

RACHE BARTMOSS

the World's Greatest Netrunner™

IS DEAD.

Which finally gives him time to
write his memoirs...

HERE ARE RACHE'S WORDS OF WISDOM for weeflerunners and pro netjocks alike, with commentaries from his top 'runner associate, Spider Murphy. Rache shows you Transcendental Sentience AIs, Netwatch Icemen, Arasaka Dataforts, and software that will make you want to gnaw on the wallpaper. He tells you more about the Net than you'll probably ever want to know. But you'd better listen, because, even dead, Rache is still riding the Edge.

Rache Bartmoss' *Guide to the Net* provides Rache's overview for each of the regions of the Net as well as:

- 🌐 Detailed color regional maps
- 🏙️ Lots of new city grids
- ▲ New dataforts that you'll never crack
- ⊕ New software
- 🚶 New Netrunning options
- ⚙️ An entirely new style of run: the MicroNet

SO GRAB YOUR CYBERDECK, CHIP IN YOUR HOTTEST SOFTWARE, ACTIVATE YOUR REFLEX BOOST, AND GET READY TO TOUR THE NET WITH RACHE BARTMOSS. IT'S A RIDE YOU WON'T FORGET.

RACHE BARTMOSS'

GUIDE TO THE NET

R. TALSORIAN
GAMES, INC.



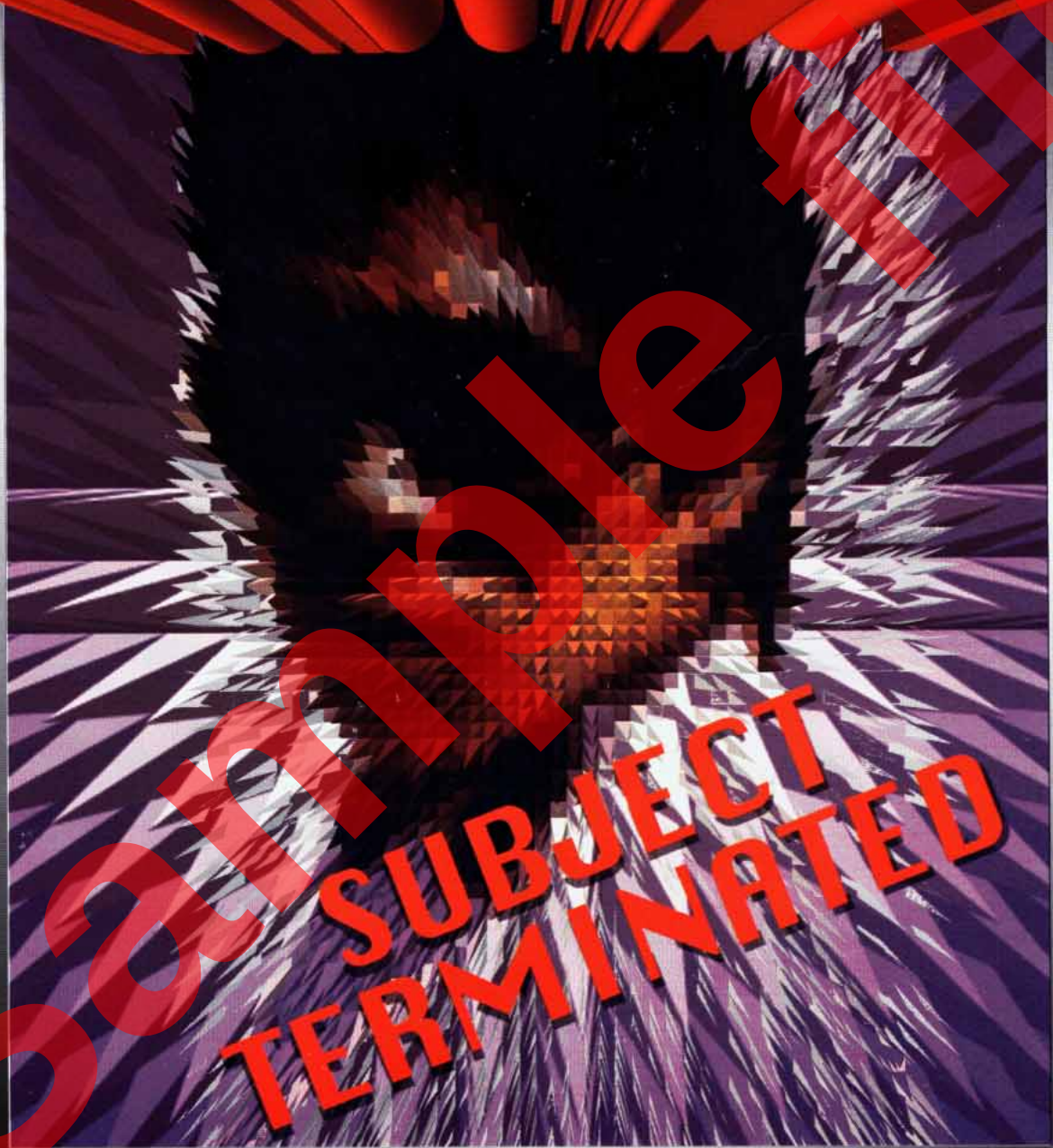
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R. TALSORIAN GAMES PRESENTS:
RACHE BARTMOSS'

GUIDE TO THE NET



SUBJECT
TERMINATED

DATATERM



A SOURCEBOOK FOR

Cyberpunk®

INTRODUCTION

Welcome to Rache Bartmoss' Guide to the Net. What follows is Rache's rather opinionated overview of the many regions of the global computer network that exists parallel to the "real" world of 2020. Along with Rache's ramblings, we've inserted Hyper-text comments (look for the black-bordered phrases in the main text and then reference them to the black sidebar on the each page), which have game-related information and further insights into the main text material. These are designed to help the players and GMs integrate Rache's observations into their own games. In addition, the last chapter is a Rules Appendix which adds new netrunning options, gives some cool new software, displays some cutting-edge tech, and has new essays on netrunning in the big Two-Oh-Two-Oh.

What this book is NOT is a rewriting of our Netrunning rules. Rache Bartmoss likes to paint himself as being able to perform feats that defy what we know of the Net. Sometimes he's even telling the

truth. But, no matter how outrageous his practices may seem, unless otherwise noted in the hypertext or the Rules Appendix, all the rules from *Cyberpunk 2020* still apply. We have tried to expand upon them and put new spins on various topics, but you shouldn't let your campaign be turned upside down by anything here. Our all-encompassing rule is: it's your game; if you don't want to use or allow something that's in this book, don't. Period. End of advice.

We know you're going to find Rache's unique perspective entertaining, but do keep in mind that Rache is, amongst other things, a borderline sociopath, a certified (if brilliant) paranoid, and a generally rude and vicious individual. His opinions of people and places around the world are almost uniformly negative, and he isn't afraid to scream them at anyone who'll listen. So if any of you are offended by some of Rache's tirades, keep this in mind: Rache is now a frozen piece of near-dead meat sitting alone in an isolated life-support chamber buried in a cellar somewhere.

How many outlets can he have?

Enjoy,
David Ackerman

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The author would like to give deepest thanks to his family (by no means restricted to his blood relations), for it is they who preserved his sanity while he worked on developing his insanity.

The editor gives a special thanks to Renee at Silicon Graphics Computer Systems; your help made all the difference. And to Robin: thank you. Only love could be that patient.

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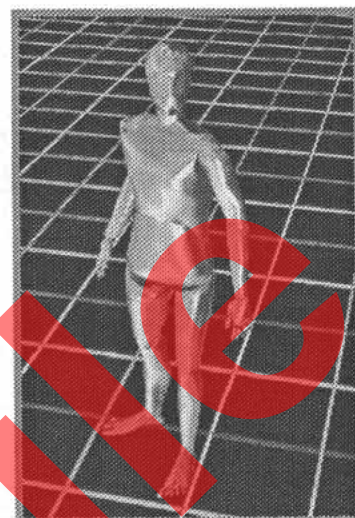
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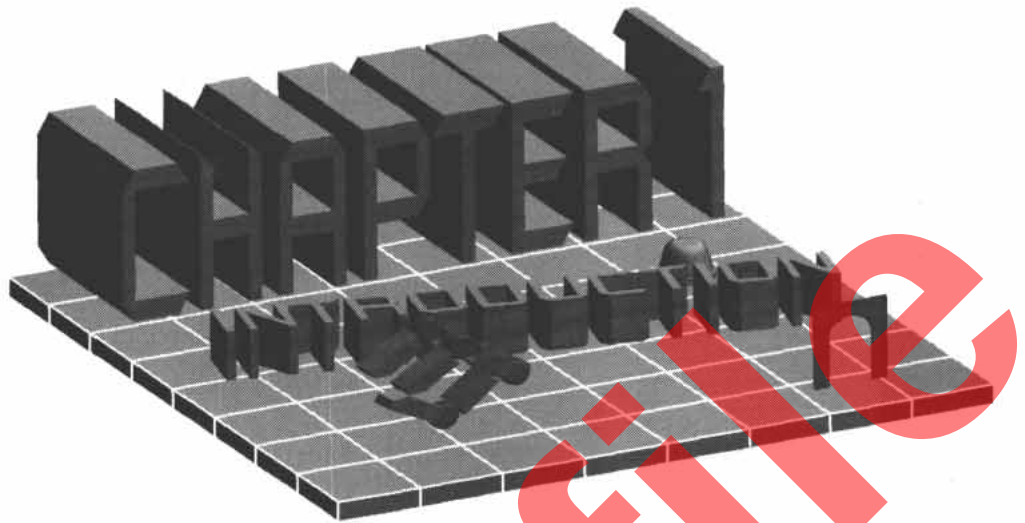
HYPERTEXT

RACHE BARTMOSS

The premier runner of our age (Go ahead, ask him). His exploits and commentary on life in the Net have been instrumental in the formation of 2020 culture. Of course, that isn't really much of a compliment. See Page 152 for complete stats.

SPIDER MURPHY

Spider is one of the top 'runners in the country, perhaps the world. A close associate of Bartmoss, she has somewhat reluctantly picked up the torch for Freedom of Information, which Bartmoss left behind. See Page 152 for complete stats.



"For I dipt into the future, far as human eye could see,
Saw the Vision of the world, and all the wonder that would be;
Saw the heavens fill with commerce, argosies of magic sails,
Pilots of purple twilight, dropping down with costly bales..."

— Alfred, Lord Tennyson

Many of you 'runners out there are probably wondering what this is. You found it on an illicit bulletin board or lying around in Wilderspace; a large self-extracting file with the fashionably-archaic name BARTMOSS.NET. "Rache Bartmoss?" you asked. "Haven't heard from him for months."

If you were smart, you downloaded it to a separate drive and disconnected it from your system before decompressing it. I've done my best to make this thing virus-proof, encasing the code in a fractal cryptography shell, but if Arasaka or Netwatch get hold of a copy, they'll find a way to infect the damn thing.

So here you are. This is Rache Bartmoss' Guide to the Net (edited by Spider Murphy—that's me). This contains as much of Rache's wisdom and experience as possible, as well as a few of my own insights and some alternative viewpoints. In this presentation I have attempted to give you as much information as possible, for knowledge is power, and the megacorps and drug lords aren't just going to fall down under their own weight.

Oh, by the way, I dug up all the quotes. Rache is brilliant, but he's not at all literate.

RACHE
BARTMOSS



"For he counteracts the powers of darkness by his electrical skin and glaring eyes..."

— Christopher Smart

"He is the Napoleon of crime."

— Sherlock Holmes

As I said once before, there's over a dozen netrunners out there that the Netwatch cops would love to brain-burn, and Rache Bartmoss was at least two of them.

Did I say was? I'm afraid so, 'runners. Rache Bartmoss got tagged. I don't know who or how. He won't talk about the incident. But Rache, damn him, is a survivor, and now he's paying the price.

But I digress. Before I tell you of his death, I should tell you of his life.

Rache Bartmoss is perhaps the only 'runner I ever met who used his real name (that's right, folks, Spider Murphy is a *nom d'electrique*). I know this, because my father was the one who wiped his SIN off the system. He told his bottle about it that

night while he sat in a drunken stupor; I chanced to overhear. As it happened, I had heard of Rache Bartmoss on the street, so when Dear Old Dad the Corporate Puppet killed his **SIN**, I tracked him down to warn him.

When I finally found Bartmoss, I was surprised. He was seventeen, and but for the acne, he looked more like twenty-five. He'd been running the Net for thirteen years (!), and had a full set of high-quality 'todes and a library of software the likes of which I'd never seen. I was thirteen at the time, running the Net for four years, but in the first ten minutes I knew that Rache's skills were of a different order of magnitude. I knew then that he had a long career ahead of him, because even when he lost his reflexes, his experience and his uncanny sixth sense would keep him on the edge.

I think Rache first used his real name because, when he was four or five, he didn't know any better. By the time he knew it was a stupid move, he was good enough that it didn't matter. He stuck with it as a conceit, a way to flaunt his skill at the megacorps and Netwatch creeps. He gave them his name, for goodness' sake, and they still couldn't catch him.

Rache also experimented with everything. For a while he even went legit, writing software. He worked with some of the best companies, always using his real name. As I understand it, the companies took him on under the proviso that he wouldn't run against their own systems. Knowing Rache, he promised, with full intent not to double-cross his employers or go snooping around their closets. And, knowing Rache, his promise lasted for about two weeks. I noticed that there were occasional serious breaches of security wherever he worked, starting about a month after he signed on. Another two months, and the corps would finally figure out he was raping their systems in the name of his peculiar brand of justice, and he'd have to disappear. He always knew when he'd been found out, and made good his escape in good time. I put him up more than once, but when I did I made sure I had my phone service cut off.

After the dust settled, he'd manage to clean his record after a few runs and hire on somewhere else.

Once he worked for a year at a smaller firm, **CCI Development**, which didn't have any skeletons in the closet. Things worked fine, and the company came out with some innovative new products, including the **Demon** series and a powerful new database system. Unfortunately, Bartmoss dropped a few surprises into the database code, including a full-blown 'political' movie. When word got back to the company, they fired him. Within a week, their entire computer system had fried its own brains, and the company went belly-up. Rache himself sold the source code to the demon programs to several software houses simultaneously and made enough money that he never had to work again. Of course, each publisher thought they were getting exclusive rights, so they all wanted his scalp, too. They just didn't understand that Rache doesn't believe in exclusive rights.

Rache Bartmoss is the wild card of the Net. To my knowledge, he never took any drugs, but with all the wiring inside his skull, I'm sure it messed with his mind somewhat. He tried every single interface that I ever heard of. It's a wonder he didn't go psycho on us. My guess is that he had a special sense for the Net, an instinctive understanding, and that the wires in his head therefore seemed natural to him, hooking him up to the Net as they did.

Rache Bartmoss is, without a doubt, the best netrunner I have ever encountered. He could almost be called a wizard. He achieved this partly through a very Net-oriented perspective of life and reality. To him, the Net was the real world. Rache has never believed in borders, discrimination, travel restrictions, secrets, conventions, rules, or anything inhibiting free and total communication. Intrinsically, that's exactly what the Net is like. The Net itself allows anything, and it's only the megacorps and Netwatch that make the Net a dangerous place, and for these sins Rache Bartmoss became the self-sworn avenger of the Net. I tried to explain once that Netwatch was there specifically to stop people like him, but he truly couldn't understand why anyone would think that someone like him should be stopped.

Sadly, folks, he did get stopped. Rache Bartmoss, somehow, had his heart stopped. Maybe he got careless, although Rache was nothing if not paranoid. Personally, I think it was sheer bad luck, coincidence of cosmic proportions. It's possible it was even something as simple as **heart failure**.

But, since Rache ran the Net for days at a time (and all at light speed), he still manages to survive. He's out there now, still hooked in to the Net. His **life-support machines**, sensing that his heart had stopped, cooled him down to prevent decay. Super-cooled him, in fact. Rache took a lot of precautions with his meat body to ensure its safety. He also had a lot of money to take precautions with.

Apparently Rache forgot to tell anyone to get his body should he be killed, because he's been in cold storage for the last year. In his cryogenic condition, his brain is able to continue to operate

INTRODUCTION

HYPERTEXT

SIN

SINs are State Identification Numbers which are given to every voting citizen in the U.S. This ID is carried on a small plastic card which contains a **write-once holographic memory**. Encoded here is a person's criminal and tax history as well as their DNA pattern, all of which is duplicated in state government mainframes. If your SIN is deleted, you can't legally get a job, you can't vote, and your rights are pretty much hash. See *Home of the Brave*, pg.23 for more details.

CCI DEVELOPMENT

As intelligent as the owners of CCI may have been, they forgot one cardinal corporate rule: Never fire someone who knows your system and has the talent to use that knowledge. Kill them instead.

HEART FAILURE

Any number of Black ice programs could have done this to Rache, although it was probably a combination of several (Rache could have handled just one or two, no sweat). Then again, it may have simply been adrenal overload. Such is life on the Edge...

LIFE SUPPORT MACHINES

The *Celestial Parachute System* is merely an extension of the Body-weight Life Support system (*Chromebook*, pg. 6) combined with a cryogenic system based on Trauma Team equipment. Unlike the TT systems, however, the *Celestial* is designed to maintain the survivor in biostasis indefinitely (In theory...it has an internal power source good for about ten years). About the size of a huge coffin on a massive pedestal, the *Celestial* activates when the user, who rests inside, fails any Mortal level or greater **Save** during a *Netrun*. It's then supposed to call for pickup from the local hospital. In his paranoia, Rache has deactivated the call function and still doesn't seem to want to be found. 200,000eb.