

Those present are being treated, with the extent of their injuries being unknown. Trauma Team have put out a statement sayi...

Them... right, where was I before I was interrupted? Oh yes, witnesses. Yes, the events may have seeme...

My sincerest apologies, old friend. I couldn't resist.

Well, dearest Acolytes, here we are again. I have fresh profane technology to unveil, and this seems the time to do it. My latest trick is one that I've been trying to achieve for quite some time, mass production.

Yes, you heard that right. I'm offering the chance to all my Acolytes to possess some of my works, with

RETAIL REANIMATES

Shall we get started?

The key to a good reanimate is of course, a corpse. Much like any other source of protein, the fresher the better here. By a complex methodology I'd be foolish to describe here, a forgery of life can be restored to it, when aided by the appropriate technologies. I call these creations "Reanimates".

Entropy is what it is, unfortunately, and even my genius can only delay its progression, not halt it. A Reanimate will decay over time, its abilities degrading as the flesh holding it together weakens. This decay can be slowed via keeping the body cool, and keeping it out of the sunlight.

Obviously, a Reanimate can be provided at any level of quality so desired.

Reanimate Rules

A reanimate statblock differs from a usual profile in the following ways:

- Each Reanimate has a level of decay, either 1 (Pristine), 2 (Rotting), or 3 (Decaying). A Reanimate that decays below stage 3 (Decaying) has gone beyond the point where it can function, and is a mass of corroded and stained metal, mixed with stinking meat.
- A Reanimate will decay slowly over time, taking a month to progress to the next stage in normal conditions. Warm conditions halve this time, while Cool conditions double it.
- A Reanimate's statblock worsens as the decay progresses, changing as it begins to fall apart. Each level of decay has its own profile, and a Reanimate can be purchased at any of them.
- A Reanimate cannot communicate vocally, being functionally braindead. *Mostly.*
- A Reanimate cannot naturally heal itself, and won't regain HP from healing aids designed to work on living creatures. Damaged cyberware and critical injuries can be treated as normal (although few hospitals would ever consider working on one).
- Being dead, a Reanimate never makes a Death Save. Instead, once they have reached 0 HP, any further damage reduces their Body stat by the damage dealt. Once the Body stat has reached 0, the Reanimate expires.
- Even a Pristine Reanimate is obviously something dead to anyone paying more than cursory attention. Expect the cops to be called if it's seen in public.

- A Reanimate has options slots available to install cyberware into it, listed on its profile. Most cyberware designed for humans can be installed into a Reanimate, but cyberware designed to aid in healing will not function. Cyberware recovered from a destroyed Reanimate is also destroyed due to the toxic solutions spilling from the corpse.
- Commanding a Reanimate is done via using spoken Animal Handling commands (DV10), but these can also be transmitted over an Internal Agent.
- Cyberware options listed in **Green** can be found in **Rotting Chrome**, and those in **Red** can be found in **Bloody Chrome**. New cyberware available at the end of this document is in **Blue**.

Reanimate Profiles: **Brutes**

Decay Stage 1 (Pristine). Cyberware Slots: 3. Cost:4100eb

INT: 2 REF: 6 DEX: 8 TECH: 2 COOL: 6 HP: 50 Head Armour: 11
 WILL: 5 LUCK: 0 MOVE: 6 BODY: 10 EMP: 0 Body Armour: 11

Weapons: SlamDance Flesh Hook. 4d6. Brawling. 3d6

Skill bases: Athletics 12, Brawling 12, Endurance 8, Evasion 10, Melee, 13, Perception 8, Resist Torture/Drugs 9, Tracking 6.

Cyberware: Neural Link w. **Hyper-Aggression Coprocessor**, **Breach Scanner Cybereye**, Cyberarm w. **SlamDance Flesh Hook**, Subdermal Armor.

Decay Stage 2 (Rotting). Cyberware Slots: 3. Cost:3000eb

INT: 2 REF: 4 DEX: 6 TECH: 2 COOL: 6 HP: 40 Head Armour: 11
 WILL: 4 LUCK: 0 MOVE: 5 BODY: 8 EMP: 0 Body Armour: 11

Weapons: SlamDance Flesh Hook. 4d6. Brawling. 3d6

Skill bases: Athletics 10, Brawling 10, Endurance 7, Evasion 8, Melee, 11, Perception 8, Resist Torture/Drugs 8, Tracking 6.

Cyberware: Neural Link w. **Hyper-Aggression Coprocessor**, **Breach Scanner Cybereye**, Cyberarm w. **SlamDance Flesh Hook**, Subdermal Armor.

I suppose I should be polite and mention that it is around this point that the body starts to smell quite bad. If you are sensitive to that sort of thing, you may wish to find the Reanimate its own space to store it in.

Decay Stage 3 (Decaying). Cyberware Slots: 3. Cost:1500eb

INT: 1 REF: 2 DEX: 4 TECH: 2 COOL: 6 HP: 35 Head Armour: 11
WILL: 3 LUCK: 0 MOVE: 4 BODY: 6 EMP: 0 Body Armour: 11

Weapons: SlamDance Flesh Hook. 4d6. Brawling. 2d6

Skill bases: Athletics 8, Brawling 8, Endurance 6, Evasion 6, Melee, 9, Perception 7, Resist Torture/Drugs 7, Tracking 5.

Cyberware: Neural Link w. **Hyper-Aggression Coprocessor**, **Breach Scanner Cybereye**, Cyberarm w. **SlamDance Flesh Hook**, Subdermal Armor.

Reanimate Profiles: **Gunner**

Decay Stage 1 (Pristine). Cyberware Slots: 2. Cost:3100eb

INT: 4 REF: 7 DEX: 6 TECH: 2 COOL: 6 HP: 40 Head Armour: 7
WILL: 5 LUCK: 0 MOVE: 5 BODY: 6 EMP: 0 Body Armour: 7

Weapons: Assault Rifle. 5d6. Brawling. 2d6

Skill bases: Athletics 9, Brawling 9, Endurance 8, Evasion 9, Heavy Weapons 10, Perception 10, Resist Torture/Drugs 9, Shoulder Arms 11, Tracking 9.

Cyberware: Neural Link w. **Mental Link**, Cybereye w. **TeleOptics**, **Weapon Arm**, **Skinweave**.

Decay Stage 2 (Rotting). Cyberware Slots: 2. Cost:2000eb

INT: 3 REF: 6 DEX: 4 TECH: 2 COOL: 6 HP: 35 Head Armour: 7
WILL: 4 LUCK: 0 MOVE: 4 BODY: 5 EMP: 0 Body Armour: 7

Weapons: Assault Rifle. 5d6. Brawling. 2d6

Skill bases: Athletics 7, Brawling 7, Endurance 7, Evasion 7, Heavy Weapons 9, Perception 9, Resist Torture/Drugs 8, Shoulder Arms 10, Tracking 8.

Cyberware: Neural Link w. **Mental Link**, Cybereye w. **TeleOptics**, **Weapon Arm**, **Skinweave**.

The success of ranged configurations has been surprising. My current theory is that the cultural impetus when confronted with a horde is to expect it to move slowly and directly in your line of fire, and to be useless beyond arm's reach.

Decay Stage 3 (Decaying). Cyberware Slots: 2. Cost:1000eb

INT: 2 REF: 5 DEX: 2 TECH: 2 COOL: 6 HP: 30 Head Armour: 7
WILL: 3 LUCK: 0 MOVE: 3 BODY: 4 EMP: 0 Body Armour: 7

Weapons: Assault Rifle. 5d6. Brawling. 1d6

Skill bases: Athletics 5, Brawling 5, Endurance 6, Evasion 5, Heavy Weapons 8, Perception 8, Resist Torture/Drugs 7, Shoulder Arms 9, Tracking 7.

Cyberware: Neural Link w. [Mental Link](#), Cybereye w. TeleOptics, [Weapon Arm](#), Skinweave.

Reanimate Profiles: [Watcher](#)

Decay Stage 1 (Pristine). Cyberware Slots: 3. Cost:4600eb

INT: 5 REF: 6 DEX: 6 TECH: 4 COOL: 5 HP: 45 Head Armour: 7
WILL: 5 LUCK: 0 MOVE: 5 BODY: 8 EMP: 0 Body Armour: 7

Weapons: Cyberparasite. 3d6. Brawling. 3d6

Skill bases: Athletics 8, Brawling 8, Endurance 7, Evasion 10, Mathematics 10, Melee 10, Perception 12, Resist Torture/Drugs 8, Tactics 10, Tracking 10.

Cyberware: Neural Link w. [Mental Link](#) & [Cogitare](#), [Breach Scanner](#) [Cybereye](#), Skinweave. [Cyberparasite](#).

Decay Stage 2 (Rotting). Cyberware Slots: 3. Cost:3500eb

INT: 4 REF: 5 DEX: 5 TECH: 3 COOL: 5 HP: 35 Head Armour: 7
WILL: 4 LUCK: 0 MOVE: 4 BODY: 6 EMP: 0 Body Armour: 7

Weapons: Cyberparasite. 3d6. Brawling. 2d6

Skill bases: Athletics 7, Brawling 7, Endurance 6, Evasion 9, Mathematics 9, Melee 9, Perception 11, Resist Torture/Drugs 7, Tactics 9, Tracking 9.

Cyberware: Neural Link w. [Mental Link](#) & [Cogitare](#), [Breach Scanner](#) [Cybereye](#), Skinweave. [Cyberparasite](#).

The thinking man's abomination. Quite capable of working with the others and coordinating their actions. Intelligence, as ever, is the greatest weapon.

Decay Stage 2 (Rotting). Cyberware Slots: 3. Cost:2200eb

INT: 3 REF: 4 DEX: 4 TECH: 3 COOL: 5 HP: 30 Head Armour: 7

WILL: 3 LUCK: 0 MOVE: 3 BODY: 4 EMP: 0 Body Armour: 7

Weapons: Cyberparasite. 3d6. Brawling. 1d6

Skill bases: Athletics 6, Brawling 6, Endurance 5, Evasion 8, Mathematics 8, Melee 8, Perception 10, Resist Torture/Drugs 6, Tactics 8, Tracking 8.

Cyberware: Neural Link w. [Mental Link](#) & [Cogitare](#), [Breach Scanner Cybereye](#), [Skinweave](#). [Cyberparasite](#).

Now Acolyte, if you are at all familiar with my work, you will know that I am not one to concern myself with how those who dared to seek knowledge use it. Below are a few items referred to earlier, most appropriated from those too ignorant to see the benefits of them.

[Breach Scanner Cybereye](#). *Pulled from production after an exclusivity contract was signed with the NUSA.*

Cost: 100eb (Premium) Install: Clinic. Humanity Loss: 2d6.

A Cybereye with no option slots. As an Action, the user may scan a structure in view. The scanner within the eye will identify Bulletproof Glass, will indicate entry points, and identify if cover is Thin Cover or Thick Cover. May fail against disguised structures.

[Cyberparasite](#). *Killed five of the original implantees, required my refinements to make it functional.*

Cost: 1000eb (Very Expensive). Install: Hospital. Humanity Loss: 4d6.

[Internal Body Cyberware](#). Requires Neural Link. An abdominal-mounted implanted tendril that functions as a 3d6 Rof 1 weapon that can be concealed without a check. As an Action, the user may thread the tendril across and through their body to temporarily restore the function of a Broken or Dismembered Critical Injury, suffering the bonus damage of the Critical Injury again. Any changes to the User's death save remain, and the user must be able to present dismembered tissue to the tendril for it to grasp and puppet. The Cyberparasite is disabled until the Critical Injury is treated.

[Mental Link](#). *I saw the footage of the first unsuccessful test of this. Men and women clawing at their padded cells.*

Cost: 1000eb (Very Expensive). Install: Hospital. Humanity Loss: 4d6.

[Neuralware](#). External Body Cyberware. An antenna implanted into the rear of the skull, and threaded into the brain. As an Action, the user may connect to the Mental Link of an ally within 50m/yds and in line of sight. Connected characters with an Int stat lower than the Int stat of the highest Int connected character improve this stat by +1 while connected. When the link is broken or deactivated, all connected characters suffer 1d6 humanity loss.

Weapon Arm. *Always seen as drastic bit of body alteration, most models are noted to cause a constant phantom itching that has been blamed for multiple cyberpsycho incidents. This one is no different, but the dead don't feel.*

Cost: 500eb (Expensive). Install: Hospital. Humanity Loss: 4d6.

Borgware. The user's arm is amputated and replaced with a mount that can support any two-handed ranged weapon. The user no longer requires the use of two arms to operate this weapon, and can fire it with a mental command.

Cool Room. *Purely mundane, I'm afraid, but useful. Doubles as a larder.*

HQ Upgrade: 20HQ IP.

Adds a cooled room to the HQ that maintains a steady refrigerated temperature just above freezing. Dead bodies, Reanimates, and food, all decay at half of the usual rate.

And with that, I will take my leave, for now. Fear not Acolyte, you may hear from me sooner than you expect. I have further offerings prepared for those who desire them. Keep an eye on the dark places, you never know what you might find in them.

...ed horrifying, but the truth is..

Again?

...I am beginning to lose my patience. Fine, if this how they want to play things, that is how it is going to go. Take heart Dear Reader, I have never suffered an indignity for long.

...ing that at this time, the exact pathogen used has not been identified, but that all those present at the event or living in the surrounding area should check for the following symptoms. Increased aggression, a rash appearing on the neck or face, bleeding gums, and bloodshot eyes.

If you have any of the above symptoms, it is recommended that you isolate immediately, and contact the number listed on Trauma Team subscription card. The city council has yet to make an announcement regarding public hospitals.

In other news, Night City Heat have continued their twelve game winning stre...