

BY SEBASTIAN SZMYD



# HOPE REBORN+

## EXTRA CONTENT FOR *TALES OF THE RED: HOPE REBORN*

NOVEMBER 2024

V1.0

Welcome to **Hope Reborn+**. To keep our street-level campaign to under two hundred pages, we had to cut content. Not to fear, though; what was lost is now found! In **Hope Reborn+** you'll find data on NPCs and locations important to the book as well as tokens for you to print out. Best of all, two new pieces of gear that appeared in **Tales of the RED: Hope Reborn** but played a minor role and so weren't included in the book. Beware spoilers! If all you're after is the new gear, head to page 22. Otherwise, read on!



Anver "Anvil" Carson



Aurora "Rory" O'Reilly

## NPC BIOGRAPHIES

The following section provides short biographies for every named NPC in **Tales of the RED: Hope Reborn**, listed alphabetically by first name or Handle. Each entry lists their Roles, if they have any, and provides three personality/quirk keywords to help GMs roleplay them effectively. These residents of Night City exist outside the Missions they appear in, so feel free to use them as background NPCs in other Missions or link them to an Edgerunner's Lifepath.

### ▶ ANVER "ANVIL" CARSON

**Solo** (Professional • Loyal • Canadian Accent)

A former Canadian Marine, Anvil lives by a code. He does his job, he does it well, and he does it with loyalty. His job, in this case, is as a bodyguard for Juliana "Jules" Lung. Professionally, he's top notch. Personally, he's a bit of a mess. Instead of dealing with the trauma he's seen as a Solo, Anvil prefers to drown his sorrows in alcohol and braindances. *Appears in The Devil's Cut.*

### ▶ AURORA "RORY" O'REILLY

**Media** (Earnest • Raw • Sarcastic)

As she discovered recently, Rory is the daughter of deceased journalist C.J. O'Reilly and former Federal Marshall Gayle "Nails" Sigmund. During the 4th Corporate War, her mother gave her up to a group home for protection. When the war ended, Nails returned to the group home, only to find it destroyed. The children had been evacuated but no one knew to where. Rory grew up as Aurora Smith, not knowing where she came from. When she reached adulthood, she branched out into livecasting her life, trying to cover the news of Night City as a gonzo journalist through the Boomtown Garden Patch network.

Her 'casts caught the attention of the crew at The Forlorn Hope, who spotted the resemblance between the Rory and her parents. They brought her home just in time to meet Nails, who died soon moments later. Rory took her dad's last name, in part to honor where she came from and in part to trade on his reputation as a Media. She's now a regular at The Forlorn Hope and a member of the Willows. *Appears in A Tale of Hope and The Angel's Share. Mentioned in Hope's Calling!!!*

### ▶ AXEL "AXEMAN" MANKIEVICZ

**Solo** (Hardboiled • Philosophical • Tired)

Back in the day, Axel was a classic private eye. He took the cases the cops wouldn't touch, either because they didn't think it was worth their time or because they were paid to look the other way. Following a beating ordered by an Infocomp executive, he began reevaluating his life. The 4th Corporate War pushed him further down the road of self-reflection. In its aftermath, The Professor roped him into locating people lost and forgotten during the war. The work helped him find a new cause, and he functions as The Professor's agent in the cause of helping veterans find the aid they need to keep going in a world that's left them behind. *Mentioned in Hope's Calling!!!*





Blank



Brendan Haight



Calliope

### ▶ BANDLANDS BANDITS

A trio of edgerunners just breaking into the business. They generally take small courier and transport jobs. *Appear in Hope's Calling!!!*

### ▶ BILLY FLIGHT

**Fixer/Tech** (*Easy Going • Irish Accent • Problem Solver*)

Billy didn't start life as a Fixer. When he moved into Woodland Park, he put up a shingle advertising his services as Choom Goes Vroom, an all-service on-the-spot fix-it shop. As he repaired his way through people's lives, he made contacts. Soon, he was connecting the Woodland Park resident who needed a blender with someone else who owned a spare and his career as a neighborhood Fixer was born. He's done well for himself on those deals, saving enough money to buy and fix up The Shark, the neighborhood's old apartment building. Billy isn't interested in expanding his reach too far beyond Woodland Park. He's comfortable with his life where it is. *Appears in Welcome to the Neighborhood, Mentioned in Hope's Calling!!!*

### ▶ BLANK

**Fixer** (*Big Smile • Overly-Friendly • Slimy*)

An up-and-coming Fixer, Blank followed one of the oldest rules of business: find an under-served niche, worm your way into it, then exploit the hell out of it. Blank was smart enough to deal primarily in Red Chrome Legion territory. That let him survive long enough to make some money and hire some hustle. Now he's looking to expand his operations. *Appears in The Angel's Share.*

### ▶ BRENDAN HAIGHT

**Exec** (*Young • Gung Ho • Corporate*)

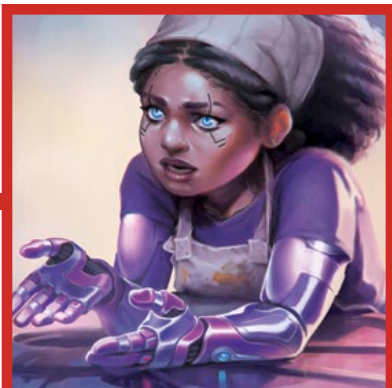
Brendan's almost the stereotypical young Exec. He's thrilled to be with the company and ready to conquer the world. He's an intern at Dynalar but, as he'll tell anyone who will listen, he'll move up the ladder any day now. *Appears in Welcome to the Neighborhood.*

### ▶ CALLIOPE

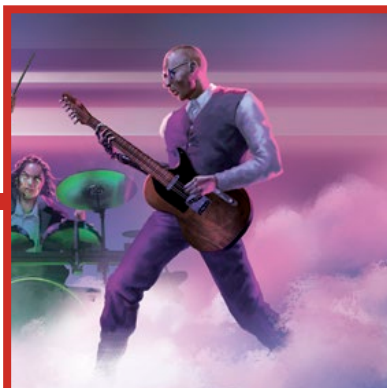
**Exec/Fixer** (*Discotastic, Baby! • Generous • Gregarious*)

Kelly Greenwald was failing her way through life. She hated her job serving drinks at Playland by the Sea. She couldn't afford an apartment, so she was sleeping on whatever couch she could find. The only bright spot in her life was being a second-stringer for the Pacifica Seashells, a roller derby squad. Then, during movie night at a friend's place, she witnessed something that would change her life: an old flick about a Greek goddess skating through the world to a disco beat. Within a week, Kelly had stolen money from the Piranhas, faked her death, and reappeared as Calliope in North Heywood. Calliope bought an old courier facility there and remade it as Xanadu, a nightclub/roller derby rink. She also founded the Muses, a poser gang/roller derby squad. Calliope is living her best life and will continue to do so, as long as Xanadu remains somewhat profitable and the Piranhas don't discover Kelly Greenwald is still alive. *Appears in Welcome to the Neighborhood. Mentioned in Hope's Calling!!!*

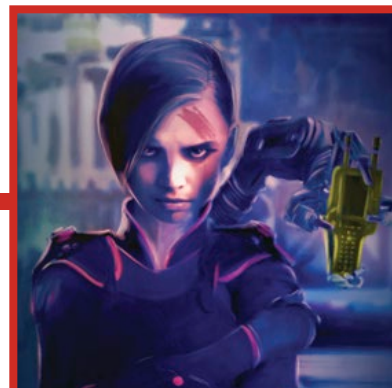
# HOPE REBORN+



**Carri Zote**



**Chevalier**



**Cicely "Backhand" Feng**

## ▶ CARRI ZOTE

**Rockerboy** (*Generous • Gentle • Romantic*)

Carri Zote opened the Terminus food truck, permanently parked in the Palms cargo village, a few years ago with a lover. The lover moved on, but Carri kept it, building a regular clientele from the residents in the neighborhood and a few of the workers in the nearby Dynalar campus. During rough times, she falls back on her previous career as a model, earning extra eurobucks by posing for catalog shoots. *Appears in Welcome to the Neighborhood. Mentioned in Hope's Calling!!!*

## ▶ CHEVALIER

**Rockerboy** (*Discreet • Family Man • Music Lover*)

Chevalier can pinpoint his love of music to one specific moment from his youth. He was visiting with his uncle, listening to old vinyl records. His uncle played along on air guitar like he was a member of each band playing and pointed out the greatest moments ... the thrilling highs and bone-wrenching lows. Chevalier thought, if his uncle could look this cool playing air guitar, how cool would he look playing the real thing on stage? Years later, Chevalier is playing local gigs, trying to build his career. He's still in love with music and with looking cool, but equally in love with his wife Isabel and his children: twins Damien and Daniela and Xavier. *Appears in Real Estate Rumble and Hope's Calling!!!*

## ▶ CICELY "BACKHAND" FENG

**Tech** (*Gruff • Short-Tempered • Task Oriented*)

Cicely earned the handle "Backhand" early in her career for her tendency to praise and punish others using the same phrase. Fortunately, she uses her words when delivering a "backhanded compliment" more than her cybernetic third arm. Backhand is an excellent all-around Tech, but her brusque manner makes it hard for her to work with a Crew for long. That might be why she signed on as The Forlorn Hope's in-house tech. Her bosses are used to dealing with smartasses and can give as good as they get. *Mentioned in A Tale of Hope and The Angel's Share. Appears in Hope's Calling!!!*

## ▶ CID

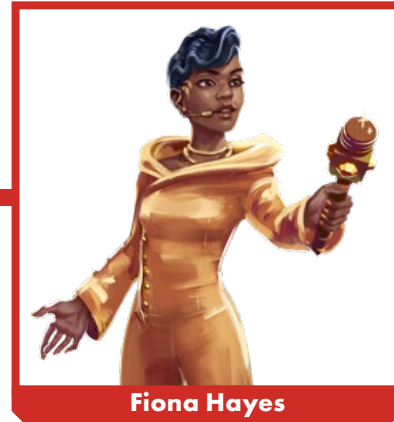
**Technologically Inept • A Little Nervous • Great Memory for Orders**

Cid moved to Night City from Vancouver three years ago and resides in an apartment in the Watson Development. She's worked at dozen restaurants since arriving. In the past, she's always lost her job after trying to use her employer's technology and breaking it. Fortunately, Marianne appreciates Cid's ability to recall any order she takes perfectly. Backhand is less enthusiastic. *Appears in Hope's Calling!!!*





Destiny Hondel



Fiona Hayes

### ► DESTINY HONDEL

**Media** (Ambitious • Canny • Resourceful)

Destiny Hondel is an “on the spot” reporter for Network 54 in Night City. She’s only been on the job for a year — long enough to earn a small reputation but not long enough to guarantee her stories will actually make it on air. She’s hungry to climb the ladder and earn a spot behind an anchor desk. *Appears in Real Estate Rumble.*

### ► DYLAN ROLLINS

**Media** (Arrogant • Cruel • Loud)

A livecaster working for a ChoomPatch, an “independent” media group funded by a conglomerate of PMCs. Known for his signature blue mohawk, and his ability to get footage (because the guards have orders to let him through the cordon). *Appears in A Tale of Hope.*

### ► ELLA CORELLA

**Fixer** (French Accent • Practical • Protective)

Ella inherited the Burning Bright Bodega in Woodland Park from her aunt. Or, at least, Ella knew the woman as her aunt. Her parents could have explained the relationship better before their deaths. Since then, she’s ruled the place with an iron fist, keeping Woodland Park supplied with whatever random selection of goods she can stock on her shelves. She tries to keep the local kids out of trouble by giving them small delivery jobs. *Appears in Welcome to the Neighborhood. Mentioned in Hope’s Calling!!!*

### ► FASHANU BAINES

**Media** (Quotes Old Detective Movies • Organized • Romantic)

If Fashanu Baines had been inspired as a teen by old sitcoms, they probably would have joined a poser gang. Instead, Fashanu devoured every novel and movie about old detectives he could find. When he reached adulthood, he rented an office, hung out a shingle, and solicited work as a private investigator. Fashanu aspires to be the “knight in a rumbled trenchcoat” and honestly believes no case is too small for a real gumshoe. *Appears in Welcome to the Neighborhood.*

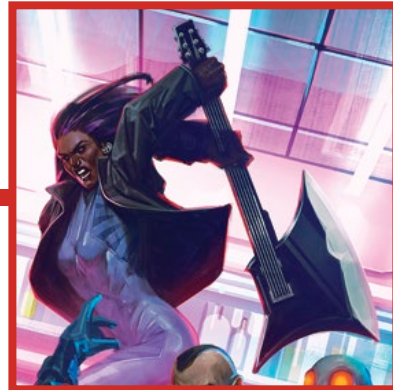
### ► FIONA HAYES

**Media** (Always On • Media Icon • Passionate)

Where one finds scandal, graft, or corruption, one can also be sure to find Net54 star, Fiona Hayes. A Night City institution, she’s in the habit of turning up where she is most definitely unwanted, usually accompanied by her camera operator, Stringer, and bodyguard, Angle. Of course, her Corporate employers won’t air every story she’s worked on – Net54 makes almost as much money by burying stories as they do by airing them. There’s a rumor on the streets that she’s not the first Fiona Hayes but one in a series, each bodysculpted and brainwashed to resemble the original. *Mentioned in Hope’s Calling!!!*



**Gayle "Nails" Sigmund**



**Grace Steel**

## ► GAYLE "NAILS" SIGMUND

**Solo** (*Dying • Haunted • Quiet*)

Growing up, Gayle knew she wanted action, but she also wanted to know there was a paycheck at the end of each month and a squad ready to have her back. After high school, she signed up and did a two-year tour with Militech. She enjoyed the action but not the seven bullets she took during her tour. Looking for a better balance of excitement and security, she left Militech, went through the police academy, and signed up with the Federal Marshals. Her partner, Fred "Gunsights" Seitz, reinforced the best of what Gayle learned in the academy and taught her to drop the rest.

Life was good. She loved the job. Liked her partner. She even found someone she might love long-term – a media named C.J. O'Reilly. The pregnancy was unplanned but not unwanted. C.J. talked about moving to Night City permanently so they could raise the kid together. Then the 4th Corporate War fucked it all up. C.J. died while reporting. Gunsights died on the job. Terrified she'd be next, Gayle gave her daughter up to a children's home outside of the city, intending to return once the fighting died down. Only, the nuke happened. The kids were shuffled around, and the records were lost. Gayle lost her daughter. Gayle went full Solo after that, throwing herself into the work. Over the years, her body took such a beating no amount of cyberware could keep it going. Fortunately, her found family at The Hope took care of her. They found her lost daughter, Aurora, and brought her home just in time. Gayle died shortly after their reunion. *Appears in A Tale of Hope.*

## ► THE GENTLEMAN

**Fixer** (*High Class • Reasonable • Good Manners*)

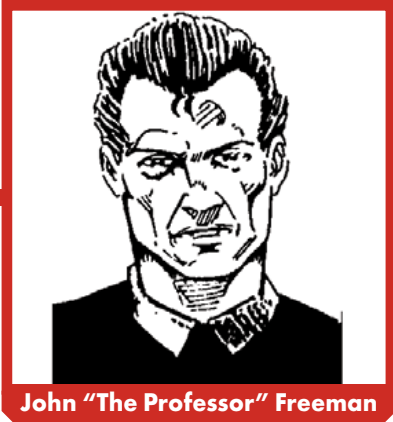
The Gentleman is a loan shark and a successful one at that. He operates out of a suite in the Highcourt Plaza, a swanky hotel offering discretion and security for the elite despite being in Old Japantown. The Gentleman has a reputation for being reasonable – dead clients can't repay their debts (or incur new ones), after all! Unlike many in his business, The Gentleman's services are publicly available. He even has his own Garden Patch! *Appears in Hope's Calling and Ripping the Ripper.*

## ► GRACE STEEL

**Rockerboy/Solo** (*Confident • Observant • Sly*)

Grace Steel doesn't talk much about her life before coming to Night City and joining the Back Bay Brawlers. Her accent suggests she grew up in the Caribbean. Her mannerisms suggest she spent time in the military. Beyond that, her history from before the gang is a mystery. When people ask, she just shrugs and says, "Different time. Different Grace." She stayed with the Brawlers, a guardian gang, until they fell apart during a leadership struggle. Most think Grace could have taken the reigns, but she decided to walk away and focus on her music instead. She founded the Soul Rebels, a chromatic metal band. They worked their way through the various back alley clubs of Night City before winning a musical duel and stepping on stage as the house band of The Forlorn Hope. *Appears in A Tale of Hope, The Angel's Share, Real Estate Rumble, and Hope's Calling!!!*





John "The Professor" Freeman



Jorge

## ▶ JOHN "THE PROFESSOR" FREEMAN

**Fixer** (*Dedicated • Serious • Tired*)

John Freeman (affectionately called The Professor by many) was pursuing a graduate degree in military history when he decided he needed first-hand experience and enlisted. Within a few years, he was stuffed full of experimental cybernetics and shipped off to war in Central America as captain of the 601st Long Range Recon Team (LRT-601). They spent four years in the war, specializing in recon and surgical strikes. He and his team witnessed some of the worst horror known to humanity while there. Upon his return, John earned his PhD, but it felt empty. The academics around him didn't understand who he was or what he'd gone through. He teamed up with Bill Dolarhyde, and together, they built The Forlorn Hope as a refuge for them and their fellow vets. While The Hope was under construction, John met Marianne. Her sense of humor proved to be the balm he needed to soothe his soul. The two married shortly before the bar opened.

When the 4th Corporate War hit, John was, unfortunately, all too ready for the aftermath. He'd seen the hell a war could transform a city into and ensured The Forlorn Hope could help those in need. Even he wasn't prepared for the nuke, though. He expected to use part of The Hope as a community center and makeshift clinic for a few months. Instead, the entire bar remained closed for years. When it reopened, it did so under Marianne's management. John dedicated himself full-time to helping the veterans of the war, left behind and forgotten by their Megacorp employers.

His diagnosis of ALS, received a few years back, hasn't slowed him down. The Professor is determined to do all he can to further his mission with the time he has left. *Appears in A Tale of Hope, The Angel's Share, Hope's Calling!!!, and Ripping the Ripper. Mentioned in Real Estate Rumble.*

## ▶ JORGE

*Friendly • Likes to Flex • Bit of a Himbo*

Jorge grew up in Night City and lives in Heywood with his boyfriend. He has a bartending certificate from Hammered Industries, which gained him employment at The Forlorn Hope as a backup bartender. *Appears in Hope's Calling!!!*

## ▶ JOSHUA TRAVÉL

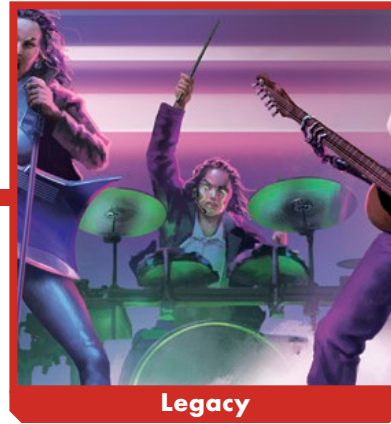
**Solo** (*Lowkey Charisma • Rough • Self-serving*)

Joshua is the sort of street-level leader who rises to the top in a vacuum. With a bit of charisma, a bit of intelligence, and a liberal application of brute force, he's managed to cobble together a group of scavvers into a capable gang known as the Crawling Cobras. It won't last. The question is whether or not Joshua will survive the gang's inevitable demise because he slipped away during a fight or because he sold them out in exchange for his own life. *Appears in Real Estate Rumble.*





**Julianna "Jules" Lung**



**Legacy**

## ▶ JULIANNA "JULES" LUNG

**Exec** (*Driven • Ruthless • Oddly Charming*)

Julianna "Jules" Lung has all the traits an Exec needs to succeed in the world. She's hard-working, profit-driven, and full of ideas to make money. She's recently been promoted to Chief Operations Officer for The Devil's Cut, an upscale investment vehicle for Continental Brands. Her recent life has had ups and downs. Her promotion comes after her professional success in brainstorming a "Roaming Vendit Treasure Hunt" as part of the Mobile Dispersement Contractor Control department of the company but she has also experienced personal loss. Her husband of three months, Anthony Snapdragon, died after falling off the balcony of their Camden Court conapt earlier this year. *Appears in The Devil's Cut.*

## ▶ KASYMBEK KASIM

**Fixer** (*Cautiously Friendly • Hospitality Professional • Loves to Smile*)

A devout Muslim of Turkish descent and owner of Kasim's, a cafe offering rich coffee and tobacco to its guests. Kasymbek is fond of backgammon. He competes regularly in the Night City backgammon tournament but has yet to place. *Appears in Real Estate Rumble.*

## ▶ LEGACY

**Rockerboy** (*Poet • Gamer • Easy Smile*)

Where so many Rockerboys skate by on charisma, Legacy has true talent. Trained from birth on a steady diet of classic rock and the traditional music of the Yurok (Oohl) people, they have the sort of skill and vision that can propel a singer/songwriter to great heights ... or crush them beneath the weight of the world. Legacy worked a dozen jobs over three years to push their way through NCU and earn a degree in Music Studies. After too many auditions led to too many rejections, Legacy moved into a cube hotel in Woodland Park and began camping regularly in the Badlands, hoping to find the inspiration they needed to bring their music to the next level. Fair warning, Legacy picked up a wicked Carrions and Crawlers habit in college, so don't be surprised if they ask you to join a campaign. *Appears in Welcome to the Neighborhood and Hope's Calling!!!*

## ▶ LILY RAMOS

**Tech** (*Plant Enthusiast • Organized • Friendly*)

A former researcher for Petrochem, Lily lost her job when Continental Brands split off from its parent company and went independent. She founded and runs Stem and Seeds, a small guerrilla gardening outfit run out of the University District. *Appears in Hope's Calling!!!*

# HOPE REBORN+



Lucius Rhyne



Green Clover of the Lucky Charms



Marianne Freeman

## ▶ LUCIUS RHYNE

**Rockerboy** (*Inspiring • Glad-handing • Intense*)

A former community organizer in Watson, Lucius Rhyne led a district-wide work strike that convinced the businesses of the Night City Co-Prosperity Sphere to organize a vote for City Manager. It is no surprise Lucius won the vote and now represents Watson on the Night City Council. He seems to be a true idealist, working to make the world a better place, and is well-known for his inspiring speeches. *Mentioned in Hope's Calling!!!*

## ▶ THE LUCKY CHARMS

A small-time edgerunning crew. Like many younger crews, they've named and organized themselves along a theme in hopes of attracting Corporate sponsors. Rumors suggest they worked primarily with a Fixer named Lowball but went independent after he skipped town. *Appears in Welcome to the Neighborhood.*

## ▶ MARIANNE FREEMAN

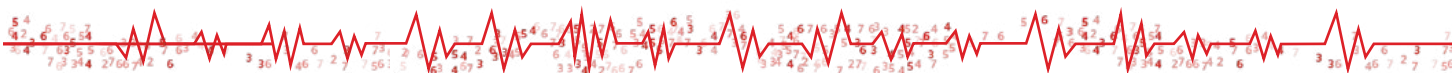
**Tech/Fixer** (*Everyone's Mom/Fun Aunt • Jokester • Organized*)

Marianne doesn't talk much about her life before she transitioned. She was, in her own words, not the person she wanted to be. She met John Freeman during the construction of The Forlorn Hope. While she found him handsome enough, she found herself attracted to his sense of purpose. Not to mention how serious he was. She insists that's why she married him – he was the perfect straight man. Over the years, Marianne has evolved, from server and bartender to co-owner and full-time manager of The Forlorn Hope. She respects John's mission and ensures he can pursue it while helping others in her own way. Where John seeks to help every vet who needs it, Marianne picks up individuals and provides them with a meal, a job, or just an ear to listen to. These days, she's more active than ever. Her friends worry she's keeping busy because slowing down means thinking about what her life will be like when her husband is gone. There's a lot of pain behind Marianne's prankster smile. *Appears in A Tale of Hope, Angel's Share, Real Estate Rumble, The Devil's Cut, Welcome to the Neighborhood, Hope's Calling!!!, and Ripping the Ripper.*

## ▶ MICHAEL "DOC STOIC" LEWIS

**Medtech** (*Calm • Patient • Monotone*)

When a punknought and an REO Meatwagon ambulance collide, the punknought wins. Mike Lewis was the only survivor from his team that day. A few regulars from The Forlorn Hope pulled the half-dead paramedic out of the wreckage and hauled him to the bar, where Sundance patched him up. As he recovered, Mike and Sundance talked about life, the universe, and why he went into medicine. Something in those conversations swayed him, and after he hit a hundred percent, Mike signed on as Sundance's apprentice. When she retired, he took over as The Hope's in-house Medtech. His handle came from Marianne Freeman, who seemed amused by his unflappable demeanor. *Appears in A Tale of Hope. Mentioned in The Angel's Share and Hope's Calling!!!*





Mira Maldonado



Mister Studd



Nana and Pop Pop

### ▶ MIRA MALDONADO

**Solo/Exec** (Thorough • Efficient • Self-Serving)

Like most Corporate personal assistants these days, Mira Maldonado is much more than a secretary. Her background is surprisingly difficult to investigate, suggesting she's covert ops – either trained by Continental Brands or hired from an outside agency. That she can perform the task while decorated like a Ming vase proves how good she is. She's intensely private but obviously looking to climb the corporate ladder to a bigger and better office. *Appears in The Devil's Cut.*

### ▶ MISTER STUDD

**Rockerboy** (Artiste • Anarchist • Seductive)

Mister Studd is head of what can only be described as an artist porn troupe, and the star of such braindance masterpieces as *My 12 and Your One*, *Cyber Me All the Way Down*, and *Chrome to Choomba*. He occupies "The Lair," an entire floor of a large South Night City housing complex, with his gender-fluid harem of followers. He's also an activist with the Zoners, a protest group seeking better living conditions in South Night City. *Mentioned in Hope's Calling!!!*

### ▶ MORRUS JENKINS

**Tech** (Nervous • Creature of Habit • Organized)

An architect working for Zhirafa Construction, Morrur is their go-to designer for small-scale commercial projects of three stories or less. Morrur loves his routine and rarely deviates from it. *Appears in The Devil's Cut.*

### ▶ NANA AND POP POP

**Nana: Tech** (British Accent • Grandmotherly • Talkative)

**Pop Pop: Solo** (British Accent • Easy Going • Lots of Pauses)

Forget everything you know about drug dealers. Nana and Pop Pop are old-school hippies who believe better recreational pharmacology is the key to a happy and successful life. They, in their own words, "care about how you get high." The couple moved to Night City years ago, back when Nana was transferred to the local Biotechnica offices. Pop Pop signed on with Lazarus thanks to his experience as military police with the British armed forces.

The nine-to-nine life wasn't for them, though, so she retired early, and they used Pop Pop's savings to open Breeze, a one-stop shop for all your recreational substance needs. Half of Woodland Park has adopted them as their unofficial grandparents. *Appear in Welcome to the Neighborhood.*



One of the Pearces



Petra David

## ▶ THE PEARCES

The Pearce family occupies the 5th floor of The Shark, an apartment building in Woodland Park. They're guerrilla gardeners who support themselves by selling their crops, both directly to locals and to small businesses and restaurants around Night City via Billy Flight. They're a bit clannish, preferring to keep to themselves. They've been burned too many times in the past by scam artists attempting to worm their way into the collective only to steal a few thousand eb worth of fruit and veggies. *Appear in Welcome to the Neighborhood. Mentioned in Hope's Calling!!!*

## ▶ PETRA DAVID

**Solo** (*Haunted • Observant • Straight Forward*)

Petra David prefers to live in the present. If asked, she'll lay out the basic facts: Born in Israel. Recruited by Arasaka. Fought in the 4th Corporate War. Came out of it with a head full of shrapnel and fewer limbs than she'd like. Her road to recovery was long, and she's frank about how much the Professor and Marianne helped her along it. Petra repaid the favor by signing on as The Hope's head of security in 2031, a job she still has today. *Appears in A Tale of Hope, The Angel's Share, and Hope's Calling!!!*

## ▶ PHOENIX REDWYNE

**Medtech/Exec** (*Guarded • Sardonic • World Weary*)

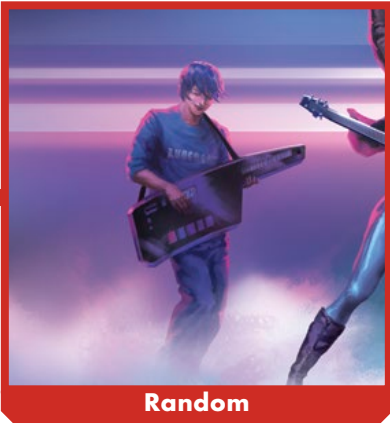
When Phoenix quit her job at Trauma Team, she had a plan: do some jobs, raise some money, and open a clinic of her very own. Then the 4th Corporate War came and blew her plans all to hell. Instead of earning enough cash to open a fancy new clinic, Phoenix made do with whatever she could find. She opened the first version of her clinic, From the Embers, in a tent on the outskirts of the city. Months later, at the invitation of the Freemans, she took up residence in The Forlorn Hope, working with Sundance to provide medical aid to those in need. Over the years the clinic has moved into storage containers, abandoned storefronts, and now occupies a converted multi-story garage. These days, Phoenix keeps the lights of her clinic on thanks to community donations and a complicated network of contacts. After over two decades of patching up the people of Night City, pretty much anyone who is anyone owes Phoenix a favor or two. *Mentioned in A Tale of Hope and Hope's Calling!!!*

## ▶ POPULI/ARTHUR/DAMIEN NAUMANN

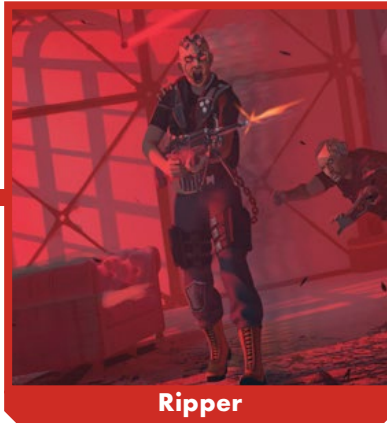
**Solo** (*Bigot • Bro Charisma • Disciplined*)

Damien Naumann was born Daniel Nelson and spent the early part of his adult life trying – and failing – to break into acting. He was sure he would be the next action hero, doing his own stunts and gaining fame for megaviolence on the screen. Instead, he squished failing auditions between bouncing gigs at various bars. That's where he met Jennifer Hauser aka Vox. The two fell in love and she remade him in her own image, transforming Daniel Nelson into Damien Naumann. He joined the Red Chrome Legion as Populi, serving as her recruiting partner – giving legitimacy to those gang members who didn't like taking orders from a woman. *Appears in Hope's Calling!!!*

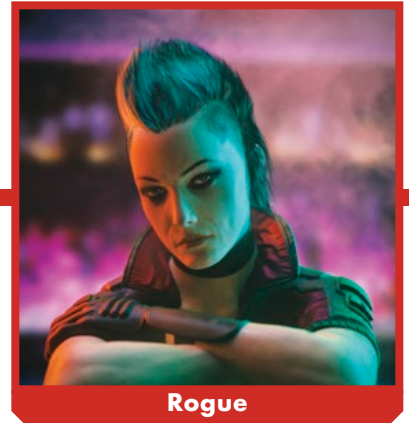




Random



Ripper



Rogue

### ▶ RANDOM

**Rockerboy** (*Flirtatious • Thoughtless • Vain*)

Here's what you need to know about Random. First, not so long ago, he was a member of a gang known as The Andersons. Second, he loves music almost as much as he loves partying. Third, he spends money faster than he can make it. He's gorgeous, an amazing keytar player, a great time on the dance floor and between the sheets, and an absolute disaster otherwise. *Appears in Welcome to the Neighborhood and Hope's Calling!!!*

### ▶ RIPPER

**Solo** (*Braggart • Sadistic • Creepily Methodical*)

Ripper rose to leadership when Maelstrom's scavver army needed a full-time organizer. Of all gang leader Warlock's decisions, this is the one most likely to bite him. Ripper was a typical street enforcer with a good rep and gang underboss Quake sponsored him for this role. As an enforcer under Quake, Ripper's sadism pointed outward: disemboweling Inquisitors, slicing parts off deadbeats, dragging traitors behind his van for a "chat." But his new job, herding disposable streetrats to work in radioactive deathtraps, offers even better opportunities for cruelty.

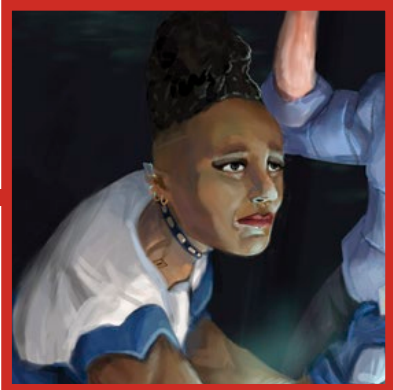
Ripper entices his scavvers, whom he names Diggers, with the chance to earn membership in the Maelstrom. And they might — maybe one in twenty survive and graduate to the big leagues. As for the rest, some resurface on The Street or elsewhere, but a frightening number (and higher than Ripper reports to Warlock) journey into the Hot Zone and never come out. Even the "winners" bear scars. Ripper's developed pseudo-mystical "Tests," rituals for Diggers on the cusp of graduating.

Ripper makes Maelstrom bank, and Quake likes how Ripper's wannabe gangers idolize him. But his trail of cast-off corpses might sink the gang one day. Or Ripper might decide he's better off making all the decisions, take his Diggers, and split off to form his own gang. *Appears in Ripping the Ripper.*

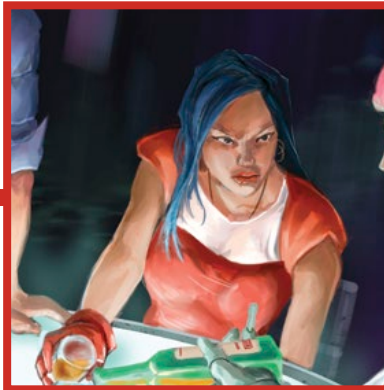
### ▶ ROGUE AMENDIARES

**Solo/Fixer** (*Focused • Professional • Smartass*)

Rogue was among the best of the second generation of solos, known for running with top ranks like Morgan Blackhand and Nomad Santiago. Not long ago, a car crash tore her up so badly even cyberware couldn't fix all the internal damage. So, Rogue pivoted. She moved from taking jobs to giving them as a Fixer, using her cached savings to buy out and move the Afterlife to a new location. *Mentioned in Hope's Calling!!!*



Roxanne "Roxxi" Colton



Kimiko "Kissy" Sanchez



Skippy

## ► ROXANNE "ROXXI" COLTON AND KIMIKO "KISSY" SANCHEZ

**Solos** (Unrestrained • Explosive • Trouble Makers)

Known far and wide as the Night City Angels, Roxxi and her partner Kissy were famous for two things back in the 2020s: flirting their way through the city's nightlife and ending just about every job they took with an explosion. Even though Roxxi pretended to be the more restrained member of the pair, she was as much responsible for the collateral damage as Kissy was. Then the 4th Corporate War came and the pair saw firsthand the harm unrestrained violence could do when they went up against Adam Smasher in a residential neighborhood in Rancho Coronado.

The pair came out of it alive, but most of the locals in the neighborhood weren't so lucky. Their time in the foxhole taught them a measure of restraint and showed them their love for each other went deeper than a sisterly bond. They married soon after. Today, the Night City Angels still take on jobs together and those jobs still tend to end in explosions, but Roxxi and Kissy are more careful about who they shoot and what they blow up. They try to limit their collateral damage to the assholes who deserve it. *Appear in A Tale of Hope. Mentioned in Hope's Calling!!!*

## ► SIN GIN

**Cautious** • Follower • Punctual

A member of the Albino Alligators, Sin Gin only runs with the gang during the day. At night, he works a concession stand at Playland by the Sea. He does both for the money, earning enough to feed and house himself and his mama. *Appears in Welcome to the Neighborhood.*

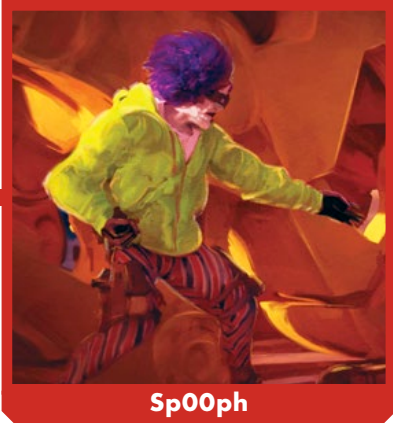
## ► SKIPPY

**Solo** (Doglike Behavior • Loyal to Ripper • Cyberpsycho)

Skippy's about six feet (1.83 meters) tall, with pale skin, dark hair, and the saddest-looking Exotic mod you've ever seen, with dog ears and whiskers that almost look like they were torn off a cheap Halloween costume. She'd draw laughter or pity except for her heavy muscle grafts, filed teeth, and near-constant berserker rage. She is fanatically loyal to Ripper.

This loyalty was built over time, not through good leadership on his part, but through horrible actions, as Ripper transformed one of his experiments into the perfect "guard dog" by pushing her over the edge into a form of cyberpsychosis imprinted on him as her protector. This "success" doesn't speak well of Ripper as a "scientist," just a lucky break in the way Skippy's psyche fell apart. *Appears in Ripping the Ripper.*





**Sp00ph**



**A Cirque3 d3 BOZO Clown**

## ▶ Sp00PH

**Netrunner** (*Erratic • Hyperfixated • Terrible Rhyming*)

Rumor has it Sp00p was once a Night City University student and member of the Philharmonic Vampyres, but when his old gangmates proved more interested in gothic cosplay than the group's prankster roots, he sought out the Bozos, hoping they'd help him wrap the world in digital chaos. When the clown civil war broke out, Sp00ph's crew dubbed themselves The Cirque3 d3 BOZO. *Appears in Real Estate Rumble.*

## ▶ SUSAN "SUNDANCE" DAHNER

**Medtech** (*Loyal • Retired • Smiling until she pulls out her gun*)

Sundance's story goes back to the pre-history of The Forlorn Hope, when she served as a field medic and cybertech in the United States military as part of LRT-601 under then Captain John Freeman. She rarely admitted it, but performing upkeep on the experimental cyberware installed in the members of her unit weighed on her soul. Even though she was just following orders, Sundance blamed herself for the pain the chrome caused them. No wonder she tried to give up the profession when she left the military, working as a server at The Forlorn Hope and joining the house band, the Slaughtered Lambs, to bleed out her feelings through her bass guitar.

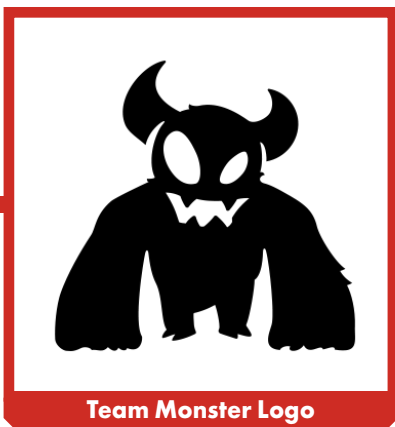
She couldn't stay away forever, though. The Hope's house ripperdoc, Andy "Needles" Chen didn't always have enough hands for the job, and Sundance found herself helping out more often than she liked. After Needles died during the 4th Corporate War, she took over his clinic. In her mind, she had no choice. There wasn't anyone else around who could do the job as well as she could. Once her apprentice, Doc Stoic, took over the clinic, she put down her scalpel for good – though she still keeps her signature Super Redhawk under her vest and ready to go if a gun will do the job better than a smile. She can still be found at The Forlorn Hope, most nights. Get enough booze in her, she'll even pull out her old bass and climb up on stage to play with the band. *Mentioned in Hope's Calling!!!*

## ▶ TARQUIN

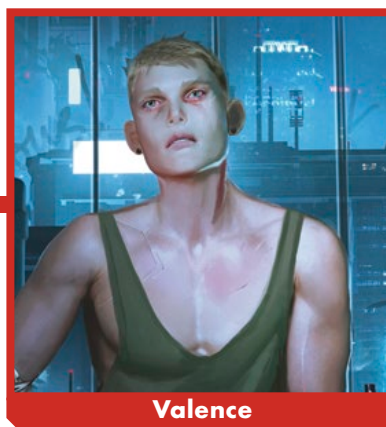
**Fixer** (*Dreams Big • Overconfident • Supercilious*)

Tarquin is a mid-level boss in the Albino Alligators and she has big dreams. She's seen the future of Night City, and its name is real estate. The gang is just a stepping stone – a tool she can use to acquire property cheap so she can flip it and make a profit. She's gonna build herself an empire. Nothing else matters. Not people's homes. Not people's lives. *Appears in Welcome to the Neighborhood.*





**Team Monster Logo**



**Valence**

## ▶ TEAM MONSTER

A loud and proud edgerunning crew who came into their own after heisting the Anne Boleyn, a supermax container ship left over from the 4th Corporate War. In demand for high risk jobs, Team Monster spends as much time outside Night City as in it these days. When they are home, they make it a point to hang out in The Forlorn Hope. Members include Cereal, a classic anarchist Netrunner; Isolate, a young sniper from Georgia; Lucky, a pilot and Trauma Team-trained Medtech; Nox, a Rockerboy specializing in “extraterrestrial power-belted synth pop”; Paladin, everyone’s deadly quiet uncle; and Too Tall, a giant of a Nomad with an encyclopedic knowledge of marine trade and vessels. *Mentioned in Hope’s Calling!!!*

## ▶ TIM WARD

**Exec** (*Cunning • Gossipy • Smiles Too Much*)

Tim likes to tell stories about being a self-made man and all the important people he’s ever met. He started his career as a security guard at an old movie studio before leaving to build Ward Security, a firm specializing in providing protection to the rich and famous. He occasionally hires edgerunners he meets at The Forlorn Hope for short-term assignments. *Mentioned in Hope’s Calling!!!*

## ▶ TYME

**Tech** (*Mildly Superstitious • Plain Speaking • Working Stiff*)

Tyme earned her position as a construction crew supervisor for Jack Skorkowsky by keeping her head down, doing the job, and coming to work every day, no matter what. She’s not interested in risking her neck, or the neck of the people working with her, more than is necessary. After all, she works construction, not The Edge. At the end of the day, she has a family to get back to, and she’d prefer to do it with all her body parts intact. *Appears in Real Estate Rumble.*

## ▶ VALENCE

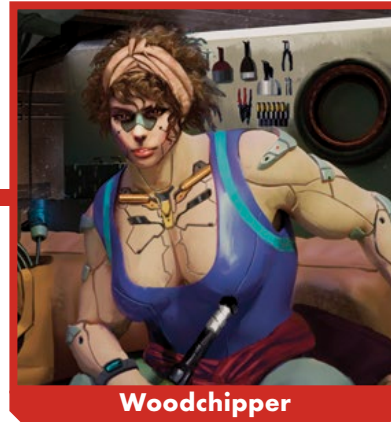
**Tech** (*Cautious • Makes Herself Small • Stutter*)

Valence isn’t sure how old they were when Maelstrom gangers sliced through their shantytown and pressganged them and a dozen other streetrats into service as Diggers in the Hot Zone. They aren’t sure how long they spent as a Digger, either, using their small size to crawl through the wreckage and find their daily quota in hopes Ripper, the Maelstrom lieutenant in charge of scav operations, wouldn’t subject them to one of his sadistic “rituals.” They survived long enough, Ripper added them to remote scav crews, sending them on jobs outside the Hot Zone as “a treat.” Valence was part of a squad sent to rip wiring out of the old Brookhaven Co-Op while Ripper led troops against the families squatting there. A crew of volunteers, organized by the Freemans, drove Ripper and his mooks off. Left behind in the rubble, Valence was adopted by The Professor and Marianne, who provided food, shelter, a job, and kindness. They’re still getting used to life outside the Hot Zone. *Appears in The Angel’s Share, Hope’s Calling, and Ripping the Ripper.*





Vox/Annie/Jennifer



Woodchipper

### ▶ VERONICA STILES

**Exec/Solo** (*Brooding • Calculating • Military*)

Before the 4th Corporate War, Veronica Stiles served as the apprentice of Traci Jo Marlowe, Militech freelance wrangler and regular at the Forlorn Hope. When war broke out, Veronica transferred to special forces, earning a fierce reputation in special operations. Following the war, Veronica married and gave birth to a daughter, Jezz. She retired from active operations and returned to life as a wrangler, eventually making her up the ranks and back to Night City where she reconnected with old friends at the Forlorn Hope. Unfortunately, after that, life hit Veronica hard after that. First, she lost her husband to a Militech operation in the American Midwest and had to raise Jezz alone, and then she lost Jezz, too.

The higher-ups at Militech didn't believe her theories about a rogue AI called the Reaper and so refused to offer support for Veronica's crusade. So, she tapped her savings and called in every marker she could to get the resources needed to avenge her daughter's death and destroy the Reaper. Today, Veronica lives with her subordinate and lover, Lieutenant Lucia Tanzia. Marianne Freeman calls her "Vicky" but almost everyone else knows her as the "Major." *Appears in A Tale of Hope. Mentioned in Hope's Calling!!!*

### ▶ VOX/ANNIE/JENNIFER HAUSER

**Netrunner** (*Bigot • Social Chameleon • Manipulative*)

Jennifer Hauser inherited her bigotry from her parents, who learned it from their grandparents, who were born in Argentina to Nazis fleeing from the Allies in the aftermath of World War II. Her mother was a member of the Red Chrome Legion but signed up with Militech for the money during the 4th Corporate War. Mom died during the "Battle of The Forlorn Hope," when Arasaka and Militech converged near the bar, and the regulars rallied to defend it.

When she was old enough, Jennifer followed in her mother's footsteps, taking the name Vox. She brought in her boyfriend, Damien, as Populi. A surprisingly charismatic couple, they worked their way up to recruiters for the Red Chrome Legion and then took control of the gang after Maniple, the RCL's former leader, died under mysterious circumstances. *Appears in Hope's Calling!!!*

### ▶ WOODCHIPPER

**Fixer/Nomad** (*Imposing Presence • Loyal • Loud Laugh*)

At just over 7 feet (2.14 meters) tall, Woodchipper cuts an impressive figure. She also acts as a marriage counselor, conflict mediator, and Fixer for the local Aldecaldos and Jodes nomad packs. Her Night Market aren't just shopping experiences but block parties, with some of the best street corn around. *Mentioned in Welcome to the Neighborhood and Hope's Calling!!!*



NIGHT CITY CIRCA 2045

## IMPORTANT LOCATIONS

This section includes a map of Night City with locations important to **Tales of the RED: Hope Reborn** pinned, followed by a short description of each. Note The Forlorn Hope itself (pin 6 on the map) is in two locations to reflect where it is at the beginning of *The Angel's Share* and where it moves to as of the end of *Real Estate Rumble*. Also, The Devil's Cut (9) and Woodland Park (19) are pinned as single locations with multiple sub-locations.

## ASHCROFT HOTEL (1)

A hotel near the center of the Zone. While it's split down the middle, the two wings keep each other upright, and it still has most of its roof. Sound like a good rest spot? Well, unfortunately, Maelstrom's head scavenger has claimed it. It's trapped and guarded, and messing with it will bring Maelstrom down on you. *Appears in Ripping the Ripper.*

## BLANK'S WAREHOUSE (2)

An abandoned warehouse in Little China, once owned by the Ling Po Import/Export Company. Used as a base of operations by Blank, a Fixer specializing in XBDs. *Appears in The Angel's Share.*

## CAMDEN COURT (3)

A highly reinforced, ritzy apartment complex, the Court is favored by Solos and some Execs for its truly staggering physical and NET security – only a doomba would try to break into Camden Court without a full Corporate assault team. *Appears in The Devil's Cut.*

## CHROME CROSS (4)

A dive bar just over the border in Little China, frequented by members of the Red Chrome Legion. *Appears in The Angel's Share.*

## CONTINENTAL BRANDS VERTICAL NEIGHBORHOOD (5)

A housing complex just a short walk from the Continental Brands Offices in a tower with an extremely confusing interior. Each floor is laid out like a small "exotic" world market location, with each conapt disguised as a storefront. The twisting hallways connecting them take the form of winding streets, complete with extraneous hallway features, such as scent vents and street vendor holograms, all deemed essential by Corporate for "atmosphere." *Appears in The Devil's Cut.*

## THE FORLORN HOPE — OLD (6)

Founded in 2011, The Forlorn Hope began life as a bar catering to veterans of the Central American conflicts. Over time, it evolved into an edgerunner hangout bar. It isn't as famous as The Afterlife, but those in the know see it as a home away from home, where they can find peace or plan a job without worry.

The Forlorn Hope also provides services besides food, drink, and music via an in-house Tech, a ripperdoc clinic in the basement, and even lodging for favorite regulars who need it. Owned by John "The Professor" Freeman and his wife, Marianne Freeman, she runs the day-to-day operations while he focuses on helping veterans of the 4th Corporate War find needed services and help. *Appears in A Tale of Hope and The Angel's Share.*

## THE FORLORN HOPE — NEW (6)

The new home of The Forlorn Hope. A two-story building with two sub-levels. Previously, it housed a mahjong parlor, which went out of business four years ago. *Appears in Real Estate Rumble, Welcome to the Neighborhood, The Devil's Cut, Hope's Calling!!!, and Ripping the Ripper.*

## FROM THE ASHES (7)

A clinic run by Phoenix Redwyne. It offers a sliding scale of payment for low income patients and relies heavily on the vast network of edgerunner contacts Phoenix has made over the years. *Mentioned in A Tale of Hope.*

## **GARAGE UNIT (8)**

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A stand-alone garage unit with a small attached room. Owned by Jack Skorkowsky and rented out, usually to sea nomads looking to store their land vehicles while out on the ocean. *Appears in Real Estate Rumble.*

## **THE DEVIL'S CUT (9)**

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A soon-to-be open liquor bank owned by Continental Brands. Run by Juliana "Jules" Lung. *Appears in The Devil's Cut.*

### ▶ **GRAFFITIX (9)**

An upscale art gallery, home to some of the best up-and-coming talent from Night City's art scene. The upstairs is reserved for paid-for exhibitions and artists in residence. *Mentioned in The Devil's Cut.*

### ▶ **NIGHT CITY BUBBLES (9)**

Plan to stay a few hours when you visit Bubbles. This spa-themed establishment offers personal services on-site, and many of the employees can also be hired as external escorts who can adroitly navigate the most fashionable of parties. *Mentioned in The Devil's Cut.*

## **JACK SKORKOWSKY REAL ESTATE (10)**

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The offices of Jack Skorkowsky, retired edgerunner and real estate legend-in-the-making. He works hard at maintaining the office's "working man" aesthetic without tipping over into "a slob works here." One of many businesses located in the Cortex Complex. *Appears in Real Estate Rumble.*

## **KASIM'S (11)**

---

You can smell Kasim's before you step inside: a combination of rose-scented tobacco and bitter coffee tinged with cardamom. Inside, patrons enjoy puffing away on water pipes and drinking thimbles full of the rich Turkish brew Kasim's provides. *Appears in Real Estate Rumble.*

## **LEGACY'S CAMPSITE (12)**

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A campsite in the Badlands, set up by Legacy, a Rockerboy seeking inspiration from nature. *Appears in Welcome to the Neighborhood.*

## **PROSPERITY GARDENS DAY MARKET (13)**

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A popular Day Market in Little China. While under the protection of the Gold Dragons, it is still frequently subject to interruptions due to gang fights, infrastructure disruption, and the occasional edgerunner-induced explosion. *Appears in A Tale of Hope.*

## **REDLINE (14)**

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A bar with a reputation of hosting the best live fighting events in Night City. The entire bar is built around the fighting pit, where gladiators duke it out for the entertainment of the crowds. Officially, all fights are to the knock out but rumors suggest the Redline hosts private, monthly death matches. The house fighters are all members of the Wild Things, a boostergang that survived the Time of the Red by channeling their megaviolent impulses into bloodsport. Jenny Nails is both the leader of the Wild Things and the owner of Redline. *Appears in Ripping the Ripper.*

## ROCKLIN AUGMENTICS WAREHOUSE (15)

A secret warehouse used by Rocklin Augmentics to store cyberware from other Corporations as part of a reverse engineering program. *Appears in Ripping the Ripper.*

## STEMS & SEEDS (16)

A small guerrilla gardening outfit run out of the University District. Their lead gardener, Lily Larson, is a former researcher for Petrochem. She lost her job when Continental Brands split off from Petrochem and went independent. Most of Lily's employees are students from Night City University, working to earn a bit of spending cash and some fresh produce to supplement an otherwise bleak diet. *Appears in Hope's Calling!!!*

## THE HIGHCOURT PLAZA (17)

A decidedly classy and well-defended hotel nestled between Old Japantown and Little China. Featuring glass elevators, excellent service, and 1920s decor. *Appears in Hope's Calling!!!*

## UPPER MARINA OFFICE BUILDING (18)

An office building in the Upper Marina. Many of the units are empty and rented out for short-term projects. *Appears in Ripping the Ripper.*

## WOODLAND PARK (19)

### ▶ ACORN TOWERS (19)

A two-tower apartment complex serving employees from the nearby Dynalar campus. Some upscale conapts are available for non-employees. *Appears in Welcome to the Neighborhood.*

### ▶ BIOTECHNICA PALM GROVE (19)

A grove of genetically engineered palm trees operated by Biotechnica. Each tree is fitted with a metal collar containing an external biomonitor. *Appears in Welcome to the Neighborhood.*

### ▶ BREEZE (19)

A drug store (and not of the pharmaceutical kind) owned and operated by Nana and Pop Pop. They cook their own product in the basement. *Appears in Welcome to the Neighborhood.*

### ▶ BURNING BRIGHT BODEGA (19)

The neighborhood corner store. It is owned and operated by Ella Corella, who inherited it from her grandmother ... or aunt. No one is quite sure which. *Appears in Welcome to the Neighborhood.*

### ▶ CHOOM GOES VROOM (19)

A parking lot and office for Billy Flight, a local fix-it man (and Fixer). The lot is home to a cargo container (Billy's Office) and three five-level high parking elevators. *Appears in Welcome to the Neighborhood.*

### ▶ DYNALAR CAMPUS (19)

A multi-building campus serving as both an administrative and manufacturing space for Dynalar, a cyberware and electronics Corporation. A station attached to the campus serves as a stop for the private maglev running from the Executive Zone to Corporate-owned locations in Night City. *Appears in Welcome to the Neighborhood.*

## ▶ THE PALMS (19)

A cargo container community located on the northwest edge of the neighborhood. A food truck named the Terminus, owned and operated by part-time fashion model Carri Zote, is parked here permanently. *Appears in Welcome to the Neighborhood.*

## ▶ THE SHARK (19)

A five-story apartment building dating back to the 2010s. There are studio and two-bedroom apartments located on each floor. The fifth floor is entirely rented by the Pearce family, a guerrilla gardening collective that grows crops on the roof. There's also a large neon sign of a shark wearing a trilby on the roof. No one remembers the sign's original purpose. *Appears in Welcome to the Neighborhood and Hope's Calling!!!*

## ▶ XANADU (19)

A skating rink/arena/night club operated by the Woodland Park Muses, a roller derby squad in the Night City Wonderland League. *Appears in Welcome to the Neighborhood.*

## ▶ THE ZOLLETTA (19)

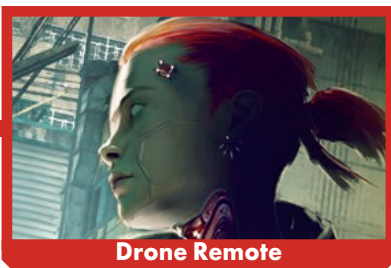
A white stucco building exactly the same length on all sides. The first floor is commercial space and houses a Wash n' Run laundromat, a private investigator's office, and the Place of Rest, a way station and sanctuary for the Navad nomad family. The rest of the building is a cube hotel. *Appears in Welcome to the Neighborhood.*

## ZHIRAFA OFFICE PARK (20)

The Zhirafa offices were built on an existing factory park, building new floors right on top of the existing architecture and breathing new life into old interiors to make room for cozy cafeterias, innovation nooks, and at least one laser tag arena. Drones are often seen patrolling it. *Appears in The Devil's Cut.*

## NEW GEAR

We hinted at the following gear in **Tales of the RED: Hope Reborn**, but had to cut them from the book.



Drone Remote



KillStrom Power Chord

## ▶ DRONE REMOTE (USED BY RORY O'REILLY)

**Cost:** 500eb • **Install:** Clinic • **Humanity Loss:** 7 (2d6)

The perfect piece of cyberware for true drone heads since it places a remote control for your drone in your head.

*Neuralware Option.* The Drone Remote allows a user to mentally control their drone as if it were an Agent. The user must still connect to the drone following the normal rules as determined by the its type, whether via linking or countering. The Drone Remote's specialized antennae increases the range at which the user can control a drone to 20 m/yds if the regular control range is 20 m/yds or less.

## ► **KILLSTROM POWER CHORD (USED BY GRACE STEEL)**

**Cost:** 2,500eb (Luxury)

Sound. At the cost of all else. You can handle any discomfort that stands between you and your vision. Music requires commitment. We made this axe to agree. We send this one up to the real rock stars, the ones who fall asleep in the studio and wake up in the bathtub. Shred or be shredded - there is no alternative to rock.

*An electric guitar that grants its user +2 to their Play Instrument (Guitar) Skill Checks, but only if the user's Play Instrument Skill Base is 16 or higher exclusively from the User's STAT + Play Instrument (Guitar) Skill. Skill granted from a Skill chip and all other bonuses do not apply toward reaching this threshold. This bonus only applies once and won't combine with other instruments that grant bonuses to the Play Instrument Skill. This effect cannot be changed or augmented using the Maker Role Ability.*

*The KillStrom Power Chord cannot be destroyed or non-aesthetically damaged by fire or any source of damage that inflicts less than 6 dice of damage in a single attack.*

*A non-Rockerboy who does not qualify for the Power Chord's Skill bonus suffers the Crushed Fingers Critical Injury (no bonus damage) if they play it for 10 minutes or more.*

*Many owners have Tech Upgrades their Power Chord to serve as a Very Heavy Melee Weapon or Flamethrower.*



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# NPC TOKENS

Whether you're playing at a physical table or a digital one, tokens can help you keep track of the action. To help, we've created a set of tokens to use with **Tales of the RED: Hope Reborn**.

