

CARACAS

By Carmaux

Government Type: Oligarchy

Population: 22,874,000 – Human (54%), Elf (25%), Dwarf (5%), Ork (11%), Troll (2%), Other (3%)

Major Ethnic Groups: Venezuelan (85%), Brazilian (6%), Aztlaner (4%)

Major Languages: Spanish (93%), English (28%), Portuguese (17%)

Major Religions: Roman Catholic (61%, less than 30% practicing), Santería (13%), Path of the Sun (2%)

It's like a drug, y' know? Every time I have enough nuyen, I tell myself I should get the hell outta here. Instead, I end up at the latest vice den, penniless and flying high on Ecuadorean Gold, laughing at the mere thought of it. I know it's going to kill me one day, but I just can't get enough of it.

Welcome to Caracas, chummers. Hell never looked so good.

FALL FROM GRACE

Long story short, Aztechnology had a puppet government in Venezuela ready to merge with Aztlan, but Hualpa called dibs on the country first—Amazonia's invasion caught the Azzies with their pants down and Venezuela quickly fell to the Green Goliath, though UN Blue Helmets shielded Caracas and the hordes of refugees flocking to it. Never a good loser, Aztechnology mounted a military counterstrike, but only went as far as retaking part of Lake Maracaibo's oil industry.

> Officially, the UNAF deployment was humanitarian. Off the record, we all know who the UN bows to—the megas simply secured their major investments in Caracas and drekked on the rest of the country. Better the scraps than nothing at all.

> Don Dinero

> Not that Amazonia bothered itself with Caracas, right?

> Machiavelli

So here we are, still alive and partying like there's no tomorrow (there probably isn't, but I'm a pessimist). Congested and jampacked, crooked through and through and almost lawless at times, most of the world thinks Caracas is a tropical hellhole, a modern-day Port Royal. They're right, of course, but who cares?

SIN CITY SUR

The Cisneros, Jiménez, Carmona, Osorio and a few other rats took over the disgraced Venezuelan government after Amazonia's invasion. All of them have close (bah, carnal) relations with a higher power, be it the Cartels, the megas or Amazonia. As long as biz remains smooth, they're left alone to play in their sandbox. The *patrones* live *la vida loca* in their penthouses and nightclubs, while the masses survive in cheap towers and slums.

> There's not a single patch of green in Caracas (except for the golf clubs, of course). With so little space and so many people, every available square meter matters.

> Bauhaus

> Caracas' misery and suffering spill into the astral. Definitely not a *chévere* place to live if you're Awakened.

> Adriel

> There are tons of rabble-rousers in Caracas, all of them as corrupt as their enemies. For example, the old Fifth Republic Movement (MVR) is now Aztechnology's black hand in Caracas. Chávez must be spinning in his grave.

> Che

> I beg to differ, but the Catholic Church has been making a killing of late. Maybe there's still hope for Caracas.

> Missionary

> A killing, eh? Interesting choice of words ...

> Brother Data

Getting around Caracas can be a horror story and I'm not talking about the go-gangers squeezing some *peajes* from unwary travelers, or street peddlers jamming traffic. Chips? Useless. GridGuide? Don't make me laugh. Get a good guide, because you *don't* want to get lost here. Most of them know Caracas' underworld, which isn't a bad plus.

> Caracas's RTG is also drektastic. Know, though, that while the grid might have more holes than a Swiss cheese, there are an awful lot of red hosts hidden in there.

> FastJack

> The city is the perfect place to vanish or get enhancements. You can become an entirely new person in Caracas' shadow clinics. Good prices and good 'ware, but be damn sure to double-check the clinic's rep.

> Anonymous

The Caracas Stock Exchange houses some of the shadiest corporations you can think of, which would never be allowed to trade in "respectable" places like Boston or Tokyo. Charon BioMed and El Dorado Entertainment are notorious examples. Charon was once involved in a human experimentation scandal in Marseilles, so the owners relocated it here. Meanwhile, EDE is a world-leader in extreme adult entertainment. No comments please.

It's not just infamous scum that does biz in the Chacao financial district, but also famous scum. All the big R&D names are here: MCT's ParaShield, Cross Biomed, Genesis, Universal Omnitech, Yakashima, Genom ... the list goes on and on. Simply put, the corps *love* to test stuff in Caracas: zero regulations, zero lawsuits.

> Genesis's Caracas complex is a real zero zone: no one gets in, no one gets out. Having heard some nasty stories, I shudder at the mere thought of what could be going on in them.

> €spion

> Fact and fiction sometimes come hand in hand.

> Mutatis Mutandis

> I hate teasers.

> Synner

Speaking of regulations, plenty of foreign companies use the city as a **flag of convenience**, registering their ships here to avoid their countries' own ones. Caracas proudly boasts one of the biggest merchant fleets in the world, though you can bet most of those ships have never been here.

Entertainment is another biggie here. Venevisión and other local outfits compete with international players like Sol Media, Televisa or GloboTrid, churning out some of the worst mindless soap operas and simflicks you'll ever see. I hope it's just the subliminal propaganda and almost explicit content, but folks love that drek. Snuff films and similar niceties are also a major cash cow for the studios, though all of them will deny taking part in such illicit activities.

> Illicit outside Caracas, you mean. The city is a sex tourism hotspot, with pervs coming to experience (sometimes buy) the latest meat dolls, straight out from surgery. Those who don't make it out end up in Tamanous' hands: recycle, reuse ...

> Kink

> And I thought I was sick.

> Carmaux

The port of La Guaira is the other reason this city isn't broke. Telesma, slaves, BADs, guns, biotech samples ... I've smuggled so many things in and out that I can't remember them all. There's so much activity going on here that smugglers almost have to stand in line to pay the *matraca* (that's a bribe, in case you're wondering). Add in the Caribbean pirates selling their loot or the merc recruiters looking for cannon fodder, and you get one fraggin' big black market. If it's illegal, you'll find it here and at a reasonable price.

> The Cartels use La Guaira to export scores of drug shipments to Europe, North America and the Caribbean League. Rumor is they're also importing some *very* interesting goods ...

> Juju Juan

> I'm sure Aztechnology and Amazonia will be mighty interested in that rumor.

> Corona

CARACAS GAME INFORMATION

Caracas is a Caribbean siren, luring people with promises of untold wealth and sordid vices, but killing them before they see it for what it really is: a monument to human misery.

GETTING IN/OUT

Foreign visitors usually arrive through the Simon Bolivar International Airport or the port of La Guaira. Though tourists only have to show a few papers to enter Caracas and enjoy its many vices, runners can skip even those lax requirements by paying the *pacos* (cops) a small fee for their time.

Caracas' land borders are a much tougher option. The UNAF's Blue Helmets patrol them since 2049, watching for any sign of renewed Amazonian expansionism.

RUNNING IN CARACAS

This city is rotten to the core. Period. Most people who live in Caracas have an everyone-for-himself attitude, the result of years of neglect and having ended on the wrong end of Amazonia's and Aztlan's struggle. Gamemasters should make sure that even the most jaded runners feel disturbed by Caracas' noir bleakness.

Up ...

The ruling elite has survived everyone and everything so far, with no sign of giving up. The old money families are infested with intrigues, petty feuds and decadent vices, but they still pull the strings in the city. Foreign powers know this and are more than eager to please them if it gives them a free hand in their operations.

... and down

Crime and barely legal activities keep Caracas' economy up and running, so it's a dead given that everyone wants a piece of them. Though the Cartels lead the pack, the city's underworld is big enough to host several other players, like Tamanous' organleggers and Caribbean pirates. Alliances and turf wars come and go, but it is entirely possible that there's a "gentlemen's agreement" regarding Caracas, especially when it comes to the port of La Guaira.

Daddy's Little Girl

The runners are hired to find a VIP's missing daughter, who vanished while having "fun" in Caracas' nightclubs. A deep investigation in Caracas' sordid underground will reveal that she was taken drugged to a shadow clinic, where she was modified as a bunraku meat doll. To make things worse, the girl was sold to a member of one of Caracas' ruling families. The runner will have to discreetly find out who owns her and where she is, before someone else hears about it and decides to get some leverage against her father.

CARACAS AT A GLANCE

Government Type: Oligarchy

Population: 22,874,000

Human: 54%

Elf: 25%

Dwarf: 5%

Ork: 11%

Troll: 2%

Other: 3%

Per Capita Income: 11,000¥

Estimated SINless: 35%

Below Poverty Level: 50%

Corporate Affiliation: 23%

Education:

Less Than Twelve Years: 36%

High School Equivalency: 41%

College Degrees: 17%

Advanced Degrees: 6%

Major Ethnic Groups:

Venezuelan: 85%

Brazilian: 6%

Aztlaner: 4%

Major Languages Spoken:

Spanish: 93%

English: 28%

Portuguese: 17%

Major Religions:

Roman Catholic: 61% (less than 30% practicing)

Santería: 13%

Path of the Sun: 2%

Unaffiliated/Other: 12%

None: 8%

Currency: Bolivar (nuyen also accepted)

Exchange Rate: \$5000 = 1¥

MediCarro Medical Coverage: 80%

Guaranteed Response Time: None.

CHECKPOINT VERIFICATION TABLE

Country	Verification System Rating
Caracas	2

UNAUTHORIZED BORDER CROSSING TABLE

Country	Sensor	Flux	ECCM	ECD	NPC/Pro. Rating
Caracas	6	7	5	3	Equal/3

LATIN AMERICAN MATRIX RTGS

Country	Security	Access	Control	Index	Files	Slave
Caracas	Green-4	6	8	6	6	5