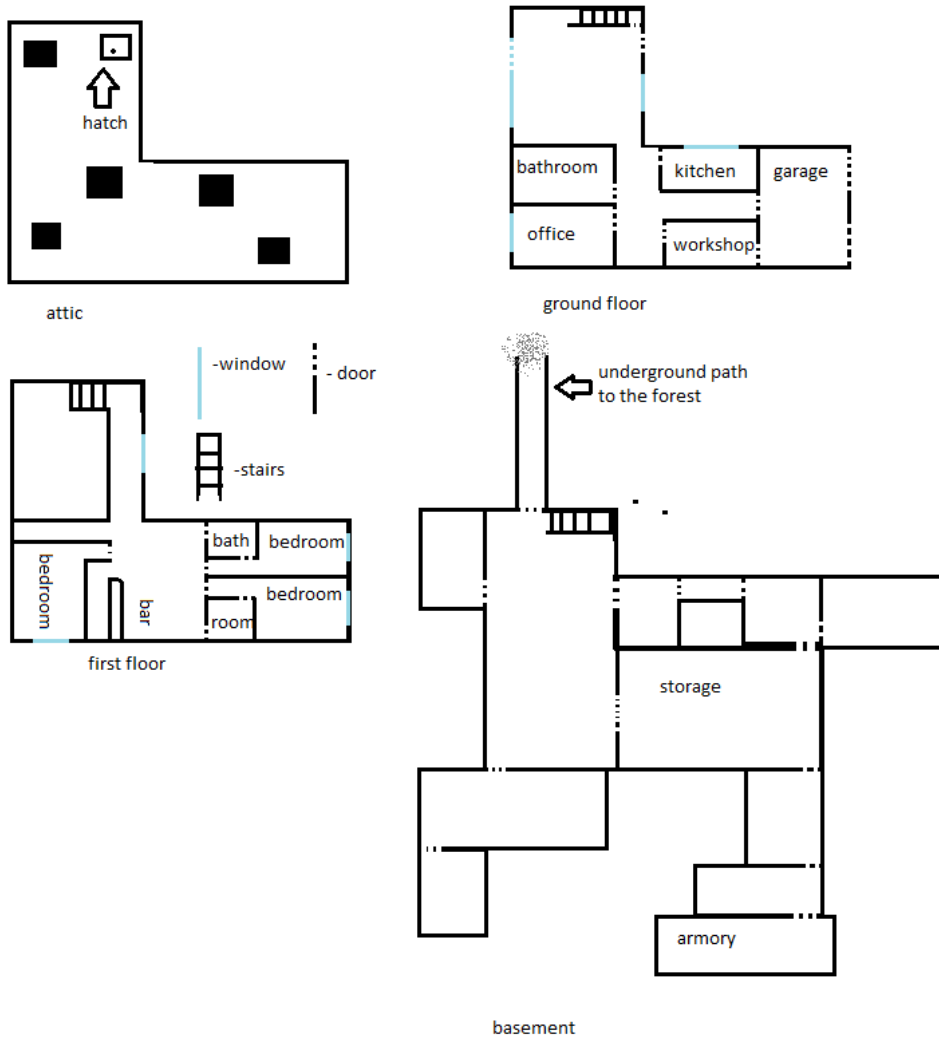
The Safehouse is located on the training ground outside of the Night city. This training ground is often used by Corpos to train operations that will take place in forest. Safehouse is a recreation of a family house with a large basement where the operation center can be sat up. It has an armory where there are some mines and ammunition (see below). It also has basic home and medical supplies. The location is remote and getting there will take some time.

Items in safe house armory:

- 200 rounds of 9mm, 10mm, 11mm, 12mm, 5.56.
- 25 rounds of armor piercing 9mm, 10mm, 12mm, 5.56.
- 5 claymores
- 2 Millitech Ronin Light Assault RIF +1 N C 5d6(5.56) 35 30 VR
- Colt model 2000 P 0 J C 4d6+1(12mm) 8 1 VR



Top down view of the safe house



Reference plan of the safehouse not in scale

PC's can also go to the penthouse if they overtook it (supplement A).

Bright is a very persistent killer. He will firstly stalk from afar and try to kill with his sniper rifle. PCs at the beginning won't be able to spot him, next they will see signs of his activities, place traps and maybe even flash off the scope of his rifle. then after some time they may hear and some maybe feel the bullet getting too close to them. If he will not be able to take a shot at the target from afar, he will move into close quarters. He will use smoke grenades to hide his presence and then move for the kill. He should be somewhat feared by the PC's

At the final moment just before the arrival of the cavalry players should come face to face with Bright and they should never feel 100% safe.

Spider will send a rogue squad of trauma-team to recover the Netrunner and any player that has been heavily wounded. He needed time to locate them, get funds for them and send them to the PCs location. In the meantime, he will try to find out why Bright is after the Netrunner.

After 24 hours the squad will land near the location and as soon as this happens Bright will disappear in a cloud of smoke.

## Supplement A: Penthouse

If the PCs have found the hard drive named house in the vault of the penthouse they can try to overtake. That can be achieved by forging documents inside the safehouse. For the purpose of the scenario this process will be quick and take only a few days. This will not be so costly also. costing PCs only around 5000 E\$.

Penthouse is worth around half a million E\$. PCs can try to sell it if they want to or can take it as their base. As they saw most of the rooms were empty and can be rearranged to have something interesting in them. Below is a list of example upgrades of the penthouse with the cost.

- Bedroom 2500 E\$
- Armory 10000 E\$
- Medical bay 10000 E\$
- Shooting range 7500 E\$
- Swimming pool(outdoor) 5000E\$
- Holding Cells 2500 E\$
- Interrogation room 5000 E\$
- landing zone (rooftop) 25000 E\$

It also has access to an underground garage which has reserved space for four vehicles.

But unfortunately there are always costs to owning such residency.

rent is 5000 E\$ per month

hiring a guard is 500 E\$ per week per guard

And keep those deeds safe.

## Supplement B: NPCs

### **Bright:**

Role: Solo

**Stats:** INT 10 REF 10 TECH 6 COOL 5 ATTR 5 LUCK 4 MA 6 BODY 10 EMP 3

MBC: -5 Save 10

### **Armor:**

head	torso	righthand	left hand	right leg	left leg
62	62	37	37	37	37

**Skills:** Combat sense: 9,

- Body: Endurance 5
- Cool: Resists Torture 4, intimidate 5, interrogation 5
- int: Awareness/Notice 7, Hide/Evade 7, shadow/track 7, Wilderness Survival 5,
- Ref: Dodge & escape 5, Driving 5, Melee 5, Handgun 7, Rifle 8, Submachine Gun 5, Heavy Weapons 6, Stealth 7
- Tech: First aid 4, Pick Lock 4

## **Weapons**

- Colt model 2000: P 0 J C 4d6+1(12mm) 8 1 VR
- Nomad's 15mm (long rifle): RIF +1 N P 7d10(15mm BMG) 9 1 ST
- Arasaka Minami 10 SMG 0 J E 2d6+3 10mm 40 20 VR

## **Cybernetics:**

- Cyber eye with: Infrared, anti dazzle
- Nasal filter
- Voice synthesizer
- Skin Weave
- cowl
- torso plate

## **Equipment:**

- claymores
- smoke grenades
- tear gas grenades

## Supplement C: handouts

### 1 -First Letter from Spider

[location] is place known to the PC

Greetings

I have employed you to steal some cargo from Millitech offsite storage facility in night city docs. The cargo in question is four green weapons crates with black and yellow markings on the sides. The storage facility itself consists of three warehouses. The crates will be in the middle one and will be collected by my man at the dock near the facility. He will be waiting for the signal to come in. The facility itself is surrounded by an electric fence and is located [Location]. The payout is 1000 E\$ per person and everything you find valuable inside the facility.

Good luck

Spider

### 2 - Second Letter from Spider

Greetings

I have another task for you. I will need you to retake Netrunner from the club where he is kept. Club is Located in [Location] which is a block building. I do not know where the club is inside this building. You need to hurry and recover him before the corps get alerted. Target can have a tracker planted so you need to be careful. I will send the location of extraction after you exit the building.

Good Luck

Spider

## Supplement D: Player Characters

- character sheets are in attached pdfs and their backstory can be seen below
- Disclaimer: those characters are based upon what my friends made.
- The PCs here all know each other and used to work together.

- They have all met when they waited in the Mikes clinic for check up/procedure or other medical things. When the clinic was attacked by some punks. They stopped the attackers but the clinic was destroyed. Because of that event they decided to stick together.
  
- Rocker - Ian - Wanna be a rockstar with something loose in his head. He is the first to take risks in the group. He recently left his band to seek something new. He maybe is reckless but can get the job done.
- Solo - Gargamel - The stoic solo that does not fear to pull the trigger. He may be a little too fat but he can still be surprisingly sneaky so bad guys need to watch their back. One that prefers a methodical approach to the task at hand.
- Techie - Mechanic - The weaponsmith of the group. His weapons may be dangerous for both sides of the field. But he still is a very good repairman, he can fix basically anything from assault rifles to broken vaults. Little bit eccentric and ugly he has never given up.
- Medtech - Mike - The good soul and voice of reason in the group. He can patch you up in seconds and after that you will feel like born again. Though he does not have any cybernetics he will install anything you need. Little scared he does not like using weapons and prefers a peaceful approach.