

IANUS GAMES

It's late at night. The darkness almost engulfs us, so gather around for the fairy tales of the Edgerunners. Leave behind all concepts of truth and goodness, for we now enter the murky world of darkness, where beasts hide in the shadows and the stalkers wait outside.

The new fairy tales of 2020 are not for children. They are warnings for adults, as maturity has nothing to do with the blood-curling reality of the terrorist or the frighteningly accurate tarot reading predicting the future... if you have one, of course.

Nowhere is safe anymore — not that it ever was. But Grimm's *Cybertales* forces you to see and acknowledge the darkness hanging over the city; while the corporations loom over, it just steals your soul. There's no devils walking the streets, just things — faceless, nameless, omnipresent. They are in the Net, they are on the street and they are in your dreams.

Going to protect yourself? Better learn now, know the myths through and through, scare yourself so badly that your worst nightmare becomes a joke in comparison, and you might just survive. That's what it's all about, right?

Grimm's *Cybertales* is an Alternate Reality sourcebook for Cyberpunk 2020. It contains additional background material on the darker side of life in 2020; also new rules covering cybernetics, stress, cults, voodoo, the Net, dreams and much more. Take Cyberpunk to an Edge you never even knew existed.

RECOMMENDED FOR MATURE READERS

IANUS PUBLICATIONS, INC.

5000 D'Iberville, Suite 332
Montreal, Qc., Canada
H2H 2M2

A CYBERPUNK ® 2.0.2.0.

Alternate Reality Sourcebook

GRIMM'S CYBERTALES is a Trademark of Ianus Publications, Inc.
CYBERPUNK and the cyberpunk logo are registered trademark of R. Talsorian Games, Inc., used under license.

ICP # 110

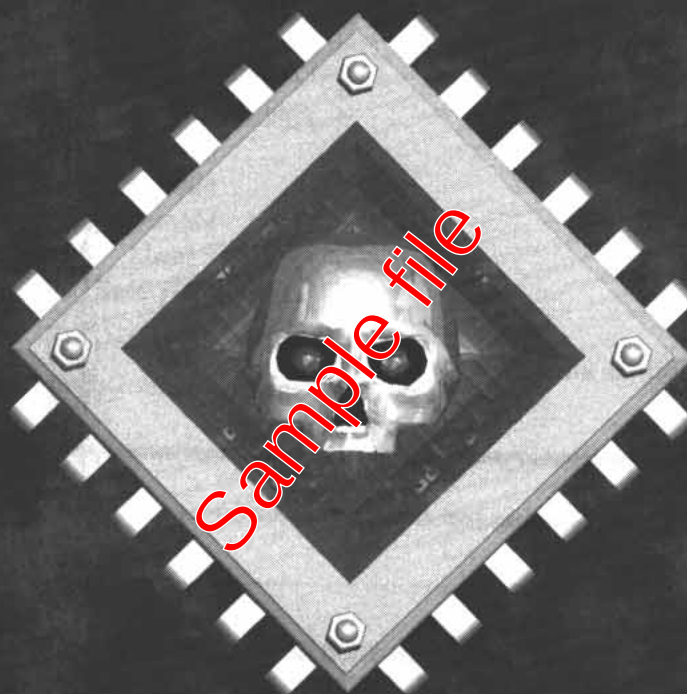
ISBN 2-921573-12-1

Printed in Canada

© Cyberpunk Horror Encyclopedia ©

GRIMM'S

CYBERTALES



© BY JUSTIN SCHMID ©

© An Alternate Reality Sourcebook for ©

CYBERPUNK

© Licensed From R. Talsorian Games, Inc. ©

IANUS GAMES

I. A CREDITS

Written by:

Justin Schmid

Editor:

Marc A. Vézina

Copy Editing:

Jean Carrières

Editor for R. Talsorian Games, Inc:

Derek Quintanar

Art Direction:

Pierre Ouellette

Layout:

Pierre Ouellette

Jeff Fortier

Dominique Durocher

Cover Art:

Pierre Ouellette

Jeff Fortier

Interior Art:

Ghislain Barbe

All Artwork © Ianus Publications Inc.

GRIMM'S CYBERTALES is Copyright ©1993 Ianus Publication. All Right Reserved.

GRIMM'S CYBERTALES is a Trademark of Dream Pod 9 and is published under license from R. Talsorian Games, Inc. Cyberpunk is a Trademark of R. Talsorian Games, Inc.

No part of this book may be reproduced without written permission from the publisher, except for review purposes.

Any similarity to characters, situations, institutions, corporations, etc. (without satiric intent) is strictly coincidental.

Printed in Canada.

Published by:

Ianus Publications, Inc.

5000 D'Iberville, Suite 332

Montreal, Qc

Canada

H2H 2M2

Stock # ICP-110

Creative Team: Dream Pod 9

Quotations © respective artists: Enigma ©1991 Virgin Films/Plattner GmbH; © Apocalypse Now/1979 Zoetrope/Warner Brothers; © The complete tales and poems of Edgar Allan Poe.

Canadian Catalog in Publication Data

Schmid, Justin, 1973-

Grimm's Cybertales: an alternate reality sourcebook for Cyberpunk

Includes index.

ISBN 2-921573-12-1

1. Fantasy games. 2. Role playing. 3. Vampires.

1. Title.

GV1469.6.S35 1993

793.93

C94-940039-4

Legal deposit: December 1993
Bibliothèque Nationale du Québec
National Library of Canada

ISBN 2-921573-12-1





A GRIMM, GRIMM WORLD

Background	6
Merging Night's Edge & 2020	6
Summary	7
Night's Edge horror	8

A NEW ORDER

Stress	10
Meditation	12
Psybernetics	15
The anti-fanatics	17
Stress factors	18
Quirks of the mind	19
New skills	20

APOSTLES OF THE EDGE

The Church of SIN	22
The dark side of the ExhisbiSIN	23
The Church of the Immortals	24
Followers of Spiritual Purity	26
Cult bands	27
Nihilists	30
Introduction to the society of the dead	31
The Mandelbrot Society	32
The Spider's Web	33
Sheperds	34
The Orders of Protectors	35
The Watch	35
The Diverses Cults	38
Faking out indoctrination	40
Cults in your campaign	41
Deprogramming	42

NOUVEAU-VOODOO

Definition	44
Through the eyes of Voodoo	45
Place of worship	45
The Loa of old and new	46
The rituals of Voodoo	48
The mounting of the Loa	49
Summoning the Loa	49
Voodoo Artifacts	50
The making of a zombie	51

THE BOOGY-MEN OF 2020

Stalkers	54
Stalking characters	55
Serial murderers	55
Mass murderers	56
The Stalker Myth	56
In the crowd	57
Ghouls	58
Ghoul enterprise	59
Dorph zombies	59
Lacer	60
Terrorism	61
Car Jackings	61

GHOSTS IN THE MACHINE

Choose your weapon	64
The Murk Syndrome	64
Snap Shot	65
The Murk Spirits	67
Virtual Testimony	67
The Murk Subroutine	70





The Murk Who Lurk	70
Goals of the Powers	71
AI sentence	73
Other possibilities	74
AI zombies	75

PERCHANCE TO DREAM

Fatigue	80
Sleep deprivation	81
Sleep disorders	83
Wakie, wakie	83
Can't sleep?	84
The people dreams are made of	85
The accidental murder	85
Dream stalker psychosis	86
Dream therapy	86
An experiment	87
Sandmen	87
New power & abilities	88

ARS NOVA

The Unified Theory of Powers	91
New telepathy powers	92
Sceptics always miss out	92
The arts of magic	93
Definitions	93
Herbalism	94
Alkchemical craft	94
Divination arts	94
Esoteric magic	96
Ancient magick	98
Faith magic	98
Illusion craft	100

Forms of faith	101
Infomancy	102
Nature's spirit	103
Shamanic rites	104
Practitioners	105
Modern magic	106
The power of Voodoo	108
Factors to consider	109
Corporate mages & psychics	110
Cyberpsychics	112

ON THE NIGHT'S EDGE

Knowledge types	114
Frequencies	114
Denizens of the night	114
Schultz	115
Stoner	116
Rainbow	117
Madame Tourina	118
Shift-X	119
Moonlocke	120
Jojo	121
Solous	122
Martin Smith	123
Master Guy	124
Index	125



A Grimm, Grimm World

*Horror has a face, and you must make a friend of horror.
And moral terror are your friends. If they are not, then
they are enemies to be feared. They are truly enemies.*

-Colonel Kurtz, Apocalypse Now!

Jack and the Stalker, Little Red Rider, Snow White, all of these fairy tales of the modern age merge with the harsh reality of life, creating a Grimm, Grimm World. Enter the dark world of the Alternate Reality Universe fully and see the Edge as it's never been witnessed before.

In the past, fairy tales taught children the beliefs of the society through metaphors and morals. Children were frightened into being good by were-wolves and wicked witches. These things didn't exist (at least not to their parents' knowledge), so the tales were safe. They could scare the children without alienating them from the real world around them.

Things are different now. In the year 2020, there are very few old fairy tales still around. Parents don't have the time to tell them, and kids spend an average 8 hours a day in front of the TV. The new fairy tales of 2020 are very different. They are the 6 o'clock news, the nightly movie, the super-realistic digitized morning cartoons.

Now the boogey-man is not a werewolf following little Red Riding Hood, it's a stalker that follows unwary children and kidnaps them, usually to kill them. The wicked witch is now the terrorist that holds a school hostage, threatening to blow it up.

Violence runs rampant in the world of 2020. Children are being raised to expect the stalker to follow them home. The supernatural is absent largely. Kids are too sophisticated, even at a very young age, to believe in talking animals or ghosts. Everything can be explained by science. Nothing is to

