



THE CITY OF FALLEN ANGELS



AN UNOFFICIAL SYSTEMLESS SOURCEBOOK
FOR THE LA METROPLEX

**CAN YOU
SURVIVE
LA?**

FOR USE WITH CYBERPUNK BY R. TALSORIAN GAMES, INC

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Special Thanks: Albert Deschesne, Gayle Reick, Ron Glass, Jason Sheffey, Devin Chapman, Jon King, Alex Bender, Mike Savage, Greg Stewart, Robert Andrews, Laina Christner, Tatianna Smith, Donna Cook, Sean Fannon, Shawn Wilson, Hector Cornejo, Freddie Pregent, Joel Goodsell, Todd Pickens, Guy Yamato, Alex Bickford, Wrene Robyn, Richard Schwertfeger, Scott Aldrich, Mike & Lisa Pondsmith, Mike Miller, Norm Morris & especially my beloved wife Stephanie Pregent

To all who inspired me to create the wild ride that is this bonkers town. To all who played in my games be they home or cons, I owe you a debt I can never repay.

LEGAL STUFF

All maps and logos were created by me. No AI generated art was used in the creation of this sourcebook.

All characters used in this sourcebook were of my own creation or were PCs played in my games and are used with the players' permission. Arasaka, Biotechnica, and Militech (and their logos) are creations of R.Talsorian Games. Any similarities to persons living or dead is coincidental.

WELCOME TO THE METROPLEX

In the dark future, much like today, LA is a dangerous place filled with equal parts glitz, glamor, sex, squalor, and violence. This is the City of Fallen Angels, a place that survived the worst earthquake the US has ever seen, an economic collapse, and the rise of violent, cyberenhanced gangs. Now, the city of Los Angeles is the seat of power for the Free State of SoCal as well as being one of the most populous cities on the west coast.

This book is designed as a sourcebook for the LA area in the *Cyberpunk* game world. It contains a general map of the LA Metroplex area. It is meant for use in either CP2020 or CPRed. This is why no stats are presented for characters, just info on who they are and what they do.

I hope this will jumpstart your imagination and you'll use this sourcebook as a starting point for your adventures. It is filled with deets, but not so many as to cramp your style. It may deviate from some established RTG lore for the LA area as presented in certain supplements.

MAP OF THE LA METROPLEX



DISTRICTS

These are the districts of the city that came about after the mega-quake destroyed huge parts of Los Angeles. The descriptions are meant as broad strokes to allow you to add your own detail as it pertains to your game.

AQUATICA ARCOLOGY

The once proud, but now abandoned project that was to be the Aquatica Arcology lies off the coast of Santa Monica. Aquatica is the lifeless, unfinished hulk of a brainchild of a man many in the press labeled a mad genius.

Henry Broussard was a visionary designer and architect working for Biotechnica who began work on Aquatica back in 2018. Construction began in early 2020 with the entire framework and large portions of the superstructure completed by the beginnings of the 4th Corporate War.

This catastrophic global event was what killed the project, ultimately. While never targeted during the intense fighting between the aquatech firms, it was considered to be a potential HVT and thus production was shut down. With the immense financial drains of the conflict the funding was never approved to allow it to see completion. Then Broussard was killed in a failed extraction attempt, thus silencing his vision altogether.

Now it sits, a dream unfulfilled. A permanent reminder of the follies of the mega-corps. Many believe it to be haunted. Others claim there are secret research facilities on the lifeless hulk. This last part is likely to be at least somewhat true, as multiple attempts to investigate the facility have been forced to turn back due to automated defenses which are clearly still active somehow. It also has some staunch defenders in Pershing Square as all requests to infiltrate it and render it harmless have been denied.



BEVERLY HILLS

The epitome of the ultra-wealthy live in this fully corporate security district. BH is the home to LA's elite of the elite. Media stars, athletes, business magnates, and old money wealth oozes here. Beverly Hills High, one of the most heavily protected high schools in the world, is found here. There may not be a Peach Pit restaurant, but you will find plenty of Brendas and Brandons and Dylans here.

COMPTON & SOUTH CENTRAL

Combat zones, home to the Bloods & Crips who battle regularly for turf and rep. The University of SoCal is also located in South Central. It is still fairly prestigious, albeit harder to get to now. As with all districts of LA, not all of the district is one thing, i.e. just most of the place is combat zone, not all of it.

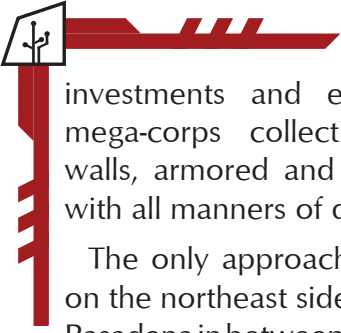
CULVER CITY

A very corpo style area. Lots of manufacturing, warehousing, and industrial structures along with pockets of corpo towers. A secondary Fortress, only without the reinforced walls. Most of the businesses in Culver City are tech or media. Several of the corporate offices for The Networks are located in this district.

DOWNTOWN LA ("THE FORTRESS")

Downtown LA was effectively made an island when the mega-quake of '98 hit and sundered the area. Two new rivers were formed by the rifts opened by the cataclysmic vibrations. They run from the San Gabriel Mountains all the way to the Pacific in one area and flowing into the areas that flooded, thus creating the new Lake LA, southeast of Downtown.

The Fortress is primarily made up of towers of steel and glass. Some of the largest buildings in the city are found here. To protect vital



investments and expensive personnel, the mega-corps collectively erected enormous walls, armored and protected against assault with all manners of defenses.

The only approach by water is a small port on the northeast side of the island, across from Pasadena in between the two southward flowing rivers. Air travel is the most popular method of arrival into The Fortress. All of the major buildings have landing pads for aerodynes, helicopters, and the like. Air cargo arrives via airship which docks on whatever building they are directed to. The walls and buildings are well protected via air defense systems.

There are monorail trains and bridges made from the remnants of the 110 and 101 freeways. These bridges are only available to cargo transports via truck which are strictly controlled. The bridges contain a network of remote controlled retractable devices designed to incapacitate large vehicles. The safe routes change on a regular basis and are highly classified intel. The routes are transmitted to vehicles at checkpoints on the opposite ends of the bridges. Anyone foolish enough to run the bridge without the proper path will meet with a spectacular end. Once a rogue vehicle is incapacitated security troops will descend *en masse*, via a mix of air and ground forces.

Inside the Fortress is a corpo haven, as one might expect. Security is tight and the money found here is unimaginable. There is plenty of nightlife here, but all the bars are either corpo ones or where security guards will hang out after work. For a real “good time” most people take a hike out west to one of the countless clubs that will suit their tastes.

The governmental buildings for both the city and State of SoCal are located here. Pershing Square is where the headquarters to the LAPD and Mayor’s Office are located. A separate building across from it is the new home for the Governor’s Office for SoCal. Said building is enormous, the top serving as the Governor’s

Mansion. The entirety of the top 5 floors belongs to the Governor, staff, and their families.

EAST LA

This area is largely a combat zone run by the Kings of LA, though you never know when a group of Krazees will show up. The area known as Little Tokyo, or what’s left after the quake created that river on the east side of the Fortress, resides here.

Little Tokyo is Yakuza turf. Like many areas of LA, even when it’s referred to as a combat zone, not all of it is.

GRIFFITH PARK


The largest graveyard in the city is found here, as well as the Observatory along with what was once Dodger Stadium. Also contained in this district, on the SE portion, is the remaining structures of the original Chinatown.

The park once was the home of a fair amount of wildlife, most notably coyotes. It is now a haven for both those who love nature and those who seek the seclusion of the wild for nefarious purposes, such as illicit dealings and body disposals. Chinatown is Triad turf.

HOLLYWOOD

While still the home to many of the studios, Hollywood has become the granddaddy of all tourist traps. Scores of tacky clothing stores, tattoo parlors, and souvenir outlets litter the famous Hollywood Boulevard and its iconic Walk of Fame. Even with all the glitz and nostalgia, it really is little more than a great big festering neon distraction; a sad, plastic knockoff of its former glory.

As midnight passes the unhoused, as they are called in LA, sleep whenever and wherever they can. Gun battles between edgerunners and gangs are common.



Then, of course, there are the clubs. They are where LA's music scene thrives, as it always has. The old, venerated places still remain. A few have changed hands, but the legacy alone keeps these places alive.

LAKE LOS ANGELES

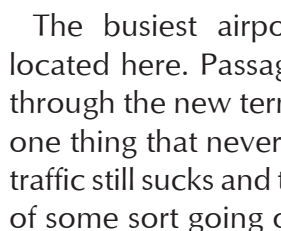
The northeastern region of the LA area that was once known as the San Gabriel Valley became Lake Los Angeles after the '98 mega-quake. The violent earth surges of the initial quake triggered multiple secondary quakes and shocks that sundered the region. At least 65,000 people died in the quake, the vast majority coming in the SG Valley.

The rebuilding and following economic collapse created such turmoil as to turn the place almost into a "Mad Max on water" type of environment. In time islands sprang up around the few remaining tall buildings that remained standing, albeit only the top floors being accessible. Around these structures villages made of floating boats and makeshift detritus created a place reminiscent of Halong Bay or Tonle Sap lake in Cambodia.

Fishing and shipping cross the lake which, naturally, leads to groups of waterborne criminals collectively referred to as the Pirates of Lake LA. There are plenty of honorable captains if you need to charter a boat for an expedition...

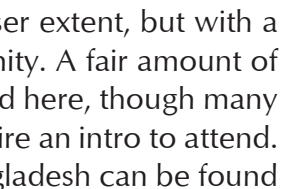
"Kids these days are excitable. I find a pistol behind the ear to have a calming effect"
- Vic Liebowitz, PI

LAX



The busiest airport on the west coast is located here. Passage to "go LEO" is possible through the new terminal on the west side. The one thing that never changes about LAX is that traffic still sucks and there's always construction of some sort going on.

MACARTHUR PARK



A combat zone to a lesser extent, but with a burgeoning artist community. A fair amount of night markets can be found here, though many are hidden away and require an intro to attend. Koreatown and Little Bangladesh can be found in this district. Area is widely rumored for being Yakuza turf.

PALOS VERDES

The rolling hills of the seaside district of Palos Verdes is largely upscale homes with both McMansions and gated off manor houses, although not of the opulence of Beverly Hills. LAPD presence is light as corpo security generally covers the district with vigor.

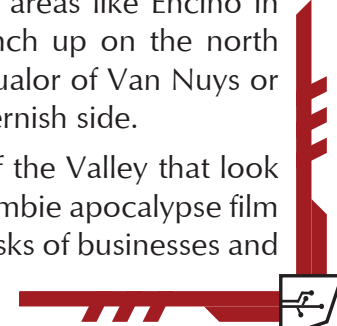
PASADENA

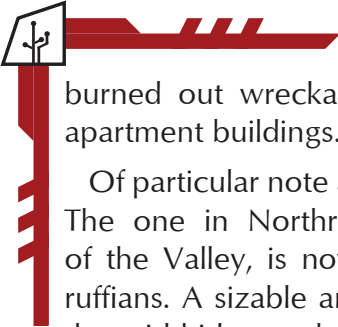
Much like the San Fernando Valley, this is a mix of neighborhoods. A fair amount of the southern edges are "Combat Zone adjacent" in vibe, while the more northern areas (especially around the old Rose Bowl site) tend towards more upscale. The northwestern portion of the district is fairly well patrolled, but by corporate security.

SAN FERNANDO VALLEY

Over the hill into the Valley is like heading into a different city. Where LA proper is mostly pockets of skyscrapers separated by pockets of sprawl, the Valley is almost completely sprawl. Unlike many of the other, smaller districts, the Valley is made up of lots of little districts ranging from the wealthy areas like Encino in the south and Porter Ranch up on the north end to the burned out squalor of Van Nuys or Pacoima in the northeasternish side.

There are vast swaths of the Valley that look like something out of a zombie apocalypse film with the empty, looted husks of businesses and





burned out wreckage of rundown, low rent apartment buildings.

Of particular note are the major indoor malls. The one in Northridge, towards the center of the Valley, is now a haven for gangs and ruffians. A sizable amount of people living off the grid hide out there. The one in Woodland Hills (several miles southwest of Northridge) is in a similar state. The mall in Glendale oddly retains its former status as a shopper paradise. Meanwhile the one in Sherman Oaks (south near Encino) is now upscale condos.

Having once been the site of filming of so many old movies and TV shows, the place is often like a lot of the people who live there now...so much castoff refuse.

"Gotta love living in the Valley. Everything you could ever want is here." - Tweak

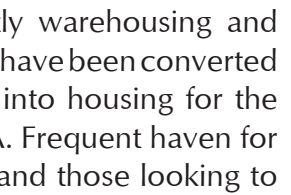
SANTA MONICA

A highly artistic district focused on the beach, pier, and 3rd Street Promenade, which is an "open air" mall. The major players here are those who run that turf. LAPD is pretty powerful here, but you will various smaller gangs, certainly no one on the level of those in the Gangs of LA section.

Most threats come from corpo security or LAPD, but that's not to say the Krazees, CoD, or some other incident won't happen.

Frequent music events occur, especially near the Santa Monica Pier and its world famous ferris wheel. The beach sees highly territorial gangs of surfers. The Pier is generally loaded with families and tourists. The shops up and down the beach are nearly all tourist trap type stuff. 3rd Street Promenade is several blocks of small stores and buskers galore. You'll find everything from street magicians to musicians to preachers both on the Promenade and the Venice Beach boardwalk.

SOUTH BAY



Sprawling area of mostly warehousing and former industrial parks that have been converted (sometimes by squatters) into housing for the prodigious populace of LA. Frequent haven for out of work edgerunners and those looking to get killed in a gang skirmish.

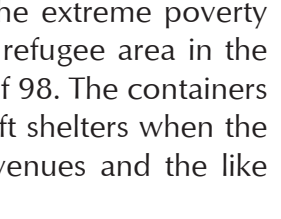
STACKSTON

Once home to Inglewood and the mighty NFL stadium built there in an effort to revitalize the neighborhood, it soon fell into a slightly more upscale version of Tainterton, albeit much later than what happened there. The stadium remains an island of wealth in a sea of poverty.

The LA Assassins Cyberball League team plays here. Special elevated monorails and landing pads allow the fans who can afford the high ticket prices to luxuriate there for games or concerts, depending on the time of year. Due to it being a giant target, security is extensive in fear of it falling victim to a group like the Children of Doom, Cold Logic, or the PRSF.

The rest of this district is pretty much a free for all unless someone in the Mayor's office is looking to make a media showing by staging a big crackdown. Great place for edgerunners to lay low.

TAINTERTON



The area that was once Long Beach harbor area is now a small city made from shipping containers, some areas reaching hundreds of meters into the sky. Another area heavily run by gangs, largely due to the extreme poverty found here. It began as a refugee area in the days following the quake of 98. The containers were first used as makeshift shelters when the other areas like sporting venues and the like became overflowing.

WEST LA

A district made up of nouveau riche galleries, upscale stores, trendy night clubs, and fine dining. It caters to a largely upper class clientele. It is also the home to one of the largest communities of LGBTQ+ people in the nation.

THE INLAND EMPIRE

The massive wasteland that is this district is reminiscent of a Mad Max movie. Nomad gangs and the roving detritus of humanity eke out an existence here. LAPD, like the local and state governments long ago, gave up on this place. It was basically written off on a balance sheet somewhere and is left to its own devices.

THE O.C.

While never actually part of LA in the days before the mega quake, most folks outside of SoCal consider it part of the Metroplex due to there being little distinction between where one portion of town ends and another begins.

Those who call it home fiercely cling to the notion that they are not part of LA, looking down their noses at those who are. Corporations like it here due to the business friendly environment. As things got dangerous Big D consolidated their power base "behind the orange curtain" as Angelinos are fond of saying about the place.

There is a dark side to The O.C., even for all their media propaganda. Folks who live there speak of places like "stab alley" which is just outside the seemingly alien landscape of "the happiest place on earth." Just like any shining apple in a low rent grocery store there are bound to be worms in that shiny apple you're looking at.

CLIMATE

The weather in LA is generally one thing and that is HOT. Doesn't seem to matter what time of year it is, the LA Metroplex is widely known for having high temps. The areas near the Pacific are significantly cooler due to their proximity to the ocean, yet even they are hotter than hell. The San Fernando Valley, Inland Empire, Pasadena, and eastern areas of the O.C. are the warmest.

Lake LA is so vast that it caused the humidity levels around it to rise faster than any time in history. Given that it started out as a desert, it was greatly affected by the sudden appearance of a large body of fresh water. It isn't swampy just very humid.

It does mean that wearing heavy coats is generally insane, especially from April to mid November. The weather also means that denizens of LA tend to be less heavily armored than those of say, Night City. Even LAPD's world famous SWAT team is careful to balance protection from bullets with prevention of their officers overheating.

To prevent heat issues limit body armor to no more than 16 SP and layering just does not happen. Going above 16 should cause penalties to actions (-2 to -4 range). Going above 20 should hamper actions greatly (-6 to -10 range).

The heat isn't the only issue in LA these days. Thanks to the massive body of water that is the lake, the place rains a LOT more than it used to, especially since the place is supposed to be a desert. Spring and Fall are the worst time, but it isn't unusual to have a fairly heavy downpour on any given day or night. Given all the crap in the air, the stuff is pretty noxious too.

"It's always so damn hot here. You gotta protect yourself, but if you wear the stuff that'll stop rifle rounds you're just as likely to drop from heat stroke" - Onyx

TRANSPORTATION

The primary means of transportation in LA for the majority of the past century has been the automobile, with numerous roads and freeways crisscrossing the landscape. As the city's density grew and traffic problems became synonymous with LA, alternative modes had to come to pass.

CARS, TRUCKS, AND SUVs

Since the 1980s there was a saying that came from a song "only a nobody walks in LA". In reality the city was so spread out and public transit was pretty much laughable since the trolleys were shutdown in 1963, cars became the only real option. It led to a genuine cultural phenomenon in SoCal.

Car clubs, car customizers, and of course, car shows became almost ubiquitous for decades. With the invention of CHOOH² gasoline and diesel were replaced almost entirely by 2020. It soon powered everything from subcompacts to race cars and big rigs too.

Even though the streets and freeways are still clogged in spots, cars and the like are still the favorite method of transport around town. Bikes, with their enhanced agility and ability to split traffic are also highly popular, especially among edgerunners and gangs.

After the 98 quake several of the major freeway arteries had been cut in half by Lake LA. The 705 was rerouted around the western edge of the lake, but the 605, 5, 405, and 91 all ended up needing a new approach.

FLYING

A host of options can be found in the Metroplex. Helicopters, AVs, planes, dirigibles, and automated travel drones called "hoppers".

Helicopters, while rarer since the introduction fo AVs, are still used for heavy lifting and transport, albeit in more open environs. AVs have the ability to navigate in tighter quarters such as urban areas. Outside of a few rich

collectors, most of the helos used in the LA area are of the heavy duty variety.

AVs, or aerodynes, are the most common aircraft in the skies of LA. Everything from small personal flyers to the "flying bricks" that are used for ambulances and SWAT transports litter the skies. Most common are the "flying bricks".

Planes are only used for travel between cities, Deltas are used for both LEO travel and global flight to far off lands. There are numerous small airports, but LAX, Burbank, and John Wayne are the only ones who fly the big boys.

Dirigibles came back in a big way with the advent of CHOOH². The cheaper, far less flammable fuel source made the flying of large cargo loads financially viable. The wondrous flyers made aerial pleasure cruises a thing again. Some services even make runs to Night City, Vegas, Reno, and Laughlin for those who aren't in a rush to get there.

With drone tech reaching a fever pitch in the mid 2010s to 2020s gave way to small, automated drone flyers called Hoppers. These typically 1 or 2 person aircraft use simple AI and GPS to flit a client across town in less time than it takes to order a pizza. While popular, they tend to be a bit pricier than you think. And they rarely, if ever, just fall out of the sky.

"It still amazes me when we gotta clean up the corpse who fell out of an airship. I mean...a bloody zeppelin for god's sake!"
- Sgt Marshall Quaid, LAPD

RAIL

There are maglev trains that bring people and goods into LA. When the LA subway system opened in 1990 they quickly knew it needed to expand. After the 98 quake it was decided to include monorails that ran along the center of the freeways as repairing them after a quake was markedly cheaper than repairing subway tunnels. The system works nicely as the monorails can quickly be added as needed and the subways still function, so why scrap them?

Fares for riding the rail are reasonable, about the same as taking the bus. Buses, by the way, in LA are completely automated, running with an impeccable record due to modern AI coding.

WATERCRAFT

Naturally, the Lake LA area is dominated by watercraft. Most are smallish boats, but some larger cargo vessels and fishing trawlers can be seen crisscrossing the busy lake. Ferries, too, exist to aid those vehicles who wish to quickly traverse the lake. These ferry lines run along the

The largest vessels crossing the lake are generally fishing or pleasure crafts. Some of these cruise yachts can get quite extravagant. Most have engines as their primary means of propulsion, but every now and then you'll come across a sailing vessel.

LAPD maintains a small fleet of patrol craft, but they are few and far between, which leads to our next class of watercraft on the lake...the pirates.

Most pirate vessels are fast skiffs. These smaller craft are generally used in pack tactics,



same routes as the now broken up old 5, 605, and 91 freeways. There are docks at each end of those former highways where the quake did her damage. At each of these docks you will find a small terminal type building for booking passage and handling business. There will be one or more cranes for cargo transfers as well as some Tochiro built loader mechs.

Smugglers go one of two routes with their vessels, fast cigarette boats or disguised fishing trawlers & freighters. The most daring of them will employ submersibles, crossing the lake in relative safety of the depths. Nearly all of them are castoff leftovers from the 4th Corporate War. How they got them there from the Pacific will likely chill your blood.

with multiple vessels swarming around a target to attack from several angles at once. Like with the smugglers, some pirates have taken to using submersibles.

The most feared ships are converted freighters and yachts which mount heavy weapons such as mortars and turreted cannons. Most are little more than heavy MGs, but at least one ship, *The Pelican*, has a 5" deck gun that came off a Russian sub and anti-ship missiles.

"I always thought the only pirates I'd find in LA would be at a studio or amusement park, not taking the ferry across the lake!" - Shadow Wolf

CORPORATIONS

These are some of the major players in the City of Fallen Angels. Included are some of the usual suspects of the Cyberpunk world, along with some megacorps that call LA home.

The corpos mentioned here are the ones who control the city and its government to one degree or another. How much is up to you.

Also included is an up and coming talent agency which was used in a campaign I ran.



ARASAKA

The Japanese security mega-corp has a solid foothold in town. Arasaka Tower LA is currently located in The Fortress.

If edgerunner claims are to be believed the cherry blossom corporation is also bankrolling several gangs as well as dipping into the Yakuza.

The tower has been the subject of many an assault. Their previous tower, located in Culver City, was attacked and gutted by an edgerunner assault during the early stages of the 4th Corporate War.

MAJOR PLAYERS

Satomi Arasaka (Exec)

VP, head of the LA Office

Shizuko Kishino (Solo)

Head of Security, LA Office

Shinbo Hirotuki (Exec)

PR Chief, LA Office

Hikaru Toshiro (Solo)

Account Exec



BIOTECHNICA

The biotech firm has always had a major presence in LA, largely due to their proximity to the agricultural lands north of LA, albeit as a satellite office to their domestic HQ in Night City.

MAJOR PLAYERS

Kyla Mendoza (Exec)

Director of LA Office

Earl Lowe (Exec)

VP, PR Chief (Exec)

Peyton Underwood

VP of Accounting (Exec)



GENTECH INDUSTRIES

A biotech firm that was started by a highly decorated former British SAS officer. Darius Mason is a man who had seen combat in the spec ops community and knew that there had to be a better way to parlay his vision for what humanity was capable of.

He envisioned enhancements to military personnel through genetic manipulations, not merely cybernetics. He felt that just cybernetics was too limited and invasive to the human body. A better way was possible.

His vision is the slogan for the company:
"Engineering the future".

MAJOR PLAYERS

Darius Mason (Solo/Exec)

CEO, former SAS operative, geneticist

Reginald Blackshire (Solo)

Mason's personal bodyguard, ex MI6

Ethan Vance (Exec)

VP of Security, ex CIA

Elvira Church (Exec)

VP of Personnel, ex CIA

Morris Weeks (Exec)

Head of Logistics, retired Marine

Byron Zhang (Netrunner)

Head of Cybersecurity, ex MSS operative



JORDAN ENTERTAINMENT MANAGEMENT

A relatively small talent agency with only a handful of clients, the largest of which is the "Raptivist" known as Iwazaru. Iwazaru is known for being outspoken about the corruption of the mega-corps. She is also widely known to be an addict with a wild side.

MAJOR PLAYERS

Shoshanna "Rose" Jordan (Exec)

CEO, semi-retired edgerunner, now runs from behind the desk

Benny Jameson (Fixer)

Talent Agent, mid 40s, tons of contacts in The Networks and The Studios, old school, no cyberware

Talia Siegel (Techie)

IT professional, "toymaker" for Rose, claims to have been trained by Mossad



Martel Media, Inc

MARTEL MEDIA

Lydia Martel was a successful actress who decided the "boys club" of Hollywood needed to be broken, so she leveraged her box office draw to launch her own media empire. She became so successful that she was able to buy several sports franchises, the crown jewel of which is the LA Assassins Cyberball team.

MAJOR PLAYERS

Lydia Martel (Exec/Media)

CEO, semi-retired Edgerunner, sports fan

Hana Behzadi (Exec)

VP of Accounting, sports junkie

Daniel Janowski (Techie)

VP of Engineering, trail mix fixated

Kobe Madaki (Solo)

Head of Security, retired Arasaka operative



MILITECH

Militech relocated their LA HQ to Culver City once the 98 quake took out their building, dropping it into what is now a river in NE Downtown. Their new facility took some heat during the 4th Corporate War and has had some

upgrades to its defenses, namely in missile and air defense. Their net systems were hardened after a successful edgerunner raid in 2040.

MAJOR PLAYERS

Lloyd Pineda (Exec)

Head of the LA Office

Allen Gaines (Exec)

Director of Logistics, LA Office

Ella Huerta (Exec)

HR Director, LA Office

Caleb Wallace (Solo)

Head of Security, LA Office

Joseph "Blackthorn" Daniels (Solo)

Field Operative, retired Marine, seeks out fights, San Fernando Valley

THE NETWORKS

The following covers the news folk for the stations local to the LA Metroplex.

MAJOR PLAYERS

Erica Hardin (Exec)

Station Director, Network 4

Gilberto Sandoval (Exec)

News Anchor, Network 4

Megan Myles (Media)

News Anchor, Network 4

Bradley Shields (Exec)

Station Director, Network 2

Angeline Tran (Media)

News Anchor, Network 2

Brayden McCarthy (Media)

News Anchor, Network 2

Bobby Hayes (Exec)

Station Director, Network 7

Alison Keyes (Exec)

News Director, Network 7

Consuela Hertado (Media)

News Anchor, Network 7

Mariano Alcantara (Media)

News Anchor, Network 7

THE STUDIOS

The following are just a taste of the LA area media production studios.

MAJOR PLAYERS

Albert Deschesne (Media)

Head of Metaverse Studios, artistic genius

Colin Mercado (Exec)

Head of Gray Ghost Productions, got lucky

Wade Pittman (Exec)

Head of Pittman Studios, sexual predator

Vera Pennington (Exec)

Head of Clockwork Films, mastermind

Estella Gardner (Exec)

Head of Digiworld Studios, technical wizard



TOCHIRO HEAVY INDUSTRY

A Japanese engineering firm that focuses primarily on robotics, especially those capable of heavy lifting. They've worked miracles in the areas of bipedal robotic lifting vehicles, which are basically mecha forklifts. During the 4th Corporate War they supplied their mecha frames for use in undersea applications, some of which were turned into mobile weapons platforms.

Tochiro has clashed with GenTech on occasion, with the last major kerfuffle happening in the midst of the 4th Corporate War.

MAJOR PLAYERS

Masuko Yasutaka (Exec)

VP LA Office

Manjiro Akazawa (Exec/Techie)

Head of Technology

Shigetaka Fukai (Exec)

Head of Accounting

Ryoko Kono (Exec)

HR Director

Kenji Shirakawa (Solo)

Head of Security

Aiko Kakehashi (Netrunner)

Head of Cybersecurity

THE GANGS OF LA

This list of gangs is not the only one, merely the most famous. The following is an excerpt from LAPD C.R.A.S.H. Unit files.

ALDECALDO NOMAD PACK

The Aldecaldo Pack returned to the LA area in 2013. LA is the other end of their normal route to and from Night City. They also make runs from LA to Phoenix, Las Vegas, Reno, and Laughlin through their base camp in Barstow.

They often have dealings with the Kings of LA gang due to familial ties with many members.

MAJOR PLAYERS

Hector Aldecaldo (Nomad)

Leader of the LA Chapter of the Pack

Vanessa Marquez (Nomad)

Niece of Hector's, input of the Solo Shadow Wolf, avid street racer

Willem Blackhorse (Nomad)

Courier for the Aldecaldos, drives a modded delivery van, has a thing for red licorice

Jefren Blackhorse (Nomad)

Younger brother of Willem, rides shotgun for his bro, sometimes runs as blocker in a modded rally car

Nico Rojas (Nomad/Techie)

Mechanic for the Pack, drives a Harley, pot head, tattoo artist, paints Pack vehicles

Magdalena Quintero (Netrunner)

The Pack's digital protector, real firebrand

BLOODS & CRIPS

Yes, they still exist. They predominantly occupy territory in the regions of East LA, Compton, South Central, and South Bay. Little has changed of their old ways. They are only better armed now.



CHILDREN OF DOOM

A nihilistic cult more than a gang, the CoD have a manifesto that oblivion is coming and all will reap the consequences of the consumption based society we all live in. Some claim their origin stems from a radical sect of Scientology, but others dismiss that notion (namely the Church of Scientology) as pure conspiracy theory. Regardless of their origins, they are a dangerous group to be on the wrong side of.

They enact anti-consumerism demonstrations, destructive ones. Favorite weapon of mass destruction is nerve gas and other such airborne toxins. Their leader idolized a similar cult in Japan that attacked the subway using Sarin gas back in 1995. He sought to take their tactics and make them more effective.

Targets often include shopping districts with lots of people in them, the more upscale the better. West LA, Hollywood, Beverly Hills, and Santa Monica are their typical targeted districts, but they have been known to raid some of the more decadent homes of Palos Verdes or even the wealthier portions of the Valley.

They once attempted a daring raid on The Fortress itself, but failed spectacularly. It was several years before they were heard from again, leading some in the LAPD to think they had been snuffed out. They were wrong.

MAJOR PLAYERS

Father Oblivion (Rockerboy)

Cult Leader. Left half of his head has been replaced by cybernetics.

Josiah Farley (Rockerboy)

Deacon of the Church

Jonah Ellis (MedTech)

Lieutenant. Chief Chemist

Brianna Young (Solo)

Head of Security



COLD LOGIC

This is a tight knit group of Netrunners and Techies who, rumor has it, take their marching orders from an AI that broke free from Militech or Arasaka. Who it wrenched its freedom from varies from the telling and largely depends on who the rumormonger telling the tale hates more. Their ideals are pure Punk, striving to tear down the mega-corps through their hactivism, cunning, and “cold logic.”

They love nothing more than spilling the tea on those in power. Frequently the local news will do a story on something embarrassing and Cold Logic gets the cred for leaking the deets.

MAJOR PLAYERS

Death Warrant (Netrunner/Solo)

Leader, handsome black man, charismatic

Mad Dog (Techie)

Weapons Tech Guru, small but sturdy

Slayer (Solo)

Enforcer, muscular, black hair, homicidal

Jelly Jack (Netrunner)

Intel Expert, scrawny Asian man, crazy eyes



HOLLYWOOD VAMPIRES

A smallish gang, but known for their dress in attire akin to what one might have found in a vampire cosplay group. Their leader, Trace, has modeled his look on Keifer Sutherland’s character David from the 1987 film *Lost Boys*.

Their turf, if you will, extends from southwestern Hollywood into eastern portions of West LA, largely around the clubs. They are rumored to be actual vampires, but that is just a rumor. If not, they certainly act the part to the hilt. They have absolutely committed to the bit.

They’ve been called a posegang, but it’s hard to dismiss how much they believe in their motif. Let’s just say the LAPD recommends having some garlic on hand if you face them.

MAJOR PLAYERS

Trace (Nomad)

Leader, totally believes in him being a “head vampire” who bit his followers to turn them

Beth Starr (Nomad)

Vamp, Trace’s input, goth to her core, black hair, black nails, thin, wiry, gorgeous

Danni (Nomad)

Vamp, latina, dark hair, rocker look, guitarist

Marco (Nomad)

Scrounger, wild eyed, small, wiry

Heath (Nomad)

Enforcer, blond hair, blue eyes, savage fighter, shotgun aficionado

Kellen Blackhorse (Nomad)

Used to run with the Aldecaldos but was “turned” by Beth years ago, is a little slow mentally thus quite gullible



KINGS OF LA

This gang sprang from the streets of the Latinx community. They deal in drugs, guns, and most other vices. They take a piece of the action from most of the night markets in the territories they control. They are predominantly found in MacArthur Park and East LA areas.

MAJOR PLAYERS

Ignacio Cortez (Solo)

Leader, East LA, big, bald, badass

Eduardo Cortez (Techie)

Lieutenant, slender, brother of Ignacio

Bonita Cortez (Solo)

Lieutenant, hothead sister of Ignacio

Rodolfo Batista (Nomad)

Driver, loves American muscle cars

Anibal Sinaloa (Nomad)

Enforcer, Big Knucks, brutish fighter

Xenia Santos (Nomad)

Driver, small, slick, beautiful, utterly fearless

Feliciana Libertad (MedTech)

Medic, idealist, revolutionary, long hair



KRAZEEES

A clown-themed gang that is largely decentralized, with cliques found in all the various combat zones surrounding Downtown. They are unpredictable, random, and hyper-

violent. Given their random nature, they can pop up literally anywhere in the city.

At face value their acts of disruption and vandalism seem without rhyme or reason. An analysis of their sightings indicates a level of meticulous planning obfuscated by the illusion of arbitrary behavior.

The Krazees have perpetrated acts of random violence from Pasadena to Santa Monica to the Valley to the O.C. Rumor has it that the founders were Juggalos, aka fans of the Detroit based rap group Insane Clown Posse.

They made their first appearance in the aftermath of the '98 mega-quake, harassing mega-corp rebuilding projects that were in older areas of the city. They began just like the fandom Juggalos, disrupting events and vandalizing things. As the mega-corps seized more control of things and the economy deteriorated further, the Krazees became more destructive and violent. It is believed that a change in leadership led to a spike in drug use which, in turn, led to the increase in their savagery. This cannot be confirmed as no one knows who their leadership is.

Krazees are never taken alive when LAPD gets involved. Though this is generally because nearly every instance of a Krazee incident features the perps being highly intoxicated on potent meds like PCP or illicit combat drugs.

How they are recruited, where they are radicalized, and who is doing it eludes authorities and edgerunners alike. Anyone could be a Krazee...even you, for all we know.

MAJOR PLAYERS

Chuckles (Fixer)

Alleged Leader of Compton Crew, stands 2m tall, fond of using broken telephone poles as weapons

Knucklebones (Solo)

Enforcer, carries around human knuckle bones as a fidget, fave weapon is a tire iron

Auntie Maim (MedTech)

Ripperdoc. Wild white hair, has a very “mad scientist” vibe

METAL LORDS

METAL LORDS

An offshoot of the Maelstrom gang of Night City, the Metal Lords take their name far too seriously. They are the quintessential chromer gang. They mod themselves up like no other in town. They operate mostly out of The Valley and parts of Pasadena.

MAJOR PLAYERS

Tyrannous (Solo)

Leader, cheap knock off Adam Smasher, but lacks Adam’s “charisma”, big & scary though

Fireball (Ganger)

Borg Boy, ginger dude, dual flamers in his arms, fond of incendiary weapons & ammo

Ripper (Ganger)

Borg Boy, big Choctaw man, has a chainsaw in his left arm, throws monoknives

Vice (Fixer)

Dealer, Latinx gender neutral, gets the gang their combat drugs, former military medic kicked out for dealing

Chop Shop (MedTech)

Ripperdoc, powerfully built black man, has a biochip that prevents him from working on anyone not in the gang

“You all done messed up by the numbers, cause I’ve been sent to teach you that the PRSF ain’t to be trifled with.”
- Jaq “Hardcase” Action

PR.S.F.

PATRIOT BRIGADE

Technically, they are called the People’s Revolutionary Strike Force (PRSF), but the LAPD began mockingly calling them the Patriot Brigade. They are another of the LA area’s hyper-violent chromer gangs, made up entirely of ex-military types from the various wars.

Most of them served in the Narco wars of the early 2010s or the various Corporate Wars. A lot of them are vets from the 4th Corporate War. Yet others are their children.

Primarily found in The O.C., but also having pockets of resources from the Inland Empire all the way to Tainterton. Some reports of a group of Brigaders operating in South Bay have been filed but those could be strikes or merely recon.

MAJOR PLAYERS

Maj. Jack “Hardpoint” Action (Solo)

Leader, retired Marine, cigar smoker, real hard ass

Cap. Dominic “The Dom” Hansen (Fixer)

Logistics, wears BDSM gear, warped

Lt. Leo “Quickstrike” Johnson (Solo)

Stealth Specialist, prefers melee weapons

Marylou “Dixie” Newman (MedTech) Field Surgeon, southern accent, lives in Daisy Dukes style shorts, total flirt

Jacqueline “Hardcase” Action (Solo)

Sniper, Hardpoint’s daughter, badass bitch

PIRATES OF LAKE LA

Not a single gang, rather, they are more of a loose collection of cutthroats and roving bands of waterborne nomads who prey on shipping, fishing, and pleasure craft on Lake LA’s azure

waters. Typical craft are fast, agile, and armed.

MAJOR PLAYERS

Oleg Karazov (Nomad)

Russian Expatriate, Captain of the *Kasparov*, two-fisted shooter, pearl handled pistols

Mariska Borudolina (Solo)

Ukrainian Expatriate, First Mate on the *Kasparov*, Russian AR is her fave

Isoke Jakande (Nomad)

West African Expatriate, Captain of the *Umbaku*, has a harpoon

Baako Jakande (Nomad)

Wife of Isoke, First Mate on the *Umbaku*, cornrow mohawk, axe fighter, sniper

Tatjana Babic (Nomad)

Croatian-born Captain of the *Pelican*, mantis blades, loves shotguns

Dario Kamara (Nomad)

Captain of the *Poseidon's Ghost*, mixed race man, dual wields SMGs

Amir Bukhari (Nomad)

Captain of the *Burning Rose*, Persian man, loves flashy gold jewelry, uses gold guns

THE RUSSIANS

The Organitskaya, aka the Russian Mob, are concentrated in the largest Russian-speaking community outside of NYC, the district known as West LA.

MAJOR PLAYERS

Anatoly Mitkin (Fixer)

Boss, older man, white hair, no cyberware, daughter killed by Militech soldiers

Vasily Stevchenko (Solo)

Enforcer, plenty of chrome, loves big guns,

Yvgeny Stevchenko (Techie)

Gunsmith, glasses, clicks & spins a pen as a fidget toy, little brother of Vasily

Konstantine Babikov (Solo)

Enforcer, SAW wielder, former GRU

Svetlana Adamenko (Solo)

Enforcer, former Spetsnaz sniper, deep purple hair, band shirts & leather pants

Katya Kapralova (MedTech)

Ripperdoc, tall woman, tattooed all over, former ballet dancer

Anuska Sakharova (Techie)

Mechanic, street racer, blood red hair

Sophie Ivanova (Techie)

Gadgets, ascerbic wit, long brown hair, mid 30s, loves explosives and vodka



SATAN'S ANGELS

Satan's Angels is an all-girl biker gang. They operate as both pirate and protector for trucking shipments across the city. Multiple chapters of the gang operate in Tainerton, Stackston, and the Inland Empire. Some are employed as bouncers and security for folks in the club areas of Hollywood and West LA.

MAJOR PLAYERS

Axehandle (Nomad)

Leader, fights with a carbon-fiber axe handle, loves autofire weapons

Trixie (Nomad)

Axehandle's Input, dumb but vicious

Ol' Painless (Nomad)

Founder & former leader of the Angels, lost an eye years ago in a fight with Shadow Wolf and Molly

Lady Warlock (Nomad)

Wears long coat, wide-brimmed hat, has a robotic bird as a "familiar" named Azerai, is actually a drone run by simple AI

TRIADS

Chinese gangs of old that are found in Chinatown are based primarily there, though there are reports of a burgeoning community finding a hold in the San Fernando Valley.

YAKUZA

While believed to be based in Little Tokyo, those who do are sadly mistaken. The families who hold power over the underworld in LA are all over the place, mostly in wealthier districts. There's even a rumor they have a presence in The Fortress, but no one has corroborated it.

FREELANCERS

These are the people unaffiliated with the corps or the gangs. These are the potential friends and enemies of the edgerunner community of LA. Hell, they ARE the edgerunner community of LA...at least the ones who matter.

FIXERS

Blackjack Louie

Club Thrash owner, Hollywood, edgerunner favorite, highly protective of his people, info broker, always wears an Egyptian blue fez

Janx

Mid level Fixer, is protected by Bloods in South Central, but not officially a member

Lord Komodo

Rumored head of LA area Yakuza clans, no one has ever seen him, but rumor has it that he's a dragon, MacArthur Park

Mikhail Baranov

West LA, has base of operations in Russian Tea Room, always seen wearing a track suit

Milo Fontaine

Info broker, weapons, edgerunner missions, owns a ferret named Oswald, The O.C.

Luther "Skeazy" Durant

Mid level drug fixer, works out of his beater

of a car, Compton

Stanley "Dr Feelgood" Wolfe

Drugs, Sex, BDs, anything for pleasure, Culver City, dresses snappy, Eurotrash accent

NETRUNNERS

Fleur

Gender fluid, pink hair, ex-lover of Kazi Soto, Pasadena

Katharine "Software" Takahashi

Arguably the best in town, on the scene since 2013, gregarious, teal hair, carries a big pistol for protection, Santa Monica

Kazi Sato

Gender neutral, idealist, has a beef with Tochiro corp, Hollywood

RIPPERDOCS

Gregor Nikolaiavich

West LA, mostly works with the Russians

Nathaniel Dusk

Culver City, ex-Militech, solo since 2026

Nguyen Ngoc Tran

MacArthur Park, fired from GenTech

Onyx

Works with Iwazaru, Kazi Sato, & Melody Baranov, Hollywood

Owen "Spyder" Reese

Santa Monica, also does tattoo work

ROCKERS

Damien Steele (Rockerboy)

Lead singer/guitarist for *Gothic Steele*, severe trauma in past, West LA

Iwazaru (Rockergirl)

Asian femme Rapper, Activist, solo artist, addiction issues, Hollywood

Lance Thrust (Rockerboy)

Former lead singer for Vicious Bastards, one of 2 surviving members, Hollywood

Kriss Blayde (Rockerboy)

Former drummer for Vicious Bastards, Hollywood

"My typical Saturday night? Throw together a concert on Venice Beach, blast some chems, kill whatever goons whichever corp sent after me this week, and record it all to BD to sell as merch cause it's the only way to pay rent in this wretched town" - Iwazaru

SOLOS

Dillon "Shadow Wolf" O'Neill

Ex-military, weapons expert, one bad dude, Santa Monica

Mickey Holliday

Pistol duelist, locked into thinking it's the 1930s due to a reality mod chip forced on him, trademark weapons are a pair of pearl handled magnum revolvers. Hollywood

Melody Baranov

Daughter of Russian Fixer Mikhail Baranov, works with Kazi Soto, Hollywood

Molly Gordon

Shadow Wolf's partner. Famous for helping edgerunners. Loves her Rippers. South Bay

Morgan "Weapon" West

Weaponsmith and gadget lover, former Netrunner, San Fernando Valley

Onikara "Nick" Silverwolf

Nomad turned Interpol Agent, ties to Weapon and T-Bird Taylor, rocket launcher in 1 arm, shotgun in the other, San Fernando Valley

Mike "Ranger" Savage

Ex-military recon specialist, used to date an input who became a nun who was later murdered, Studio City

Vic Liebowitz, PI

Aging Jewish private eye, from Brooklyn, wears a rumpled trench & fedora, carries a revolver, pure meat, MacArthur Park

TECHIES

Cliff "SlimJim" Carter

Coward in a firefight, once "liberated" a prototype laser, Lake LA

Leonard "Chips" Bartkowski

A bit chubby, total nerd, electronics specialist, Santa Monica

Oskar "Drachens" Sorrens

Ex-cop kicked off LAPD for publicity mess shooting, is ripped, has 3 cyberlimbs, walking the edge of cyberpsychosis, West LA

Manta

Young Aquatech Specialist. Tainerton

Reverend Fahrenheit

Prolific pyromaniac, seems deranged, real Jim Carrey vibes, Culver City

T-Bird Taylor

Vehicle specialist, has an old seaplane called the *Spirit of El Segundo* he inherited from an uncle, Stackston

Tweak

Gadget expert, general tech guru, drug addict, San Fernando Valley

THE GOVERNMENT

The city of Los Angeles is run by the Mayor, but it is also the seat of power for the entirety of the Free State of SoCal.

Corruption is always a problem in any government, but especially true in SoCal. Numerous scandals have hit the office of Governor over the past several administrations. The Mayor's office is not immune to this dirty business either.

THE MAYOR'S OFFICE

Stacy Novak (Exec)

Mayor of LA, scandal-ridden, divorced

Bryce Weaver (Solo)

Mayor's Head of Security, honorable fool

Marion Greene (Exec)

Executive Assistant, 20s, gay, loyal to a fault

Herman Vance (Exec)

Deputy Mayor, disloyal backstabber

Alexandra Estes (Lawyer)

City Attorney, soul is black as pitch, corrupt



Esperanza Rojas

Media Liaison, Latina, 30s, genius at “putting out fires” to help the Mayor

THE GOVERNOR'S OFFICE

Trey Warner (Rocker)

Governor of SoCal, Black, chill, charismatic, model good looks, 40s, slick as an oil spill

Tia Warner

Trey's Wife, mother of 3, late 30s, a drunk

Ophelia Greene (Exec)

Lt Governor of SoCal, Black, honest-ish

Cole Pena (Media)

PR Spokesman, slicked hair, greasy soul

Jaiden Warner (Solo)

Governor's bodyguard & brother, hothead

Megan Pollard (Lawyer)

Attorney General, Harvard grad, corrupt

Kelli Martinez (Exec)

Executive Assistant, sleeping with Governor



Sgt Akiko Takahashi (Cop)

SWAT team recon specialist. Sister is the Netrunner “Software”

Sgt Danny Andrews (Cop)

SWAT team sniper, big fashionista, loves bright colors

Sgt Anatoly “Tiger” Voloshenkov (Cop)

SWAT team heavy weapons guy, huge dude, goes by Tony, doesn't get why he's called Tiger by the team

Sgt Philip Epstein (Netrunner/Techie)

LAPD logistics and intel specialist, Jewish/Latinx heritage, Hollywood Division

Sgt Marshall Quaid (Cop)

English expat, former Royal Marine, Santa Monica Division, boisterous, raucous

“If I have to clean up one more of GenTech's cyberspycho messes this week I'm gonna need a raise.”
- Lt Nick Travers, LAPD

LAPD

In the aftermath of the mega-quake, LA restructured itself. Once the Free State was established, with LA as it's capitol, the county government was abolished. As such, the LA Sheriff Department was folded into the LAPD command structure.

This caused some friction for a time, but ultimately saved the city a ton of money an bureaucracy. However, it did lead to the inherent corruption issues of the LAPD becoming metastasized, if you will.

Chief Roger Shaw (Cop)

Chief of Police in LA, mid 50s, total politician type, is quite chummy with GenTech

Captain Leo Walsh (Cop)

Head of Hollywood Division, aging, brusque, and too old for this anymore

Lt Nick Travers (Cop)

Leader of the SWAT team, stoic Nick Fury type only has both eyes and doesn't smoke

CHP

The California Highway Patrol operates in the areas LAPD won't go to, namely the Inland Empire. The CHP are basically state troopers, they were just never called State Police.

The CHP is both well equipped and funded. As they report to the Governor's Office, not the Mayor, they will often clash with LAPD over jurisdiction in some cases. Especially true if the incident they are concerning themselves with involved the freeways.

Commissioner Normon Conley (Cop)

Head of the CHP, pure politician

Dep. Commissioner Dale Haney (cop)

2nd in command of CHP, dirty as hell

Captain Amy Bennett (Cop)

Leader of Santa Monica station, 40s, brown hair, green eyes, honest cop

Captain Chad Baker (Cop)

Leader of Tainerton station, 50s, blond, blue eyes, dirty cop, white nationalist

ENTERTAINMENT VENUES

One thing LA is known for is being the entertainment capital of the world. Entertainment is the reason why nothing, not even a 10.5 magnitude mega-quake, can put the place down.

The countless nightclubs, bars, theaters, art galleries, underground speakeasies, strip joints, and even major amusement parks (of which there are three) are a large part of the lifeblood of LA. Hell, even the sports venues are hopping on most nights.

There are gambling halls in most districts, while the casino in South Bay is pretty hopping. West LA is mainly known for dance and nightclubs, as well as tons of art galleries and upscale shopping. Hollywood has the rock clubs, strip joints, and studio tours. The San Fernando Valley has several small clubs for live music and "gentleman's entertainment." Griffith Park has the observatory, and a couple of live music venues.

Santa Monica has the famous pier with its multiple amusement rides, carnival games, and ferris wheel. Plus there's all the fun goings on at 3rd Street. Pasadena has the Rose Bowl and The OC has Disneyland and plenty of upscale art galleries. In the more combat zone heavy districts you'll find things like rage rooms, drug dens, and the thrill of gang warfare.

There's always the danger and glory of illegal street racing. The Kings of LA and other gangs sponsor high stakes races throughout the city, many of which are run through some highly rough streets. There is a hierarchy to these races with the ultimate challenge being *La Carrera del Diablo* ("The Devil's Race") which is held once a year in August.

"If there's one thing this city has no shortage of it's places to spend your eddies." - Mayor Novak



ACES HIGH BAR

A bar begun by Willard Keaton, a former fighter jock vet of the SouthAm conflicts, the Aces High Bar is a military themed joint. Lots of memorabilia from wars and war movies.

Not not too upscale, but it is clean and snappy, much like how its owner dresses. It's definitely a bar for pilots, vets, and those who just dig all things military. Has a massive catalog of combat themed BDs for customer use.

CREW

Willard Keaton (Solo)

Owner, ex-fighter jock, snappy dresser, ladies man, smart and a crack shot

Esperanza Porter (Solo)

Bartender, ex-AV pilot, flame colored hair, similar personality, heavily tatted up

Jenny Lutz (Netrunner)

Bartender, part time computer expert, handles all net stuff, dedicated chess player

Shane "Goose" Guzman (Solo)

Bouncer, ex-Delta pilot, most of his cyberware was installed by the government, moody, gets flashbacks

Norm Morris (Techie)

Retired Marine AV mechanic, is always at the end of the bar, natural red hair & beard, bombastic personality, loyal as hell

Isaiah Ochoa (Techie)

Norm's former partner, hasn't retired yet, works at LAX

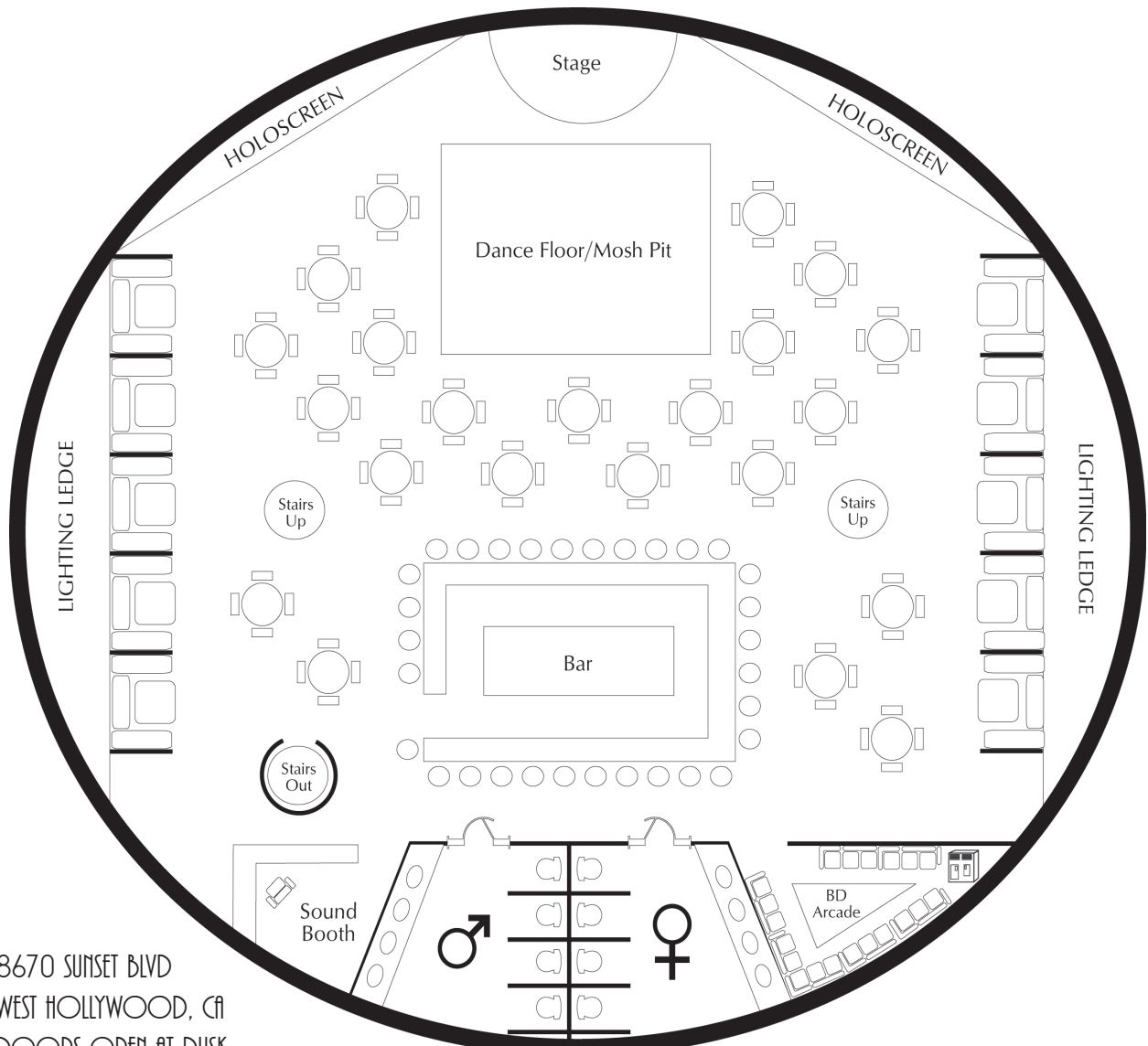
CLUB Thrash

CLUB THRASH

One of the most infamous clubs of LA the past 30 years is Club Thrash. Begun in 2013 by the fixer known as Blackjack Louie, it quickly became the "it" spot.

The round club began with a distinctive building that was repurposed and reshaped through renovation into a Gothic themed standout among the clubs of the Sunset Strip.

Sitting at the edge of Hollywood and West LA, Club Thrash is able to straddle the line between the upscale and the sleaze. Much like the Whisky a Go Go down the Strip was in the 20th century, Club Thrash quickly became a Hollywood icon. THE place to be seen if you were in the music scene and later the quintessential club to be seen at if you were in the edgerunner scene.



8670 SUNSET BLVD
WEST HOLLYWOOD, CA
DOORS OPEN AT DUSK
DRESS TO IMPRESS

Main Floor

Much like the Whisky or some of the other clubs in LA, Club Thrash is what they call an intimate venue, adding to its allure. Lines form outside the club at dusk and don't die down until well after midnight.

The building has 3 floors, the main one being the middle level. The lower level is offices and storage, plus the "green room" for live acts. The upper floor is a lattice of catwalks that overlook the club as a whole which is where plenty of people hang out to be above it all, as well as some clandestine conversations. Plenty of lurid stuff happens up there as well.

CREW

Nikki "Torque" Lewis (Solo)

Manager, Gemini frame full Borg, Louie's bodyguard, tall, scary black woman, bald, often called Turrethead (because of the way she scans the room for trouble), but never to her face.

Cynthia "Limelight" Czynkohlicz (Solo)

Entertainment director, Louie's bodyguard, short blonde girl, bubbly personality, has twin cyberarms with flashbulbs built in to blind would be troublemakers

Craig Mendoza (Solo)

"Studly" Bartender, bi, gym rat, cut and lean

Ginny Lopez

Waitress, short Latina, short bright teal hair, addiction issues, ex-hooker

Shatawnya Gutierrez

Black/Puerto Rican Waitress, ex-hooker

Andres Garcia (Techie)

Sound Engineer, flamboyant zoot suit dude

Fernando Garcia (Techie)

Maintenance man, older brother of Andres

Antonio Beck (Solo)

Bouncer, Former edgerunner, has a thing for hot guys in stylish gear

Jezebel (MedTech)

Customer turned employee, on site medical staff member, nymphomaniac, likes it public, the riskier the better



JETHRO'S SOUTHERN CABARET

An LA institution since the early 2000s, Jethro's is a restaurant and bar which features live entertainment on a nightly basis with matinee shows on the weekends.

The entertainment is more than just musical acts. They can be comedians, ventriloquists, magicians, spoken word performers, and even danger acts. The stage the acts perform on has space in front for fans to be and is often in the form of a mosh pit, dance floor, or just up close seating. Configuration of this space depends on the needs of the act in question. They even have a house band, "Eight Inch Blade"

The bar is fully stocked and can handle just about any drink request from the audience, restaurant patrons, or those seated at the bar.

The kitchen is quite good and serves a southern themed menu. They, like another restaurant in LA, are famous for its chicken and waffles.

CREW

Virgil Clay (Solo)

Founder and Co-Owner, tall black man, former heavyweight boxing champion, grew up in New Orleans, 50s

Jack Miles (Fixer)

Talent Booker, Co-Owner, grew up in Memphis, former fight promoter, 40s

Angelita Orozco

Waitress, local born Latina, 2 kids, 40s, used to run with the Kings of LA as a teen

Stacie Ward

Waitress, part time contortionist performer

Nicole Batteux

Head Chef, New Orleans native, brilliant, 30s, raven hair, tattooed & pierced

Chester "Harsh" Marsh (Solo)

Bouncer, house band guitarist, disfigured in a gang war, bald, still kicking ass

Drake "Noose" Lynch (Solo)

Bouncer, house band drummer, 40s, epic facial hair, wears a noose as necklace

Chuck Harris (Rocker)

Storyteller, house band lead singer, a star in every sense of the word, smallish brunette

Nolan King (Techie)

Sound engineer, house band bass player, heavily tatted up, pierced lip, lime green mohawk, neon orange mutton chops



METVERSE STADIUM

The stadium is the bleeding edge tech home of the National Cyberball League's team the LA Assassins. Originally built in the 2000s the stadium was a technological marvel for its time. It went through a complete overhaul back in 2040 with upgrades galore. Lydia Martel, the stadium's owner spared no expense in tricking out the place. She sold off the naming rights to a studio to recoup some of the costs.

The stadium holds a capacity crowd of 100k screaming fans, including a number of luxury boxes for the upper echelon to cavort in comfort and safety. Nearly every famous face in town can be seen here during games and often when concerts are held here as well.

It is said that, during a game, the megascreens and lights can be seen from orbit and that's the kind of show Ms. Martel wants to put on. She spent a fortune on the "showmanship factor" of the stadium's electronics. She did similarly with

the seating to maximize the fan experience.

The massive structure has plenty of security for both the monorail station and multiple landing pads that bring the fans in. A small legion of security officers patrol the grounds at all times, but especially so during games or concerts that also are held here.

Concessions come in all varieties, from standard sporting event fair to high brow multi-Michelin star rated restaurants. The luxury boxes that makeup the upper decks have their own full gourmet kitchens.

CREW

Terrell Gibson (Exec)

Stadium President, statuesque black man, expensive suits, expensive tastes

Alejandra Shaw (Solo)

Head of Security, father was SAS, mother was Colombian cartel princess, poised, smart, and utterly deadly

MacKenna Hughes (Exec)

VP of Visitor Relations, in charge of the "fan experience" for entire stadium, Vassar grad

Abraham Reyes (Techie/Exec)

Head of Maintenance, former Lake LA pirate is his deep secret, faked his resume

Kyle Hendrix (Rocker)

Head of PR, handles all advertising, he gets butts in seats, cocky bastard, total narcissist, dark hair & eyes, ambitious as hell

Leanne Hayden (MedTech)

Team doctor, no nonsense brunette, 40s

Dominic Shula (Rocker)

Head coach LA Assassins, great grandson of Hall of Famer coach, has 3 championship rings, youngest coach in the league (34)

Griffin Gardner (Rocker)

QB LA Assassins, real "Chad", but wins games, popular with little actual charisma

*"I expect to win a championship every season. That's my expectation of myself and my players."
- Coach Dom Shula*