

INTERFACE ZERO

THE GAME MASTER'S GUIDE
TO 2095



walt

INTERFACE ZERO

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CONTENTS

CREDITS.....	1	ORGANIZATION TRAPPINGS.....	31
INTRODUCTION.....	6	ACTIVIST GROUPS.....	31
CONTENT OVERVIEW.....	6	SAMPLE ACTIVIST GROUPS.....	32
BUILDING YOUR CITY.....	8	BAN THE BARCODE.....	32
THE CYBERPUNK GENRE.....	8	CRYPTOKON.....	32
CHOOSING A SUB-GENRE.....	8	DECLASSIFIED.....	32
CITY TRAPPINGS.....	10	NOAH.....	32
DESCRIPTIONS.....	10	THE INSTITUTE FOR HYBRID RIGHTS.....	32
CORPORATE TRAPPINGS.....	17	CRIME SYNDICATES.....	33
DESCRIPTIONS.....	18	THE BLACK ROSE SYNDICATE.....	33
SAMPLE CORPORATIONS.....	22	THE BRATVA VORY.....	34
ACT OF GOD ARMAMENTS.....	22	THE MAFIA.....	34
ALTERNET COMMUNICATIONS.....	22	THE 14K SYNDICATE.....	35
APHRODITE COSMETICS.....	23	EXTREMIST GROUPS.....	35
BASTION INDUSTRIES.....	23	ANGLO AMERICAN RESISTANCE MILITIA.....	36
BIOSOLUTIONS INC.....	23	GANGS.....	36
BRILLIANCE INC.....	23	AURORA ANGELS OF DEATH.....	36
BLACK KNIGHT ARMAMENTS.....	24	BURNERS.....	37
CASUALTY COUNT.....	24	DAMAGE INC.....	37
CENTRAL BELARUSIAN STEEL.....	24	EL DIABLOS.....	37
CHIMERA.....	24	EL MUERTO 13.....	38
CONCEPT GROUP FINANCIERS.....	25	THE FACELESS MASSES.....	38
DAISEY'S PIZZAS.....	25	NORTH GARY YARDERS.....	39
FABULOUS! EVENING WEAR.....	26	ROSELAND SENTINELS.....	39
FEATHERSTONE INDUSTRIES.....	26	SOUTH SIDE STORMTROOPERS.....	39
GOLD COIN INNOVATIONS.....	26	TOOLKITS.....	42
GREYMATTER EVOLUTION.....	27	CORPORATE WAR.....	42
GRUB-N-GO CONVENIENCES.....	27	SO, YOU WANT TO TAKE ON THE MAN.....	42
HAPPY TIME FOODS.....	27	THE FIX IS IN.....	43
HONEY HILL FARMS.....	27	ENVIRONMENTAL EFFECTS AND WEATHER.....	44
IN-YOUR-FACE NEWS.....	27	ENVIRONMENTAL EFFECTS.....	44
JUPITER PRODUCTIONS.....	27	WEATHER EFFECTS.....	45
KENTA CYBERDYNAMICS.....	28	OTHER EXTREME EFFECTS.....	46
MORRISON STEEL.....	28	MODIFIED HINDRANCES.....	46
NORTEC INDUSTRIES.....	28	HAZARDS OF THE SOLAR SYSTEM.....	47
NOVAHOT MUSIC GROUP.....	28	AIR SUPPLY.....	47
OMNICREDIT FINANCIAL INC.....	29	RADIATION.....	47
OTL INNOVATIONS.....	29	RAPID DEPRESSURIZATION.....	47
PINNACLE ENTERTAINMENT.....	29	TRAVEL THROUGHOUT THE SOLAR SYSTEM.....	47
QUARK TECH.....	30	MOVEMENT.....	48
RAPID FIRE SECURITY.....	30	OFF ROAD.....	48
RAVENLOCKE SECURITY.....	30	LIFESTYLES.....	48
REAPER ARMS TECHNOLOGIES.....	30	LIFESTYLE CHECKS.....	48
SHIPRITE! BOXES.....	30	SAFE HOUSES.....	51
STARR MART.....	31	DESCRIPTIONS.....	51
TRANS-LANE SHIPPING.....	31	ADVANTAGES.....	53
WINDY CITY CABS.....	31	DISADVANTAGES.....	53

SECURITY OPTIONS	56
SECURITY SYSTEMS.....	60
SECURITY SYSTEM DEFENSIVE TIERS.....	60
DRAMATIC TASK ORGANIZATION.....	62
SPECIFIC MEASURES.....	62
VIRTUAL REALITY.....	65
ACCESSING VIRTUAL REALITY.....	65
AVATARS	67
CHARACTER DEATH.....	67
ADVENTURES IN VR.....	67
VR WORLDS	68
THE DEADLANDS UNIVERSE.....	68
THE DEEP.....	68
EAST TEXAS UNIVERSITY.....	70
NECESSARY EVIL	70
NOTHRANNON: AGE OF EXPLORERS.....	70
RIPPERS.....	72
WEIRD WARS	72
50 FATHOMS.....	72
PLOT POINT CAMPAIGNS	76
TELLING THE STORY.....	76
CREATING A PLOT POINT CAMPAIGN	76
SETTING.....	76
THEME.....	77
CONFLICT.....	77
PLOT.....	78
MOOD.....	80
CAMPAIGN THEMES	82
BUILDING CAMPAIGN THEMES	82
BIO-HUNTERS.....	85
RANK	85
STARTING WEALTH.....	85
THE STAGE.....	85
STORY ELEMENTS	85
COMMON NON-PLAYER CHARACTERS.....	85
SETTING RULES	88
FEAR	89
TRAPPING FOES.....	89
EVOLVE OR DIE.....	92
THE MUTATE MENACE	92
OVERVIEW.....	93
GENEGENIE CORPORATION.....	94
CAST OF CHARACTERS.....	95
EPISODE 1: HIGH RENT DISTRICT	98
EPISODE 2: RATBAT SPIDER ATTACK.....	99
EPISODE 3: FERAL STREETS.....	101
EPISODE 4: SIGHT 57.....	104
EPISODE 5: CORPORATE RETREAT	106
EPISODE 6: THREE RED EYES.....	108
AFTERMATH	109

CYBERPUNKS CAMPAIGN THEME	112
RANK	112
STARTING WEALTH.....	112
THE STAGE.....	112
STORY ELEMENTS	112
COMMON NON-PLAYER CHARACTERS.....	112
SETTING RULES.....	113
HUNTING LEVIATHAN	116
PLOT POINTS.....	116
CHAPTER 1: INTO THE DEPTHS.....	120
CHAPTER 2: SHADOWS IN THE DEEP.....	122
CHAPTER 3: RED OF TOOTH AND CLAW	126
CHAPTER 4: ALBATROSS	128
CHAPTER 5: FIRE IN THE WAVES	131
CHAPTER 6: THE WHITE WALE.....	132
CHAPTER 7: WHIRLPOOL.....	134
CHAPTER 8: THE MONSTER'S JAWS.....	134
OTHER ADVENTURES.....	139
PROTECT AND SERVE	142
RANK	142
STARTING WEALTH.....	142
THE STAGE.....	142
STORY ELEMENTS	142
COMMON NON-PLAYER CHARACTERS.....	142
SETTING RULES.....	146
BASIC EQUIPMENT	150
ARMOR.....	151
VEHICLE NOTES	152
WEAPONS.....	153
A FACTOR OF X.....	155
BREAKDOWN.....	155
CASE 1: WILDING AT YORKTOWN	157
CASE 2: IS IT MURDER?.....	160
CASE 3: RUMBLE IN THE HELL ZONE.....	163
CASE 4: LIL' COCO.....	166
CASE 5: FINDING TURTLE.....	169
CASE 6: A LONG NIGHT AT THE STEEL YARDS	170
CASE 7: TANGLE WITH CASH.....	172
CASE 8: SAVING AZEEZA.....	175
CAST OF CHARACTERS.....	177
SAVAGE TALES	180
BIO-HORROR SAVAGE TALES.....	180
COMES THE KRACKEN	180
THOSE BEAUTIFUL BLOODSUCKERS.....	183
SNATCHED.....	185
DAWN OF THE MINDLESS	187
BLACK TIES AND GUANO.....	189
THE CHICAGOLAND SEVEN.....	192
THE TROUBLE WITH RABIDGEDDONS.....	194
MY PET DRAGON.....	196





RUNNING THE MAZE..... 198

BIO-HUNTERS ADVENTURE GENERATOR 202

STEP 1: THE WIERDNESS..... 202

STEP 2: THE LOCATION 203

STEP 3: WHO'S AFFECTED?..... 206

STEP 4: THE HOOK..... 207

STEP 5: INFORMATION 208

STEP 6: THE CLEANUP..... 209

TWISTS AND COMPLICATIONS 210

CYBERPUNKS SAVAGE TALES..... 212

A SIMPLE DELIVERY..... 212

HARD TIMES ON THE KILLING FLOOR..... 213

THE KRUGER EXPERIMENT 214

NOTHIN' TO SEE..... 216

ONOE NIGHT AT THE SOY-O-MAT 218

SECTOR 13 BLUES..... 219

SWEET REVENGE..... 220

WATCH MY BACK..... 222

CYBERPUNKS ADVENTURE GENERATOR..... 224

STEP 1: THE CONTRACTOR..... 224

STEP 2: THE MISSION..... 225

STEP 2.5: THE REAL MISSION 227

STEP 3: THE LOCATION 227

STEP 4: THE ANTAGONIST 229

STEP 4.5: HENCHMEN 230

STEP 5: THE MACGUFFIN 230

STEP 6: INNOCENTS AND VICTIMS..... 231

STEP 7: TWISTS AND COMPLICATIONS..... 232

PROTECT AND SERVE ADVENTURES..... 233

THE SEXBOT ASSASSINS..... 233

STICK ICKY..... 235

HOSPITAL HOSTAGE CRISIS 237

A BUG ON THE WALL..... 239

REVENGE AND SHRAPNEL..... 240

INSECURITY..... 242

DYING FOR DOLLARS..... 244

SECTOR COPS ADVENTURE GENERATOR 246

STEP 1: THE CRIME..... 246

STEP 2: THE VICTIMS 247

STEP 3: THE PERP..... 249

STEP 4: THE SCENE..... 250

STEP 5: CLUES..... 251

TWISTS AND COMPLICATIONS 252

THREATS..... 254

BIOHORRORS..... 254

BIOHORROR SYNTHESIS..... 254

BESTIARY..... 260

NPCs AND OTHER THREATS..... 278

NPC GENERATOR 278

VARIOUS NON-PLAYER CHARACTERS 285

COMBATANTS (MECHANICAL)..... 295

SOCIAL OPPONENTS 297

SOLAR SYSTEM NPCs..... 303

SUBTLE FOES..... 305

SPACE VEHICLES..... 307

THE TENDRIL ACCESS PLAGUE 308

DARK DAYS AHEAD 308

CISS..... 309

FLASH CENTERS 309

THE CISS AS A PLOT DEVICE..... 309

IDENTIFICATION APPLICATION SOFTWARE .309

EFFECTS OF IDAPPS 310

REMOVING IDAPPS..... 310

IDAPPS AS A PLOT DEVICE 310

FLAGGING A CHARACTER'S IDAPPS 310

THE TENDRIL ACCESS PLAGUE..... 311

ORIGINS 311

HOW IT SPREADS 312

IMMEDIATE EFFECTS 312

LONG TERM EFFECTS..... 313

REMOVING THE TENDRIL ACCESS PLAGUE..... 313

THE TENDRIL ACCESS PLAGUE AS A PLOT DEVICE..... 313

2095 REVISITED 316

AFRICA..... 316

CENTRAL AFRICAN UNION..... 317

KENYATTA VERTICAL CITY 317

BIOTECH RESEARCH..... 317

SOMALIA 318

SOUTH AFRICA..... 319

ASIA 320

THE MANDARINATE..... 321

JAPAN..... 324

ANIME AND MANGA IMPACT..... 326

ISOLATIONIST JAPAN..... 326

AUSTRALIA..... 327

CHARITABLE DONATIONS 327

IMPORTANT CITIES..... 328

THE OUTBACK..... 329

NEW ZEALAND..... 329

MINORITIES IN NEW ZEALAND..... 330

CANADA..... 331

DOUGLAS COMMONWEALTH..... 331

KOOTENAY COMMONWEALTH 331

REPUBLIC OF CALEDONIA 331

ALBERTA..... 332

REPUBLIC OF QUEBEC..... 332

THE FREE CITY OF VANCOUVER 333

CENTRAL AND SOUTH AMERICA..... 333

ARGENTINA..... 334

CHILE..... 335

COLUMBIA.....	336	THE SERENE REPUBLIC OF PERSIA.....	352
ECUADOR.....	336	THE PEOPLE'S REPUBLIC OF KURDISTAN.....	353
NEW BRASILIA.....	337	UNITED ARAB ISLAMIC REPUBLIC.....	353
IMPORTANT CITIES.....	338	UNITED ARAB KINGDOM.....	353
REVOLUÇÃO.....	338	NORTH AMERICA.....	355
PERU.....	340	REFORMED UNITED STATES OF AMERICA.....	355
THE EURASIAN UNION.....	340	FORMER INDEPENDENT STATES.....	355
RUSSIAN FEDERATION.....	341	CHICAGO.....	361
THE WAR WITH THE MANDARINATE.....	341	THE NEW YORK RECLAMATION ZONE.....	362
RUSSIA AND THE EURASIAN UNION.....	342	THE REPUBLIC OF TEXAS.....	366
BELARUS.....	342	NUEVA REPUBLICA DE MEXICO.....	367
NORTH CAUCASIAN ALLIANCE.....	343	THE SOLAR SYSTEM.....	368
EASTERN EUROPE.....	343	LUNA.....	369
GREECE.....	343	VENUS.....	369
ITALY.....	344	MARS.....	372
SPAIN AND PORTUGAL.....	344	MARTIAN COLONIES.....	372
FRANCE.....	344	CERES.....	373
GERMANY.....	345	THE INNER BELT.....	374
THE UNITED KINGDOM.....	345	JUPITER.....	374
CRISIS IN THE UNITED KINGDOM.....	346	SATURN.....	374
MEGACORPORATIONS IN THE UNITED KINGDOM.....	346	ORBITAL HABITATS.....	375
GROWING INEQUALITY IN THE UNITED KINGDOM.....	347	INDEX.....	377
SCOTLAND.....	347	BACKERS.....	381
THE UNITED REPUBLIC OF IRELAND.....	349	GUTTERPUNKS.....	381
IRELAND AND THE UNITED KINGDOM.....	349	FURLOUGHED RONIN.....	381
THE IRISH TROUBLES.....	349	SCRIPT KIDDIE.....	381
THE NORDIC PACT.....	350	OLD SCHOOL RONIN.....	382
THE MIDDLE EAST.....	350	MILITARY CUT-OUTS.....	383
JERUSALEM DMZ.....	350	SYNDICATE ASSASSIN.....	383
GAZA CITY-STATE.....	351	GEARHEAD.....	383
THE STATE OF ISRAEL.....	352	SOUTHLAND GANGER.....	384





INTRODUCTION

The job of the game master can be daunting. You have a story to tell, and to do so, you must wear many hats. You're a storyteller, a world builder, a referee and more. While certainly a challenge, your job can be incredibly rewarding. There's nothing like looking across the game table at a group of players on the edge of their seats waiting to see what happens next; nothing like listening to them chat excitedly about a plan, wonder aloud what might happen next. On the other hand, there's nothing so nerve-wracking as like the "Dead Air" that comes when you have to constantly look up a particular rule or break the flow of the game to whip up some story element or NPC that is missing from your game. This book is written to help you avoid those types of situations.

CONTENT OVERVIEW

In this book you'll find an array of elements designed to help you create memorable games in the *Interface Zero* setting.

CHAPTER ONE: BUILDING YOUR CITY

This chapter is all about ways you can create a city. Much of this is accomplished by using trappings to quickly define an area of a city, like suburbs, corporate enclaves, or slums. Similarly, we also look at organizations such as gangs, major corporations, and organized crime rings and give them trappings you can use to define their scope and influence in 2095.

CHAPTER TWO: TOOLKITS

Chapter two gives a variety of components you can use to enhance your campaign. You'll find rules for engaging in corporate warfare, extreme weather, lifestyles and more.

CHAPTER THREE: PLOT POINT CAMPAIGNS

Chapter three takes a deeper look at the three core campaign themes and gives you some advice for creating your own. Here, we also introduce our plot point campaigns. Plot point campaigns are a great way to introduce players to

the campaign world you have built. Most official *Savage Worlds* settings have them, and for the first time, *Interface Zero* 3.0 introduces three plot point campaigns you can play through. These are based off of the three core Campaign Themes; Bio Hunters, Cyberpunks, and Protect and Serve.

CHAPTER FOUR: SAVAGE TALES

Chapter four expands on the plot point campaigns, providing you with a glut of savage tales you can run over the course of a campaign. Adventure generators for each Plot Point Campaign are also provided.

CHAPTER FIVE: THREATS

As a GM, you need non-player characters, mooks and other interesting creatures and challenges for your players. Chapter five gives you a bunch of npcs and biohorrors, and gives you a biohorror generator and a npc generator you can use to make your own creatures and characters.

CHAPTER 6: THE TENDRIL ACCESS PLAGUE

In this chapter, we go into detail on the Tendril Access Plague and it's effects on the world. You'll find information about the plague, the Cyber Information Security Section (CISS), IDentification APPLication Software (IDAPPS), as well as rules for dealing with infection, removing the plague from your TAP, and more.

CHAPTER SEVEN: 2095 REVISITED

Chapter six takes a deeper look at the world. The Player's Guide to 2095 provided a wealth of information about the world and the greater solar system. In the GM's Guide to 2095, we take another look at the setting, this time with an eye for elements and plot hooks you can use to create adventures for your players.



BUILDING YOUR CITY



Building the mega-sprawl you're going to base your cyberpunk campaign in can be a challenge. Not only are you responsible for creating locations, people, and other story elements, but you must also develop the underlying structure of your world and figure out what makes it all tick. Cyberpunk settings are easier than most other settings because the world you create is—for the most part—the same one you see every day.

Still, the cyberpunk genre is just as speculative as any other kind of game you might play. We make assumptions about what life on this planet might be in a not-so-distant future using our knowledge of the present-day world we live in. Nobody can predict the future, but *Interface Zero* looks at existing trends in the world, speculates as to what might happen if these trends continue, and then assumes the worst possible outcomes. But that's *Interface Zero*. You may not want to play in our world, and that's perfectly fine. This is, after all, why this book was written—to give you the tools you need to create the cyberpunk game you want to play. So, let's get to it.

THE CYBERPUNK GENRE



At the core of the cyberpunk experience is a feeling of hopelessness and apathy born of disenfranchisement, the idea that the systems we know (government, progress, technology, and capitalism) are broken and out of control and barreling down the tracks like a runaway train. It is the sense of hopelessness as the rich get richer at the cost of their neighbors, and the politically connected who can boldly lie to their fellow man and not suffer more than bad poll numbers or a slap on the wrist.

Mixed into this social decay is the rapid and often dehumanizing advancement of technology. The effect of new tech and the commercial marketing that supports it drown people in wave after wave of the next big thing, that, for some reason, we must buy. The drive to advance, ascend, and horde has made humankind blind at times to the destruction it has wrought in its wake. Whole species and habitats have been

driven to extinction as have human cultures, societies, and health. Humanity has become one with its technology, integrating it into the fabric of its being via pharmaceuticals, cybertech, and personal micro-computers like the Tendril Access Processor. The destabilizing effect—the sheer culture shock—drives many to tradition and religion in search of some deeper meaning to what deep down many see as a meaningless, existence in which mankind is slave to the technology it has birthed.

Life in this world is cheap, while living life for most is intolerably expensive. Here, the adults have all sold out or become bitter and cold like the walking dead, while the newest generation, with no obvious future path, rebel against their destined inheritance and live their life to the fullest like torches, most of whom will burn out all too soon.

CHOOSING A SUB-GENRE

Interface Zero can be played using many different genre styles. Here, we discuss the most popular ones.

ANIME

Much of the early cyberpunk ethos was built on—and continues to thrive in—anime; a tribute to how beloved the genre is in Japan (and to a lesser extent, the United States). Anime-style cyberpunk tends to be faster, more violent, and more action-packed than the original source material, while still adhering to the desperation and vibrancy of the setting. Technology is usually more advanced than in traditional cyberpunk, featuring a preponderance of cybernetics, sophisticated power armor, and digitized consciousness. As is the case in much of anime, the cost of war is usually present in some fashion. Often, the story's setting has just suffered through a horrible conflict or other calamity and mixes in a number of post-apocalyptic motifs, such as the rationing of fuel and supplies or the ruins of a once great metropolis.

Sources: (Anime and Manga) Akira, Appleseed, Battle Angel: Alita, Cowboy Bebop, Ghost in the Shell.

FANTASYPUNK

The Fantasypunk genre combines cyberpunk and fantasy elements to create a world where creatures and beings such as elves, dwarves and dragons inhabit a future dystopian world marked by the common trappings of cyberpunk—cybertech, futuristic “virtual” hacking, and megacorporate rule. Magic is commonplace. Fantasypunk is the most extreme sub-genre, mashing up fantasy and technology elements to make something wildly unique, but it is also beloved among many fans of cyberpunk.

Sources: (RPGs) Shadowrun (Literature) Never deal with a Dragon, Find Your Own Truth, 2XS, Fade to Black (Film) Bright

POST-APOCALYPTIC CYBERPUNK

The Post-Apocalyptic cyberpunk genre envisions a world in the aftermath of an apocalyptic event such as a nuclear war or a singularity event. Fantastic elements such as psionics and mutated creatures are commonly found in this sub-genre along with the concept of “the last city” where humanity has gathered in one remaining mega-sprawl—a final outpost walled off against the horrors of a devastated planet. Interestingly, these last cities have elements which are somewhat contradictory to the idea of a post-apocalyptic world. Commerce thrives. Political and law enforcement structures are firmly in place and the average citizen is generally disconnected from the dangers of the outside world.

Sources: (Comics) Judge Dredd, Tank Girl (Film) Dredd, Priest, Tank Girl, The Matrix Trilogy

POST CYBERPUNK

Post cyberpunk is a continuation of the cyberpunk theme and includes many of the same tropes. It adds elements of trans-humanism, high technology, and the world village. It integrates technology more thoroughly with the world. Governments tend to have more power in the post cyberpunk world than those in a pure cyberpunk setting and are often just as corrupt. Rather than outsiders, the protagonists of are more involved in their society within this genre and have vested interest in maintaining the status quo or at least slowing their world’s decay. In this regard, post cyberpunk can appear remarkably similar to contemporary dramas.

Sources: (Literature) Snow Crash, The Diamond Age, (Literature/Film) Minority Report

TRADITIONAL CYBERPUNK

This is a dystopian future world dominated by powerful conglomerates, emergent AIs, virtual reality, and mean streets filled with outcasts willing to do anything to achieve their goals. The rapid advance of technology has alienated the citizens of the world from their own humanity. Life is cheap here but staying alive can be expensive. Death often comes quickly and from unexpected quarters in cyberpunk settings. Protagonists of the genre tend to be disaffected outsiders with little chance of making it out of their current desperate existence and joining mainstream society. Sometimes they don’t even want to, preferring instead to live life on the edge.

Sources: (Literature) Altered Carbon, William Gibson’s Sprawl Trilogy, (Film) Bladerunner





CITY TRAPPINGS

Cities and neighborhoods have their own personality. To some extent, purely physical elements contribute to that personality, including the city's climate, architecture, and design. In addition, the people who live within the region and the organizations to which they belong help to drive the way that members and outsiders interact with one another. Economic factors play a key driver as well. A city dependent upon tourism maintains a better appearance and state of repair than one devoted to agriculture or manufacturing. The community's sense of self-worth may also play a factor in its overall appearance and interactions.

DESCRIPTIONS

Various zones within the city have the following characteristics:

Size: The size of the zone provides a basic guide to use when applying the trapping to an area of the city. One thing to keep in mind, is that the listed size of a particular trapping is always malleable; it can be as small as a few city blocks or large enough to encompass an entire city. Always feel free to adjust the size to suit the needs of your game.

Situational rules: City Trappings differ from other trappings in this chapter in that they have special situational rules which come into play whenever characters are in the zone. These rules may provide a bonus to skill checks or have some other positive effect on the characters, or they might impose a penalty which stays in effect so long as the characters are in the zone.

Resources: City Trappings also have a resources entry which gives you an idea of the types of things or services characters might acquire while in the zone.

AGRO ZONE



Agro zones are a vital part of any urban sprawl. They either provide facilities dedicated to growing/manufacturing foodstuffs which are then sent to stores (see commerce zones), or (perhaps more importantly) are parks replete with various trees, plants, and other flora. Put simply, they

help to deal with carbon dioxide output and generally make the air more breathable for the city's inhabitants. Parks also provide places where people can go to relax and get away from the slog of their daily lives, though even parks present a danger. Hard working people aren't the only ones to come to parks. Gangs sometimes claim them as territory, fixers and other individuals also use them to conduct business, especially at night when sector cops aren't always around.

Size: Medium to Large

Situational Rules: Agro Zones dedicated to farming are heavily protected, especially in Chicago where millions of people rely on them to obtain the genetically modified fruits and vegetables they produce. The recent blockade of traffic going in and out of Chicago means these places are more important than ever. Drones are commonplace, as are patrols of sector cops (or professional security forces like Ravenlocke). Characters suffer a -1 penalty to Stealth rolls when in an Agro Zone. Furthermore, anytime characters enter an Agro Zone, draw a card. If the result is a Club, the characters are spotted on Drone surveillance, and a security team is dispatched to investigate. They will arrive inside 1 minute in a medium-sized zone, or 2 minutes in a large zone.

Agro Zones that are parks have different rules based on the time of day. If the characters enter the zone during daylight hours, they are more likely to run into security teams looking for any signs of trouble. As above, draw a card. If the result is either a Club or Diamond, the characters have either been spotted by security drones or a "concerned citizen" has called a security team is dispatched to investigate. They will arrive inside 30 seconds in a medium-sized zone, or in a medium-sized park, or 1 minutes in a large park. During the day, Characters suffer a -2 penalty to Stealth rolls when in a park.

If the characters are in a park at night, the odds of being harassed by the cops drop dramatically. Draw a card. If the result is an Ace of Clubs or a Joker, they are approached by a security patrol and questioned. No die roll is needed to determine how long; the encounter happens immediately. While in a park at night, characters enjoy a +2 bonus to Stealth rolls. You can easily

CITY TRAPPING SIZE TABLE

SIZE	DESCRIPTION
Small	A small City Trapping generally only applies to a few city blocks or a neighborhood.
Medium	Medium City Trappings can encompass an entire suburb in a given city.
Large	Large City Trappings can affect multiple suburbs and even small towns
Huge	Huge City Trappings affect an entire city, or even an entire geographic region.

handle encounters with a security team as a Social Conflict—unless violence breaks out, of course.

Resources: People often come to parks to make deals to obtain illegal items, or hold meetings where there is privacy, but not so much privacy that either party will risk outright violence. Employees who work in food production facilities can sometimes be convinced to sell product under the table before it gets sent to stores or use the shipping infrastructure to smuggle items in and out of the sprawl.

Example Districts: Moraine Hills State Park, Zion Forest Preserve, Lincoln Park, North Aurora AgroFacs, and Melrose Park.

ANARCHY ZONE

 Anarchy Zones make slums look like paradise. These areas are marked by abandoned or partially burned warehouses, old factories, and a general lack of maintenance on any aspect of the underlying infrastructure. Roads are broken. Water is often toxic. Power is intermittently available, as is a stable connection to the TAPstream and Global DataNet. Anarchy Zones are notorious for their lack of law enforcement, but when the cops do enter this zone, they come in full battle gear with tactical support (drones, combat hackers running over-watch via satellite connection to their squad, sniper teams, etc.).

Gang violence is a daily event, as are muggings and other forms of violence. It must be said, however, that many gangs don't even bother setting up territory here unless it's extremely lucrative to do so (See the South-side Stormtroopers for an example of this type of gang). Nearly all instances of gang violence are actually two or more gangs coming to the zone to settle a dispute. That said, it's not uncommon to see nomadic gangs claim territory for a short period of time. These gangs try and milk the

people living here for all their worth before they move on to other areas of the city.

Biohorrors such as beetle rats, octogators and procyopods and other creatures are also common. Still, despite all of the dangers, people live here. While people do live here, usually in fifty-year-old apartment complexes or small houses, many are homeless, squatting in whatever hole they can claim (and defend!). People often come to Anarchy Zones to lay low until whatever trouble they're in blows over. Anarchy Zones are dotted with small businesses; local corner convenience stores, unlicensed street clinics, hole-in-the-wall bars, sleazy night clubs and similar places.

Size: Medium

Situational Rules: Characters should expect aggressive behavior when they enter an Anarchy Zone. When they enter the zone, draw a card. If the result is anything other than a Spade, the characters are going to run into a potentially violent situation. Roll on the Anarchy Zone Encounter Table and use the appropriate NPCs. Furthermore, people don't like tourists; they just bring trouble. Treat NPCs as Unfriendly or even Hostile for the purposes of making Persuasion rolls.

Resources: Anarchy Zones don't offer much in the way of goods. Most people are dirt poor and won't willingly part with anything without a big pay day. That said, there are services available to characters willing to brave an Anarchy Zone. Street Docs are willing to patch up a character with no questions asked, so long as they have the cryptodollars to pay for it. Illegal cyber-clinics are also common, though most Cybertech they offer is cheap gutterware. Biotech might come from a human, and don't trust the genetech, no matter how cheap it is! Weapons and other types of gear can be found as well.

Example Districts: The Gary Hell Zone





ANARCHY ZONE ENCOUNTER TABLE

D6 ROLL	ENCOUNTER
1	A squad of sector cops (6) stop the characters and start asking questions.
2	1d4 Beetle Rats scurry out of a nearby building and attack the characters.
3	The characters witness an individual getting assaulted by 5 thugs.
4	1d8 gang members on the warpath attack the characters.
5	The characters stumble on a meet-gone-wrong between a corp and a shadow team.
6	Roll twice and use both encounters.

COMMERCIAL ZONE

Commercial communities specialize in selling products. All manner of commercial interests from mom & pop stores to mega corporate big box stores are represented here as well as extreme luxury stores.

Size: Small to Medium

Situational Rules: Efforts by characters to obtain standard goods gain a +2 to Persuasion. Furthermore, people cater to tourists; they are their source of income. Treat NPCs as Cooperative for purposes of making Persuasion rolls.

Resources: Nearly any non-black market product is available in a commercial zone. Only the most basic weapons and/or armors are available, however.

Example Districts: Carpentersville, The Loop, Burbank, Chicago Medical District, and China Town.

CONTROLLED (CRIME RING)

This district is under the “protection” of a criminal organization. As an example, “Little Italy” is controlled by the Italian Mafia. Generally, this has a negative impact to the civilians in this area as they may have to pay for this protection with money goods or services. However, it may have a positive impact as the Crime Ring may mercilessly halt any other criminal activity than theirs as well as removing any undesirables in the area. The criminal organization rules with an iron fist. Store owners are expected to pay a percentage of their income to the crime ring. They also may be required to employ members of the crime ring to make that member appear to have a legitimate income. Civilians in the district are expected to cater to the whims of the syndicate members.

Size: Small

Situational Rules: Characters attempting to gain information from the civilians in this district may meet with strong resistance. No one is willing to talk out of turn or give away information that the syndicate has ordered them not to. Treat NPCs as Uncooperative to Unfriendly for purposes of Persuasion rolls to gather information or request services in this neighborhood due to fear of repercussions from the syndicate. When entering this zone, draw a card. If the result is a Club, roll on the Controlled (Crime Ring) table.

Resources: Aside from legitimate goods and services from businesses in the district, characters may be able to purchase black market goods and services here.

Example Districts: Little Cuba, China Town, Chicagoland Stadium, and the Ukrainian Village

CONTROLLED (GANG)

This district is controlled by a powerful gang. The gang wields absolute power here, demanding anything they want from the civilians. The civilians live in perpetual fear of incurring the wrath of the gang members. The gang takes a percentage of the income of any business or individual in the neighborhood as well as taking anything or, in some cases, anyone they want. Adolescents may be forced to join the gang. Unlike Crime Ring controlled neighborhoods, gang-controlled districts typically have a short duration. Like locusts, the gang takes everything they want and soon move on when there is nothing left to take.

Size: Small to Medium

Situational Rules: Characters attempting to gain information about the gang from civilians in this area will usually be met with looks of hooded fear and gain little help if any. Treat NPCs as

CONTROLLED (CRIME RING) ENCOUNTER TABLE

D6 ROLL	ENCOUNTER
1	D4 Mafia Goons led by a Made-Man accost the characters
2	D4 Local kids follow the characters around and report to the mafia.
3	A local store owner pleads with the characters to help with the syndicate.
4	A store front burns while d4 Mafia Goons stand around and watch
5	The Syndicate boss can be seen exiting a vehicle and entering a building. 2d6 Mafia Goons, and d4 Made-Man provide protection.
6	Nothing of interest occurs

CONTROLLED (GANG) ENCOUNTER TABLE

D6 ROLL	ENCOUNTER
1	D6 Mooks accost the characters
2	D6 Mooks and 2 Gang Soldier's accost the characters
3	D4 armed civilians are creeping about the darkened streets attempting to escape the district.
4	2 Mooks and a Gang Soldier are beating a civilian in the streets.
5	The Gang Leader is holding a rally in the street. Two Gang War Chiefs and d4 Gang Soldiers and D10 Mooks look on.
6	A Gang War Chief is riding around the neighborhood on a motorcycle.

Uncooperative for purposes of Persuasion Rolls to gather information. Characters may, rarely, encounter resistance elements in the district that will go out of their way to aid characters that are obviously opposed to the gang. When entering this zone, draw a card. If the result is a Club, roll on the Controlled (Gang) table.

Resources: Very few resources are available here as nearly everything of value is simply taken by the gang.

Example Districts: Ukrainian Village, Sunny Heights Condoplex, Koreatown, Downers Grove, Roseland, and North Aurora.

CORPORATE ENCLAVE

This district is entirely controlled by a corporation. All of the residents of the district are employees of the corporations and generally access inside is extremely limited to outsiders. Police forces are corporate security. External police forces are only called in during very extreme situations. Most businesses within the enclave are owned by the corporation and the few external storefronts inside the enclave pay a significant rental fee for their businesses. Storefronts inside the enclave predominantly sell

merchandise manufactured or marketed by the corporation all of which is sold at a discounted price to enclave residents. Products from outside the enclave are sold at a significant mark up.

Size: Small to medium

Situational Rules: Characters seeking information about the corporation may find a treasure trove of loose lips. +1 to networking tests. The locals think less about guarding their tongues inside since there are few ears to hear them. However, if the characters suffer a critical failure while networking, there is always the most extreme of response from corporate security.

Resources: Products manufactured by the corporation are readily available while outside products are less available and are significantly more expensive than typical prices. Few high-end products from external companies are available. No products that are a competition to the corporation's flagship products are available.

Example Districts: Nortec Tower, Ravenlocke North Sector HQ, Third Life Industries Corporate Arcology, Kenta Cyber Dynamics Arcology, Chimera Arcology and Chicago Medical District





FACTION ZONE

Faction zone is one where all or nearly all of the residents follow one mindset, whether this be a religion, a culture, a cult, or some other fundamental principal. Typically, newcomers feel unwelcome in a faction zone unless they also subscribe to the belief of this district. Communities might be founded under a tenant of anti-technology, back to nature, one specific religion or nationality, anti-establishment, or spirituality. The belief structure of the community may not be in alignment with the legal structure of the greater area and thus be in constant conflict with the authorities.

Size: Small to Medium

Situational Rules: Character that are outsiders to the community will have difficulty fitting in and making friends in this area. Thus, Persuasion rolls to gather information, purchase products, and illicit services are at a -2 penalty.

Resources: Faction relevant items may be very abundant here such as culture specific hand-crafted goods.

Example Districts: Antioch, The Hive, Zion Forest Preserve, Meissner, and Melrose Park

INDUSTRIAL

Industrial communities are built around refining and manufacturing goods. This process is seldom clean, often generating a variety of different dangerous byproducts. While machines are central to any modern industrial process, most facilities retain some workers to oversee and troubleshoot the process. However, these people must tolerate many environmental hazards in the course of their work. Ancillary businesses are typically associated with the process of manufacturing, including providing maintenance, installation, and construction to the primary industrial companies. These secondary businesses often lead to further industrial development from other corporations within a limited geographic region.

Size: Regional

Situational Rules: Efforts by characters to obtain industrial tools and goods gain a +2 to Persuasion checks. See Resources, below.

Resources: Industrialization requires a range of raw materials and components in large quantities.

Example Districts: McHenry Industrial Sector, Des Plains Recyc Sector, North Aurora AgroFacs, Fox Lake Biodome, and Downers Grove.

LIVEFAC

Living facilities are high concentration residential districts. Frequently this is lower lifestyles. In some cases, these are extremely large apartment style structures or prefabricated modular living accommodations. Outsiders find it extremely difficult to navigate here as residents move from apartment to apartment at a whim and modular living accommodations are placed wherever space is available, including on top of other structures or subdividing living accommodations. These areas are poorly governed as well as under policed. Local gangs exert a lot of influence in these areas and frequently numerous small gangs may be battling against one another for dominance. Due to overpopulation as well as difficult access for law enforcement, petty crime is rampant here as are personal crimes such as assault and battery, homicide, and rape.

Size: Small to Medium

Situational Rules: Characters suffer a -2 to Survival (Navigation) rolls due to the unorganized and chaotic nature of this district.

Resources: Minor black-market items such as drugs, handguns, etc. are readily available.

Example Districts: The Hive, Coffin City, Hoffman Estates LiveFacs, The Lombard Projects, and Sunny Heights Condoplex.

MIGRANT

Mpeople within this community rarely establish deep connections. They are here only for as long as it takes to finish a job before moving onto another location. As a consequence, they seldom have deep ties to the area. Many are highly motivated to move quickly. As a consequence, many demonstrate ethical flexibility when it comes to unusual jobs or responsibilities—especially in response to quick payment.

Size: Local

Situational Rules: Characters gain a +2 to Persuasion checks when attempting to hire someone in a Migrant community.

RAD ZONE ENCOUNTER TABLE

D6 ROLL	ENCOUNTER
1	D6 Glow Roaches
2	D4 Glow Rats
3	D10 Mindless
4	D4 Mindless being attacked by D6 Nuke Rats. The characters may think these are civilians fighting Nuke Rats.
5	A Scavenger searching through the ruins for valuables.
6	A corporate team Made up of an Experienced Security Officer and 4 Typical Security Officers on corporate business.

In addition, Migrant communities provide a convenient place for individuals to disappear. Members of the community seldom ask questions and are usually reluctant to cooperate with authority figures. Characters gain a +2 to Stealth checks within a Migrant community.

Resources: Migrant communities provide an extensive and readily available workforce. These people are typically highly motivated to take whatever work becomes available.

Example Districts: Huntly, Lock Port, and Little Italy.

RAD ZONE

What remains of areas within the city that were hit by tactical nuclear weapons as well as areas that were irradiated by fallout. Survival within these zones is precarious as the active radiation is lethal to most living beings within a short period. Very few residents and essentially no police or city authority presence exists within the zone. Rad Zones are typically cordoned off to prevent anyone entering or exiting. Biohorrors caused by disease or radiation such as Glow Roaches, Mindless and Nuke Rats are rampant in these areas.

Size: Medium to Large

Situational Rules: Treat these areas as Hazards (Low Radiation except in limited areas that may be High Radiation) See *Savage Worlds*. When entering this zone, draw a card. If the result is a Club, roll on the Rad Zone table.

Resources: While these areas are largely damaged as well as subsequently looted, they may have a wealth of salvageable equipment and materials based on what the area was prior to its destruction.

Example Districts: Alleghany Rad Zone, Arlington Heights Rad Zone, and Ukrainian Village.

SLUM

The dregs of the city have found their way to the bottom of the barrel but even they have some place to live. Slums are frequently made up of cobbled together structures made up of cast-off refuse as well as abandoned buildings that are occupied by squatters. These areas are moderately well policed as it is a breeding ground for the "regular suspects". Petty crime is common in this area, but the area has also evolved to protect their own.

Size: Small to Large

Situational Rules: Characters attempting to gain information from civilians in this area may find a treasure trove here. "Money Talks" affects are doubled here. Characters attempting to use Intimidation for their networking tests suffer a -1 penalty as the community protects their own and a critical failure always results in an encounter.

Resources: Plenty of cheap labor with few questions asked is available here.

Example Districts: Waukegan, Roseland, The Maze, Downers Grove, Ukrainian Village, and The Lombard Projects.

SUBURBS

Suburbs are the white bread of the city. Most of the middle class finds themselves living in the 'burbs. If you are looking for action and excitement, the suburbs are exactly the last place that you want to look. Suburbs tend to be right next to places of interest and places to work but possess extraordinarily little of interest to anyone





that doesn't want a small home with a small yard that looks exactly like every other small home and small yard.

Size: Small to Medium

Situational Rules: While not as heavily patrolled as upper-class areas, suburbs do enjoy a level of protection not found in other low-income areas. Draw a card whenever characters enter the area. If the result is a Club, the characters attract the attention of law enforcement. The sector cops don't stop the characters unless they do something to prompt it, but a surveillance drone is sent to monitor and log their activity. If the characters do engage in illicit activity, or get into a fight of some sort, 2d4 police officers will arrive in 30 seconds to 1 minute.

Resources: On the surface, it seems like there isn't a good reason to go there but making that assumption would be wrong. Food, for example, is simply better and more readily available, though it is more expensive. Medicine, electronics, clothing, and other things most sprawlers living in suburbs tend to take for granted can be found here. It's also worth noting that if characters need to lay low, investing in a house or condo is a good idea. Nobody comes to the 'burbs, after all.

Example Districts: Waukegan, Chicago Heights, Oak Forest, Aurora Barrens, Elgin, Meissner, China Town, Downers Grove, and Naperville.

SUBWAY

Subway districts are made up of the tunnels, rails, and power system for the trains as well as the stations, waiting areas, access, and stores in the underground labyrinth. While the stations and the areas immediately surrounding them are brightly lit and well patrolled, the vast warren of tunnels are largely unpatrolled and may be inhabited by any kind of nefarious, darkness-loving creatures, whether that is criminals, gangs, biohorrors or possibly those that simply want to be unseen.

Size: Small

Situational Rules: Except in the stations, all areas should be considered dim to dark for illumination. If power is interrupted for some reason, much of the area may be considered pitch black. Outside of the stations, wireless access to The Deep is hindered here by the thick concrete and steel construction of the tubes. Due to this interference, any hacking activity from inside

the Subway to outside or vice versa suffers a -2 penalty.

Resources: Few resources of interest are available in this area.

Example Districts: Subways are found in Chicago, though elevated "El" train stations are more common.

UPPER CLASS

The ritzy neighborhoods. This is home of the elite and it shows. Mansions and estates are the norm here and very few mere homes and yards may be found. Security is everywhere and their guns have hair triggers. Litter doesn't exist and graffiti is unknown. Parks the size of neighborhoods exist merely to give a view for the opulent palaces.

Size: Small to Medium

Situational Rules: Unless the characters are obviously wealthy with all of the trappings to demonstrate it, treat residents as Unfriendly for purposes of persuasion rolls for networking.

Resources: Luxury shops are much more available here than any other part of the city. Common stores are rare.

Example Districts: Gold Coast, Gold Coast City Megaplex, and Fox Lake Biodome.

VICE PALACE

This region has a tourism-based economy dependent upon visitors embracing vices that they ignore at home. Typically, this is associated with a legal system that varies from surrounding areas in at least one significant way. Common vices include gambling, sex trade, or pharmaceuticals. Extreme VR experiences, forbidden animals, or questionable cybernetic modifications could also be available to consumers with unusual desires.

Size: Local

Situational Rules: When establishing a vice palace, the GM must decide what vices are most common within the region. When seeking these, characters gain a +4 to efforts to obtain them through Networking checks. At the GM's discretion, law enforcement may turn a blind eye to such activities. Tangentially related

vices—which may remain illegal—gain a +2 to such Networking checks.

Resources: Goods associated with whichever vice that they specialize in.

Example Districts: The Maze, and Chicagoland Stadium.

WATERFRONT

Waterfront districts are primarily areas of docks, wharfs, piers, warehouses, shipping yards and beaches. Ships the size of city blocks carrying shipping containers stacked ten high float next to giant concrete piers with cranes large enough to lift a building hovering above them. Typical shops in a waterfront district are those that provide fishing supplies, boating supplies, and equipment, as well as shops for tourists enjoying waterside activities. They can be fun leisure locations for the family beach trip or dark and corrupt smuggling havens. In most cases these are the loading and unloading areas for ships and boats. Warehouses temporarily store freight until trucks and trains arrive to empty them.

Size: Small to Large

Situational Rules: These areas may be well patrolled by security forces (mostly private security) via land, as well as boats and drones all on the lookout to stop smuggling operations and prevent theft.

Resources: At dockyard locations numerous opportunities are available for black market goods as well as good not commonly available in this area. They may also be a potential location for an escape from a location by sea.

Example Districts: Navy Pier, and The steel yards.

CORPORATE TRAPPINGS

Megacorporations are ever-present in 2095; their influence widespread, reaching deep into the halls of government and out into the vastness of space. Indeed, the largest of the megacorps are often governments unto themselves, having their own private armies, legions of lawyers and access to the best technology money can buy, or science can create. This section takes a look at the major





CORPORATION SIZE TABLE

SIZE	SCOPE
Local	A single neighborhood
Regional	Known in at least 3–5 major cities
National	Has holdings throughout a nation
Multinational	Influential in many countries globally
Interplanetary	Outposts everywhere humanity exists

CORPORATION INFLUENCE TABLE

Rating	Effect
d4	None
d6	+1 to Persuasion and Intimidation
d8	+2 to Persuasion and Intimidation
d10	+3 to Persuasion and Intimidation
d12	+1 and may reroll Persuasion and Intimidation

megacorporations in 2095 and gives you the tools to create your own.

Megacorps have their own distinct management styles and personalities that resonate throughout their culture. These extend beyond the field of business in which they operate. Instead, they provide a consistent philosophical approach for their interactions with consumers and other organizations. Employee actions are generally consistent with these mandates. After all, constant surveillance dictates that those who break with them undergo retraining or dismissal.

DESCRIPTIONS

 Corporations have the following characteristics:

Type: This entry defines what the corporation focuses on, be it manufacturing, resource development, private security, etc.

Size: The size of a corporation impacts many things; how many cryptodollars it is capable of earning, how well known it is and the type of influence the corporation can wield to achieve its goals. Corporations can be as small as a local chain of grocery markets or fast-food restaurants, or massive corps spread across the solar system. While technically not corporations, there are also entries for privately owned “Mom and Pop” stores.

Resources: All corporations have assets of some kind; the larger the corporation, the more

they have. These assets can be security forces, technology, real estate holdings and anything else you might think of. Because corporations (especially the giants) often have access to vast sums of wealth, we leave it up to you to decide exactly what a corporation has access to.

Dirty Secrets: All corporations have dirty secrets; things they’ve done, or are planning to do that, if those secrets are exposed, could potentially prove disastrous. To help you come up with game ideas involving these corporations, we’ve added another entry: Dirty Secrets. Uncovering a secret shouldn’t be a casual thing. Casual Networking rolls won’t reveal a secret outright, but they can uncover breadcrumbs that put the party on the path.

AGRICULTURE

 Agricultural corporations often have a wholesome reputation of producing food for everyone. This may not be entirely true as they may well have gained their profit share through cutthroat land grabbing and destroying the smaller companies. These companies may grow crops, cultivate them, manufacture those crops into ready-to-eat food products, package them, ship them and sell them to the end consumer or they may only do a portion of these processes. In many cases the corporate name may

only manufacture the food while owning other subsidiaries or shell companies that perform the other functions.

Happy Tyme Foods may manufacture and market Blast-O Pops but behind the scenes they also own Honey Hill Farms that grow the crops on huge automated farms as well as being primary shareholders in Trans-Lane Shipping that delivers Blast-O Pops to the markets.

Size: Regional — Multinational

Influence: D4–D8

Resources: They often control huge tracts of land.

BIOTECH

 Biotech companies manufacture and sell medical products ranging from medical services and pharmaceuticals to Research and development, cybertech, biotech, and genotech. They may be viewed by the public as saviors that create new medicines that save lives and cure diseases, or they may be known as the company that holds vital medicines and medical services hostage behind insurmountable pay walls.

GreyMatter Evolution produces the much sought after NeuroGen10 Alzheimer's treatment that is reputed to cure Alzheimer's in most patients in under a year, but the price of the product is so high that it is only available to the ultra-rich. Morinnia Pharmaceutical Group was in the final stages of releasing Panatrol which suppresses cybernetic rejection, but their product was halted by government regulations. Was this because the product was unsafe, or were other corporations behind the red tape? Often Biotech companies are virtually unknown to the public, but their products are in every hospital and pharmacy.

Size: Regional to Interplanetary

Influence: D4–D8

Resources: They may control Hospitals as well as Research and Development facilities.

ENTERTAINMENT

 Entertainment companies are almost universally beloved by the masses. While every company has some nay-sayers, they generally have a good reputation. This does not mean that they are altruistic and wholesome,

they may well make their profit by cheating the starving artists producing their music or stealing scripts from other entertainment companies. Entertainment companies range from small music companies with a single act up to vast conglomerates that produce 200 new videos a year each raking in billions of cryptos.

NovaHot Music Group is the power behind the throne for Seventh Deadly Sin, a chart-topping thrash metal group but have basically no other contracts. Jupiter Productions, on the other hand, released 37 of last year's billion crypto videos and look to be beating their record this year.

Size: Local — Multinational

Influence: D4–D8

Resources: They have contracts for any number of musicians, and actors.

FASHION

 Fashion corporations are the force behind what everyone is wearing this year, last year, and possibly even for years to come. These corporations do everything from design new outfits, to manufacturing clothing, marketing it and distribution.

In most cases they only do some of those processes such as Aphrodite Cosmetics who is the powerhouse that creates the newest mega hot super models to market the latest lipsticks, eyeliners and perfumes but they don't actually design or produce any of the cosmetics they sell. While FABULOUS! evening wear designs, manufactures, and markets their entire line of eye-catching dresses and are projected to be the trend setters for years to come.

Size: Local — National

Influence: D4–D6

Resources: Limited

INVESTMENT GROUP

 Other corporations have money, and they make money, but Investment Groups are money. It is all they do. These may range from small single store investment firms all the way to giant banking enterprises with branches in every country and on every planet. These corporations offer a range of services from simply banking your cryptos and returning a minuscule but





utterly safe percentage on your investment all the way through ultra-high risk ventures that may quadruple your money overnight or leave you homeless in the blink of an eye.

OmniCredit provides absolutely anyone with an instant cash advance credit but charges exorbitant fees for their services. They are popular with their customers even while sending many of them into bankruptcy.

Size: Local to Interplanetary

Influence: D4–D12

Resources: They have vast quantities of money.

MANUFACTURER

These are the companies that actually make things. Everything from toys to nuclear weapons, manufacturers are the backbone behind producing everything that everyone needs to have. These companies perform tasks ranging from research and design, through manufacturing, marketing, and distributing their products. These may range from producing a single line of product that is virtually unknown to the consumer through a vast array of products that are in everyone's home. Manufacturers may be wholesome companies that treat their employees with the utmost of respect and try to produce the best product that they possibly can or they may be manufacturing their products in third world nations to avoid the environmental, safety, or humane regulations in their home country.

ShipRITE! Boxes produce over 500 products centered around storage and shipment of other products and while nearly everyone on the planet and even off planet has probably handled numerous of their boxes, they have likely never heard of them. Meanwhile Morrison Steel produces a small variety of motorcycles but are well known by anyone that knows motorcycles.

Size: Local — Multinational

Influence: D4–D8

Resources: Factories, warehouses, and stores

MEDIA

Media corporations are the news. Perhaps they report the events that everyone needs to know, or they may manufacture sensational headlines just to grab attention and market

share. They may range from a small web blogger to a huge multinational news network. Whether factual or not, these corporations provide the information that individuals, companies and nations rely on to make informed decisions.

In-Your-Face News is a Chicago based news enterprise that started with one guy and a camera that has grown to control nearly 5% of the national market share of daily broadcast news.

Size: Local — Interplanetary

Influence: D4–D12

Resources: They have limited resources.

MILITARY CONTRACTOR

Military contractors manufacture equipment and provide services exclusively marketed to the military, whether this is weapons and ammunition, vehicles, mercenary units, or planet buster bombs. They may range from a small corporation that provides a single mercenary squad for use by government entities all the way to huge corporations that manufacture the latest in space combat vehicles.

Rapid Fire sells its services as a twenty-man mercenary unit to many of the world's armies. Bastian Industries produces heavily armored combat vehicles ranging from the two-man Typhoon Fast Assault Walker to the 100-ton Dreadnaught Heavy Tank.

Size: Regional to National

Influence: D6–D8

Resources: Military weapons, personnel, and equipment.

PRIVATE SECURITY

Private security corporations provide police and protection services to individuals, corporations, and government entities. At least that is their marketing materials say. They may also provide mercenary units, kill-for-hire individuals, or wet work teams all with plausible deniability. This may range from a night security guard at the Grub-n-Go all the way to providing all the police services for an entire metropolis. Contrary to their reputation as know-nothing rent-a-cops, their operatives are well trained. Many of the world's largest cities hire private

security firms to do their police work rather than maintain their own police force.

Casualty Count has an elite team made up entirely of ex-special forces soldiers that they hire out to whoever needs them for a large variety of combat operations, whether well-known or in the deepest of shadows.

Size: Local — National

Influence: D4–D8

Resources: Combat weapons, personnel, and equipment.

RESEARCH AND DEVELOPMENT

 Research and Development corporations are the minds that make the rest of the world work. R&D companies are typically contracted by other corporations to design and test products, formulas, and ideas for them though some of these companies function by doing their own research and then marketing their findings to those that may use them in a finished product. R&D companies are rarely recognized by the public but the few who are generally thought of in a positive light as a company that is creating revolutionary products. Little do they know that these same companies may be researching new strains of weaponized plagues or other super weapons.

Brilliance Inc. has been working behind the scenes developing prototype cybertech and while no one has ever heard of them, they have certainly heard of the devices they have designed that are manufactured by Kenta Cyberdynamics.

Size: Local — Interplanetary

Influence: D4–D10

Resources: They hold the patent for a great number of vital subcomponents used in countless finished products. Have access to state-of-the-art and prototype technology.

RESOURCE ACQUISITION

 Resource acquisition companies make their money by buying things. While that sounds counterintuitive, they do their research to ensure that every purchase makes a profit when resold.

These corporations always have their eyes open for companies that look bad on paper yet are vastly more valuable in assets than their stock prices indicate. A sudden purchase of a controlling share and a fumbling manufacturing plant turns into a tidy profit once the assets are sold off piecemeal. Many of these companies have a poor reputation with the public as they look like vultures feasting on struggling companies, but the acquisition corporation rides their poor reputation right to the bank.

Concept Financial Group was swift to purchase property from struggling homeowners after a district fire and subsequent economic downturn saw many homeowners losing their homes to foreclosure. After some bulldozing and rezoning, new construction opened on an extremely lucrative new commercial center.

Size: local — National

Influence: D4–D10

Resources: These corporations tend to be very cash heavy as they have funds on reserve for quick purchases.

RETAILER

 Whether they be a Mom and Pop café or a Multinational big box store, Retail Corporations sell goods and services to the public. Perhaps most of all corporations, they are very much in the eye of the public. Due to this, they have very mixed public approval. They may be viewed as destroying the small shops to gain market share or they may be viewed as bringing in much needed jobs and merchandise at a fair price.

Daisey's Pizzas operates 15 pizza shops throughout the European Union specializing in just the right sauce for everyone's palate. Starr Mart purchases bulk discontinued goods from other companies and leases them to the public for virtually nothing down and nearly nothing a month for a several year term.

Size: Local — National

Influence: D4–D8

Resources: They have a great deal of merchandise.





TECH COMPANY

Tech companies create state-of-the-art hardware and software. These companies tend to be extremely volatile. They create the tech that everyone needs this year and next year they are in the dumpster with last year's products. Whether they be on the for front of creating the newest updates to The Deep, creating the hottest 3d entertainment systems, or even if they are behind the scenes creating sub-assemblies for use in medical equipment, these companies are creating new innovations. They often are extremely popular in the eye of the public as they release the coolest new gadgets that everyone needs. Of course, they can and do charge premium rates for their new devices, but people are willing to pay.

Gold Coin Innovations, the developers of the legendary guts and gore saga Wasteland Warriors are set to release the second installment, Wasteland Warriors Take the City, promising better uptime, and a refresh rate 10% higher than anything else on the market. Quark Tech, on the other hand, produces the core Graphics Processor Unit (GPU) that is in 37% of TAPs manufactured in the last three years but no one in the public even knows their name.

Size: Regional — Interplanetary

Influence: D6–D10

Resources: Tech companies have an abundance of state-of-the-art technology.

TELECOM

Telecom corporations provide communications. Whether that be a small company that manufactures TAP video relays, the companies that provide Deep connectivity to towns and cities, all the way up to the companies that own and operate the satellite relays between Earth and its colonies. To the public these companies are largely invisible until their services fail to work, and then they are utterly despised. Telecom corporations have often been at the fore of over exploiting resources as well as damaging the environment all in the guise of better serving its customers.

AlterNet Communications is Chicago's leading DSP for TAP to The Deep communications they boast that nearly eight out of ten of Chicago's residents use their service. OTL Innovations is the

primary corporation that manages the satellite network between Earth and the other planets.

Size: National — Interplanetary

Influence: D6–D12

Resources: These corporations often have significant resources including, in some cases, private armies to protect their physical infrastructure.

SAMPLE CORPORATIONS

The following corporations exist in *Interface Zero*. You can use them as-is or modify them to suit your own game. These descriptions also have a Dirty Secrets entry to give you some examples of things a corporation might not want exposed to the public.

ACT OF GOD ARMAMENTS

For over thirty years, Act of God Armaments has been on the razor's edge of personal weapons and advanced weapon platform development. AGA's line of personal power armor suits represent their dedication to pushing the envelope when it comes to battlefield technology. AGA weaponry is Overwhelming Firepower, with the many of their weapons being the pinnacle of perfection.

Type: Manufacturer, Military Contractor.

Size: National

Influence: D10

Dirty Secrets: While Act Of God Armaments denies any involvement, they have been investigated by several government agencies to determine if they were involved in the tactical nukes that were dropped on Chicago.

ALTERNET COMMUNICATIONS

AlterNet Communications is Chicago's leading digital service provider (DSP) for TAP to The Deep communications they boast that nearly eight out of ten of Chicago's residents use their service. They have numerous facilities throughout the GLU and provide DSP services for hundreds of small towns and cities in that area.

Type: Telecom

Size: National

Influence: D8

Dirty Secrets: Chicago residents have complained for years that the entire network needs to be replaced as it is slow and unreliable, but AlterNet continues to patch and add on to their existing infrastructure rather than do a multi-million crypto dollar critical rebuild project.

APHRODITE COSMETICS

 Aphrodite Cosmetics is more renowned for creating some of the most popular super models in the world, more so even than their line of lipsticks, eyeliners, and perfumes. They are headquartered in Venice and have branches only in the trendiest cities in the world such as Paris, New York, Milan, and London.

Type: Fashion

Size: Multinational

Influence: D6

Dirty Secrets: One of the founding investors, Donna Giovanni is a known sympathizer for the Gaia Reclamation Organization, Eco terrorist group.

BASTION INDUSTRIES

 Bastion Industries produces heavily armored combat vehicles ranging from the two-man Typhoon Fast Assault Walker to the 100-ton Dreadnaught Heavy Tank. Bastian Industries was originally founded in Galveston Texas but relocated to Bremen Germany in 2085.

Type: Military Contractor

Size: National

Influence: D6

Dirty Secrets: A surprising amount of Bastian Industries vehicles have been found in the hands of countries and organizations that have been sanctioned by the United Nations.

Binary Solutions

Binary Solutions is a genetics laboratory in Chicago. They have been around for nearly a century and were once at the forefront of genetic engineering experimentation, but their facility was destroyed by an accident back in 2027. It has taken decades for them to return to their former place as a leading research facility.

Type: Biotech

Size: Local

Influence: D6

Dirty Secrets: The “accident” back in 2027 was not so much an accident as it was a highly illegal experiment that got out of control and narrowly averted a global pandemic by a covert operation by persons unknown.

BIOSOLUTIONS INC.

 CHIMERA subsidiary, Biosolutions Inc. has a minor presence in Chicago, offering an array of biomedical services and simulacrum production tech. Much of their work is linked to Nortec, and the more suspicious Hashtaggers out there have tried to establish a stronger link between the two corporations, suggesting Biosolutions is just another front for Nortec operations.

Type: Biotech

Size: Local

Influence: D4

Dirty Secrets: Biosolutions, INC. operates as a subsidiary of CHIMERA, but recently, the megacorporation has started to restrict its access to intellectual property, severely hampering Biosolutions’ ability to develop new treatments and tech. CHIMERA openly denies such restrictions to stave off potential losses in the stock market, but secretly they are investigating Biosolutions to see if the rumors that the company is indeed working with Nortec are true; and they are.

BRILLIANCE INC.

 Brilliance Inc. has been working behind the scenes developing prototype cybertech and while no one has ever heard of them, they have certainly heard of the devices they have designed that are manufactured by Kenta Cyberdynamics. Operating out of Stockholm, they have received numerous awards for development in electronics and cybernetics.

Type: Research and Development

Size: National

Influence: D6

Dirty Secrets: Word is, contract negotiations with Kenta Cyberdynamics has hit an impasse and Brilliance Inc. may soon be looking for a new manufacturer to work with. Oddly, new developments from Brilliance Inc. have slowed





significantly, are they holding on to their research to have a better negotiating point with the next manufacturer?

BLACK KNIGHT ARMAMENTS

Based out of Flint, Michigan, Black Knight Industries was the GLU's premier weapons developer. For years, Black Knight has been at the forefront of personal weapons development. As of Q4 of 2089 Black Knight has been focused on providing cutting edge armors for today's independent contractor. Black Knight provides versatile armor, built to order. Built over the Mythalloy chain, with heavier plating, Black Knight armors have a real "old school" feel to them.

Type: Manufacturer

Size: National

Influence: D8

Dirty Secrets: In the aftermath of the Reformation War, Black Knight Industries has lost much of its influence in North America and has been forced to restructure, even going so far as to sell their products as drastically reduced prices and use the profits to fuel research into nanotech armor. If rumors are true, Black Knight Industries is on the verge of a major breakthrough in lightweight "collapsible" body armor.

CASUALTY COUNT

Casualty Count has an elite team made up entirely of ex-special forces soldiers that they hire out to whoever needs them for a large variety of combat operations, whether well-known or in the deepest of shadows. They operate out of Bakersfield California and have numerous training bases and facilities throughout Southern California. They perpetually scout for new recruits in various national special forces units, primarily hiring North American recruits.

Type: Private Security

Size: Regional

Influence: D6

Dirty Secrets: Casualty Count recently surprised the industry when they landed a very lucrative contract that Ravenlocke was expected to receive. Ravenlocke's official response when asked about it has been, "No Comment" but

word on the streets is that Ravenlocke is on the war path.

CENTRAL BELARUSIAN STEEL

CBS is a privately owned company, run by the members of the Orlov family, out of Minsk in the EU. The corporation has a wide range of interests, most specifically in heavy industry, manufacturing, and aerospace technologies. The Orlovs are an odd bunch; they're the scions of old-school European nobility and are known for their deranged behavior and lavish parties. Most people assume they play up the "crazy Euro-trash" ascetic, since nothing run by drug-addled lunatics gets this kind of power.

Characters who attract CBS's attention will want to tread very carefully, as more than one rival company has been targeted and eliminated by this literal titan of industry.

Type: Manufacturer

Size: Regional

Influence: D6

Dirty Secrets: The Orlov family have been secretly providing China with resources in hopes that when/if China does capture the rest of Russia, they'll give the company development rights in the hotly contested Thawed Lands. Such a betrayal of Mother Russia would surely get them killed if the wrong people found out.

CHIMERA

CHIMERA is the world leader in biotechnology and related industries. This Brazilian company makes some of the world's best hybrid technologies, simulacrum, and pharmaceuticals. They also have a sizable market share in the hard-tech cybernetics world and produce much of Brazil's military might through its many subsidiaries. Though they make a show of being a compassionate company, anyone who works in the industries CHIMERA involves itself in knows this is a front, and that the corporation is as ruthless as they come. They are also known to be bitter rivals with Third Life Industries, a rival in the biofarming industry.

Type: Biotech, Manufacturer, Military Contractor (Dirty Secret).

Size: Interplanetary



Influence: D12

Dirty Secrets: While CHIMERA has openly boasted they do not accept any contracts that might see their creations used in military projects, this simply is not the case. CHIMERA have worked with a number of governments across the world to develop combat simulacrum and highly secret hybrid treatments aimed at creating the ultimate combat bioforms. It's rumored that these creatures (known as cryptids) are let loose in small towns so their creators can see how they hunt their prey.

CONCEPT GROUP FINANCIERS

Concept Group Financier was swift to purchase property from struggling homeowners after a district fire and subsequent economic downturn saw many homeowners losing their homes to foreclosure. After some bulldozing and rezoning, new construction opened on an extremely lucrative new commercial center. Concept is headquartered out of Quebec City and has offices throughout the province of Quebec.

Type: Resource Development

Size: Regional

Influence: D8

Dirty Secrets: Contrary to their altruistic reputation, they have made a lot of money throughout the years, purchasing properties from people in dire straits and reselling it at a huge profit.

DAISEY'S PIZZAS

Daisey's Pizzas operates 15 pizza shops throughout the European Union specializing in just the right sauce for everyone's palate. It is hard to say where their corporate headquarters is because all their management seems to work and live wherever they want.

Type: Retailer

Size: Multinational

Influence: D4

Dirty Secrets: Nortec Industries seems to be paying a lot of attention lately to Daisey's Pizza, is an acquisition in the works?





FABULOUS! EVENING WEAR

FABULOUS! Evening wear designs, manufactures, and markets their entire line of eye-catching dresses and are projected to be the trend setters for years to come. Headquartered in Hong Kong, the company was family owned for hundreds of years before they re-branded and went public in 2094. Since then they have been taking the industry by storm. If you are not wearing a FABULOUS! dress, you might as well be naked.

Type: Fashion

Size: Local

Influence: D6

Dirty Secrets: While their executives are well paid, they use the cheapest of sweatshops to manufacture their products.

FEATHERSTONE INDUSTRIES

The makers of the Tendril Access Processor, Featherstone Industries literally changed the way people view the world around them. An estimated 99.9% of the people in the solar system have TAPs implanted in their heads, and up to 2089 well over 60% of those devices were built by Featherstone Industries.

While other corporations produce and market their own version of the TAP, none have come close to the market share of this tech giant—at least before the Flare. In the wake of the Solar Flare back in 2089, Featherstone Industries faced enormous backlash from world governments and watchdog groups like Stopwatch, all of whom blamed the corporation for not updating their product's Intrusion Defense Systems. The gross negligence of the corporation indirectly contributed to the madness which claimed the lives of millions of people. Stocks plunged as a firestorm of lawsuits nearly bankrupted the company. Executives and employees in nearly every division lost their jobs, including Indira Featherstone, the CEO of the company. For the first time since its creation, a member of the Featherstone family did not run the company.

In the intervening years, Featherstone Industries has managed to regain a measure of consumer confidence it lost after The Flare, but it's been a rocky road. The corporation now controls just under

45% of the Tendril Access Processor market, and given the recent events in North America, there is speculation that newer, "American" companies are going to flourish under the Restored United States government. The current Chief Executive Officer of the corporation is Cam Thi Tuyet, a charismatic, yet fiercely competitive woman hailing from Saigon. Cam currently heads up the London headquarters of Featherstone Industries, though she has recently petitioned the current board of investors to construct a more modernized facility in Vietnam, where the government is notoriously lax when it comes to regulating cybernetics development.

Type: Tech Company

Size: Interplanetary

Influence: D12

Dirty Secrets: Since she became CEO of Featherstone Industries, Cam Thi Tuyet has been heading up a top-secret program to look into ways the Tendril Access Processor can be used to interface with non-human subjects such as dogs, cats, birds, and even wasps and other insects. The goal is to eventually control the subjects and use them in clandestine operations. High-level meetings with certain governments including the Restored United States and Mandarinate China have been fruitful.

GOLD COIN INNOVATIONS

Gold Coin Innovations, the developers of the legendary guts and gore saga Wasteland Warriors are set to release the second installment, Wasteland Warriors Take the City, promising better uptime, and a refresh rate 10% higher than anything else on the market. They recently broke ground on a 220-story building in Manila that is expected to house all of their employees including the top four penthouse floors for its executive team.

Type: Tech

Size: Local

Influence: D8

Dirty Secrets: While they are well known as game developers, they have a virtually unknown contract with Japan for some super-secret military application called Project Oni.

GREYMATTER EVOLUTION

GreyMatter Evolution produces the much sought after NeuroGen X Alzheimer's treatment that is reputed to cure Alzheimer's in most patients in under a year. They specialize in treatments for brain conditions. They are headquartered in Bern Switzerland and have subsidiary laboratories all over the world.

Type: Biotech

Size: Multinational

Influence: D10

Dirty Secrets: They have been accused numerous times of doing unethical experimentation but the cases against them have never come to fruition.

GRUB-N-GO CONVENIENCES

The mid-West's most popular convenience store chain. An urban favorite, they seem to have a store on the corner of every block selling a broad range of quick and easy food, drinks, and daily essentials as well as an eccentric collection of various gadgets, bric-a-brac and must-haves.

Type: Retailer

Size: Regional

Influence: D4

Dirty Secrets: They have been investigated and fined numerous times for selling food that does not meet any kind of reasonable food quality standards but who can turn down a Choco-Cherry Blast-O Pop for a mere 2 cryptos or an any size NukaFizz smoothie for 1 Crypto any week night after 4 PM.

HAPPY TIME FOODS

Happy Tyme Foods is best known for Blast-O Pops, a popular snack food known for outrageous fruit flavor and a tingling sensation. They are, however, actually, one of the leading producers of pre-packaged foods in North America. Their national headquarters is Saint Louis.

Type: Retailer

Size: National

Influence: D6

Dirty Secrets: Rumor has it that their heir apparent, Kyle Philips III, has no interest in running the company after his father sets down the reigns, preferring to continue his hedonistic care-free life.

HONEY HILL FARMS

Honey Hill Farms is the jewel in North America's breadbasket. They holistically produce wholesome real food from countless acres of farms, pastures, and orchards in the heart of the North American Coalition.

Type: Agricultural

Size: Regional

Influence: D4

Dirty Secrets: Popular conspiracy pod-caster, Remy Morton, has uploaded countless hours of footage in his ongoing crusade against Honey Hill Farms depicting numerous vat food facilities hidden within the Honey Hill empire.

IN-YOUR-FACE NEWS

In-Your-Face News is a Chicago based news enterprise that started with one guy and a camera that has grown to control nearly 5% of the national market share of daily broadcast news

Type: Media

Size: National

Influence: D8

Dirty Secrets: Word on the street is that if In-Your Face can't find anything to report, they make it happen. Ties between the media company and known gangs have been reported by numerous competing companies.

JUPITER PRODUCTIONS

Jupiter Productions is arguably the most successful entertainment company of the 2090s and by the look of things their best times are yet to come. While the majority of their production is shot on the sound stages in California, their home offices are in Buenos Aires.

Type: Entertainment

Size: Multinational

Influence: D10

Dirty Secrets: While everything looks good on the surface, there is a lot of political maneuvering going on in the background of the company due to the current executive team locking their artists into extremely unforgiving contracts that allows no freedoms whatsoever.





KENTA CYBERDYNAMICS

Kased in Tokyo, Japan, Kenta Cyberdynamics is owned and run by Oshi Shinre and Masuki Furakawa. The two are world-renowned for their work in cybertech and neural ware. Though Featherstone Industries created the Tendril Access Processor, Oshi and Masuki perfected it. Their success has been hard-won, however. Kenta Cyberdynamics has made many enemies during their rise to the top, not the least of which are the Triads—sworn enemies of the Yakuza, who are rumored to hold heavy influence over the corporation.

Type: Tech Company

Size: Multinational

Influence: D10

Dirty Secrets: While it is no secret that Kenta Cyberdynamics has ties to the yakuza, what is not known is that Masuki Furakawa is deeply disturbed by the crime ring's growing influence in the corporation. Indeed, Masuki has taken it upon himself to employ Triad hit squads to remove key members from the ranks of the corporation. He hopes these assassinations will spark a larger war between the two crime rings and give him an opportunity to cut ties with the yakuza.

MORRISON STEEL

Morrison Steel produces an exceedingly small variety of motorcycles in their plant in Seattle and are renowned by riders everywhere for having some of the highest quality bikes in the industry. Morrison Steel is one of the founding companies of Seattle having poured its foundation in 1873. And while it has come a long way from its roots manufacturing ship building parts, Garret Ambrose, a member of the original family still sits at the helm of the company.

Type: Manufacturer

Size: Local

Influence: D6

Dirty Secrets: The company was on its last legs throughout the first half of the 21st century but it had sudden influx of cash from the husband of Allison Jasmine Bree, one of the family members that saved it from solvency. Word is the invested money was anything but honest and legal.

NORTEC INDUSTRIES

Of a similar perspective as CHIMERA, Nortec likes to frame itself as a corporation full of scientific visionaries, striving to build a better world. Especially since sims have been shown to manifest zeeek abilities, Nortec has gone to greater lengths to identify itself as pro-zeeek, even going out of their way to donate funds to several of the activist groups I mentioned earlier. One primary way they use zeeeks is to scan the minds of newly vat-born sims to make sure everything's aligned in the brainwave department before selling off the new "product."

Type: Biotech

Size: Interplanetary

Influence: D10

Dirty Secrets: Nortec industries is pro-zeeek, but not quite in the way most people think. They have invested billions of cryptodollars into research towards the creation of what they call "in-borne"; sims "born" with psychic powers. To help further their research, they have been secretly dealing with Biosolutions. As a subsidiary of CHIMERA, Biosolutions has access to the corporation's proprietary genomes. These custom genomes are the tech that made CHIMERA the leader in biofarming for decades, and Nortec Industries wants them bad.

NOVAHOT MUSIC GROUP

NovaHot Music Group is the power behind the throne for Seventh Deadly Sin, a chart-topping thrash metal group but NovaHot basically has no other contracts. Housed in Seattle, they have managed to pay their bills and they have made a few forays into other acts but none of them have panned out.

Type: Entertainment

Size: Local

Influence: D4

Dirty Secrets: Due to a technical loophole that NovaHot has overlooked, Seventh Deadly Sin has already made verbal agreements with another label this will leave NovaHot in a bad situation since they have invested everything into advertising for the next tour.

OMNICREDIT FINANCIAL INC

OmniCredit Financial Inc. is an industry leader in individual credit lending. They promise that they can provide loans to over 95% of all individuals seeking credit and that typically loans can be generated and the Cryptodollars in a person's account in ten minutes or less. OmniCredit has no physical branches and operates exclusively through The Deep.

Type: Investment Group

Size: Multinational

Influence: D6

Dirty Secrets: OmniCredit uses a unique algorithm to create loans based on risk and, while their reports show that they offer loans that are within the range of typical banking practice, their loans are always at least 5% and sometimes as much as 700% higher than national averages.

OTL INNOVATIONS

OTL Innovations is the primary corporation that manages the satellite communications network between Earth and the other planets. Headquartered in Golden City on Mars, they have over 80,000 employees throughout the solar system.

Type: Telecom

Size: International

Influence: D12

Dirty Secrets: Due to their monopoly on interplanetary communication, they operate with near impunity. Any planet, station, or organization that challenges them faces a freeze in communications.

PINNACLE ENTERTAINMENT

Founded by Shane Hensley in 1994, Pinnacle Entertainment just celebrated its centennial anniversary. A giant in the entertainment industry, Pinnacle Entertainment produces many of the solar system's largest Virtual Massively Multi-Player Online Worlds (VRMMOWs) including Necessary Evil, Weird Wars, East Texas

University (ETU), Rippers, 50 Fathoms, and the wildly popular Deadlands Universe.

Type: Entertainment

Size: Interplanetary

Influence: D12

Dirty Secrets: Strangely, Shane Hensley looks exactly the same as he did 90 years ago. If characters do some digging, they'll find Mr. Hensley is the same person. Some say he's uploaded his mind to a heavily encrypted server. Every ten years, Shane downloads his mind into a custom-made bioroid. The process effectively makes him immortal.





QUARK TECH

Quark Tech produces the Core Graphics Processor that is in 37% of TAPs manufactured in the last three years. Development is in the works for a new chip that is purported to outperform every other processor for TAPs currently on the market. They are headquartered in Prague and own dozens of subsidiaries worldwide through shell companies, most of which, even the locals do not know are associated with Quark Tech.

Type: Tech
Size: Multinational
Influence: D10

Dirty Secrets: They have been linked to numerous dark web hacking groups that are reputed to be on the payroll to protect their trade secrets from being stolen. Oddly, no employee that has strategic level knowledge of their technology has ever left the company.

RAPID FIRE SECURITY

Rapid Fire Security sells its services as a twenty-man mercenary unit to many of the world's armies. This corporation, operating out of New Orleans, is staffed by a total of thirty-five people, 20 of which are boots-on-the-ground combatants. They are led by retired General Steven Watkins of NAC military renown and have seen action in over 30 countries worldwide.

Type: Military Contractor
Size: Local
Influence: D4

Dirty Secrets: Rapid Fire has been cited for war crimes in several of its engagements but nothing, so far, has cost them their contract.

RAVENLOCKE SECURITY

This military-focused corp has major bases throughout the world, offering highly trained guards and specialized weaponry to anyone with the credits to hire them. When you're a corp this big, trying to conquer such a wide variety of industries, you can't really be picky about who you hire. Plus, zeeks can easily be trained to use their skills offensively, as well as hold interrogator roles for "fact-finding" missions.

Type: Manufacturer, Military Contractor, Private Security

Size: Interplanetary
Influence: D10

Dirty Secrets: Ravenlocke is rumored to have zeek black ops teams, since many of their squads tend to survive against seemingly impossible odds.

REAPER ARMS TECHNOLOGIES

Reaper Arms Technologies is a privately owned weapons manufacturer, out of Seattle WA. Relatively new to the market, they have focused on innovating personal arms and armor. Their CEO, Donovan Harrison, is an enigma who actively avoids publicity, but his wife and heiress to Morrison Steel, Allison is quite the renowned socialite.

Rather than courting the military as many of their competitors do, Reaper Technologies markets to the private sector. An unusual, yet mostly successful venture for them, as they have drawn praise from many firearm enthusiasts, but have yet to earn the respect or status of their peers.

Type: Manufacturer
Size: Regional
Influence: D4

Dirty Secrets: Their CEO, Donovan Harrison, was a renowned mercenary who made his money doing illegal work for hire.

SHIPRITE! BOXES

ShipRITE! Boxes produces over 500 products centered around storage and shipment of other products and while nearly everyone on the planet and even off planet has probably handled numerous of their boxes, they have likely never heard of them. ShipRITE! Boxes is headquartered in Milwaukee Wisconsin and does its entire operation out of a 250,000-square foot factory.

Type: Manufacturer
Size: Local
Influence: D4

Dirty Secrets: Numerous environmental groups have reported that ShipRITE! dumps excess amounts of waste into Lake Michigan, but they have never been officially cited by any government agencies. Are the environmental

groups exaggerating or does ShipRITE!'s deep pockets reach all the way to the Governor's office?

STARR MART

Starr Mart purchases bulk discontinued goods from other companies and leases them to the public for virtually nothing down and nearly nothing a month for a several year term. Headquartered in Atlanta, their successful sales strategy has allowed them to expand to over 50 stores throughout the NAC and GLU.

Type: Retailer

Size: Multinational

Influence: D6

Dirty Secrets: They are remarkably adept at negotiating lucrative development projects for their new stores. Word is they know which politicians are amenable to "campaign contributions".

TRANS-LANE SHIPPING

Tf you have been inconvenienced by the seemingly countless road trains rolling across the NAC, you may well have seen Trans-Lane shipping at work. Trans-Lane Shipping has been transporting goods since way back in the 20th century, founded in Indianapolis Indiana in 1979.

Type: Transportation

Size: Regional

Influence: D4

Dirty Secrets: They have been running on borrowed money and borrowed time for many years and it is only a matter of time before the owners are going to have to file for bankruptcy or have a massive downsize to stay afloat.

WINDY CITY CABS

Windy City Cabs is one of the last taxi companies around that still uses real people behind the wheel with less than 25% of their taxis being automated. Windy City drivers are known to be more willing to take a fare to or from the more dangerous neighborhoods and questionable locations in Chicagoland than other cab companies, when offered a good enough tip.

Type: Transportation

Size: Local

Influence: D6

Dirty Secrets: Windy City Cabs doesn't look too closely at their employee's backgrounds and have been cited several times for employing undocumented drivers and ex-cons.

ORGANIZATION TRAPPINGS

The following trappings are used to describe various organizations in 2095. These types of groups typically have their own agendas which can—and often do—run counter to those of other organizations. These types of organizations might be affiliated with a corporation, a national government, or even secret organizations who cater to the needs of the shadow community around the world.

ACTIVIST GROUPS

Activist groups are formed to raise awareness of an issue of some sort. Common issues include environmental activism, human rights, freedom of speech, gun rights, etc. Whatever the cause, the activist group is highly motivated to make sure their agenda succeeds. While most activist groups resolve themselves to act within the bounds of the law, more than a few hold no compunctions with resorting to illegal actions to further their goals.

Size: Any: Activist groups run the range from grass roots organizations in your local neighborhood to multi-planetary organizations.

Influence: Varies based on the size of the organization, but generally d6-d10. Activist groups can be very persuasive under the right circumstances.

Resources: There is no specific resources entry for Activist Groups. Generally, Activist Groups rely on effective communication to get their message out, as well as the ability to respond quickly to developing situations (A political rally, an earthquake, news of police brutality, etc.). Activist groups also build their influence by generating contacts all across the world (and beyond). The individuals they contact are often in positions of power, or generally have access to the information the activist group needs. Characters involved with an activist group gain a +1 bonus to





Research rolls to gather information related to the issues the group are concerned with.

SAMPLE ACTIVIST GROUPS

The following groups are just a sampling of the possible groups you can create. Also, real-world activist groups are not off-limits, either: Change.Org, People for the Ethical Treatment of Animals (PETA) and especially Greenpeace certainly have a place in 2095.

BAN THE BARCODE

The group calling itself Ban the Barcode is an activist group demanding equal rights for all simulacrum across North America. While they are generally peaceful and focused on lobbying the newly reformed Restored United States congress, there have been reported incidents of outbreaks of violence at protests in simulacrum production facilities outside Denver, Colorado and Mobile, Alabama. The outspoken leader of the group, Samuel Styre is a simulacrum who managed to escape from a labor camp in New Los Angeles and make his way to Chicago, where he formally requested asylum. Ban the Barcode is based in the free city of Chicago where they have strong support among the growing simulacrum population.

Size: Regional (North America)

Influence: d10 in Chicago, d6 in The Restored US. Currently, Ban the Barcode has no representation in the Republic of Texas, and are relatively unknown outside North America.

CRYPTOKON

The hacker group known as Cryptokon stylize themselves as “ethical hackers;” individuals who strive to improve cyber-security in all facets of society, be it corporate security or strengthening the IDS protocols of the Tendril Access Processor. The group formed in the wake of the Charon event and the resultant destabilization of Europe. While Cryptokon doesn’t advertise their headquarters, many believe the group is based in Sweden. The face of the group is a 20-something woman who calls herself TraceRoute.

Size: Multinational

Influence: d10

DECLASSIFIED

Declassified are a hacker group notorious for hacks against myriad governments and megacorporations across the solar system. They consistently post datadumps in the TAPstream exposing all manner of dirty secrets ranging from corporate sponsored human rights violations to government black ops. Recently, Declassified exposed the National Identification Centers in the Restored United States’ practice of disappearing hybrids and zeeks who sought naturalization into the newly reformed nation.

Size: Interplanetary

Influence: d12

NOAH

Infamous for unleashing GLUTTON on the world in 2028, the group known as NOAH have risen again in recent years in response to the continued pollution of the world. While severely diminished in numbers, NOAH has a large number of activists around the globe who commit to acts of Eco-terrorism targeted at megacorporations such as Central Belarusian Steel, AgroFac Industrial Solutions, and United Petroleum, a multinational consortium of oil and natural gas magnates.

Size: Multinational

Influence: d10

THE INSTITUTE FOR HYBRID RIGHTS

The Institute for Hybrid Rights has been around since the early 2060’s in response to acts of violence against genetic hybrids. While generally a peaceful organization, the IFHR have found themselves forced to defend themselves against aggression from radical extremist groups, particularly Skin Deep. During the 2070’s and much of the 2080’s instances of violence had been on the decline, but after 2090, hybrids have found themselves increasingly persecuted against across the world, especially in the Restored United States, where the government actively monitors the hybrid population. The current leader of the Institute For Hybrid Rights is Parker Lewis, a fox hybrid hailing from the Republic of Texas. Parker found her calling as an activist

after she experienced a brutal attack on a Dallas community center regularly attended by at-risk hybrid teens.

Fifteen people (all hybrids) were killed when members of Anglo-American Resistance Militia (AARM) set off a bomb in the gym. After that, Parker briefly engaged in vigilante attacks against the extremist group until a member of the IFHR saved her life. She joined the group shortly after, and quickly rose through the ranks, becoming the leader of the group after the previous leader, Jonah Grey was murdered by AARM. The Institute's membership and influence has grown under Parker's leadership, but many members secretly worry she is starting to lean more towards violence as a response to racist aggression rather than peaceful protest.

Size: Regional

Influence: d8

CRIME SYNDICATES

 Corruption is commonplace in 2095, often reaching to the highest levels of city government, and the various crime syndicates are behind all of it. While megacorporations are known for their dominance and influence in most aspects of life in 2095, the myriad crime rings across the solar system are also powers unto themselves, lords of the seedy underbelly of the sprawl, and their authority is absolute in the territory they control. All cities have a number of criminal organizations vying for dominance, even going to war with each other when tenuous alliances fail.

One thing is true in 2095 when it comes to organized crime—the more things change, the more they stay the same. Virtually every criminal organization operating in the present day can be found in 2095. We'll go over the obvious ones here so you can get some information about the major players in the underbelly of society, specifically in the city of Chicago—the default city for the setting.

Note: The information on the crime rings in this section should be considered an update to the material presented in the Player's Guide to 2095.

Size: Generally Multinational or Interplanetary. Colonization of the solar system not only opens new opportunities for commerce and exploration,

but it also provides fertile ground for organized crime to take root. Life is hard in the colonies, and people often look for any diversion they can find to ease the tension of life in such hostile environments. Mars, for example has elements of the Triads working to provide colonists with access to drugs, water, and even extra air in exchange for favors or cryptos.

Influence: Generally, d12 in the organized crime ring's area of influence, d8 in other parts of the sprawl, though other factors can influence this rating.

THE BLACK ROSE SYNDICATE

 Some think the Black Rose Syndicate are just a heavily organized gang, but nothing could be further from the truth. Indeed, that's likely what they want you to think. The reality is the Black Rose Syndicate is a widespread organization that caters to the shadow community, providing contracts, access to specialized equipment and safe haven in times of need. The organization has bases of operation in every major city on the planet and likely on other colonies throughout the solar system.

The Black Rose Syndicate accepts contracts from anyone (known as a contractor) who can pay for their services. The contractor pays a price which is known only to the Syndicate's leadership. Those contracts are then listed on a highly secure TOR (The Onion Router) network where potential operatives can silently bid on them; the person or team who submits the lowest bid gets the contract, and the Black Rose Syndicate takes the difference between what the contractor paid and the operator(s) bid. To keep things honest, contracts are rated by roses, one being the lowest price range and generally worth 50,000 and 200,000 cryptodollars, five being extremely lucrative with potential payouts in the six to seven figure range. This gives bidders a general idea of what range the bidding will start at.

The Black Rose Syndicate is an exclusive organization. They don't accept just anyone who applies for membership. Applicants must have a solid reputation (at least d10 street cred) and exceptional bonafides. Moreover, once the applicant is accepted, they must adhere to a strict code governing their behavior when dealing with other members, especially when





on Syndicate-owned property. Secrecy is also of paramount importance. Revealing any information about the Black Rose Syndicate to non-members results in an open bounty on the traitor's head.

Size: Multinational
Influence: d12

THE BRATVA VORY

In the chaotic five years since 2090, the Brotherhood have expanded their territory in Chicago, but not without undergoing changes of their own. The former Pakhan (boss) of the Bratva-Vory—Oleksy Kovalik—was brutally murdered by Shestyorka (soldiers) loyal to Artur Solokoff, the ranking Brigadier (Avtoritet in Russian) of the Chicago faction. As Pakhan, Artur has managed to all but wipe out the Cartoli crime family's presence in Little Italy. The expansion of their territory is of great concern to the 14k Syndicate.

The current Dragon Head—a man known only as The Banker—has recently gone underground, leaving Li Xiao to handle his affairs. Many believe the Dragon Head is close to death and expect Li to take his place. The Brotherhood currently control the Ukrainian Village, Little Italy and are beginning to move into Burbank. Geography aside, the Bratva-Vory has soldiers throughout Chicago who operate in cells—usually in night clubs and shopping centers in various LIVEfac (Living Facilities) on the South Side.

Size: Multinational, though it is rumored the Brotherhood is establishing operations on Ceres.

Influence: d12 in Chicago and Much of Eastern Europe, d8 elsewhere.

THE MAFIA

The mafia has operated in the Second City for as long as it has existed. Frank "The Enforcer" Nitti, Jack "Machine Gun" McGurn, Lester Joseph "Baby Face" Nelson, John Dillinger and of course, Al Capone rose to fame and notoriety in Chicago. The early part of the 21st century saw a steep decline in mob presence, partly because of the efforts of the Federal Bureau of Investigation (FBI), but in truth the rise of street gangs such as the Black Disciples, Latin Kings and the ever-growing

CRIME SYNDICATES AND RESOURCES

Generally speaking, all organized crime rings tend to have access to the same items (Chemtech, Cybertech, weapons, etc.) or services (Prostitution, gambling, smuggling, etc.), though some might specialize in certain areas, while others can have a monopoly on a particular item or service. As such, there are no notes for resources one might obtain through a given crime syndicate.

presence of MS-13 contributed more to the mafia's weakened state in the city. This state of affairs would continue to get worse until The Death happened.

While ultimately as ruthless and brutal as any gang, the mafia has always presented itself as a family. Once under the umbrella of their protection, a person could feel safe, so long as they paid the price for the mafia's shield. Businesses could flourish, especially "mom and pop" stores. There were always downsides of course, but during the chaotic years of The Death and the Second Civil War, people gladly traded financial stability for security in the face of rampant gang violence and a general lack of law enforcement. In many ways, the crime families of Chicago helped save the city in those days.

The crime families of the city grew in the intervening years between the 2050's and 2090's but as Chicago became a city-state unto its own, many people from other parts of the old US came seeking freedom from oppression in nations such as the North American Coalition. The city grew, and so did the number of criminal organizations, all of whom looked to the mafia's territory with greedy eyes. The Triads carved out their pieces of the city, but largely stayed content within the bounds of the territory they held.

The Bratva Vory, however; they've aggressively cut into the Cartoli crime family's territory, using the Black Rose Syndicate to hit their capos and soldiers. At least one consigliere—Bruno "Fat Boy" Garboni—was killed at a mob-owned night club in Little Italy. Johnny Cartoli, the boss of the

Cartoli family, has vowed revenge, but in truth their numbers are dwindling. It's rumored that Johnny is looking for outside help to beat back the Black Rose Syndicate and is willing to pay handsomely. Johnny has also reached out to the Valentini family in Las Vegas in hopes of obtaining their assistance.

Size: Regional (The Cartoli Family) in Chicago. Elsewhere in the world, the Mafia should be considered Multinational. They haven't spread out into the solar system as of yet.

Influence: d12 in Little Italy, d8 in the rest of Chicago (The Cartoli Family), D12 in Italy, and d10 in other parts of Europe.

THE 14K SYNDICATE

Sometimes called "Black Societies," the Triads are a Chinese crime ring with secret societies throughout the solar system. They are often decentralized with each organization acting independently from other Triads. Unlike other organized crime rings, the Triads have a somewhat esoteric ethos; they require, initiation rituals (blood sacrifice) and the 36 Oaths—codes of conduct all triad must obey upon penalty of death. With the emergence of the psion, many Triads across the world have been actively recruiting zeeks with Chinese ancestry into their ranks. Asian-themed hybridization has also become popular with many soldiers getting reptilian-themed cosmetic modifications, though some have taken this to extremes, shaping their bodies to look closer to dragons.

Originally based in Hong Kong, the 14k Syndicate originally established operations in San Francisco and Los Angeles during the late 1800's when Chinese migration to work on the railroads was at its peak. After the destruction of much of California's infrastructure in 2051, the 14k Syndicate moved to Chicago, where they have been ever since. With The Dragon Head in hiding, it has fallen on Li Xiao to lead the 14k Syndicate Triad to war with the Bratva Vory.

Size: Interplanetary: The Triad has established societies as far out as Mars.

Influence: d12 in China Town and throughout Asia and Australia, d8 elsewhere.

EXTREMIST GROUPS

Extremist groups have one thing in common; they dedicate their lives to hate. Whether it is the color of someone's skin, religion, sexual preference, gender identity, nationality or any other number of things, extremist groups exist to cause misery to their chosen prey...Even to the point of killing themselves if it ensures the hated enemy dies too. In 2095, there are many extremist groups across the world and even across the expanse of the solar system. Perhaps not surprisingly, many of the groups which existed in the early part of the 21st century are still around.

Most people were optimistic that society would breed hate out of the gene pool, but that didn't happen. Many groups actually grew in numbers, especially during The Death when chaos swept the planet. Hybridization technology only made things worse, especially in the Southern United States and Eastern European nations where white supremacist movements are once again on the rise. Psions in particular are targeted in large numbers. Middle Eastern nations persecute zeeks daily, and in the Restored United States, they are forced to register with the government or go underground for fear of arrest, or worse.

Size: Interplanetary. The Global DataNet has made it easy for extremist groups to spread their agendas anywhere and everywhere. Some groups are even backed by national governments either openly or secretly—sometimes both.

Influence: d8 There are far more people who hate these groups than there are those who believe in their cause.

Resources: We leave specific types of resources blank in this section. The stock and trade of extremist groups isn't always about the control of a resource, like Chemtech, or a service, like prostitution; extremist groups are more focused on executing their agenda. It's true that some will likely engage in criminal activities to finance their operations, and you are free to decide how they do that.

The following two extremist groups are active in North America in 2095, though many others exist around the globe.





ANGLO AMERICAN RESISTANCE MILITIA

Commonly known as “AARM”, the Anglo-American Resistance Movement formed in the aftermath of the War of Reclamation in response to the integration of Atlantica, Cascadia and the United Combine back into the Restored U.S. They claim decades of separation from the North American Coalition (Who they see as the “true” United States) has resulted in the dilution of the Anglo-American bloodline. The group has launched a number of bloody attacks against National Identification Centers set up by the Restored United States government. Strangely, these attacks have actually united both the Restored United States government and activist groups in the sense that they both vehemently oppose AARM. James Jones is the vocal leader of AARM, pumping his racist agenda throughout the Global DataNet from an as-of-yet unknown location.

Size: Regional

Influence: d8

SKIN DEEP

Not all extremist groups you’ll find in 2095 are anti-hybrid or zeek. Some consist of those who have grown tired of being discriminated against and have decided to rise up. Skin Deep is one of those groups. Skin Deep have been involved in a number of high-profile attacks against humans and human 2.0 in various cities across the Restored United States, especially in Atlanta, St. Louis, Denver and most recently Sal Lake City, where religious intolerance is at an all-time high when it comes to zeeks and hybrids. Many consider Skin Deep to be nothing more than a large gang, but the group’s attacks have a level of sophistication that generally don’t happen without considerable backing from outside sources. The group has access to military grade equipment including weapons, drones and explosives, and the hacks they’ve pulled off against Restored United States government installations clearly indicate the group has operatives working in municipal and federal buildings across the country. As of yet,

no individual has been identified as the leader of the group.

Size: Unknown

Influence: d8 and growing

GANGS

Gangs have always been a plague on civilized society, but in 2095 there are gangs everywhere. Even the most heavily protected sectors in a given city have a gang presence. Gangs have their own code of honor all members must adhere to if they want to stay in the gang. That said, these codes are often open to interpretation, and many poseur gangs tend to ignore them. One thing is inviolate, though, and that is respect. The quickest way to get on the bad side of a gang is to somehow disrespect them, an act that can be as simple as being in the wrong place at the wrong time, saying the wrong phrase, or any number of other of miscues of etiquette.

Not all gangs are bloodthirsty, however. Some form to protect the people in their neighborhood and don’t look to go to war with other gangs or expand their territory. They may or may not engage in criminal activities, but don’t hesitate to throw down if they feel the need to protect their turf.

Size: Local

Influence: Generally, d10 in their territory; d8 in other parts of the sprawl, though other factors can modify this stat.

AURORA ANGELS OF DEATH

One of the largest gangs in Chicago, the Aurora Angels of Death are undisputed lords of the ghetto known as the Aurora Barrens. In the last five years the gang has only grown in size, expanding their territory into Naperville and Vertigo City, where they have all but wiped out Damage INC. as payback for the death of Nona Dowell’s—the leader of the AAOD—sister. El Muerto 13 is still strong enough to challenge Nona Dowell and her crew, though rumors have spread throughout the streets that Nona is in danger of losing her head after she was spotted with Jesús Salazar and his crew at Sonora Blue, a night club in Little Cuba. Her avenging angels (war bosses) want to know why she’s been hanging out with the leader of the Mexican Mafia. Some believe Nona and Jesús

are getting tight, while others think it's a play to wipe out El Muerto 13, but nobody knows for sure, and if they do, they aren't saying.

The Angels of Death still control the smuggling game through the 1-88 Hampshire Port of Entry, though the Reclamation War and subsequent siege of Chicago has made it much more difficult to get contraband in and out of the city. Restored United States forces have cracked down hard on the shanty towns all across the wall, destroying many of the tunnels running into the city, and many in the Angels of Death want Nona to send soldiers under the wall to reassert their control over the shanty towns. Thus far, the archangel of the gang hasn't given the order; a hesitation that has only hurt her rapidly deteriorating street cred with the gang.

Size: Local. The Angels of Death have upwards of 9,000 members, and their numbers are only growing with each piece of territory they take.

Influence: d10 in the Aurora Barrens, Naperville, and parts of Vertigo City; d8 in other parts of the sprawl.

BURNERS

The Burners are another gang that has increased their numbers in the past few years, even going so far as to extend their territory outside of the Arlington Heights Rad Zone and into areas of Carpentersville and Coffin City. The moves have been prompted by growing rates of cancer and other radiation-related diseases, and a sudden rise in mutated creatures. The leader of the Burners—Megaton—believes that someone is using the zone as a testing ground for new, rad-resistant biohorrors. The creatures attack his family night and day, and fears if he doesn't get as many people living in Arlington Heights out soon, nobody will be left.

Size: Local. Roughly 1,000 members are affiliated with the gang.

Influence: d10 in the Rad Zone

DAMAGE INC.

Damage INC. was one of the largest gangs in Chicago, but they have come under attack by the Aurora Angels of Death, a war which has seen over half their number die or leave the gang. The war started a few years back when one of the gang's war chiefs—Sonny Screamer—and his set, drunk and high, decided to hit an Angels of Death party

at the War Horse, a popular AAOD bar on the edge of Damage INC's territory, but still inside real estate controlled by the AAOD. Turns out, the Angels were celebrating the marriage of Nona Dowell's sister—Shayna Dowell—and Danny Diamondback, a high-ranking avenging angel. Long story short; Sonny shot Nona's sister in the face, killing her instantly. Shortly after, Sonny disappeared and hasn't been seen on the streets in years. Damage INC currently has no leadership, and most say it's only a matter of time before the gang is completely wiped out.

Size: Local. Damage INC has perhaps 200 members left.

Influence: d4; Currently they don't control any sizable territory.

EL DIABLOS

While they are not one of the largest gangs in Chicago, they are easily the most likely to create headlines. The El Diablos are renowned for their ritualistic murders and human sacrifices. The Diablos stylize themselves as Aztec Warriors and follow an ideology patterned off terribly inaccurate tridio broadcasts of Aztec history. They originated in Mexico in the early 2030's, though they claim to have formed in the 15th century and form a contiguous bloodline with the Aztec Empire. They have since taken up residence in numerous cities across the continent. In Chicagoland, they primarily are found in Downer's Grove, Burbank and Oak lawn. Their leader, Cuauhdiablo, is virtually unknown as he is never seen without a scowling demon mask made of jade, or more likely, a synthetic form of jade. The leader currently has a 75,000 \$C bounty on his head after the bloody ritual murder of Chelsea Townsend, daughter of Councilor Reginald Townsend. The El Diablos dress primarily in synthleather with bare chests, tribal body paint and tattoos, feathers and jade accessories. They tend to have a lot of visible cyberware and use weapons stylized to appear to be made of obsidian, jade, and other Aztec materials. They are fearsome in battle and often end a winning battle by decapitating their dead foes and taking any who are captured back to their territory for ritual sacrifice. They frequently broadcast their rituals on pirate web feeds. Blog Reporter Nikki Roxx inserted herself into the El Diablos for





nearly six months in 2089, interviewing members including the leader and broadcasting numerous rituals before she herself was sacrificed on the winter solstice 2089.

Size: National. Approximately 10,000 members, roughly 2,500 in Chicago.

Influence: D12 in Downer’s Grove, Burbank and Oak Lawn, d10 elsewhere in Chicago.

EL MUERTO 13

Sometimes confused with the Mexican Mafia, El Muerto 13 are an offshoot of MS13, a notorious international gang that grew to notoriety during the early part of the century, but rapidly declined in power in the United States after The Death, when borders closed and the administrators of the FEMA districts started treating even the smallest instances of lawlessness as capital crimes. Cities across the fractured country were little more than war zones during those days, but the largely brutal tactics of the administrators worked. Gangs like MS13, the Mexican Mafia and others were forced underground...but they didn’t dissolve entirely.

After the Second Civil War ended, Ms13 re-branded themselves as El Muerto13 and began to slowly build their numbers in many cities in The North American Coalition, the Southwest Dead Zone, The Republic of Texas, and Cascadia; but they primarily took up roots in Chicago. Then, the walled city boasted a population of close to ten million people, many of whom were refugees from the war-torn old U.S. The gang saw an opportunity to capitalize on the chaos by establishing smuggling routes along the southern wall, specifically in the Cresthill Immigration Zone, which was closest to Little Cuba, the gang’s base of operations. From there, they were able to grow their influence and power by smuggling in all manner of illicit materials; guns, drugs, people...You name it, they could get it.

By 2090, El Muerto13 had risen to notoriety, becoming one of the three largest gangs in the Chicago sprawl. The next five years would see them change leadership, with Jesús Salazar coming to power after Baron de Huesos mysteriously died in a fire. With Jesús in power, El Muerto13 has moved to expand its territory into Oak Forest, bringing them into close proximity with one of the largest gang in Chicago—the South Side Stormtroopers. Jesús Salazar has no compunctions about going to war

GANGS AND LOYALTY

Loyalty to the gang is everything. If there is anything close to a law governing gangs, it is the idea that you don’t betray a fellow gang member. As a general rule, all gang members should have the Vow (Major) Hindrance. If you are running a game where the players are members of a gang, it’s perfectly reasonable to require characters to take the Vow (Major) Hindrance. If you do this, it would be a good idea to offset this penalty with perhaps an extra starting Edge.

with the Stormtroopers. Interestingly, it’s rumored on the streets that he’s been open to a possible alliance with the Aurora Angels of Death. Recent sightings with Nona Dowell have led to rampant speculation within the ranks of both the Angels of Death and El Muerto 13.

Size: Regional. Nobody can be sure exactly how many members of Muerto 13 exist in the Restored United States and the Republic of Texas, but it is estimated that around 8000 members operate in Chicago.

Influence: d12 in Little Cuba and many other parts of South Chicago.

THE FACELESS MASSES

A newer gang, the Faceless Masses are a themepunk gang whose members have undergone radical bio-sculpting to remove nearly all of their facial features. They also wear business suits shaded in cobalt blue, black and grey, which is indicative of their structure. The gang has been most active in the Central and North Side of Chicago particularly in Glenview, Waukegan, the Gold Coast and The Loop, where they are known for vicious attacks on corporate employees. The Faceless Masses have also been tied to vandalism and outright assaults on the Malbrand Corporation arcology. Because of their bio-sculpting, nobody has been able to identify the leader, who is known as Pinstripe for the suit he always wears on pirated TAPstreams.

Size: Local. It's not certain how many Faceless are in Chicago, but some estimate the number at 2000 members.

Influence: d8 and growing throughout the North Side.

NORTH GARY YARDERS

The NGY or 'Yarders' are primarily centered around the Steel Yards and eek out a tenuous existence in a never-ending semi-alliance with the South Side Stormtroopers. In exchange for a painfully large cut of their take, the Yarders operate the decaying remains of The Steel Yards on the north end of Gary. They primarily subsist from smuggling through the port though they do claim a few blocks around the port from which they command a small revenue. They are known to fiercely defend their territory when threatened and have an unlimited knowledge of ambush sites, pinch points, and hidey holes in the yards and also have countless eyes and ears from the squatters that call the yards their home. The Yarders are led by a very colorful figure called Captain Kidd who is renowned for his general joviality and is widely regarded as being fun, friendly, and charismatic. However, he is also ruthless and unforgiving of anyone that crosses him. Captain Kidd tends to force defeated foes to 'walk the plank' which, contrary to the name, simply means to be strapped to heavy items and thrown off the docks.

Size: Local. The North Gary Yarders have around 400 members but that number, like most gangs, is in a constant state of flux.

Influence: d10 in the Steel Yards, d8 in Gary Hell Zone

ROSELAND SENTINELS

The Sentinels are the rarest form of gang, for all practical purposes, an anti-gang gang. With their area at constant risk from the South Side Stormtroopers, El Muerto 13, and the El Diablos many of the youth from the area began to band together to defend themselves and other Roselanders. The gang is led by Johnny Lank, a severely scarred and cybered warrior, who has been in charge since the gang's inception in the late 2070s. Johnny does not hide the fact that his

injuries were given to him by the Stormtroopers and that they are the primary reason that he founded the Sentinels. The gang is funded by donations from individuals and local businesses as well as trading in illicit goods that they recover from the bodies of invaders. Though their actions are illegal they are rarely bothered by the CPD or any other law enforcement agency unless they cause too much collateral damage. While the gang has a good number of full-time members, they also have countless part time members that can be called upon to aid them in battle. Many business owners and ordinary citizens fall into these ranks. The Sentinels rarely harass anyone but may threaten obviously armed and dangerous individuals that are seen in Roseland.

Size: Local. Approximately 250 full-time members but may field as many as 1,000 combatants in a pinch.

Influence: d12 in Roseland, d4 in the rest of the South Side.

SOUTH SIDE STORMTROOPERS

The South-side Stormtroopers are a gang notorious for their brutality and humanist/racist agenda. They are the largest gang in Chicago with chapters all across the city. Their leader, a Human 2.0 known only as the Commander, is wanted for hate crimes against hybrids, free simulacrum, psions, and anyone who isn't Caucasian. Some claim the South Side Stormtroopers are secretly backed by elements within the Restored United States government. The gang claims the Gary Hell Zone and The Maze as their territory. The SSD are vicious when it comes to defending their territory, and always seem to have access to military-grade weapons and equipment. While they haven't actively expanded their turf since 2090, recent clashes with El Muerto13 and smaller gangs on the fringes of their zone of influence has led some to believe a gang war is coming soon.

Size: Local. The most current estimates claim the South Side Stormtroopers have upwards of 12,000 active members.

Influence: d12 in the Maze and Gary Hell Zone; d8 elsewhere in Chicago.





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TOOLKITS

The previous chapter gave you a wealth of tools you can use to build your city. In this chapter, we dig into some sub-systems you can use to enhance various elements of your game.

CORPORATE WAR

"Megacorporations are like any other animal driven by hunger and excess. They're the big fish in the pond. Cyberpunks, Wage Slaves and Blue Platers are the little fish that get eaten along the way. But not everybody's going to just sit there and take it. That, mon ami, is where you come in."

SO, YOU WANT TO TAKE ON THE MAN

Corporate warfare runs similarly to the Mass Battles rules found in *Savage Worlds*, the primary difference being that a corporate conflict is protracted. Rather than taking on a corporation in a single session, this conflict will stretch out over entire campaigns, with players changing sides more than once.

FIRST ORDER OF BUSINESS

The Game Master determines the type of business, influence, size and resources. Review the Corporate Trappings and consult the Corporate Holdings Chart to get an idea of how big and scary you want your megalodon to be. Once the business is set up, the Game Master needs to devise a CEO (Use the stats for Corporate Executive found in *Interface Zero* 3.0 but add the Battle skill at d8 or d10, Game Master's choice)

SIZE AND RESOURCES

The size of a corporation impacts many things: how many cryptodollars it is capable of earning, how well known it is and the type of influence the corporation can wield to achieve its goals. In mechanical terms, a corporation's size is represented by the number of Holdings Tokens it has throughout the conflict. As the company is

forced to sell off assets, the size of the company is reduced. This is represented by the loss of Holdings Tokens.

INFLUENCE

Megacorps have their own distinct management styles and personalities that resonate throughout their culture. These extend beyond the field of business in which they operate. Instead, they provide a consistent philosophical approach for their interactions with consumers and other organizations. Employee actions are generally consistent with these

mandates. After all, constant surveillance dictates that those who break with them undergo retraining or dismissal. The truly disturbing aspect of this is when the people involved buy into the hype and the company's philosophy becomes a type of doctrine and its spokesmen become quasi cult leaders.

To represent a company's influences, the Game Master will need to devise a Spokesman for the company. This NPC provides support rolls to the CEO. Stats for the Spokesman should mirror the Corporation they work for, i.e. the Media Spokesman for Galaxy Entertainment might have a Performance skill at d10, while a Spokesman Attorney at Act Of God Armaments could have the Intimidation or Persuasion skill at d8. No matter how the company Spokesman does it, they aid the CEO in his Battle rolls during the conflict. If other stats are needed for the Corporate Spokesman/Support character, use the stats for Corporate Executive.

BACKING

They're just too big, you can't take them on—without help. A group of cyberpunks might be able to take down a local business in a session or two, but an interplanetary conglomerate is too big. To really stick it to the man, the party needs a Backer, i.e. whoever contracts the fixer. The Backer will be an NPC, perhaps a rival Executive or Agent of some kind, but they follow the same rules as the CEO. Choose an NPC that fits the

CORPORATION SIZE TABLE

SIZE	HOLDINGS TOKENS
Local	5
Regional	10
National	15
Multinational	20
Interplanetary	30

role of the Backer and give them a d8 or d10 in the Battle skill (GM's choice). The party has 5 tokens to themselves but depending on the size of the Backer (employer), the Game Master may grant 5, 10 or 15 more tokens to be used in the ongoing battle.

THE FIX IS IN

 Corporate war should last several game sessions and make up the backbone of a campaign. Corporate Wars are similar to Mass Battles. The primary difference being that the party completes a mission and at the beginning of the next game session, the Game Master rolls

for the Spokesman and CEO while one of the Players rolls for the Backer.

The success or failure of the previous mission grants the players' side of the conflict +1 to +4 on the Battle roll, depending on how well they did in the previous mission. These Battle rolls continue throughout the campaign, with the CEO's Spirit rolls being the method of the company maintaining morale.

RESTRUCTURING

 Corporations are designed to reduce the risk to investors. When the management of a corporation loses money, their positions are in jeopardy. One move in the corporate playbook





is to replace a member of the team and hype up the person taking their place. In game terms when a corporation's morale is broken, rather than the company being routed, the GM can restructure the company. This means the CEO is replaced with another NPC. Doing so grants the Game Master a +2 to their Battle roll for that turn. Game Masters can only Restructure once per 5 tokens. If morale breaks twice within a five-token loss, the company falls victim to a hostile takeover and a new company is set up in its place.

BEHIND THE SCENES

As tokens are gained or lost, the size and influence of both sides will change. The Game Master is aware of the Backers goals and may decide the conflict is over when some other goal is reached. If morale breaks on the side of the backers, they might choose to cut and run, taking their bonus tokens with them. (the party has 5 tokens)

Alternatively, employers may even turn on the player characters to tie up loose ends or use them as scapegoats.

If the player's side runs out of tokens, the corporation knows who they are and can choose to retaliate in a number of ways, legally or covertly.

ENVIRONMENTAL EFFECTS AND WEATHER

At the close of the 21st century, millennia of polluting the environment, global warming, destruction of forests, overpopulation and urbanization have wreaked havoc on the natural balance of the planet. Unprecedented weather conditions as well as hazardous living conditions have become the norm in most places on the planet. Tornadoes of higher intensity than typical occur seemingly at random in a much broader portion of the world than was common in the 20th century, including the first ever F6 tornado, previously thought to be impossible within Earth's atmosphere that hit the Midwest in 2084. Hurricanes of greater intensity than usual happen more often than usual. Rogue waves, volcanic eruptions, earthquakes, as well as blizzards, gale winds, heavy rains and thunderstorms have all increased in intensity as well as frequency at an

alarming rate throughout the 21st century. Man-made hazards such as acid rain, caustic fog, and biological contamination zones occur frequently and, in some cases, permanently in countless locations across the globe.

ENVIRONMENTAL EFFECTS

Environmental effects are typically stationary areas of some type of hazard. The effect typically dissipates and reoccurs at an unpredictable frequency.

ACID RAIN

The term acid rain has evolved since it was originally coined in 1852. Initially it had merely been lower PH rain that over time caused a more rapid than usual deterioration of stone and concrete structures. Now, acid rain means, get under cover before it melts your skin off. It may not actually be low PH (acid) it also could be high PH (base) or any variety of high chemical contaminant.

Effect: All characters affected must make a Vigor roll every hour for a minor or every minute for a major Hazard. Failure results in a Shaken (physical) and Distracted condition, Critical failure results in a Wound. Incapacitated characters do not bleed out and suffer the Ugly Hindrance as well as any injury. The Ugly Hindrance lasts for the same duration as the Injury; thus, it may clear up once the wounds are recovered, or it could be permanent.

Example: Ninetoes Lou and his group are around Mount Rainier as it erupts. Though they are well outside the area directly impacted by the heat and explosion, the day's slow drizzle through the sulfur dioxide develops into acid rain. The GM rules that this is a major acid rain hazard and everyone in the group must make a Vigor Roll every minute to resist the effects.

BIOLOGICAL CONTAMINATION

Weaponized diseases, super viruses, airborne bacteriological agents, as well as countless other biological contaminants have managed to thrive

in certain locations, occasionally migrating short distances and spreading.

Effect: All characters affected must make a Vigor roll every week for a minor or every day for a major Hazard. Failure results in a point of Fatigue. A Critical Failure results in a debilitating disease.

Example: Rose, Charlie, and Darq Lyte are running a mission in Mexico City. Unbeknownst to them, the neighborhood that they have set up a safehouse in is subject to the lingering effects of a three-year-old attack of weaponized smallpox which the GM rules a minor biological contamination. After the first week in the city, they must all make a Vigor roll to avoid the effects of the Hazard.

CAUSTIC FOG

Smog used to be an unpleasant fog that took on unusual colors, smelled bad and purportedly caused diseases such as cancer and COPD has evolved as well. Industrial air pollution builds up and settles over an area encasing it in a thick veil, impossible to see through and nearly as impossible to breathe.

Effect: all affected individuals must make a Vigor roll every hour for a minor every 10 minutes for a major Hazard. Failure results in a point of fatigue. Critical Failure results in exhausted. Vision obscured by dense fog, -1 penalty for minor, -2 for major.

Example: Wrex and his team are in the ruins of Old Detroit. As the sun begins to set, they notice a thick fog beginning to coalesce. They think little of it until their eyes begin to burn and they are coughing in agony. The GM rules that this is a major caustic fog hazard, and everyone must make a Vigor roll every ten minutes to avoid the effects. As the horde of mindless pour in from all sides, they also suffer a -2 penalty on all actions requiring sight due to the thick fog.

WEATHER EFFECTS

Weather conditions since the beginning of the 21st century have become increasingly erratic with stormfronts of unfathomable size and ferocity wreaking havoc across the globe. Decade long draughts have virtually decimated regions while storms and flooding have crippled others.

Rising sea levels from decreased polar ice have flooded sea-side communities.

DROUGHT

Icountless regions throughout the world have had significant droughts over the last fifty years with some droughts lasting in excess of ten years. Areas that had previously been healthy farmland and plainlands are now classified as deserts.

Characters in drought conditions may face heat and thirst. See *Savage Worlds*.

HURRICANES

At the beginning of the 21st century, an average of 11.3 named storms occurred per year with 2.1 becoming greater than category 3. Near the close of the century, the average is 22.7 named storms and 9.2 category 3 or higher hurricanes. Named storms have been forming farther north and south of the equator than ever before as well.

Characters that are caught exposed in a hurricane may be lifted and thrown or struck by flying debris. Consult the Weather and Other Environmental Damage table. Base severity Moderate. Deal a card to each player every 15 minutes exposed in a hurricane.

STORMS

Severe weather is simply a standard occurrence. Rising temperatures have caused nearly unpredictable weather conditions with year-round storm numbers and ferocity much greater than in the past. Characters can expect severe weather to occur at least once a week and, in many cases, lasting more than a week. Storm sewers may overflow leaving several inches to feet of water on the streets. The next day may be unbearably hot and humid with temperatures above 100 degrees. Winters may be uncommonly mild with many historically snow bound regions experiencing mild temperatures and a second growing season. Others may have 30+ inch blizzards and temperature below -50 degrees. Lakes can freeze solid and trees can explode from the cold while people are trapped in houses and vehicles literally buried in snow.





Characters that are caught exposed in a storm may be buffeted by strong winds, struck by flying debris, incur damage from severe cold, or even be struck by lightning! Consult the Weather and Other Environmental Damage table below. Base severity Lesser. Deal a card to each player every 15 minutes exposed in a storm.

TORNADOES

Tornadoes have always been fearsome and devastating occurrences that are hard to predict and impossible to prevent but with the increase in severe weather in general, tornado frequency and severity has ramped up as well. In North America's tornado alley, the number of tornadoes has increased by over 60% in the last 75 years and the number of those tornadoes becoming F5 tornadoes, previously thought to be the most fearsome tornado that could occur on Earth, has increased by over 250%. The reason it was previously thought to be the most fearsome is because in 2084, an F6 tornado tore through tornado alley, utterly obliterating numerous small towns and deforesting over 10,000 acres of land.

Characters that are caught exposed in a tornado may be lifted and thrown or struck by flying debris. Consult the Weather and Other Environmental Damage table below. Base severity Moderate. Deal a card to each player every 5 minutes exposed in a tornado.

OTHER EXTREME EFFECTS

If the weather is not enough to make citizens of a modern world declare that they surrender to mother nature, she has not played all her cards yet. The number and severity of earthquakes and volcanic eruptions has skyrocketed as well.

EARTHQUAKES

Earthquakes have plagued residents of fault zones since the dawn of civilization. Most earthquakes cause little more than mild disorientation and the plates in the cupboard may rattle but rarely a major earthquake may occur. Those that do may level cities, flatten mountains, raise the sea floor, and cause countless loss of life.

Characters that are caught exposed in an earthquake may be knocked down or struck by falling debris. Consult the Weather and Other Environmental Damage table below. Base severity Moderate. Deal a card to each player every minute exposed in an earthquake. Earthquakes typically last d10 minutes.

VOLCANOES

Due to the increased movement of the tectonic plates, which is also causing earthquakes, there is a dramatic increase in the activity of existing volcanoes as well as the formation of new volcanoes. The eruption of a volcano has several results, not limited to a flow of molten lava causing countless fires, there is also the pyroclastic wave which flattens everything in its wake, as well as clouds of poisonous and acidic gases.

Characters that are caught exposed in a volcanic eruption may be knocked down or struck by falling debris. Consult the Weather and Other Environmental Damage table below. Base severity Moderate. Deal a card to each player every 5 minutes exposed in a volcanic eruption. Eruptions typically last d4 hours and have an effective (damaging) area of ten miles from the volcano. They may also face acid rain or caustic fog. See Environmental effects in this chapter.

WEATHER AND ENVIRONMENTAL DAMAGE TABLES

If directed to the tables from an environmental event, draw a card as described in the event. In the case of a club, consult the table for effects.

MODIFIED HINDRANCES

Anemic: As a Major Hindrance, characters suffer a -2 on all rolls to resist the effects of Environmental Hazards including radiation.

NEW EDGE: HEALTHY

Requirements: Novice, Vigor d6

Healthy characters have a strong constitution making them virtually impervious to debilitating effects. They add 2 to Vigor Rolls made to resist Fatigue.

WEATHER ENVIRONMENT DAMAGE TABLE

CARD	EFFECT
2-4	Use one step below the base severity
5-10	Use the base severity
J-K	Use one step above the base severity
A	Use two steps above the base severity
Joker	No effect

SEVERITY EFFECTS

SEVERITY	EFFECT
Mild	Character suffers one level of Fatigue from Bumps & Bruises (See Hazards)
Lesser	Character suffers d4 damage (ignoring armor). This roll may blow up.
Moderate	Character suffers d6 damage (ignoring armor). This roll may blow up.
Severe	Character suffers 2d6 damage (ignoring armor). This roll may blow up.
Deadly	Character suffers 2d8 damage (ignoring armor). This roll may blow up.

HAZARDS OF THE SOLAR SYSTEM

"I never thought I'd see a place more dangerous than the Chicago Sprawl. Ami, I was wrong.

The solar system can be a dangerous place. Here are a few elements you should keep in mind when running adventures taking place off-planet.

AIR SUPPLY

Zeros need to be aware of their air supply at all times. The average lifespan without a steady supply of oxygen is two minutes. In game terms when a character's air supply is at 20%, the Game Master should call for them to make Vigor rolls to resist Fatigue. This should continue every round until the air supply reaches 10%. At this point, the character has a number of rounds equal to their Vigor die before they are Incapacitated. These characters may be revived if someone can get them to an oxygen rich environment and stabilize them, but they will remain Fatigued for 2d6 days.

RADIATION

A number of systems used to make life in the void possible require nuclear power to meet their energy needs. Unless properly maintained, these systems can leak radiation.

See *Savage Worlds* for Radiation hazards.

RAPID DEPRESSURIZATION

A safe environment is more than just moderate temperatures and air to breathe. The vacuum of space can do horrible things to the body. If player characters find themselves in a situation where their air supply is consistent, but their pressure is rapidly removed due to being exposed to the void (like a hole in their space suit) they have a number of rounds equal to their Vigor to normalize the pressure or suffer the effects of a debilitating disease. For characters that are already exhausted, consider the condition a lethal disease.

TRAVEL THROUGHOUT THE SOLAR SYSTEM

In space there is no up or down, only to and from. With this in mind, the measurement used to calculate distance is the Astronomical Unit (150 Million Kilometers, the distance from the Earth to the Sun).

What used to take months now takes weeks, thanks to the VASMIR III propulsion engine, but plotting a course in the void means crunching numbers most of us couldn't even conceptualize.

To begin, the Navigator plots a course. This is a challenging Dramatic Task (see Dramatic Task in *Savage Worlds*). The Navigator utilizes his Science skill and can be assisted by a researcher or Navigation Sprite. Success means the course is free of obstructions and the ship arrives in its





desired location, failure means either the ship has to reduce speed to avoid an obstruction, thus increasing travel time, or the ship has missed the rendezvous point by 1d6 Astronomical Units [AU].

MOVEMENT

Larger Ships and Orbitals have simulated gravity, but less opulent crafts require their crew to utilize Mag boots or tether systems.

Mag Boots: Mag Boots are a piece of outerwear that couples to and decouples from metallic surfaces. The operator is subject to the rules for difficult ground but doesn't require the craft be powered. Mag Boots are a necessity for search and rescue or salvage operations.

Tether System: Tether systems are a low-tech solution in a high-tech environment. Simply put it's a polymer strap connected to points along the causeway. The crew members can move half pace but need to roll their Athletics skill to "run". If one part of the strap is broken, the crew member can only move in the direction that remains tethered. If the crew member loses contact with the tether, they will be unable to move unless they can think of some other way to generate thrust.

OFF ROAD

Sometimes a ship needs to be out of sight and out of mind of the solar authority figures. Smugglers, Marauders, Doomsday Cultists, and Introverts that want to take the scenic route need to go Off Road or slide outside of the designated space lanes. Going Off Road applies an additional -2 to the Navigation rolls to leave or reenter the space lanes without interruption of travel.

LIFESTYLES

Instead of handling the crew's day to day expenses by counting every Cryptodollar spent, it is easier to use the Lifestyle Setting Rule. This isn't the Wealth Setting Rule; crews are still expected to buy mission gear and other essentials out of pocket. Instead, this is a quick and easy way to keep track of how the crew is living without extensive, not to mention needless, record keeping.

Each character starts the game with a d6 Lifestyle die. This is not an Attribute die but acts like one—players may spend Bennies when checking it, get their Wild die, and benefit from Support when making Lifestyle rolls. The characters are also assumed to be living the Getting By Lifestyle when the game starts. The world of 2095 has six lifestyles, each based on a die type.

LIFESTYLE CHECKS

Lifestyles are determined on a month by month basis. At the beginning of each month, the character declares what Lifestyle they wish to enjoy or endure. They then make a Lifestyle check. This is done with the Lifestyle die and may be helped with Support and Savings.

First, the character determines if they want to live it up for the month (live beyond their Lifestyle die), tough it out (live below their Lifestyle die) or live within their means (same as their Lifestyle die). They then roll a Lifestyle check for the month.

If the character wishes to live within their means and the check is a success, it means they maintain their Lifestyle without issue or drama. On a raise, they have a windfall of some sort and gain one point of Savings. (See below for more information on Savings.)

On a failure, the character runs into some unexpected bills or expenses and has a hard time making rent. They may spend a point of Savings to get them through the month, or they can cut expenses and live one Lifestyle lower than they expected.

On a Critical Failure, the character runs into a financial disaster. They must spend 3 Savings to live within their means. If they don't have the Savings or if they just want to tough it out, they can drop two Lifestyles. For example, they could drop from Doing Well (d8) to Barely Enough (d4).

If a character Supports another character's check and that check fails, they suffer a penalty. They don't gain a Savings on a success with a raise but do suffer a -1 to their own Lifestyle check on a failure and a -2 on a Critical Failure. A supporting character can use their Savings to help their own Lifestyle rolls, but not for other characters' checks.

MEDICAL TREATMENT AND LIFESTYLES

The Player's Guide to 2095 lists costs for medical equipment and treatment. If the characters are injured and require emergent or acute care and they pay for it, they gain all the benefits of that care without penalties from their Lifestyle.

The Modifiers to Natural Healing checks for the lower and higher Lifestyles reflect the sanitation and nutrition of the character's living conditions. These impact a character's overall health and ability to convalesce but shouldn't impact any emergency care.

A character may also want to live it up and live one die type higher than their Lifestyle die. The Lifestyle check is made at -2 for every level over their current Lifestyle die. If the check is successful, the character enjoys that Lifestyle for the month, but it comes at a cost. For the following month only, the character's Lifestyle die will be reduced by one die type. A success with a raise brings the luxury of their new Lifestyle with no loss of a Lifestyle die the following month.

On a failure, the character couldn't get the Cryptos together. Any Savings they spent on the check is lost, and they must live the lifestyle equal to their current Lifestyle die. On a Critical Failure, the character has reached too far. Any Savings spent on the check is lost, and the character's Lifestyle drops one level below their current Lifestyle die.

A character may tough it out or live a Lifestyle lower than their current Lifestyle die. When they do, they gain a $+2$ to their Lifestyle check for every level of Lifestyle they are going to live less than their current Lifestyle die. On a success, they live that lowered Lifestyle and gain a Savings, two Savings with a success with a raise. On a failure, they've mismanaged things and live the lowered Lifestyle without accruing any Savings. On a Critical Failure they live the lowered Lifestyle and must pay a Savings or live a Lifestyle one additional level lower.

LIFESTYLES GREATER THAN D12

Lifestyles can go well beyond d12. These are citizens who have risen to the top one percent of society. They are men and women who command billions, even trillions of Cryptos in wealth. They want for nothing and can spend more on a bottle of organic wine than most geeks spend on rent for the year.

Generally, this kind of wealth shouldn't be available to the characters. You could run a game where the characters are financial moguls trying to build an empire of wealth, which sounds fun, but isn't really cyberpunk. If you decide to run that game, then Lifestyles should be an abstraction anyway, as the characters can get whatever they want whenever they want it.

EDGES AND LIFESTYLES CHECKS

 Characters with the Rich Edge gain an increase of die type to their Lifestyle die. Very Rich characters gain two die types.

The Fame Edge gives characters a $+1$ to their Lifestyles checks, while Famous characters gain a $+2$. When you're famous, people want to give you stuff.

Some characters can just find good, if not completely legal, deals. This includes swanky places to crash while the owners are out of town or eating at the finest restaurants without having to pay. If the character doesn't mind living a little on the edge, they may use their Streetwise bonus on their Lifestyle checks. The GM may decide that living on shady deals will catch up to the character someday. A failure on a Lifestyle check might mean they were squatting in someone else's penthouse, which will lead to a different kind of problem.

A character may also take the Connections Edge to help with their Lifestyle. If they dedicate a Connection to Lifestyle, they get a $+2$ to all their Lifestyle checks.





LIFESTYLES TABLE

DIE TYPE	LIFESTYLE	IMPACT
Less than d4	Impoverished: Living on the streets. Ragged clothes. No sanitation. Get food where you can.	Natural healing rolls are made at -4. Spending more than one month Impoverished gives the Anemic and Ugly Hindrances until the Lifestyle can be improved.
D4	Barely Enough: A tiny studio apartment or coffin room. Poor or secondhand clothes. Access to a sonic shower every now and then. Can only get the cheapest street grub, but not every day.	Natural Healing rolls are made at -2. Spending more than one month with Barely Enough gives the Ugly Hindrance until the Lifestyle can be improved.
D6	Getting By: A medium sized studio or a one-bedroom apartment. Decent clothing and maybe one nice outfit. Built in shower. Mostly fast food, but enough to stock a fridge and cook a decent meal now and then.	No impact.
D8	Doing Well: A large-sized studio apartment or a small house somewhere in the burbs. The clothes are new and stylish, with a couple designer labels in the closet. Food is good and there's enough to go out to a classy restaurant from time to time.	Natural healing rolls are made at +2.
D10	Living in Splendor: A nice brownstone or large house with some land. You're wearing mostly designer stuff, with a couple one-off pieces that set your wardrobe apart. You know the first names of several chefs around town.	Natural healing rolls are made at +4. Spending more than one month Living in Splendor gives the Attractive Edge until the Lifestyle drops to Doing Well or below.
D12	Rolling in It: A penthouse apartment or large estate. Designers send you clothes to help get their brand out there. Celebrated chefs from around town come to your place to cook for you.	Natural healing rolls are made at +6. Spending more than one month Rolling in It gives the Very Attractive Edge until the Lifestyle drops to Living in Splendor or below.

COPS AND LIFESTYLES

If you are running the Protect and Serve Campaign Theme, you might want to skip Lifestyle checks. Assume the crew lives in corporate or government subsidized housing, and they are given enough to maintain a Lifestyle of at least Getting By. You could increase their Lifestyle one die type per Tier or every other Tier of advancement.

SAVINGS

Savings reflects the character living within a budget and watching their daily spending. A character can accumulate Savings either by a Windfall or by living a Lifestyle that is below their current Lifestyle die. They may stash away as many Savings as they wish.

A character can spend one Savings to gain a +1 on a Lifestyle check. They may spend up to four Savings on any check. They may also spend

a Savings in certain circumstances to keep from dropping into poverty.

INREASING THE LIFESTYLE DIE

The Lifestyle die increases through character advancement. For Cyberpunks and Cleaners, you could increase their Lifestyle die by 1 for every Tier or every other Tier of Advancement, dependent on how comfortable you want the characters to get. For Cops, it's okay to never increase their Lifestyle die, telling them their salaries are fixed, though they might get an increase if they get a promotion.

ALTERNATIVE-BUYING LIFESTYLES

If you'd rather skip the Lifestyle checks, the GM may have the characters buy their Lifestyle at the beginning of the month. The

BUYING LIFESTYLES

LIFESTYLE DIE	COST
Less than d4	No cost
D4	\$1,500
D6	\$4,000
D8	\$6,000
D10	\$12,000
D12	\$24,000

characters declare what lifestyle they want to live for the month based on the buying lifestyles table.

When the character makes their Lifestyle payment for the month, they gain all the benefits and penalties of that Lifestyle. Living in poverty for months at a time still has its problems and living in prosperity has its perks.

SAFE HOUSES

From time to time, characters may find it necessary to find a safe house to lay low. This may be a temporary flop that they will hide in for a few days or weeks, or this may be the character's permanent lair with all the amenities of home and a security system that makes the place a veritable fortress. The price a character pays for a safe house depends on the location and the security options. Most locations have Advantages and/or Disadvantages due to the nature of the location. Additional Advantages and Disadvantages may be assigned that will adjust the price of the safe house.

Regardless of the type and purpose of the safe house, the first thing they will need to choose is the location.

DESCRIPTIONS

The following section looks at various locations for safe houses.

ABANDONED BUILDING

Abandoned buildings are fairly anonymous making them hard to find, but they are also typically run down and offer no services such as power and water. They have no inherent security except some questionable doors and walls. They

also have no nosy landlords preventing you from making whatever changes you want.

Advantages: If the characters simply claim the building, there is no base price per month. The characters can put in any funds they wish to install any Security options that they want.

Disadvantages: The building may already be claimed by squatters or gangs that the characters may have to deal with. There is no power or water provided to the building.

Base Cost: 0 if the characters simply claim the building. If they wish to rent or purchase the building it can be rented for 250 C\$ per 1000 square feet. It can be purchased outright for 5 C\$ per square foot.

APARTMENT

Apartments are typically small residences that are in close proximity to other similar structures. Typical apartments have a living room, kitchen, bathroom and 0 to 3 bedrooms. An apartment with 0 bedrooms is a studio apartment and the living room doubles as a sleeping area. A studio apartment is 500 square feet, and each additional bedroom adds 150 square feet.

Advantages: Unless a party seeking the characters has an exact address, it is difficult to locate a specific apartment out of the countless ones in an area. -2 to Networking rolls to locate characters in an apartment.

Disadvantages: Neighbors. Neighbors mean that you cannot use automated defenses due to perpetual false alerts as the neighbors move around. Also, neighbors talk. For every 48 hours that characters remain in the same apartment, reduce the Networking penalty by one. If the characters have any visible Security Options, decrease this by one additional point per 48 hours.

Base Cost: 1 C\$ per square foot per month. Minimum of one month. An Apartment cannot be purchased unless the entire structure is purchased.

BUSINESS FRONT

The characters are hiding out in an existing business of some kind. This may be a back room, an upper apartment, or a basement of the business. Any type of business is possible, though some may be less available than others. Perhaps





the characters are hiding out in an apartment over a garage, a back room of a bar or the basement of an accounting firm.

Advantages: Customers. With customers coming and going from the building, it is more difficult to track a character to their safe house. -2 to Investigation and Notice rolls to track the characters to their safe house. Existing security. The characters may utilize the existing security for the business.

Disadvantages: It is a business. If the characters make too much noise or draw too much attention to themselves, such as a gun fight, they can expect to deal with their business landlords as well as sector cops and security professionals.

Base Cost: Business fronts can range in price depending on their size.

- **Small business:** 4,500 C\$ per month
- **Medium Business:** 7,500 C\$ per month
- **Large Business:** 10,500 C\$ per month

COFFIN MOTEL

In a coffin motel a guest has a space that is extremely small, often a four foot by four foot by eight-foot horizontal space with others immediately above, below and to the sides. These “rooms” are coffin-like containers that slide out of the wall, lower to floor level for entrance and egress then return to their space. Amenities consist of little more than a mattress, sink and a comp terminal. Restrooms are shared between the spaces, typically one restroom per twenty rooms.

Advantages: They are extremely cheap and all but impossible to locate. Apply a -3 to Networking rolls as well as Investigation and Notice rolls to find an individual without having an exact location.

Disadvantages: There is no space. Housing more than two people in one space is extremely uncomfortable. If more than two people attempt to share a single “room” for 24 hours or longer, all must make a Vigor roll every 24 hours, suffering a level of Fatigue on a failure.

Base Cost: 50 C\$ per night.

ESTATE

An estate is much like a house, but typically has much more land and is much larger as well. It has a greater amount of privacy than a house due to its distance from other structures. An estate may have one large house, like a mansion, or it may have several smaller structures, but it typically has a structure foot print of around 15,000 square feet and has a significant amount of land, 5 to 10 acres in an urban area or 50 to 100 acres in a rural area. It has at least 2 garages.

Advantages: Privacy and a lot of room for amenities. While it may be fairly obvious where the structure is, knowing what is going on there is another story entirely. There may be structures such as swimming pools, VTOL pads, large garages, etc.

Disadvantages: They are extremely expensive.

Base Cost: 10 C\$ per square foot and acre per month. 200 C\$ per square foot and either 10,000 C\$ per acre in a rural area or 50,000 C\$ per acre in an urban area to purchase.

SAFE HOUSE LOCATION

LOCATION	AVAILABLE SECURITY OPTIONS
Abandoned Building	Any
Apartment	Portable Security System, Security Cameras
Business Front	Security Cameras, Portable Security System. May rely on existing security from the business.
Coffin Motel	Portable Security System
Estate	Any
House	Any
Industrial Location	Security Cameras, Portable Security System. May rely on existing security from the business.
Motel/Hotel	Portable Security System
Outdoor Location	Portable Security System

HOUSE

A house is typically 2,000 square feet including a two-stall garage, small yard space in front and behind, three bedrooms, living room, kitchen and two bathrooms. Houses can be rented or purchased. Additional space may be purchased in the form of a basement, second floor, an outbuilding in the yard, etc.

Advantages: Privacy and Versatility. Generally, any kind of work can be done to add Security Options without too much attention being drawn to the work. A house can have any kind of Security Options installed. Since it is free standing, it is far easier to detect unauthorized visitors than one where numerous neighbors are nearby.

Disadvantages: Houses are more expensive than apartments and the police response time to a house is comparable to an apartment once gun shots start ringing out in the neighborhood.

Base Cost: 2 C\$ per square foot per month. 60 C\$ per square foot to purchase.

INDUSTRIAL LOCATION

The safe house is within an industrial structure of some kind, be it an actual factory, a warehouse or some other kind of manufacturing facility.

Advantages: Like a business front, the safe house can share the Security Options that the industrial location already has. There may also be convenient amenities available such as a workshop, VTOL Pad, etc.

Disadvantages: Like a business front, drawing attention to yourself will draw the ire of your landlords. A fire in the factory is going to draw the police or private security extremely quickly.

Base Cost: 5,000 C\$ per month.

MOTEL/HOTEL

Very similar to an apartment but rented per night rather than per month. There is a huge range, however, in quality of the room. This is based on the "star" system. A one-star motel may have the same square footage and room count as a five-star hotel, but there are significantly more roaches and fewer comforts. A typical motel/hotel location includes a living room, bathroom and 0 to 3 bedrooms. In a 0-bedroom location, the living

room shares the bedroom function. Typically, this is approximately 1,000 square feet plus 150 square feet per bedroom.

Advantages: Anonymous. Like an apartment, there are countless people coming and going and unless a pursuer knows the exact address and room number, they suffer a -2 penalty to Networking rolls as well as Investigation and Notice rolls to track a character to their bolt hole. Additionally, they may choose an Advantage from the list of Advantages for each star above 3 stars at half price.

Disadvantages: People talk. For every 48 hours that characters stay in the same motel/hotel, the penalty for being anonymous is reduced by one. Additionally, the GM may assign a Disadvantage from the list of Disadvantages for each star below 3 stars.

Base Cost: 100 C\$ per night multiplied by the number of stars for the motel/hotel.

OUTDOOR LOCATION

An outdoor location may be a secluded woodland campsite or a cardboard box in an alleyway. Either way, you are not paying for it, but you have little to no shelter from the elements, not to mention protection from incoming ammunition.

Advantages: Does not cost anything. It has no address, so it is not easily found.

Disadvantages: Unprotected. No Utilities.

Base Cost: 0

ADVANTAGES

Advantages improve a safe house in some manner that is not directly a security option. Cost is the price per month. In the case of a hotel or other safe house that is paid for daily, the cost is 1/10th of that shown per day. In the case of a purchase, the cost is multiplied by 25.

DISADVANTAGES

Disadvantages reduce the cost of a safe house at the cost of penalties and inconveniences in the structure. Taking a Disadvantage that is the direct opposite of an Advantage that has also been taken is not allowed. For example, Improved Physical Security and Decreased Physical Security cannot be taken together. Disadvantages cannot





SAFE HOUSE ADVANTAGES TABLE

ADVANTAGE	COST	DESCRIPTION
Amenity: Catering	500 C\$ – 1,000 C\$	Food is provided at the safe house. Range determines the quality of the food.
Amenity: Entertainment	200 C\$ to 2,000 C\$	Some form of entertainment is available. This could be anything from a high-end stereo to adult entertainment services.
Amenity: Transportation	50 C\$ – 5,000 C\$	Transportation is readily available at this location. This could range from a tube pass, a bus pass or even a chauffeured limo for enough money a month.
Cache	10 – 25% the value of the Cache	A stash of a valuable commodity that the character may need. Weapons, Drugs, etc. The Character may use these items during their stay but is responsible for the fee as well as repaying any of the cache that is used such as ammunition, etc. The range of the cost is influenced by how rare / illegal / etc. the commodity is.
Easy Access/Exit	200 C\$ – 1,000 C\$	The location has an easy way in or out. This may mean a first-floor apartment right next to the exit, a house right off the interstate, etc. Range of cost is based on how convenient it is. Quick access to an airport is more expensive than access to a fire escape, for example.
Garage/Hanger	100 C\$ or 200 C\$	Secure storage for a vehicle. This would be an additional garage for safe houses that already have a garage. 100 C\$ for a garage, 200 C\$ for a hanger.
Improved Digital Security	300 C\$ or 5,000 C\$	Increase the network security of the safehouse. A typical safe house is considered a Network (Civilian), for 300 C\$, it becomes a Network (Corporate) and for 5,000 C\$ it becomes Network (Government or Military). Hacking individual security options, such as security cameras, are done at a -2 or -4 penalty based on the level of Advantage.
Improved Physical Security	25% or 100% of the cost of the safe house	Increases the physical structure of the location. Default toughness of 8 for doors would increase to 10 for 25% or 12 for 100%. This is universal, so it applies to windows and walls, as well as housings for Security Options such as cameras and sentry guns. Object toughness of a window is 4, this is increased to 6 or 8 for example. This does not grant any Security Options, but it does improve Security Options that you have purchased.
Isolated	250 C\$	The safe house is in a location that is difficult for intruders to get to. In the case that the character is located by an intruder, allow the character a Notice roll to identify that intruders are incoming.
Medical Facility	350 C\$	A fully functional medical bay. Assuming that a person with the correct medical training is available, any kind of medical procedure may be performed here. Additionally, treating wounds during the golden hour in a medical facility grants a +2 to First Aid rolls. Further natural healing rolls in a safe house with a medical facility receive a +2 bonus as well.
Off the Grid	250 C\$	This building uses independent power and utilities, and its location has been carefully scrubbed from The Deep. Attempting to use Investigation and/or Notice to locate the safe house either physically or via The Deep is at a -2 penalty.
Opulent	75% of the base cost of the safe house	The safe house has all the frills. Water fountains, Persian carpets, crystal chandeliers, the works. +2 to Persuasion rolls when negotiations are being done on your home ground.

SAFE HOUSE DISADVANTAGES TABLE

DISADVANTAGE	CREDIT	DESCRIPTION
Decreased Digital Security	150 C\$	Decrease the network security of the safe house. A typical safe house is considered a Network (Civilian). With this Disadvantage, the safe house is considered a Machine (Simple) for Hacking purposes. Hacking individual Security Options, such as security cameras, are done with a +2 bonus.
Decreased Physical Security	10% the cost of the safe house	Decreases the physical structure of the location. Default toughness of 8 for doors would decrease to 6 with this Disadvantage. This is universal so it applies to windows and walls as well as housings for Security Options such as cameras and sentry guns. Object toughness of a window is 4, this is decreased to 2 for example.
Difficult Access/Exit	100 C\$ to 400 C\$	The location has no easy way in or out. This may mean an upper-floor apartment with no nearby fire escape, or a house on a back road or long driveway. The credit is based on the level of challenge of the access.
Inhospitable	500 C\$	The safe house is infested with bugs, rats or some other unpleasant invader, or it is near a loud perpetual disturbance such as a rail yard, factory or rave club that makes sleep a near impossibility. Occupants must make a Vigor roll every 24 hours or suffer a point of Fatigue. Each additional roll is at a cumulative -1 (thus -1 on the second roll, -2 on the third etc.).
No Deep Access	200 C\$	Your Safe house is underground, in the forest or somewhere where The Deep is entirely out of range. No rolls involving The Deep are allowed at this location.
No Utilities	100 C\$	Your safe house does not have access to water or power. Androids cannot recharge and equipment requiring power is non-functional.
Nosy Neighbors	200 C\$	Everyone seems to be minding your business in this neighborhood. Opponents seeking the character receive a +2 bonus on Networking Rolls to locate the character since everyone seems to be watching the character and is happy to share that information.
Public	100 C\$	The safe house is in a shared living space, perhaps this is a homeless shelter, a derelict subway station occupied by many squatters or perhaps the character simply has roommates. Regardless of the reason, privacy is something you can only dream of. Any secrets that the character tries to discuss here are bound to be overheard. Any secret stashes are sure to be uncovered.
Subject to Scrutiny	150 C\$	The safe house is subject to routine investigation by authority figures. Perhaps the restaurant you are hiding in has frequent health inspectors, the factory has safety inspectors or your apartment is routinely investigated by the landlord. Regardless of the situation, black market merchandise or illegal substances are likely to be located, suspicious activities will be identified and the police notified. Each month (or day for a daily residence), draw a card. If a Club is drawn, the authority figures visit at an inopportune time.
The Deep — Brown outs	100 C\$	Access to The Deep is spotty at this location due to some kind of interference. Any time that a character attempts to access The Deep, draw a card. If a Club is drawn, The Deep will not be available for this operation.
Utility — Brown outs	75 C\$	Perhaps it is poor wiring or intermittent solar panels, power at this safe house is unreliable. Androids recharging here take 25% more time to charge. Any time a character seeks to use power for a procedure, draw a card. In the case of a Club, power is not available.





bring the cost of a safe house below 50% of the base cost of the safe house. Credit is the price reduction per month. In the case of a hotel or other safe house that is paid for daily, the credit is 1/10th of that shown per day. In the case of a purchase, the credit is multiplied by 25.

SECURITY OPTIONS

Security Options are security features that a character can add to their safe house. Except where noted, these are a one-time purchase and do not add to the monthly cost.

EXAMPLE SAFE HOUSES

Ariah and his crew are being sought by the Bratva (Russian Mafia) for an action that the Bratva took to be an insult. The team decides to lie low in an abandoned warehouse in Burbank. They chose the location due to its proximity to two interstates and a tube station. (Easy Access / Exit).

One of the loading bays is in good condition so they are able to use it as a garage (Garage). The other squatters in the building are trustworthy and are tight lipped toward other outsiders (Protective Neighbors) but they have no interest in personal space (public). The team spreads some money and food around with the squatters with the assurance that they will let the team know if anyone comes poking around (Guards). Since there are no utilities here, the team buys a Portable Generator, Porta Potty, and portable cooking unit.

Location	Cost
Abandoned Building	0
ADVANTAGES	
Easy Access/Exit	700
Garage	100
Protective Neighbors	500
DISADVANTAGES	
Public	-100
SECURITY OPTIONS	
Guards (5) @ 50 C\$ each	250
Monthly Cost	1,450
ADDITIONAL EQUIPMENT	
Portable Generator, Porta potty, and Portable Cooking Unit	1,900

Blink is looking to lose a tail that has been on him for quite a while. He decides to stash himself in a studio apartment in the Renaissance Gardens Apartment complex in Roseland. He hopes that the frequent comings and goings of other residents makes his tail lose sight of him. The apartment is pretty bare, but it has a state-of-the-art VR gaming system (Amenity: Entertainment). Unfortunately, with the Chicago "L" elevated train passing almost within reach of his window, he may go insane before his tail gives up (Inhospitable).

LOCATION	COST
Apartment. 500 square feet.	500
ADVANTAGES	
Amenity: Entertainment	600
DISADVANTAGES	
Inhospitable	-500
Monthly Cost	600

Ninetoes Lou needs to lie low for a while due to a bit too much heat from his last hit. He decides to stash himself in a back room of Francesco's Pasta Bistro in Little Italy. It is pretty nice that the owners let him pop into the kitchen and grab food whenever he is in the mood (Amenity: Catering), but having to squeeze behind the stoves and duck through a low archway makes it very hard to get in and out quickly (Difficult Access / Exit). Since the restaurant has been cited several times for health violations, the health inspectors may pop by at any time (Subject to Scrutiny).

LOCATION	COST
Business Front: Small Business	4500
ADVANTAGES	
Amenity: Catering	750
DISADVANTAGES	
Difficult Access/Exit	-300
Subject to Scrutiny	-150
Monthly Cost	4,800

Comfort Rest Night Inn in Waukegan advertises itself as “All you need for a night’s rest without all the frills that you never use.” What it really means is that you get a coffin-sized sleeping chamber that you need to crawl in and out of. At least it is very anonymous. The building looks like it was built to withstand a nuke drop (Improved Physical Security), but the reinforced roof and walls completely block access to The Deep (No Deep Access), or maybe management is blocking it for a reason.

LOCATION	COST
Coffin Motel	50
ADVANTAGES	
Improved Physical Security	13
DISADVANTAGES	
No Deep Access	-200
Daily Cost (Disadvantages cannot bring the price below 50% of the base prices)	25

Reaper has been running the shadows for several years now and has made a great deal of money while earning a stellar reputation among the fixers in Chicagoland. He decides to spend a little of his significant savings on an out-of-the-way home. Something modest, maybe fifty rooms and half a dozen garages on 200 acres. This is his dream house and he wants to be safe, so he hires a personal driver (Amenity: Transportation), both for his fleet of vehicles (Garage (4)) as well as his personal rotor craft (Hangar, VTOL Pad).

He has a state-of-the-art network installed (Improved Digital Security) as well as reinforcing the walls and doors and installing bullet proof glass (Improved Physical Security). A full medical bay is installed (Medical Facility), and he has a separate well and back-up generators installed as well as a hard line to The Deep (Redundant Utilities, Redundant Deep Access). He has a room-sized vault (Safe/Vault) installed beside his bedroom to keep his personal items safe.

He has it built with a stellar view perched atop a high hill just north of the Gold Coast, but the long winding road to his home does take some time to get to (Difficult Access/Exit). He has an alarm system, half a dozen automated turrets, a top-of-the-line motion detection system and a

dozen security cameras installed to round out the over-all security of the building.

LOCATION	COST (PURCHASE)
Estate: 20,000 square feet, 200 acres	6,000,000
ADVANTAGES	
Amenity: transportation	125,000
Garage (4)	10,000
Hanger	5,000
VTOL Pad	10,000
Improved Digital Security	125,000
Improved Physical Security	6,000,000
Medical Facility	8,750
Redundant Utilities	10,000
Redundant Deep Access	10,000
Safe/Vault	125,000
DISADVANTAGES	
Difficult Access/Exit	-7,500
Security Options	
Alarm System	1,000
Automated Weapon System (6) (Reaper Arms Rt240c d12 Shooting skill, D12 Notice skill)	128,550
Motion Detection System (D10 Notice skill, +4 to opposed Stealth rolls)	10,000
Security Cameras (12)	9,000
Purchase Cost	13,694,800

For reasons he doesn’t like to talk about, Jester has a serious aversion to daylight. He decides to purchase a house to lay low in when he is not running operations in Chicagoland. Unfortunately for him, he is not able to make the meetings with his building contractors due to them only meeting during the day, so he asks his friend Dragon to attend the meetings and get the house situated for him. Little did he know that Dragon’s preference in building style is very open and airy with a lot of windows. (Opulent, Decreased Physical Security) Lucky for Jester that they installed a secret room that lets in no light. He adds a secret door to the outside that leads to his secret room as well, so he can get in and out unnoticed. He has retinal image scanners that link to his security system installed at all the doors.





LOCATION	COST (PURCHASE)
House: 2,000 Square Feet	120,000
ADVANTAGES	
Opulent	90,000
Secret Door	2,500
Secret Room	8,750
DISADVANTAGES	
Decreased Physical Security	-12,000
SECURITY OPTIONS	
Biometric Locks	1,000
Alarm System	1,000
Purchase Cost	211,250

Tavarish is a well-established fixer with his fingers in every pot. One deal that he has arranged is a safe house in an unused corner in Morrison Steel, a motorcycle manufacturing plant in North Chicago. He rents this location to customers in need. He maintains a locker full of a variety of weapons that he allows his guests to use for a nominal fee if they replace the ammo (Cache). His arrangement with Morrison Steel allows his guests to use a work area in the factory for their repairs (Workshop). Since the safe house is inside the factory, it is difficult for intruders to get to without the factory workers seeing it happen (Isolated). Due to the nature of the arrangement, anyone using this area is assumed by the factory workers to belong there. Thus, if asked, they have nothing of interest to say about the visitor(s). The only problem that the safe house has is that all the moving machinery plays havoc with access to The Deep making it unreliable (The Deep - Brownouts).

LOCATION	COST
Industrial Location	5,000
ADVANTAGES	
Cache: 10,000 C\$	1,000
Isolated	250
Protective Neighbors	500
DISADVANTAGES	
The Deep - Brown outs	-100
Monthly Cost	6,650

Chips has a world-renowned hacker buddy that is coming into town for a few days for a job. His friend, PH03N1XX, is going to need to stay

off the radar as well as have an extreme amount of bandwidth to The Deep. Chips sets him up in a room in the West Heights Hotel, a 4-star establishment. While the hotel looks typical for its type, the building's network is surprisingly good (Improved Digital Security) and has a dedicated hard line to The Deep (Redundant Deep Access).

LOCATION	COST
Motel/Hotel: 4 Star	400
ADVANTAGES	
Improved Digital Security	300
Redundant Deep Access	400
Daily Cost	1,100

Howling Moon has always felt more comfortable in the forest than in the city. When he decides to create a permanent home, he chooses to set up in the west side of Zion Forest Preserve. Who needs a roof over your head when you have the star lit sky and friendly tree branches to block the rain? Howling Moon loves his privacy and having no address makes it unlikely for anyone to stop by (Off the Grid), and it is worth a couple hundred Cryptos a month to keep it that way. Even though he loves the great outdoors, he does decide to pick up some camping supplies in the form of a Porta Potty, Portable Cooking Unit, and Solar Tent.

LOCATION	COST
Outdoor Location	0
Advantages	
Off the Grid	250
Monthly Cost	250
Additional Equipment	
Porta potty, Portable Cooking Unit, and Solar Tent	1,200

SAFE HOUSE SECURITY OPTIONS TABLE

SECURITY OPTION	COST	DESCRIPTION
Alarm System	1,000 C\$	Alarm systems generate a notification when either another linked security system or a door or window sensor is triggered. This notification may be an audible alarm, a silent message to the occupant or both.
Automated Weapon System	5,000 C\$ plus the cost of the weapon and any improved skills cost.	Automated Weapon Systems are smart systems that implement a weapon and an associated targeting system. Any weapon included in Interface Zero may be used as the weapon in these systems. The Automated Weapon System has a base skill of d4 in Notice and Shooting. The cost to raise these skills is 2,000 C\$ per die type per skill.
Biometric Locks	1,000 C\$	Biometric Locks use a character's bio-signature in the form of a fingerprint, palm print, or retinal scan to identify the correct occupant. This is essentially a two-factor identification in conjunction with the occupant's TAP. Biometric locks do not have a physical key and therefore are not able to be opened with the Lockpicking skill. Price is per door protected by a biometric lock.
Guards	50 C\$ – 1,000 C\$ per month	Living guards have always been a part of security and regardless of the technological accomplishments of the 21st century, there is still little that exceeds the full range of ability that a skilled guard can provide. The cost range is an indication of the level of skill of the guard and must be paid per month. For 50 C\$ one might be able to entice a local vagrant to send a notification to the occupant if they see someone trying to force entry. A uniformed guard standing at the door with a gun can expect to be paid at least 250 C\$ per month and will have a d6 Notice, Shooting and Fighting skill with no Wild Die. To entice a guard with d8 skills, an occupant may expect to pay 600 C\$ or more per month while a Wild Card guard can expect to earn 1,000 C\$ per month or more.
Motion Detection System	1,000 C\$ – 10,000 C\$	A wide variety of systems may be utilized to detect motion at a distance, from as simple as a string with tin cans tied to it to as advanced as ultrasound sensors or thermographic heat detection systems. The occupant may define the nature of the Motion Detection System and the price is determined by the Notice skill of the system as well as any bonus that the system receives in its opposed Stealth test verses the intruder. Motion detection systems are considered to be active guards. The cost is 1,000 C\$ for a d4 Notice skill with an additional 1,000 C\$ per die type improvement with a maximum of d10. The occupant may additionally pay 2,000 C\$ per +1 bonus to the opposed Stealth test of the system with a maximum bonus of +3.
Surveillance Cameras	500 C\$ to 750C\$ per Camera	Cameras allow remote viewing of a location or they may be set to record the area that they cover. A camera is not a smart system and does not send any kind of notification based on its recording. For that functionality, a motion detection system is required. For an additional 250 C\$ the camera may pan up to 360 degrees.





GEAR	COST	WEIGHT	DESCRIPTION
Perimeter Light System	100	10	A series of lights wired together that can be set to create a large burst template of light or may be strung out in a line to create a path of light three squares wide (18') by 9 squares long (54'). Requires a Large Battery
Porta Potty	200	15	Provides a portable sanitary waste disposal unit.
Portable Cooking Unit	200	10	Requires a Large Battery.
Portable Generator	1500	50	A system that provides the equivalent of grid power. Androids can charge off this system. Equipment that needs to be plugged in can receive power from this system.
Portable Security System	3000	30	This is the equivalent of a motion detection system. It has a 100' radius and has a Notice skill of d6. This system requires grid power or a portable generator.
Satellite Downlink	2000	15	Sometimes you are in a place where access to The Deep is not available. A satellite downlink is a portable system that provides access to The Deep in a 100' radius. This system requires grid power or a portable generator.
Solar Tent	800	20	A 4-man tent that has a solar array as its external surface. Provides the equivalent of Large Battery power to connected systems.
Tent	200	10	A 4-man tent. Provides protection from the elements. If the characters have winter clothing, this is adequate to sleep in winter conditions.

SECURITY SYSTEMS

In many Campaign Themes, the player characters spend a great deal of time trying to get into places where they are not allowed to be. Some may have the best intentions, but few express concerns with the law. Even PCs with legal authority may bypass proper bureaucratic channels when the situation requires it. To do so, the characters need to overcome whatever security measures a location's owner has chosen to implement. This can include basic elements such as locks, but may also include traps, surveillance devices, and even AI systems prepared to notify the authorities of an intrusion.

In many cases, the characters willingly accept injuries as the price of doing business—after all those can be healed. A razorwire cut or a few burns from an acid spray are transient. However, the arrival of authorities or the transmission of a recording of the characters at the location has far more significant ramifications, including potential incarceration. In an effort to avoid such risks, discretion and stealth are often the very highest priorities.

Building security systems can be effectively represented using the Dramatic Task system (see

the *Savage Worlds* core rules). A single character might overcome the security if trying to sneak into a building alone. Alternatively, a team could each use their specific skills to overcome different elements of the defenses. In some cases, it can even be appropriate for a group of characters to support one another. This section provides some ideas for different security elements and how to integrate those into a Dramatic Task. It also suggests what levels of defenses may be appropriate for different types of facilities.

SECURITY SYSTEM DEFENSIVE TIERS

Any time the player characters wish to break into a facility, the GM needs to decide just how much the owners chose to spend fortifying that location. This needs to reflect the owner's philosophy, resources, and value that they place on that location. To a certain extent, this is obvious. A rented space in a storage facility is unlikely to have more than a padlock. A nanotech, biological research facility has far more sophisticated measures in place. The important aspect is identifying what types of elements would be in place both in the extreme example and in the middle ground. These need to be proportionate.

SECURITY ASSETS

The first factor in considering the level of security is the owner's available assets. If a single person owns the facility, then security is proportionate to their personal resources. A single-family home in a middle-class neighborhood is unlikely to have a full-time security guard or a flamethrower mounted in the door camera. Conversely, a megacorporate research facility is certain to have vastly more sophisticated measures because executives recognize that the company's future may depend upon the discoveries made at that location. The Security Assets Tier presents Asset Tiers. Note that not every facility utilizes the maximum possible resources available to an organization. Corporate policies might limit security spending, or a company may believe that a facility's location or relatively low profile contribute to its security.

SECURITY WORTH

The second factor to consider when implementing security is the relative worth of the location. Part of this is a measure of the intrinsic value of the assets that the facility contains. However, the relative worth of the facility to the company as a whole must also be considered. A warehouse filled with aging paperwork or file archives might not need to be secured, if those papers are simply company records. However, if those archives represent proof of ownership deeds to the organization's holdings, then security could be far higher. A company that has dozens of semi-redundant facilities might place those at a lower value, even if each one contains valuable research information. The Security Worth Tier presents Worth Tier examples.

SECURITY ASSETS TIER TABLE

Tier	Description
1	Single person of middle to lower class income.
2	Small, local company or affluent individual.
3	Mid-sized corporation, small government, or extremely wealthy individual
4	Large corporation, mid-sized nation
5	Megacorporation, superpower nation

SECURITY WORTH TIER TABLE

TIER	DESCRIPTION
1	Low security corporate archives, entry level training facility
2	Consumer facing facility, low-risk office space
3	Offices with access to high security data, location with assets easily liquidated
4	High security archives, typical research facility
5	Executive retreat, cutting edge research

SECURITY VALUE TIER TABLE

TIER	DESCRIPTION
0	Low worth or liability, inherited or easily acquired property
1	Peripheral facility, expertise outside of the organization's primary focus
2	Part of the owner's future plans
3	Highly prized asset, central to corporate focus
4	Expected to rapidly appreciate in value





SECURITY VALUE

The final major wild card to consider when designing an appropriate security plan for a facility is the relative value the owner places upon it. If the company or individual's livelihood is entirely dependent upon that facility, then they are likely to invest a significant portion of their assets upon its security. Conversely, if they place little value upon it, then they are less likely to secure it properly. This could represent a holding that is inconsistent with the organization's core business or a recent acquisition that is poorly understood. The Security Regard Tier presents Regard Tier examples.

DRAMATIC TASK ORGANIZATION

The aforementioned Security Assets, Worth, and Value are all key to configure the Dramatic Task for penetrating the security systems. Add the Security Assets and Worth together to determine the total number of tokens that each character involved in the task must acquire. Then, subtract the Security Value Tier from the total to determine the number of rounds they have to complete the task before security responds, with a minimum of 2.

For example, the three-member team wishes to break into the offices of a newly established technology corporation. The small company has limited assets, having not yet released their first product. However, they believe that they have a cutting-edge device that could shred through most network security systems. They only have one location, so these offices—and everything they contain—are absolutely central to their future success. Reviewing the chart, the small company gives it Security Assets Tier 2. The location is office space with high-security data, giving it Security Worth Tier 3. The company expects their creation to grow rapidly in value, so they would assign Security Value Tier 4.

Using those values, the Dramatic Task requires an intrusion team to acquire 5 tokens (Assets 2 + Worth 3) per character participating in the task. Since there are three teammates, that works out to be 15 tokens. Unfortunately, they only have 2 rounds to acquire all of those tokens. (5 tokens – Value Tier 4, with a minimum of 2). In order to

succeed, the characters are going to need to act fast and have lots of important tools and bonuses ready to assist with their multi-actions.

The GM may adjust these values at their own discretion. In some cases, it may be appropriate to reduce the overall difficulty due to extenuating circumstances. If the organization is trying to keep a lower profile or if the facility receives a lot of traffic, then security may be reduced. If the location is physically isolated, then the characters might have more time to bypass security before they trigger a response team—or that team might simply require more time to arrive.

SPECIFIC MEASURES

In many cases, the GM and the players may wish to explicitly identify the types of security measures that protect a facility. Different types of security elements can lead to different ramifications for success or failure throughout the Dramatic Task. This also offers the benefit that efforts to break into different types of facilities have vastly different feels for the characters involved. This section presents example security measures, though GMs are encouraged to develop their own alternatives.

PHYSICAL SECURITY

Elements that prevent a person from entering a facility are classified as physical security. In many cases, their obvious nature serves as an effective deterrent to intrusion. When that proves insufficient, intruders' risk substantial injury. Brute force and toughness are often the simplest means to overcoming these types of defenses, though network and social engineering can offer alternative paths to success.

WALLS

Physical barriers are common and range in integrity from a simple chain link fence to dense metal barriers. They may be largely ornamental and only a few feet in height or they can tower over outsiders, creating an air of mystery for what lays beyond them. Characters are most likely to bypass a wall with an Athletics check. Usually a single success is adequate, though

there may be penalties if the wall is exceptionally high, particularly hard to climb, or topped with spikes, razorwire, or monofilament wire.

In the event of a failure on the Athletics check, the character suffers damage from falling or the barrier's hazards. A Complication with a wall reveals hidden traps. Failure during a Complication represents the character getting stuck on the wall.

TRIPWIRES

Navigating through hallways or open fields at night can prove treacherous if those areas are laced with tripwires. A simple fall is awkward enough, but often these traps also trigger alarms when they sense motion. Bypassing tripwires is a simple matter of a Notice check for the characters moving through them. Carefully hidden wires or exceptionally fine construction may impose a penalty to this check.

The size of the tripwire field dictates the number of Notice checks required to move through it. A single failure could lead to a tumble that might damage any fragile equipment a character carries. A Complication with a tripwire could be that there are far more of them than previously expected. Failure during a Complication represents the character triggering an alarm after falling over an active tripwire.

AUTOMATED TRAPS

Potentially lethal traps come in a broad range of different shapes and sizes. In each case, when triggered, a character comes into contact with the assault of a weapon. That might be a rifle, flamethrower, or an axe. The type of weapon and the trigger mechanism are entirely subject to the GM's creativity. In every case, the only way to avoid damage is to carefully avoid having the weapon's detection sensor notice the character. This is usually overcome with a Thievery check to deactivate the trap. Particularly well-concealed or sensitive triggers might penalize that check.

Normally a single Thievery check disarms automated traps. A single failure, however, sets the weapon off. An automated trap Complication reveals that multiple traps share a single hair trigger. Failure during a Complication loudly

activates traps throughout a particular section of the complex.

GUARDS

Highly armed guards routinely patrol secure facilities, often wearing the latest in armor and making use of cybernetic enhancements. Such guards are often in communication with one another and with outside security forces, so that they can rely upon quick support responses. The Security Guard extra is generally appropriate for this check. Stealth is the most common way to bypass guards, though some PCs may use Persuasion and Bribery.

A single check can be enough to bypass guards, though if the PCs have to bypass multiple guard stations, it can be appropriate to call for a check at each. A failure could just leave a guard suspicious and trigger a call for backup but not an alarm. A Complication yields a guard who is particularly attentive or in a more combative mood than normal. Failure during a Complication represents a guard who has successfully called in additional support.

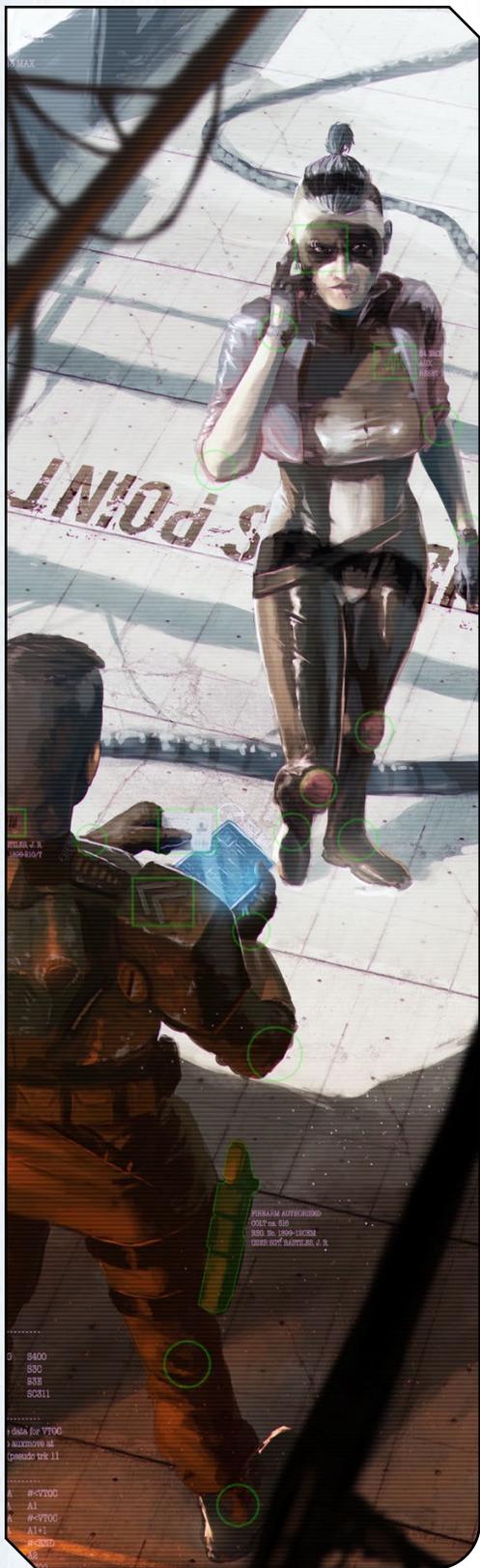
NETWORK SECURITY

Network security represents the electronic and computerized elements that defend a facility's physical and electronic assets. In many cases, AI systems monitor these defensive elements, only triggering alarms under a specific set of conditions. In some instances, human employees may be slower to respond to network alerts, especially if they have any reason to believe that the intrusion could be a drill.

SENSORS

This general category refers to visible light cameras, motion sensors, electromagnetic sensors, pressure sensors, and audio sensors. Each of these different types of devices continuously scan a particular region of the facility for any anomalous results. In most cases, smart algorithms are capable of distinguishing between false positives and actual intruders, but they are not always perfect. Hacking or Electronics are the most common skills to overcome sensors.





A single check can usually bypass any particular sensor, though complex systems may require multiple tokens. A failure might trigger only a single sensor, which an AI or guard might consider a false alarm. A Complication reveals that the system has been upgraded or adds another element that could trigger the system—typically an animal that has entered the sensor’s detection range at the worst possible time. Failure on a complication not only triggers alarms but leaves a recording on the system, potentially identifying the player characters.

SPECIALTY ELEMENTS

Some facilities may choose to incorporate more dangerous threats. These could be an intrinsic part of the work done at the facility, or it may simply be a measure of how precious the owners consider the sight.

Examples could include defensive animals, airborne contagions, or even radiation. GMs should be careful when choosing to incorporate any of these, as they have lethal potential. In each instance, required skill checks represent a familiarity with the methods involved in appropriately handling these threats. Failure could leave the characters exposed to dangers without even realizing that they were present.

VIRTUAL REALITY

Virtual Reality is a core element in many cyberpunk settings. The notion of a hacker “jacking in” and running a hack against a megacorp in virtual reality has been around since Case first started “Punching Deck” in *Neuromancer*. It’s almost expected that characters can do this sort of thing in their cyberpunk game.

Interface Zero is different.

Virtual reality exists, but the megacorps are smart. They don’t open themselves up to a VR hack by exposing their critical systems to virtual reality traffic. Megacorps limit their online/virtual presence to stores where people can order their products, post reviews, and interact with customer service bots. Like today, the biggest risk of a hack on one of these sites is the potential exposure of their customer’s personal information. Hackers won’t find information about top secret research projects, or databases listing their employees by hacking a corporate network (though they might meet a contact who can pass along said information); to obtain that type of information a character must physically penetrate their offices and hack the computer systems and networks. All that said, virtual reality can be a dynamic element of your *Interface Zero* game.

ACCESSING VIRTUAL REALITY

Characters can easily access any virtual reality world in existence. All they need is the gear to interface with it. We refer to these interfaces as VR Headgear. VR Headgear contains all of the software needed to translate the user’s sensorium into a virtual environment. It’s designed to plug into the Tendril Access Processor’s CPU. Once the VR headgear is synced with the TAP, the character is able to enter any VR world they have an active subscription to and interact with it as if they were really there.

These items weren’t introduced in *The Player’s Guide to 2095* simply because we hadn’t tackled this element of the game yet. If your group wishes to engage in VR, use the following table for pricing guidelines.

HEADGEAR QUALITY

Like anything purchased on the open market, you get what you pay for. The descriptions below provide a basic guideline for how VR Headgear can have an impact on a character’s virtual reality session.

Quality: Basic Headgear

Requirements: Characters must have a Tendril Access Processor rated at Tier 1 or higher.

Performance: Standard headgear will get you there, but you’ll likely wish it didn’t. The VR experience with this tech is baseline. Many areas are pixelated to such an extent that it’s sometimes hard (at the GM’s Discretion) to determine what they are without a successful Notice roll. Digital food tastes off; it’s like the neural processors can’t figure out how something should taste, so everything tastes like chicken. Oftentimes characters will experience lag, especially if they are in heavily populated worlds such as *The Deep*, or any of the worlds which make up the *Deadlands Universe*. There is an upside to having this gear, though. You can’t feel pain and thus, you ignore any instances of Fatigue (Bumps and Bruises) while in VR.

Lag: Any time a character with this headgear engages in virtual combat or other activity (such as Chases or Dramatic Tasks) which stresses the headgear’s processors she runs the risk of incurring lag. If her Action Card is a Club, she has become lagged. She has the Hesitant Hindrance for the next 3 rounds.

Example: Twitchy is in a boss fight against a Kraken in a remote island in the Devil’s Cross (See the 50 Fathoms VR World for more information). When the fight starts,

VR HEADGEAR TABLE

QUALITY	REQUIREMENTS	PERFORMANCE	COST
Basic Headgear	Tier 1 IDS	Lag heavy, low-quality sensorium input	100 cryptodollars
Advanced Headgear	Tier 2 IDS	Intermittent Lag, good sensorium input	500 cryptodollars
State of the Art Headgear	Tier 3 IDS	Superior Connectivity (Lag spikes are extremely rare), real life sensorium input	2,500 cryptodollars





Twitchy draws a Jack of Clubs! His headset is experiencing a massive lag spike! The next round Twitchy draws Ace of Diamonds and a three of Hearts and must take the three. The Kraken draws a 5 of Spades and goes before Twitchy.

Quality: Advanced Headgear

Requirements: Characters must have a Tendril Access Processor rated at Tier 2 or higher.

Performance: Advanced headgear has improved buffering technology and mid-to-high level Graphics Processing Units (GPUs) capable of rendering virtual domains in exceptional quality, though the neural processors still have some trouble translating sensorium input. Lag spikes happen infrequently, but they don't last exceedingly long. At the GM's discretion, you also enjoy a +1 to Notice checks when running this headgear. There is a slight downside— you feel pain. No modifiers are applied to any rolls to avoid Fatigue (Bumps and Bruises).

Lag: Any time characters with this headgear engages in virtual combat or other activity (such as Chases or Dramatic Tasks) which stresses the headgear's processors, they run the risk of incurring lag. If their Action Card is a Jack, Queen or King of Clubs, they become lagged, and gain the Hesitant Hindrance for the next 2 rounds.

Quality: State of The Art Headgear

Requirements: Characters must have a Tendril Access Processor rated at Tier 3 or higher.

Performance: Welcome to the dream stream, virtuality as it was meant to be experienced. The tastes, textures, smells, sounds and resolution are better than real life, and so are you. Your State-of-the-Art headgear has been custom designed to provide such an immersive experience that you enjoy a +1 to any Notice and Persuasion checks. However, the pain you feel while in VR is heightened to such an extent that it can seem unbearable at times. You suffer a –1 to any rolls to avoid Fatigue (Bumps and Bruises).

Lag: Any time a character with this headgear engages in virtual combat or other activity (such as Chases or Dramatic Tasks) which stresses the headgear's processors, he runs the risk of incurring lag. If his Action Card is an Ace of Clubs, he is lagged. She has the Hesitant Hindrance for a single round.

MULTIPLE LAG CONDITIONS

Characters do not suffer additional lagged conditions if they draw another Club while currently under the effects of lag.

AVATARS

When characters enter virtual reality, they have avatars; virtual bodies which they use to interact with whatever VR world they are in. The avatar can move, fight, run, touch, hear, and even taste and smell(!). We don't wish to bog you down with a ton of unnecessary rules for creating an avatar. In 2095, VR technology is advanced enough that any aspect of a living person or creature can be replicated with ease. The only difference is the quality, which is determined by the headgear the character uses. With this in mind, you can go about making VR characters in one of three ways:

- **Use existing characters:** This is the easiest way to go about it. Just let the players use their existing characters to interact with VR. All the *Savage Worlds* rules are the same. Characters can gain fatigue, Wounds, etc. and even die. The main difference is that death isn't real. They just respawn! See Character Death for more details.
- **Make new characters:** If you want the group to have different characters than those they play in the real world, simply have them create new ones. You can set the starting Rank based on what you feel is appropriate and let the players do the rest. This gives the players more choices. Maybe an android character wonders what it might be like to be human and chooses to go that route, or your group's cyborg character chooses an avatar that isn't cybered, so they can experience touch and taste again.
- **Import characters:** If you're running a game in some other game (such as *Deadlands*, or *Weird Wars*) simply use those characters! There's nothing stopping you. If you wish to give characters a skill they might not otherwise have in their "home" setting (Like Hacking or some other relevant skill), give them the skill at a d6. That skill obviously can only be used while in a VR World.

CHARACTER DEATH

Most of the time characters don't die in a Virtual World; they just respawn. It's totally up to you as to where they respawn in context of the VR world, but here's a tip: As someone who plays in MMORPG's it really sucks when the respawn point is far away from the action. To avoid friction, consider allowing characters to set their own spawn point by spending a Benny.

All that said, there are VR environments where anything goes! Indeed, some worlds have specialized environments where people come to suffer pain in all its myriad forms and even the thrill of death. These people actually let the developers of the worlds use the blackest malware to cause physical damage to augment their virtual sensations, and occasionally they die from the experience. These VR domains are only hinted at in this book; we don't condone situations where players are subjected this sort of thing.

ADVENTURES IN VR

On the surface, savage tales set either entirely or even partially in virtual reality might not seem interesting, but in 2095 VR is a great place for characters to engage in all sorts of activity, like meeting contacts. It's certainly much safer than your bog-standard meet at a night club or some other cliché. Beyond simple meetings, however, consider using VR as a storytelling element.

Perhaps a piece of information critical to the completion of a mission exists in a virtual world, and characters must enter VR and interact with the world to find it. Or maybe they must interact with (or kill) a virtual entity, like an elusive AI, or even a raid boss!





VR WORLDS

The following VR worlds are the most popular, though many, many more exist.

Note: Pinnacle Entertainment has kindly allowed us to introduce a few of their most popular game settings as fictional VR worlds. All artwork is copyright 2020 Pinnacle Entertainment. Used with their permission.

THE DEADLANDS UNIVERSE

Through this VRMMO, players can access one of several settings: the supernatural cowboys of the Weird West, the hardboiled ghost stories of Deadlands Noir, the post-apocalyptic magical cowboy land of Hell on Earth: The Wasted West, and the magical space cowboys of Lost Colony. The third of these settings serves as a hub for travel between them, and to the other MMOs like this, from within the game, because besides the Tunnel in orbit allowing characters who can get there access to the Lost Colony, the titular “Deadlands” in the Wasted West contain magical portals. Downside: unless your respawn point is the Boise Temple, the Temple o’ Doom, or a first nations holy site, there is a chance when you respawn that you become Harrowed. If you try to take Ghost Rock outside a Deadlands Universe game, though, it converts into the new game’s local currency.

THE DEEP

Not a VR World in the sense that it’s a game, The Deep is vast open world structured like an endless virtual city. People come to The Deep for any reason you can think of; social interaction and shopping being the prime reasons. Anything you might ever want, or need can be found in The Deep and, while smart corporations keep their most sensitive servers offline, they all maintain storefronts where people can buy their products and have them delivered in a timely manner. Similarly, any type of social group or activity you can think of exists in this virtual space. Indeed, the very structure of The Deep (buildings, parks, subways, etc.) is a place one can go to interact with like-minded people and take part in virtual activities. But these are not the only reasons people come here.

PLOT POINT VMMOS: SAVAGE VIRTUAL WORLDS

Some game-spaces in VR share a lot of common rules and framework, and even allow characters to directly cross over between them as though they were the same game. The following MMOs are connected like that; all of them feature instanced adventure content called “Plot Points.” Within a Plot Point, a group of players won’t run into any random players. Some Plot Points can exit to other games within the Plot Point genre of MMOs as well as where you originally entered them. It can matter where you entered, though, because each game does have some unique rules that carry over, wherever your character goes. If you exit the connected game space, items, and character changes unique to these Savage Virtual Worlds will be saved but may not carry over into other VR spaces.

Anonymity, should one wish it, is an essential component of The Deep. The avatar is just a virtual representation of a person, which means a person can be anybody they want, anything they want, or even nobody at all. That ambiguity of identity allows people to conduct other types of business without fear of retribution in meat space. People can buy drugs, weapons, falsified TAP identities, stolen cybertech, unlicensed genotech, and any other thing not available on the open market. They can contract assassinations, kidnappings and obtain any other service or item they want; if they know who to talk to.

While many watchdog groups and federal agencies monitor The Deep, the VR World is essentially the Wild West; it’s too big to be regulated with any real effectiveness. The cyber agency known as Stopwatch maintains an active presence in The Deep and have made some high-profile arrests of known human, simulacrum and android traffickers and have even taken down a few major hacker groups, but ask any agent and they’ll tell you the experience is like playing Whack-A-Mole.

DEAD LANDS



VR WORLDS





Situational Rules for The Deep: Unlike other VR Worlds where it's easy enough to take a look at a published game setting and use it's setting rules, The Deep needs some guidelines you can follow if or when your group decides to take the dive into this virtual world.

- **Combat:** Just like any other VR World, if a character gets into a fight with another person in The Deep, use whatever character they created to resolve it.
- **Death:** Unlike popular game worlds, there really isn't much stopping a person from using malware designed to cut through VR headgear and damage their opponent's TAP or Brain. This doesn't happen a lot; most people are satisfied with simply destroying the avatar (often called Derezzing, or Slicing) and knocking the person offline, but as GM you can certainly up the stakes if you wish. If characters get Derezzed while in The Deep, their connection is severed, and they are knocked back into the real world. In most cases this means they take a Shaken condition, but as mentioned above, some brainers might use malware to physically harm the characters. If this is the case, use the effects of the malware to determine exactly what happens.

EAST TEXAS UNIVERSITY

On the surface, ETU presents a campus and town full of college life inspired mini-games, and even actual college-level lectures and exercises you can learn from in the VR environment. Of course, the real meat of the game is in the High Strangeness and Supernatural Plots. With a storyline of Plot Points to follow, and procedural Strangeness encounters, there are plenty of demons and cryptids to fight and cultists to counter. Players can travel to other games from here if they complete the "Secret of the Burn" Plotline, gaining the ability to open the dimensional portal there. Respawnng the same student character comes with some harsh penalties based on hospital stay and missed classes.

NECESSARY EVIL

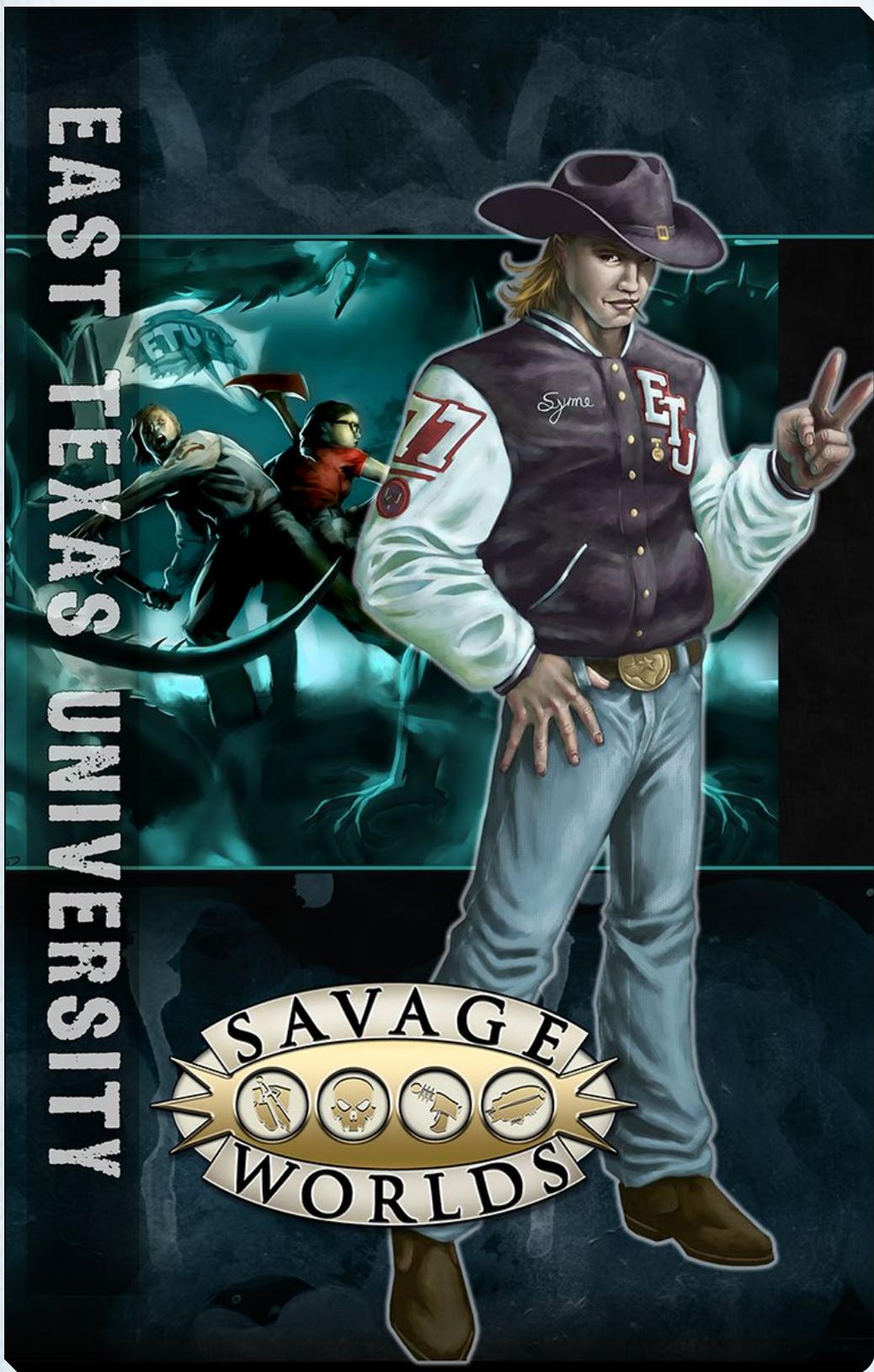
heavily PVP-based MMO, though there is also an in-depth set of Plot Points, players can take the role of either aliens or the former supervillains fighting them. Star City also provides ample tools and resources players can manipulate to create their own content, from building secret bases staffed with AI characters to creating custom equipment, or even designing their own Plot Points. It can be hard to actually complete such projects, though, since nowhere in the game world is truly safe from PVP activity and it all must be done in-game. Luckily, respawns are extremely generous, since aliens are mostly interchangeable unit types, and supervillains have access to a variety of escape methods and insurance policies that allow respawning without penalty having "escaped" your defeat.

NOTHRANNON: AGE OF EXPLORERS

Nothrannon: Age of Explorers takes place in the world of the same name. The game is set against a backdrop of intrigue and adventure, where characters of all races and all walks of life have taken up good King Hagathor's call to venture into mysterious land known only as the Nameless East and find his sons Breg and Onar. Two years ago, the two set out to map the region in hopes of finding the mythic kingdom of Tor-Drannoth. They haven't been heard of since.

The main story arc of the game is told in Plot Points, with endless procedurally generated side-quests presenting themselves based on where the characters are at any given time, regardless of their Rank. Surprisingly, while many have finished the end-game content, nobody has been posting spoilers in the TAPstream, leading some to believe the ending isn't the same for everyone. Other, more conspiratorial folks claim Gun Metal Games—the creators of the world—have been actively removing any spoilers they find, either by enforcing copyright laws, or hacking the sources directly.

EAST TEXAS UNIVERSITY





RIPPERS

The highly popular Virtual World known as Rippers gives players a chance to experience life in the Victorian Age—with a twist. Characters are known as Rippers, masters of a dangerous technology known as Rippertech; grafts and implants created by “ripping” supernatural abilities from defeated creatures such as vampires, werewolves, and others. Rippertech can be extremely powerful. Implant too much, though, and your character can suffer from psychosis.

After character creation, players must choose membership with one of the following factions:

- Frazier’s Fighters
- Masked Crusaders
- Old Worlders
- The Order of St. George
- Rosicrucians
- Slayers
- Witch Hunters

These factions offer special benefits of membership, though they all have their own agendas, and are often pitted against each other. Indeed, many faction wars erupt in PVP (Player Versus Player) servers. Malicious programmers have been known to take things to the extreme,

even going so far as to delete enemy factions and associated lodges from the servers. This doesn’t happen as much in non-PVP servers, however.

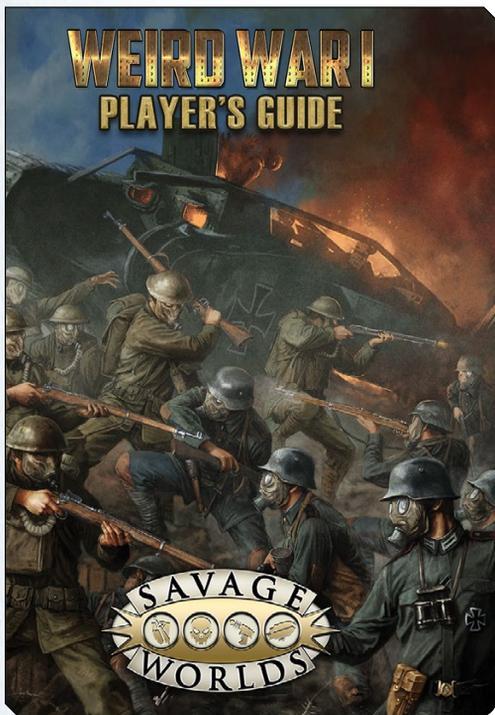
Characters can also form guilds, commonly known as lodges. As characters gain experience and reputation with the lodge, they can unlock access to special Rippertech and Ripper Labs. The most current expansion of Rippers has players travelling all over the world, combatting the machinations of the Cult of Apep.

WEIRD WARS

 Another game containing multiple distinct settings united by a theme, through this military horror MMO characters can take part in the wars of ancient Rome, the Great War (parts I and II) of Europe and its colonial empires, and the sequel to them in a Tour of Darkness in Vietnam. The content in these games features a mix of military action played fairly straight and weird encounters with zombies, mutants, and other strangeness. Magic isn’t as accessible to players as in Deadlands, and a given player is expected to take on different character roles in each war setting, rather than time-traveling between them. Respawning is harsh in these games: you lose most of your progress and start a new soldier.

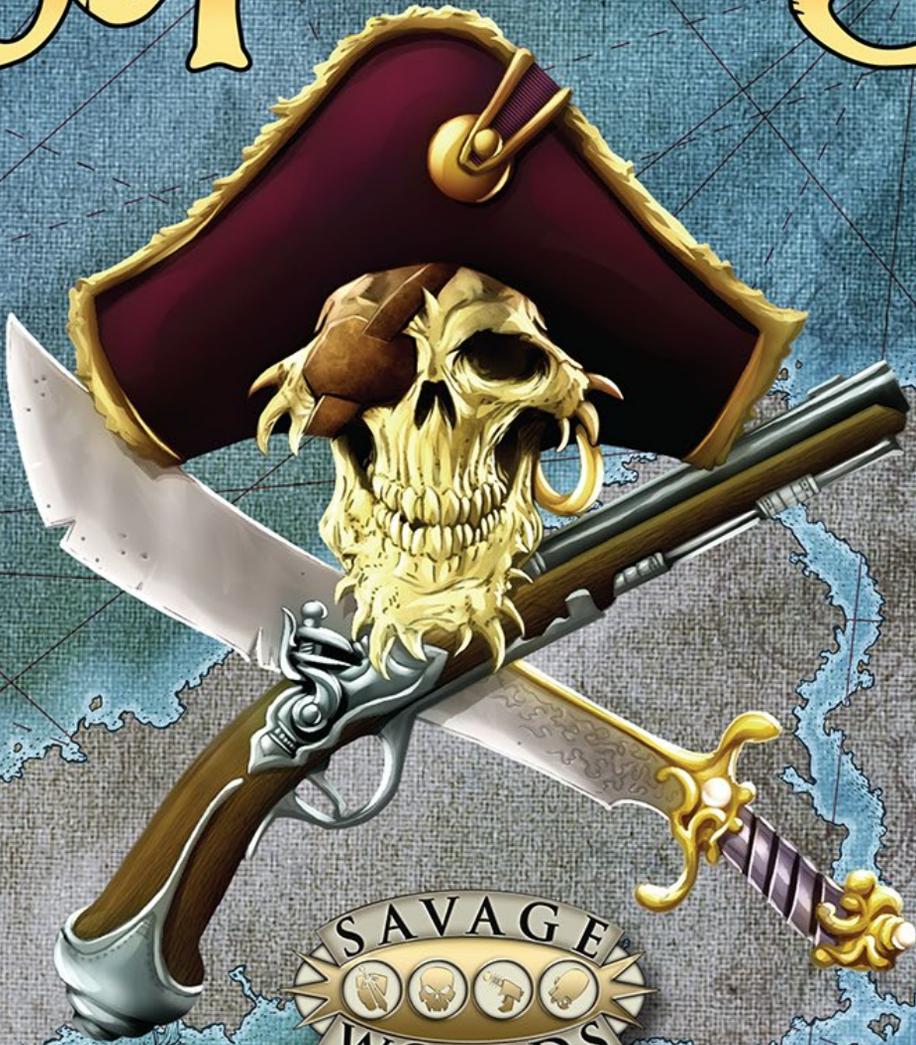
50 FATHOMS

 Despite being designed for PVP, this swashbuckling pirate MMO is actually home to a startling degree of player mass cooperation. Rather than raiding each other’s ships in pirate actions, players found that the in-depth commerce system in the world of Caribdus, with various trade goods and prices shifting based on AI characters who use up and produce in-game goods, was much more fun to play with cooperatively. The magic system has multiplayer synergies, and by running ships with all players and no AIs, the player community have turbo-charged the game’s economy and built massive fleets and works of architecture. Fans of the game’s swashbuckling Plot Points complain that the developers gave up continuing the plot to focus only on the more-popular commerce and building systems, but they’re the minority of players.



S2P10015

50 Fathoms



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PLOT POINT CAMPAIGNS

"Storytelling reveals meaning without committing the error of defining it."

~ Hannah Arendt

TELLING THE STORY

The art of storytelling is nearly as old as stories themselves. In times long past, people would gather in their homes or around a fire and tell tales to one another. These stories could be entertaining or frightening, or both. They could, like a parable, impart some great insight, or be so abstract as to resemble a dream.

In *Interface Zero*, the Game Master has the job of presiding over the story's development but does not have a monopoly on the story being told. The Game Master serves as her players' senses—a cinematographer of the mind's eye if you will. When the heroes open a door into a dirty back alley, it is the Game Master's duty to describe the alley and clue the characters into why it is so dirty. The way you describe it (dark and claustrophobic or piled with reeking sun-ripened garbage) will go a long way to determining the mood of the game.

While players only have one part to play—their hero—you, as the Game Master, have the responsibility of playing everyone else in the series' cast and trying to make them all distinct. You are charged with coming up with their looks, mannerism, motives, and goals. If the nefarious corporate agent provocateur comes up with a plan to expose the hero's real allegiances, you must come up with the plan.

If that weren't enough, you are also charged with being entertaining as well. Give your players options and the freedom to take the story places you hadn't thought of. Help them get more attached to their characters by rewarding them with opportunities to shine, and not just because of their character's skills, but because of their character's personalities and backgrounds. Put them in situations that test their morals as well as their abilities.

Ultimately, the Game Master has a lot of control over the story's direction, but you should not take that to mean that you control the story. Use narration to guide the characters along, rather

than forcing them along the story's path. Nothing hurts a game more than the idea that there is a forgone conclusion and that ultimately it doesn't matter what the characters do or what rolls they get. The characters are the story and should be the ones making the difference.

CREATING A PLOT POINT CAMPAIGN

Think of creating a series in the same way that you might were you a television producer creating a drama for TV. Most popular TV series today are broken into seasons with some overarching plot, which are then further broken down into several episodes, or plot points. Each plot point further details the stories of the show's principal protagonists, while slowly advancing the season's overarching plot (or at the very least, not derailing it). An *Interface Zero* series can be broken down the same way using the following elements.

SETTING

Stuff has to happen somewhere, and your choice of setting often determines the sort of stories you are going to tell. An *Interface Zero* game can be as large as you like, from several major cities to the inside of a studio apartment or even someone's head.

It is important that the setting stays consistent, and by that we mean that the corner bar should not suddenly appear ten miles away in the next town during the next game, unless there is an in-game reason for such a change (like the adventure is all happening in VR for instance). If the setting becomes inconsistent, players start wondering more about geography than what their characters are going to do next.

Most series are probably going to be set in a large city, for convenience's sake. Because *Interface Zero* is much like our world, one easy way to ensure consistency and score some interesting locations for adventure is to purchase a city map or travel guide, or if you happen to live in the city you wish to set your series in, try your local visitor's bureau.

Remember, though, that things are likely to have changed a lot in the intervening 70+ years, so extrapolate a little. At the same time, alter things to fit your chosen mood and theme. Plot out a few locations that your player's characters are likely to visit (a homeless shelter, the local street doctor, the residence of the local deputy lodge master, a high-class restaurant and the Kenta Cyberdynamics LIVEFAC in Chicago), mixing a few real locations from our world updated to 2095.

THEME

The theme in terms of a series is best described as an unanswered (and perhaps unanswerable) question posed repeatedly over the course of one or more episodes. The various episodes within the series, as well as the series' arc, pose the question in a variety of ways, and it is the heroes' actions that ultimately answer it. The theme can be nearly anything, though it should pose a question that is difficult to answer (such as: "What is it to be human?" "Why do people hate?" or "Does wealth bring happiness?"). Each story within the series should touch on, if only subtly, the overall thematic question from as many angles as possible.

CONFLICT

Conflict is core to any story. Without it there is no story and certainly no interest. Adversity is the medium through which characters rise or fall. In *Interface Zero*, characters can be subject to all sorts of conflict, from internal moral choices to running gun battles. These are a sampling of potential conflicts in which the characters might find themselves embroiled.

HUMAN VS. NON-HUMAN

While each generation grapples with how technology and social progress redefines humanity, the world of *Interface Zero*, being home to simulacrum, artificial intelligences, uploaded digital personalities, enhanced humans and even human/animal hybrids, stresses it like never before. If a player chooses one of these races, creating a hero viewed as less than human or even an

abomination immediately makes the issue a key element of the campaign.

Conversely, pure-blood humans might also find themselves drawn into the debate, whether pro or con. The notion of playing a hero bravely pushing back against bigotry and calling for an expansion of civil rights to include these new sorts of people seems obvious and leaps immediately to mind. For this reason, a campaign taking the other tack, one devoted to keeping artificial life forms in check, presents itself as an interesting if controversial alternative.

POOR VS. RICH

The inequalities in wealth between the hyper rich and those just trying to break even are more pronounced. In an *Interface Zero* game, most government services are outsourced to corporate contractors and most taxes are now rolled into monthly subscription or pay-per-use fees. Generational debt, mass unemployment, and lack of opportunity all mean most people will live at the same economic level their forebears did, their only respite coming in the form of state and corporate-backed entertainment, inexpensive food assistance programs, or criminal activity.

HEROES VS. NATURE

This is a conflict that pits man against the elements. Humanity's rape of the natural world has brought about dangerous environments beyond those featured in the stories of Jack London. In 2095, the world is dotted with toxic-wastelands, radioactive fallout zones, polluted slums, deep ocean habitats, colonies throughout the solar system, as well as the deserts and mountains of today. The damage humans have inflicted on the ecosystem has been repaid with dangerously extreme weather patterns that make El Nino look like a passing spring rain.

HEROES VS. MEGACORPORATIONS

So, you want to stick it to the Man? Feel they wronged you somehow and now you want justice? Or maybe you just a piece of the pie? It ain't as easy as it looks. The company has an army of corporate lawyers, media security specialists,





AI, and in many cases in the post-collapse world, their own private mercenary armies. Each company has its own way of defending its interests, so heroes might find themselves on the receiving end of anything from a subtle smear campaign to a simulacrum murder squad. Or, if they are company men themselves, they might be the troubleshooters.

CORP VS. CORP

The profit line is all that matters in a game of competing megacorps. Companies will do whatever it takes to get and maintain the edge over their competition. Corporate espionage, cover-ups, insider trading, sabotage, embezzlement, and shifting alliances punctuate a conflict where loyalty is bought and sold like everything else. A series dealing with corporate warfare might see characters freelancing for one (or both?) of the corporations as deniable assets who gather all manner of information, steal prototypes, and even key employees as a way of destabilizing the target corps' infrastructure.

NATION STATE VS. NATION STATE

A series dealing with nations often revolves around ideologies and espionage. Characters might play spies, assassins or propagandists who spread disinformation in enemy territory. The characters might even be involved in an insurgent campaign with the goal of destabilizing the nation.

LAW ENFORCEMENT VS. CRIME

Whether as criminals, bounty hunters, sector cops, or corporate or private detectives, the heroes come face to face with many of the moral gray areas within the future legal system. Forensics and investigation become intertwined with shadowy informants, evidence tampering, and the fine art of the double-cross.

HEROES VS. THE SYSTEM

In the end, it turns out there are no real heroes or villains in the world of the future — just products of a system so broken most take it for granted, like death and taxes. Such a

series seeks to expose the dark side of so-called benevolent social constructs such as community, governance, love, wealth and even rationality. Heroes struggle against society as a whole while being viewed as radical malcontents, or perhaps even criminally insane.

HEROES VS. THEMSELVES

Some of the most difficult battles are not against external forces, but our own inner demons. In such a conflict, the hero's own fears and vices might prove to be their worst enemies. In a world of digitalized memories, the heroes might also be pitted against AI aspects constructed from their own personalities or simulacrums built to be their equal. The only way to defeat such external manifestations might be to face up to and then take advantage of their own shared flaws.

PLOT

The plot is the sequence of events within the series. Unlike traditionally created works, the Game Master does not have complete control over the course of the story. The players' input, and the randomness of the dice will invariably alter the story's progression. Still, the plot is in many ways the story and the Game Master will still need to at least thumbnail the rough events of the series before it is fit to present to the players at the game table.

How the heroes navigate the plot is what makes the story memorable. Plots have beginnings (which set the stage and offer the hook that invites the heroes into the situation), middles (that explore the theme), and ends (which resolve the plot). The plot tends to build up during the middle until, as the player in "Rosencrantz & Guildenstern Are Dead" states: Generally speaking, things have gone about as far as they can possibly go, when things have gotten about as bad as they can reasonably get. That's when we get a climax—the point of final decision within the story, followed by a denouement which wraps up the last few plot threads (or more commonly these days: the threads that will not be picked up until the next sequel). Each of these is a

distinct phase of the plot, which we will briefly describe below.

IN THE BEGINNING...

Beginnings are foundation of the story. The place where you as the Game Master can put your first stamp on things and set the mood, tone, and direction of the story. This all requires a good deal of focused description, so don't be afraid to go a little overboard here. A well-set stage will have your players using the props, places and people you supply here for games to come. At this point, you need to establish the baseline of the world the series is set in. Show your players what "normal" looks like before you yank it all out from under them. Give them reasons to love or hate their setting, and want to protect, change, or flee from it. In general, you want to start your beginnings with a bit of bang. It doesn't have to be a "Bond" opening, but it should catch the players' and their heroes' attentions. This bang may or may not lead directly into the middle.

THE MIDDLE GROUND

Middles are very often the most difficult phase of design, because so much can happen here. The middle is a maze of choices where subplots sit like landmines waiting to be tapped. Because you are not navigating it yourself, but relying on the players to do so, it can become very complex. My only advice on this is to try and remain as flexible as possible, while at the same time offering the players a bread crumb trail of clues or alternate paths—perhaps with unexpected twists and challenges of their own—should they lose their way to the climax.

While progressing along you should build up the stakes. The risks and challenges should both grow and become more personal to the heroes until the adventure draws near its climax. This the time to spring all your sorted twists and reversals, slowly increasing the pressure on the party.

In a role-playing game, the middle is the most fluid point. Heroes are generally given several options at this point, and they may take the adventure in any number of unforeseen directions. As the Game Master, you must choose

THE REAL END

When a series comes to an end (as all good stories should) you should have a plan, and here, in the planning stage is where you should start formulating it. It should be big and worth remembering by the players: something they will tell stories of in the years to come. It is likely that you will not reach the resolution point via the path you had first imagined, but you should have the end in mind all the same. As events occur within the course of the series, make whatever minor course corrections you need to get you to there. It is entirely possible that the heroes' actions might even suggest a better end, in which case, feel free to make changes as logic permits. Even still, you should always have a finish line in sight, and be actively working toward it. Without that goal, your series might very well wither on the vine and die amid a maze of subplots and side quests. So, remember keep your eye on the prize.

whether to go with the flow or nudge the group back in place. To be extreme in either direction is to risk your game. Players like direction from time-to-time, but they also enjoy their freedom. The trick is to know which one to employ and when. That comes from experience and knowing your group.

THE END (CLIMAX)

The climax. The final showdown. The big reveal. Here the heroes finally confront their foe and give him what for, or perhaps die in the attempt. All the major action should lead (or at least appear to lead) to this point, and if that means you have to alter your previously scripted grand finale because of something unexpected that transpired in the middle, so be it. Don't make this scene too easy for the group. They should have a good solid plan for dealing with their nemesis or the problem at hand. They should also have to overcome a twist or two along the way. Ultimately, it is the Game Master's responsibility





to provide the necessary keys to the heroes' success during the middle. Whether the heroes take the Game Master's clues and hints or use the key in the right fashion or instead go their own way is another story, but once again the Game Master needs to be adaptable. If the characters come up with a reasonable way of dealing with the climax, you should consider the option.

MOOD

Mood is the spice of the series. Mood is the feel or emotion invoked by the story in the players, and by default, their characters. Invoking a mood is one of the harder parts of Narrating, but it's well worth the effort. A well-invoked mood allows for deeper immersion into the game world by touching upon an emotional thread, like fear, hope, wistfulness, or fun.

Think about mood in the same way a movie director might. In a passionate romance, sets are often dimly lit and filled with deep reds, the music is pitched at a certain tone, and the movements of the actors' flow like a dance. A horror film, in contrast, includes long periods of suspenseful buildup punctuated by sudden discordance. The shadows are cold and isolating, rather than cozy and warm. *Interface Zero* can play to any number of moods (including the aforementioned examples), the following are just a few more to get you started.

ADVENTUROUS

There are new, never-before-seen horizons to explore. Sudden dangers are present around every corner in a series with an adventuresome bent. A hero cannot advance without taking daring risks, and everything seems boldly colored and over the top. Mooks (minions) are aplenty, as are cliffhangers and skin-of-your-teeth rescues. Everything happens in just the nick of time, or if you prefer, not a moment too soon.

DECAY

The toxins in the air eat at man's cities, and at humanity itself. The world is slowly rotting and dying around the heroes, as evidenced by the destruction of the ecosystem, wastelands, ruins, and the rusted shells of cars that dot them. Everyone is sick here in one way or another. Entropy is everywhere, as are the items used to ward it off. Everything seems to be falling apart, morals included.

FRENETIC

Everything is constantly in motion and no one really knows what the future holds. This is the mood of the Singularity, the shifting neon landscape of the hyper real world, the constant background buzz of information. The world is one filled with sleepless nights of racing thoughts, and uncertainty. Travel and high-speed chases are a hallmark of this mood. Change is everywhere, but not always visible. All the characters in the frenetic world (Game Master and player alike) tend to act without too much forethought, flying by the seat of their pants, and living off of fear and adrenaline. Never sit down when Narrating a frenetic adventure.

IDEALISTIC

The world is filled with lofty ideas and noble purposes, a stark contrast to the usual cyberpunk setting. Things are bright, and shiny, and new, like a blazing dawn as seen from a penthouse or Olympus on high.

MYSTERIOUS

Things are not all that they seem to be when this mood is in effect. The world is a balance of shadow and light. No one seems to have all the answers. The heroes themselves should probably never piece it all together (at least not now). Instead they'll have to rely on themselves to fill in the missing puzzle pieces as they navigate a world of lies, half-truths and secret agendas.

OPPRESSIVE

The world seems claustrophobic, brooding, crushing down on the backs of the characters. Big Brother seems to always be watching. People toil like robots and the future seems unchanging. Everyone here seems tired and worn taskmasters on down. Only the super affluent seem unaffected.

VISCERAL

It's all about blood, sweat, sex, and the drive to survive at any cost in the face of the impending Singularity. In a visceral setting, humanity is an animal with all the powers and flaws of his primitive ancestors trapped in a cage of his own making. Modern society, logic, and advanced technology play the parts of jailor, tamer, and cell that fence in our mostly

hidden organic urges. This mood plays up those blood instincts in the face of cold technological indifference.

VIOLENT

Death is swift, messy, and almost arbitrary in a game where the mood of violence holds sway. There are periods of brooding punctuated by sudden flares of aggression like an angry red light flashing in the shadows on an oppressively summer's night. Fights tend to resemble Tarantino movies rather than bloodless 1950s westerns, and the vicious tools of bodily harm seem to be everywhere. Most characters hold physical confrontation as the first, last, and only means of conflict resolution, and many are maimed in some way because of it.



CAMPAIGN THEMES

In the previous section we discussed various elements of a story. This section shows you how to take those elements and develop frameworks for your game that we call Campaign Themes. Campaign Themes are designed to help you and your players mutually decide on the style of game you're going to play. We outlined the core Campaign Themes in the Player's Guide to 2095 to give players a base to start from. In this section we expand on them and give you rules you can use to create your own unique Campaign Themes. Finally, each of the core Campaign Themes contains a Plot Point Campaign.

BUILDING CAMPAIGN THEMES

The following rules are designed to help you create the framework for the type of game your group wants to play.

FORMAT

In the Player's Guide to 2095, Campaign Themes have a basic format; Name, Description, Rank, Starting Wealth, Team Roles, The Stage, and Story Elements. We'll revisit these here, but for you GM's out there, we add a few more categories to help you further flesh out the Campaign Theme.

NAME AND DESCRIPTION

These elements seem pretty straightforward; the former labels the Campaign Theme and the latter describes it. There's not much to say here, but it should be noted that the name and description of the Campaign Theme should reinforce each other. Don't name your Campaign Theme "Corporate Warfare" and describe it as a theme where characters play gangers who seek to dominate the streets.

RANK

The Rank of the Campaign Theme determines when it begins. This is important, as players need to build characters that can fit the roles commonly expected of them. If a Corporate

Warfare Campaign Theme deals with characters who run a corporation, then starting them at Novice Rank doesn't make sense; the characters should have some experience running a corp. Veteran or even Heroic rank would make a better fit, as a Corporate Warfare Campaign Theme sees the characters at the top of (or close to it!) their chosen profession. Similarly, the Cyberpunks Campaign Theme has characters starting at street level poseurs looking to make a name for themselves. Novice rank, or possibly Seasoned works best in this case.

STARTING WEALTH

Starting Wealth is always tricky. On one hand, you want to be sure and give the group enough cryptodollars to get the things they need (remember Origins give starting gear as well), but not so much that they can get anything they want right off the bat. *Interface Zero's* economy assumes a couple of things about the world:

- **Tech is cheap:** Whether you are talking about various augments (Biotech, Chemtech, Cybertech, etc.), weapons, body armor, or various gadgets, the majority of this stuff is priced to sell. Corporations want characters buying their stuff, and they have to compete with each other for every cryptodollar they get. Price things too high, and suddenly nobody is buying, stocks are falling, board members are angry, and people lose their jobs.
- **Tech is ubiquitous:** Everyone seems to be sporting the latest augment, wearing the newest clothes, driving the coolest car. Heck, even the blue platers and gutterpunks somehow manage to squirrel away enough cryptos (or max their credit cards) to look the part, even if they are living above their means. Characters are no different, especially if their Street Cred might suffer.

Keeping those things in mind, we suggest most Campaign Themes should start with 5,000 cryptodollars.

TEAM ROLES

What roles do players assume in your Campaign Theme? Are they special operatives working for a government, or freelancers who take the jobs nobody else can or want to do? Having clear definitions of character roles helps players create characters that fit in your story. For example, playing a character with a Street Samurai Edge in a Protect and Serve Campaign theme doesn't make much sense. On the other hand, a private investigator concept can work in any number of games. Below are some examples of concepts for the three core Campaign Themes.

- Common roles in a Bio-Hunter Campaign Theme:** Hunters typically deal with strange creatures, and more often than not, the people who made them. Characters with a deep understanding of biology and genetics can quickly identify potential problems when dealing with a certain type of biohorror are especially vital; one never knows precisely what some of the horrific amalgamations of fringe science are capable of, and such knowledge might be the difference between life and death. Characters who can hold their own in a fight are obvious choices, as are medics and people who know the ins-and-outs of the sprawl; knowing all the dark corners of a city can be useful when tracking down some of these beasts. Hackers play a lesser (but still useful) role in a Bio-Hunter Campaign Theme, but someone who knows how to break into places the old-fashioned way is just as effective. Psions are also a good fit in a Campaign Theme dealing with monster hunting.
- Common roles in a Cyberpunks Campaign Theme:** In a Cyberpunks Campaign Theme, characters can come from all walks of life. Ex-soldiers commonly engage in shadow operations and are quite useful when the bullets start flying, as are other combat-oriented archetypes such as the cybermonk and iconic street samurai. You'll want at least one hacker, a drone rigger, a person who can pull double duty as both the "face" of the team and some other critical role such as an investigator. Negotiations and investigative

work pair well together. Other roles include ace pilots and especially healers.

- Common roles in a Protect and Serve Campaign Theme:** At first glance, a Protect and Serve Campaign Theme seems pretty straightforward: everybody plays sector cops. That isn't the case—especially in 2095. Long gone are the days when the lone police officer and her partner patrol the streets. These days, the police head out in teams four or five. While everyone is proficient in tactical combat, sector cops need at least one hacker to monitor

TAP security for the team and quickly lookup schematics for a building or geographic area. Drone support can be critical, especially if/when the squad find themselves outnumbered. Psions who can read minds and emotions are welcome, and everyone should have some basic knowledge of healing.

THE STAGE

Where will your games take place? Are your cyberpunks working exclusively in a single city like Chicago, or are they engaging in missions that take them all over the world and even out into the solar system? Does the Bio-Hunter Campaign Theme take place in one city, or do the characters hunt biohorrors in non-urban environments? Knowing where the game will take place before the campaign begins is crucial to planning adventures, encounters, and even the non-player characters your players meet along the way.

One thing you should also keep in mind; the stage isn't necessarily fixed. As the heroes rise in Rank, they may attract the attention of people and organizations who want to hire them to perform services or take on larger roles.

For example, in a Protect and Serve Campaign Theme, the characters start off as patrol officers, but there's nothing saying that as they rise in rank, they get promoted and become detectives, or even get assigned to special task forces that often take them all over the world.

In a Cyberpunks Campaign Theme, the characters may be invited to join elite organizations similar to the one in the John Wick series of movies. Once in the organization, they gain access to exclusive locales (like the Continental Hotel) and can obtain equipment not normally found on the streets. Membership has privileges, and in such an organization, characters may have the opportunity to get





lucrative contracts doing the type of work not previously available to them on the streets. Each Campaign Theme explores possible locations you can use in your game.

STORY ELEMENTS

The Campaign Theme you choose determines the type of stories you wish to tell, but each Theme deserves special consideration when it comes to story elements; bones which frame the core of the game. In the previous section we discussed conflict and mood. Story elements take those concepts and help you use them as guidelines when creating adventures.

In a Protect and Serve Campaign Theme, the conflict is Law Enforcement VS. Crime, but the Mood can include a number of concepts. Violent is generally an obvious choice; sector cops are constantly fighting against criminality, but other elements can be used. Using the mysterious Mood in the Protect and Serve game is great for stories where the characters have to track down serial killers or even uncover corruption in the department.

In a Cyberpunks Campaign Theme, characters might be idealists (Idealistic Mood) who fight against the system (Heroes VS. The System Conflict), while a Bio-Hunter Campaign Theme can incorporate the Human VS. Non-Human and Human VS. Nature Conflicts. Visceral, Violent and even Adventurous Moods are great choices for characters who hunt bio-horrors for a living.

COMMON NPCS

Characters don't exist in a vacuum. They interact with non-player characters all the time, and not just because an adventure demands it. Non-player Characters add spice to your game, and a certain level of authenticity to the world as a whole. Who do your cyberpunks interact with on a daily basis? What's the name of the bartender or bouncer at their favorite nightclub? What about the fixer who always seems to have the equipment the characters want? Who do your sector cops squeeze for information when they need to find a kidnapper? So, how do you create non-player characters that fit into your game? Here are a few suggestions to help you out.

- **Inspiration:** Where do you draw your inspiration from? There's a reason you want to be the game master, and most likely it's because you want to tell stories loosely based on books you've read, movies or television shows you've seen, etc., so go back to them and make some notes. Pay attention to the personalities the hero interacts with. Ask yourself what makes them memorable and apply those qualities to your npcs. The more detail, the better.
- **Stereotypes:** Look at common stereotypes found in various media and think about how they might fit into your Campaign Theme, and then write them with a twist. Maybe that Confidential Informant (CI) in your Protect and Serve campaign isn't a ganger or some other criminal, but the sprite in the TAP of someone in the organization you are investigating. The Sprite sends coded messages to the characters when it gets information that the group should know. Maybe the shady, hard to reach fixer the cyberpunks deal with all the time is actually the lead singer in a rock band, or a corporate purchasing agent. One thing about stereotypes, though. Don't use them to negatively portray any ethnic group, sexual orientation or gender. Terrorists are not synonymous with the religion of Islam, nor is it appropriate in the slightest to paint the cab driver as someone of middle eastern descent. The fashionista doesn't have to be gay; the professional athlete doesn't have to be a black male, and the bigot certainly doesn't have to be a southern white Christian.
- **Real Life:** Finally, take a look around you. Who do you interact with on a daily basis? I'm not necessarily talking about friends and family, though they can certainly inspire you. Think about your common interactions with various people you see every day; the cashier at the coffee shop or grocery store, a co-worker you barely know, the wait staff at a restaurant or that asshole you can never seem to avoid. What aspects of their personalities can you draw from to make interesting non-player characters?

Once you've found your inspiration, make some basic notes about their personalities and how you want to role-play them. You don't need to write entire stat blocks here (unless you really want to). These characters are there to reinforce the setting. If the characters use them to gain some kind of benefit, a note or two about relevant skills, services they offer, and the roles they play in the game are all that you need in the beginning. You'll find that as the game progresses the initial notes you made are expanded and modified until the NPCs have taken on a life of their own!

SETTING RULES

In the Player's Guide to 2095 we listed Setting Rules from the *Savage Worlds* rules which we felt were appropriate for the genre as a whole. Those are Conviction, Gritty Damage, More Skill Points, Multiple Languages, and Wound Cap. All of these are perfectly fine for any Campaign Theme. That said, we'll also provide some new setting rules in each Campaign Theme that we feel help reinforce the elements of said Theme. You should also feel free to add or subtract setting rules as you see fit.

BIO-HUNTERS

In a Bio-hunters Campaign Theme, the characters are unsung heroes who keep the city safe from mutated "bio-horrors," creatures that have escaped the confines of a research lab (or were intentionally released!) and live in the dark corners of the sprawl.

The Bio Hunters Campaign Theme helps you do just that. Modern genetic experimentation and cybernetic enhancement are not the only threats that bio hunters face either. Often it is as important to clean up a threat and keep it out of the eyes of the public as it is to eliminate the threat in the first place.

RANK

Bio Hunters tend to begin at Novice rank, learning the ropes through trial and error as they come up through the ranks. GMs may

choose to begin a campaign at a higher rank such as Seasoned going with the assumption that these bio hunters have been around for a while. A good bio hunter is not just a collection of stats and good equipment, it is experience in the trenches facing insurmountable fear and gnashing teeth that makes a hunter what they are.

STARTING WEALTH

Bio hunters begin play with 5,000 cryptodollars. They should expect to equip themselves with everything that they need to begin facing bio-terrors. While the team should not skimp on weapons and armor, a medkit and drones can play no less of a role in keeping them alive.

THE STAGE

Most *Interface Zero* campaigns take place in the urban sprawl and bio hunters is little different, but bio hunters, perhaps more than any other campaign type, may potentially take missions in the great outdoors, all across the globe, or out among the other planets and asteroids.

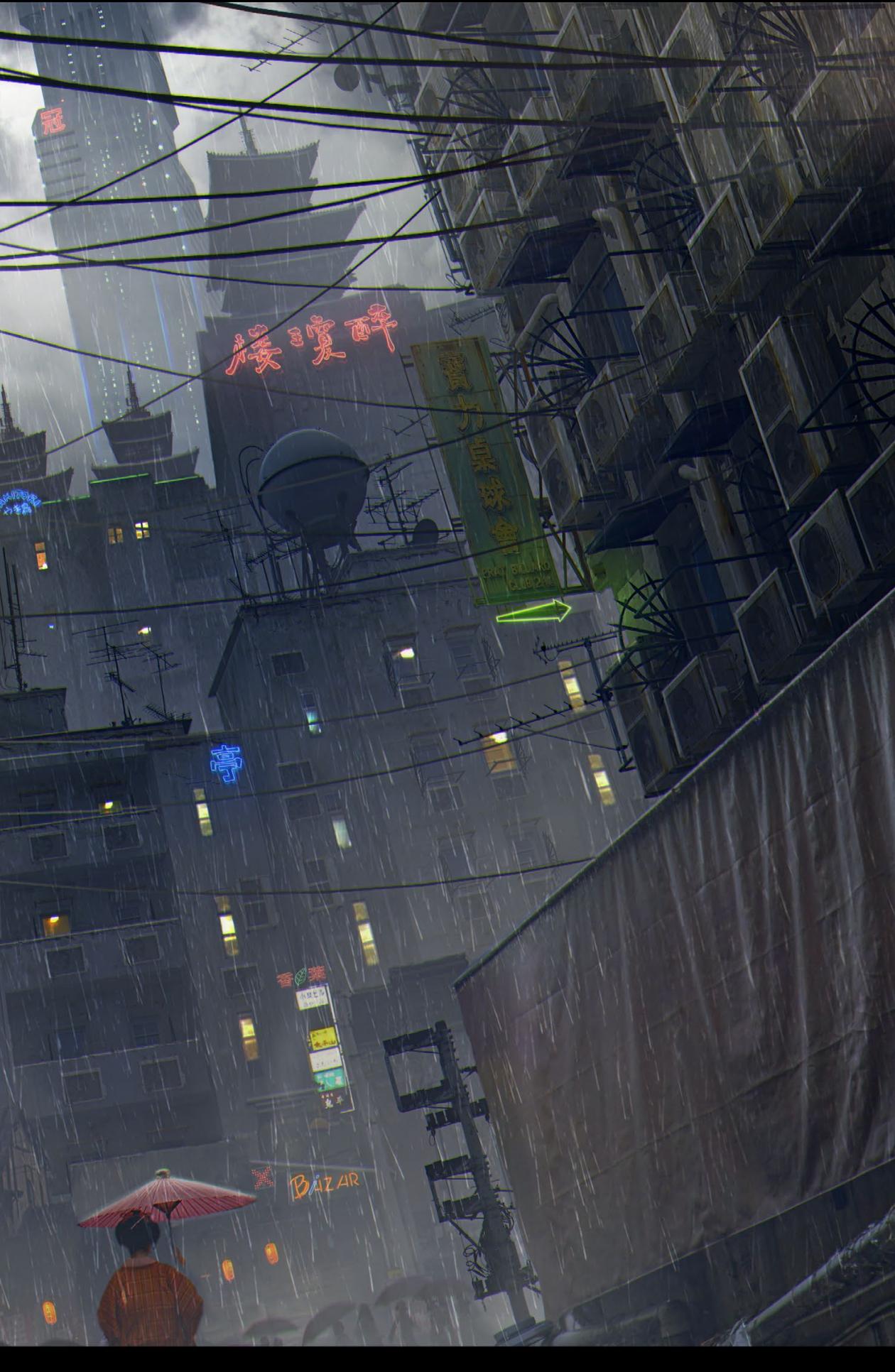
STORY ELEMENTS

Typical adventures, as the name implies, has characters facing bio-terrors. There is a near endless variety of threats, however, that a mission might take. One night they may be hunting mindless in the Gary Hells, and the next night they are on a flight to Eastern Europe to hunt lycanthropes.

COMMON NON-PLAYER CHARACTERS

- Sector Cop
- Federal Agent
- Cyber Punk
- Bounty Hunter
- Mad Scientist
- Corporate Geneticist
- Bio-Horrors of numerous types.





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SETTING RULES

Throughout history, individuals have taken upon themselves the task of protecting others from creatures of horror. Organizations have existed that gathered these hunters together and guided them upon their tasks. While many eldritch creatures have been hunted to extinction, new ones continue to arise through natural evolution and dabbling of corrupted minds. Now at the close of the 21st century, due to the rise of genetic experimentation, radioactive mutation, and biological hazardous waste, new creatures are appearing at an alarming rate. Some of the Bio-Horrors have mastered the ability to blend in with humans. So much so, in fact, that there have been cases of supernatural beings inhabiting prominent political and social circles.

ORGANIZATIONS

There have been countless organizations through the years that have eliminated supernatural aberrations. Some of these organizations and individuals are well known and their names and accomplishments have passed down through stories and legend.

Individuals and organization that have hunted these creatures and who hunt them now can generally be identified as specific types: Altruistic individuals and organizations who hunt creatures for the public good, greedy individuals and groups that slay monsters for profit, egotistical groups and individuals that hunt beasts for glory or trophies, organizations and individuals who seek to capture the creatures for their own use, and finally government or police employed organizations or individuals who hunt creatures as a profession. Organizations and individuals exist that interact with these creatures in other ways as well, such as groups and individuals that seek to protect these animals viewing them as rare and endangered species, as well as organizations and individuals who intentionally create monstrosities to cause havoc and chaos.

Modern organizations that are currently known or who are reputed to exist include Deorum Clypeus, a holy organization boasting over 200 members in 81 countries that hunt creatures that are aberrations in God's eyes.

The Memphis Monster Hunters are a small group that, according to their Deep feed, have slain over 300 bio-horrors and mutants in the Memphis area. Though the group has little proof to back up their claims, there are a small handful of grainy images on their Deep feed that have not been entirely debunked. Bio-Horrors Inc. is a group of nine individuals in the Seattle area that hunt creatures for pay. Their advertisements promise swift creature removals for reasonable fees and they have 21 positive reviews on their U-Sell Marketplace account. Whitechapel is an organization based out of London that have hunted bio-horrors for pay worldwide including the very well-known case where they successfully recaptured a genetically created Tyrannosaurus Rex in Dubai after it escaped from a Chimera Corporate facility.

Fantasy Safari Tours sells all-inclusive bio-horror hunting experiences in the Australian Outback to any number of individuals that can come up with their 60k cryptodollar fee and allow trophies or carcasses for a further 150k bag fee. Montgomery Steel has thousands of likes on his Deep feed for his solo hunts of numerous creatures over the last 17 years including his most popular feed of a rare albino werewolf. Rumors abound of Aphrodite Cosmetics operatives being spotted with heavy vehicles and weapons in the Altana area during an attack by a 30-foot winged crocodile that has not been seen since. Requests for information from Aphrodite Cosmetics have been met with denials of their presence in the area though no end of unofficial photos have come in from the public refuting their claim.

In Chicago, the Unnatural Biological Interdiction Department (UBID) is a municipal organization, funded by the city with the express responsibility of eliminating unnatural threats within the walls. Rumor has it, with three radiation zones, numerous corporations specializing in genetic research, and a huge population, any number of whom may be amateur geneticists, the UBID is kept very busy and they are always recruiting those brave (or foolish) enough to join their ranks. PETAL (People for the Ethical Treatment of All Lifeforms) has tens of thousands of members worldwide that view the destruction of any kind of creature, even those created unnaturally and those that are inherently violent and dangerous,

is utterly unforgivable. Finally, there have been numerous cases of 'biological terrorism' where organizations, such as The Black Cloud, have intentionally created bio-horrors and released them in public areas to cause as much injury and death as possible.

Player characters in a Bio Bunters campaign my work individually, in a group, or may be part of a larger organization that helps guide and coordinate their activities.

NEW RANGED WEAPON

Entangler Net Gun: The net gun fires a large net that spreads as it flies. The gun also needs a compressed air cylinder that is good for 12 shots minus the (largest) size class of the ammo. Cost for the air cylinders, which weigh 2 pounds each, is 10.

Nets are available for different size classes of foe and have a -1 penalty to hit for each size class large or smaller that the target is than the intended target size.

FEAR

With the amount of truly terrifying foes that the hunters will be facing on a regular basis, Fear should be a significant factor in Bio-Hunter campaigns. GMs should emphasize the horror of the creatures that the adventurers are facing and should roll Fear checks appropriately. For most people in the modern world, there simply are no monsters anymore. Adventurers likely grew up in a home that was generally safe.

The adventurers enter the basement lair of the Doctor Eugene Frey, formerly a noted surgeon but recently fired due to his unusual behavior at work. The team has tracked him down because they suspect that he is involved in the high number of missing women in his neighborhood. They pull aside the curtain shielding his laboratory from the rest of the basement and recoil at what they see. The partially vivisected body of a woman lies on a gurney, organs float in jars surrounding the corpse and blood still drips from the table's surface. Several other gurneys stand in a row, the dismembered bodies upon them beginning to

putrefy in the damp basement air. The adventurers should roll vs Fear using the Nausea modifier.

The adventurers are seeking a creature that has been reported to be attacking individuals in the area. After hours of no luck, they hear a growling sound from a nearby alley. Entering the alley, they are shocked to witness a large wolf like creature feasting on the remains of its human prey. Still warm blood and entrails are spilled on the ground around the body. Suddenly the creature looks up, straight into the eyes of the adventurers. Blood drips from its jowls and a fearsome growl begins at the base of its throat. The adventurers should roll vs Fear using the Terror modifier.

TRAPPING FOES

In many cases, a Bio-Horror needs to be captured rather than killed. Capturing a foe may require a great deal of planning and preparation to accomplish. In some cases, the purpose of a trap is to kill a foe that cannot be defeated in any other way. It is up to the GM and players to decide together whether they will be doing a trap and whether the GM will allow it in any given circumstance.

Trapping a foe will use the Dramatic Task mechanic. The party will devise a series of steps to capture their foe. Simply throwing a foot trap on the path and waiting for the foe to wander into it is virtually never going to work. The GM should decide how difficult the task will be for the creature to be captured and the team will put together a plan to accomplish it using whatever skills they feel are relevant to the task.

Special Options that are available during a Trap Task include:

- **Herding:** The trapping party attempts to move the target in an intended direction. To do so, they perform a trait test defined by the action that they are intending to do. For instance, if they intend drive the foe back into the sewers by screaming and yelling at it and startling it. This may be an Intimidation roll. Driving it by striking at it may be a Fighting roll. The foe may be directed down a specific path through a building by using hacking to lock any other doors.





BIO-HUNTERS SPECIAL AMMUNITION TABLE

TYPE	COST MULTIPLIER
Retroviral DNA Ammunition: This ammunition has an enzyme core that causes debilitating effects to creatures with semi-stable DNA (Generally those that have been created through genetic alteration). Creatures that are hit by this ammunition are distracted, if they are hit with a raise, they are vulnerable as well. This ammunition does no damage.	8
Silver Rounds: These rounds are plated in silver and can stop the regenerative ability of creatures, like werewolves, that are susceptible to silver.	11
UV Rounds: These rounds emit a burst of UV light when they impact. Targets, such as vampires, that are vulnerable to sunlight may be injured by these rounds.	9.5

ENTANGLER AMMO TABLE

SIZE CLASS	HARDNESS	WT.	COST
-2 or smaller	6	3	12
-1	8	5	10
0	10	5	10
1-2	12	5	10
3-5	14	7	12
6-8	18	10	25
9 or larger	20	20	150

RANGED WEAPONS TABLE

WEAPON	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR	WT.	CONCEAL	COST
Entangler Net Gun	6/12/24	N/A	0	1	1	D6	12	+4	2500

Notes: Entangle: On a hit, the target is Entangled. On a Raise the target is Bound.

MELEE WEAPONS TABLE

WEAPON	DAMAGE	MIN STR	WT.	CONCEAL	COST
Stake	Str + d4	D4	.75	0	5
Tactical Stake	Str + d4	D4	1	0	10

Note: This is an improvised weapon

Note: This weapon has been designed for balance and grip and is not an improvised weapon.

- Baiting/Luring:** This is similar to Herding but is directing the foe to move towards a trap location rather than away from a stimulus. This may be done by placing bait that the foe desires such as some kind of food, in which case a Survival roll may be appropriate. Luring the foe towards a trapping individual such as the damsel in distress, will likely be a Perform roll. Taunt may also be a viable trait roll for targets that are intelligent.
- Stalling:** In some cases, the creature needs to remain in a specific location. A trapping individual will state what they wish to do to stall the foe and make an appropriate Trait roll. Perhaps they wish to engage the foe in conversation using a Persuasion roll or they might use Taunt or Intimidate to hold the foe in place. Perhaps a Shooting roll could be used to shoot around the foe.
- Triggering:** In most cases, the trap needs to be triggered by an action from the trapping group. If it is triggered merely by the presence of the foe in the correct area, such as a pressure plate or something similar, then no triggering action is required. However, in many cases, a triggering action such as,

pulling a lever, or activating a NET object, or something similar is used to trigger the trap. Typically, any kind of physical trigger would be an Athletics roll, but certainly there are cases where Hacking, Shooting, or some other skill may be used.

TYPES OF TRAPS

1P layers may elect to set up elaborate traps which will have to be prepared in advance to capture the foe. These actions should be roleplayed and may require trait rolls to accomplish. For example. The team decides to trap a master vampire in a cage so that he will be affected by the sun in the morning. In preparation, they purchase the trap using a Persuasion roll to find a seller and agree up on a price. The trap is then placed at the warehouse that they choose and is concealed by the door frame and

is covered by a tarp that can be pulled away with the warehouse's crane. All of these actions require time and several trait tests are used to accomplish it.

- **Foot Traps:** A foot trap is placed in an area and concealed using a Stealth roll. When the target nears the trap, they will make a Notice Roll with a target of the original Stealth roll to detect the trap.
- **Snares:** A Survival roll is used to place a snare. When it approaches the snare, the target makes a Notice test with a target of the original Survival roll to detect the snare.

In both cases, if they succeed on the Notice roll, they avoid the trap. If they fail, they step in the trap and are Entangled. If they fail by 4 or more, they are Bound.





EVOLVE OR DIE

Dr. Danielle Jordan is a brilliant geneticist. She was initially hired by GeneGenie to develop bioweapons that could be sold to contractors as they track down escaped mutate experiments. The data returned to her from the weapons has startled her. She's convinced that mutation is the future for humanity, and the sooner evolution occurs, the better. Her plans are to create an immensely powerful mutagen agent and deploy it as an airborne agent in Chicago. The Player Characters are the ones who stumble across the plan...and the only ones who can stop it.

THE MUTATE MENACE

Mutate is a term for normal animals that have undergone rapid changes to their DNA. These changes often make them more dangerous to normal humans. This can be a simple thing such as a massive change in size or something complex like cross breeding of animal traits. A mutate could be anything from a cat the size of a deer to a chimpanzee with razor sharp feline claws. These creatures can be most often found in the wild, but they can also be found in the abandoned or unobserved parts of cities, such as empty factories or even the HVAC systems of giant arcologies. Wherever Mother Nature might go unchecked, there's a good chance a mutate will adapt and thrive in that hidden space until their discovery causes someone to call a cleaning crew.

Rapid mutation is caused by several factors. The last century has put the planet through an unprecedented amount of instability. Nuclear fallout, chemical spills, climate change and several other factors have literally changed the face of the planet. The natural world is doing its best to adapt to these changes and sometimes the things it creates are a strange waypoint to a new creation. Some corporations might be willing to pay extra to cleaning crews that go through the time and effort to bring in a naturally mutated creature in for study. Smart crews make sure to include any sort of capture bonuses in their contract to ensure that clients don't suddenly have a change of heart on lethal methods to avoid paying an invoice.

MUTATES VS. BIOHORRORS

What is the difference between a mutate and a biohorror? Mostly terminology. Mutates are genetically mutated animals while biohorrors can be human experiments gone wrong or things like sentient plants. Biohorror is the more popular term as the media has adopted it to discuss any sort of non-human creature (and in some cases, misidentified hybrids). Mutate is more often used by professionals, such as scientists who study them, cleaning crews who hunt them and corporations who eliminate them as a service. Using different terms can quickly convey whether the character you're portraying is an expert on the subject or just a frightened amateur.

When you're in the dark with two shots left in your gun, that can mean the difference between the good kind and the bad kind of paperwork after the hunt.

Sometimes, humanity's effect on nature is overlooked until it is too late. A company might dump a failed soy food into a landfill, where rats feed on it to grow large and weirdly colored. When they run out of the foodstuff, the rats seek it out elsewhere. If it doesn't exist, then those rats become a problem. They get emboldened and start seeking out new sources of nutrition that can handle their accelerated metabolism. Once these rats fled and hid from humans and light, now they might swarm and attack. Smart cleaning crews will take some time and do some legwork when they land a contract to investigate the root cause of a mutate infestation rather than always go in guns blazing. Figuring out why a creature is causing trouble can save a lot of time, energy and ammunition.

Mutates can also be escaped corporate experiments. These are often the most dangerous contracts of all. Not because of the capabilities of the creature, though that is often true because they are often engineered to test weaponry or in some cases be deployed as weapons. The danger comes in corporate contracts from non-disclosure agreements, layers of secrecy and company paranoia. Companies are loath

to give out information to cleaning crews, even information that can be the difference between life and death. Cleaning crews need to be aware that lab experiments might have undisclosed abilities and weaknesses that the owners don't want to become known on the streets. Information is power in the corporate world and lack of information is deadly.

OVERVIEW

 Evolve or Die begins with a team of rather inexperienced cleaners working for GeneGenie. Their first job leads them down a series of events that calls their employer's motives in to question and gets them involved in a plot to infect the whole world, or at least Chicago and a few other cities, with a retrovirus that will cause great harm. Can they unravel the plot and stop it, or will they be forced to adapt to a wildly different environment as they and their loved ones are forever altered by science gone awry?

The following savage tales comprise the Evolve or Die Plot Point Campaign.

- **High Rent District (Novice):** The campaign starts off with a standard call to a GeneGenie clean-up crew. A flying creature has holed up in a construction site. It's a perfect job for a new crew: one creature, an isolated location and minimal collateral damage. The cleaners track the beast to its nest and exterminate it but find something unusual inside: an encrypted datachip and evidence that the creature was once an employee of GeneGenie.
- **Ratbatspider Attack (Novice):** The second plot point takes place in an underground club on the night of a reunion concert featuring a legendary band named Killers in Chrome. The crew has to track down a single mutate before the show. Doing so gets them tickets to the show and, more importantly, sits them next to Da Bear, a hybrid fixer with connections to the streets of Chicago and to pharmaceutical corporations looking to illegally test products out on the streets. The concert proves to be more raucous than expected when the loud music causes an entire nest of the creatures to burst forth into

the club. The crew must protect the crowd, kill the monsters and keep a legendary band from having their reunion ruined.

- **Feral Streets (Seasoned):** The next plot point features the return of Da Bear, who tips off the bio-hunter to a source of an uptick in biohorrors and mutates. It's a designer drug called Feral that boosts the abilities of hybrids and reduces baseline humans to animalistic, adrenaline-fueled beasts. Da Bear directs the crew to a manufacturing center located in a barely seaworthy freighter in Chicago harbor. An action-packed battle ensues as the crew takes on drug dealers, mutates and biohorrors defending their lair. If the crew takes any prisoners, they learn the shocking truth that Da Bear was using them to eliminate his biggest competition and now he's cornered the market on getting Feral to the streets.
- **Site Fifty-Seven (Veteran):** The next major plot point comes when the crew is hired for a corporate contract with a hidden agenda. Officially, the crew is hired to handle a biohorror outbreak in a secure corporate prison run by SecServ. Unofficially, the crew is asked to extract a scientist by the name of Dr. Danielle Jordan from the black site underneath the prison where SecServ was running genetic experiments on its prisoners. The good news is that the crew will have access to some pretty impressive resources for the assault. The bad news is that they will need them because heading into a biohorror hive will be their hardest contract to date, possibly ever.
- **Corporate Retreat (Veteran):** The penultimate plot point switches things up to an infiltration of GeneGenie corporate headquarters. Ethan Steiger or some other ally decodes the datachip from the first adventure and learns that GeneGenie is mixed up with Feral. They ask the crew to meet with them and they barely arrive in time to hopefully stop an assassination attempt on their friend. The evidence points back to GeneGenie and encourages the crew to infiltrate company headquarters to find the truth. At worst, they discover that GeneGenie has been supplying drug dealers





with the ingredients to make the drug to increase their own business by making more mutants and biohorrors for their crews to clean up. At best, they also get a tip on Dr. Jordan's plans with her improved version of Feral; one that permanently changes DNA and is about to be released on an unsuspecting audience.

- **Three Red Eyes (Heroic):** The climax of the plot point campaign comes when the players discover Dr. Jordan's ultimate plan. She's going to send three devices full of the mutagen on planes bound for locations throughout the world via O'Hare Suborbital Airport where they will detonate and infect thousands of people with violent mutations. The crew will have to either disable or destroy the drones and catch Dr. Jordan before she escapes to try again. Unfortunately, she's got two layers of protection; corporate security at the airport and members of Da Bear's gang. The bio-hunter might be out a job at the end of the campaign, but they'll have saved a city from a terrible mutagen outbreak that should get them plenty of street cred to find more freelance work.

GENEGENIE CORPORATION

The strange effect of environmental change has had on animals throughout the world allowed for strange mutations of beasts big and small. Some people sought out these creatures to be hunted, at first to protect their homes and loved ones, but later to gain a bit of fame. Where opportunity knocks, monetization follows. There are still plenty of lone hunters and freelance crews, but most people look to corporate relief when some strange thing has nested in their basement. Specifically, they call a bio-hunter from GeneGenie to investigate, track and kill the beast.

GeneGenie established itself as one of the first professional investigation and extermination companies a few short years ago. They hired a mixture of scientists, mercenaries and marketing professionals to get their names on everyone's minds. They provided some of the original bio-hunters with advanced bioweapons in exchange for promotional consideration. Those crews taught the mercenaries how to fight monsters

instead of men. All it took were a few high-profile hunts in Chicago, New York and Denver for GeneGenie to expand throughout the North American continent.

Public calls are important to GeneGenie's bottom line, but their status as the leader in a growing industry has started to net them more lucrative government and corporate contracts. Most new crews are on-call to take contracts to the general public. These contracts pay out on a commission basis, while organizational accounts offer a stipend in between calls to ensure the crew's readiness. That makes the rivalries between the public contractors and the private staffers flare up from time to time. When the home office signs a new contract, these groups do what they can to either sign on as full-time employees or to get a nice raise for holding another service contract.

For those folks unwilling or unable to pay for GeneGenie's services, there are some alternatives to hiring on a netstar and hoping they are a good hunter and not just a good editor. Budget hunters often take the jobs GeneGenie turns down as not profitable enough, such as a housing complex pooling their money to clean out a creature from their abandoned rooms. The biggest foreign competitor, Sivana, has made in-roads with a few contacts in Eastern cities, but those are up in the air with the changeover to the Reformed United States.

GeneGenie's rapid rise as a company has made it a tempting target for buyouts and other corporate intrigue. Not only has it seen a steady rise in profits over the past three years in a growth industry, but its Chicago headquarters would also give any parent company a foothold in the difficult to enter Free City marketplace. So far, none of the maneuvers by potential buyers has leaked out into the public sector. Some of the bioweapons innovated by the company have imitators in use by rivals, though this is just as likely reverse engineering rather than silent strikes against company labs. Unless there's a major change in direction for the company, GeneGenie is the bio-hunter corporation to beat.

CAST OF CHARACTERS

The following characters play major roles in Evolve or Die.

DR. DANIELLE JORDAN

Danielle Jordan grew up in a corporate arcology with every opportunity to excel. She loved living in the arcology. Her favorite thing to do as a child was to travel to the highest level she could find and look out the windows over the rest of the city. A curious nature and precocious face got her fairly high up in the building. She had a knack for convincing people to let her get away with it. A tiny girl wouldn't cause much trouble just looking out a window for a moment or two, would she?

The bending of permissions and her desire to seek out information made her an excellent fit for the science track of her arcology's corporate development program. She settled on genetic studies because of its implications in both the health and cybernetics fields. Once again, she felt like she was on the top floor looking down over two massive sprawls. But this time she didn't like the view. She saw a disturbing trend and wondered if she could change it.

There was plenty of evidence that humanity was changing the world. Whether or not the changes were positive or negative didn't matter because they were happening no matter what. The one constant involved was humanity itself and it was resistant to change. It built new life forms and versions of itself but these were met with fear and violence. Even when it went to space it brought back minerals and resources to affect a global scale. When Dr. Jordan started to work on a hybrid process adaptation, something clicked inside her.

Humanity needed a massive change event much like the nations they created truly evolved only after massive external pressures. Mass cyber modification or uploading of personalities was unlikely, but a one-time event, such as a bombing or natural disaster, could be the catalyst for the change humanity needed to begin a true evolution. She worked on the personal project for many years while developing her skills as a geneticist and an expert on hybridization. To

help finance the project, she also leaked an early version of her mutagen as a street drug that became the new sensation Feral. The drug affected hybrids in unique ways but was also useful to humans as an adrenaline trigger and rush addiction response.

Now, the time has come for her to put her plan in motion. Jordan developed her mutagen to a form that's transportable and fast acting. Her street contacts are able to get the mutagen into a place where the ultimate experiment will take place, O'Hare Suborbital port. All she has to do is get to a place where she can observe from a distance and watch humanity face its greatest challenge.

Dr. Jordan is the main villain of the Evolve or Die campaign. Dr. Jordan's main goal is to field test her mutagen agent by releasing it into the public in three major cities. Her targets are Chicago, Washington DC and Paris. Chicago is her home base and the bomb is something of a thank you to her true corporate masters, GeneGenie, for paying to work on the mutagen while working at a black lab under a prison. Washington is to put the change right in the face of the new United States government and prod them to action. Paris spreads her mutagen around the world.

Her cold, calculating demeanor will rarely, if ever, crack in front of the characters. The forced hybridization of millions of people is a necessary step in the evolution of humanity. She will not be stopped and if anyone becomes an obvious threat, she will order Da Bear to send some hard boys at them until they either quit or die. There is a small possibility that, after the final attacks happen, she might be persuaded by the crew to feel remorse, but by then it will be too little, too late.



DR. DANIELLE JORDAN

Attributes: Agility d4, Smarts d12, Spirit d8, Strength d4, Vigor d6

Skills: Academics d10, Electronics d8, Hacking d4, Healing d12, Notice d8, Persuasion d6, Repair d8, Science d12, Shooting d4

Pace: 6; **Parry:** 2, **Toughness:** 5

Gear: small pistol (2d8+1, AP 1), lab coat, Tier 4 IDS

Edges: McGyver, Mr. Fix It, Scholar (Science)





GILLIAN ROYCE

Nobody gave Gillian Royce anything; she's taken it all. She's the middle child of a corporate middle manager and learned early on that if she wanted attention that she had to get it herself. She was a wild child that settled down once she realized she could take advantage of suckers and get paid for it legally. Gillian learned to work the angles early on and it's done nothing but help her in her climb up the corporate ladder. Her siblings stalled out in their careers while Gillian made the jump to GeneGenie right as it was breaking out.

In her position as District Manager, Gillian directs how the calls and funds get directed to the offices throughout the city. Chicago is the company's first and biggest market, so this position affords Royce a lot of power. Most of her supervisors are focused on either expanding GeneGenie's market share or fending off buyouts and rivals long enough for the company to expand. She'll tell those above her in power that she's fair and balanced with her distribution of resources but everyone below her knows she plays favorites. More often than not, unless they follow protocols to the letter, the crew will butt heads with Gillian and struggle to find proper funding for everything they want. She has no problem pulling rank or pitting other members of the company against the crew to get the results she wants.

Gillian is the jerk boss that the crew must deal with. She doesn't care about saving the day or stopping the mutagen, she just wants to make sure that the paperwork is filled out and she gets her cut. At least, she does at the beginning. She might have a change of heart if the crew gets Ethan killed or she might also be working on the inside of GeneGenie for Dr. Jordan. Royce is meant to be a wildcard that can adjust the difficulty of the campaign based on how the players play. If they're feeling strong and confident, that's a great time for a betrayal. If they've gotten beaten down, let Royce show a little mercy and support.



GILLAN ROYCE

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Academics d4, Common Knowledge d8, Electronics d4, Intimidation d10, Performance d6, Persuasion d10, Taunt d10

Pace: 6; **Parry:** 2, Toughness: 8 (3)

Gear: small pistol (2d8+1, AP 1), hostile takeover suit, Tier 3 IDS

Edges: Connections, Humiliate, Faceman, Strong Willed

ETHAN STEIGER

No kid ever wants to grow up to be middle management. Ethan Steiger certainly didn't want to, instead opting to go to school for psychology. His test scores put him at the higher end of the middle of the pack, which meant corporate recruiters more or less passed him by. He bounced through a few lower level companies until he ended up as one of the first employees of GeneGenie. Working at a startup grabbed him in a way few other companies did. The rise of the company allowed Ethan to be in the middle of it all as it went from a rented office in an industrial park to several offices in several industrial parks throughout Chicago.

Steiger's talent with people makes him an excellent corporate liaison. Ethan coordinates between the companies that hire GeneGenie, the home office and the cleaning crews out in the field. He's there to make sure that everyone is happy. Managing the demands of three masters is definitely a challenge, but it's one that Ethan manages more often than not. When the time comes to make a choice, he usually prioritizes his people first, his company second and the client last. Much of his job is there to make sure it never comes to that. Training cleaning crewmembers costs the company more than losing a customer to a rival.

Ethan will be the point of contact at GeneGenie. He's a sympathetic character and will stand by the crew as much as he can even when they start to act against the interests of the company toward the end of the campaign. It also makes him a prime target for retaliation whether through the corporate intrigues of Royce, a hit squad from Da

Bear or even a dose of mutagen from Dr. Jordan. Ethan might have to die to show the seriousness of the crew's predicament but if they save him, they've got a friend for life.



ETHAN STEIGER

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Academics d8, Electronics d8, Hacking d10, Persuasion d8

Pace: 6; **Parry:** 2, Toughness: 4

Gear: briefcase, suit, Tier 2 IDS

Edges: Lucky

DA BEAR

Julius Cheek loved his mother. She loved him back no matter what. When he got into trouble at school, picked up by the cops for breaking windows or even when he started being sent to prison for real. She was the first to see him whenever he would walk out of getting in trouble, wrap him up in a big hug and tell him "Baby bear, everything is going to be alright." That was the last thing she said to him before she died. He would have gotten that phrase as a tattoo on his body but by then he had already begun his hybridization into a bear.

Julius was running with GPZK when his mom died. The Gage Park Zoo Crew were a gang that made its mark by being almost exclusively hybrid. There were gang members that were not able to afford the process and they were considered second class citizens by the hybrid members. Julius scrimped and saved for his surgeries but his desire to belong to a new family also pushed his ambition. He took on bear DNA not only because of his mother but also because the traits he loved about bears; their loyalty, their ferocity

and their ability to seem calm and complacent right up until they need to rip somebody's arm off. When Julius took a place of leadership in GPZK, he stopped using his given name entirely and Da Bear was born.

The PPC coincides with Da Bear's rise as the leader of GPZK. He's meant to be seen as something of an ally when the crew first meets him. Da Bear likes the crew but he also knows a tool when he sees it. Feral is his path to the top of the gang and marks him as a power player within Chicago. Many gang leaders have corporate patrons and when Da Bear becomes the main source of Feral in the city, his relationship with Dr. Jordan becomes strong. When the crew discovers her true plan, Da Bear becomes the muscle that she uses to make sure it goes well. Any friendships he may have with the crew gets blown away. It's just business to him, unfortunately.



DA BEAR

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Athletic d8, Driving d6, Fighting d10, Intimidation d8, Notice d6, Repair d6, Shooting d8, Survival d6, Thievery d8

Pace: 6; **Parry:** 7, Toughness: 10 (2)

Gear: assault rifle (2d8+1, AP 2, RPF 3, recoil suppression, three-round burst), armored coat (2), Tier 3 IDS

Edges: Brawler, Hard to Kill, Frenzy, Improved Frenzy

Special Abilities:

- **Claws:** d12 +d6, +2 to Athletics to climb
- **Low Light Vision:** Ignore penalties for Dim or Dark illumination but not Pitch Darkness
- **Quirk:** lethargic and prone to resting





EPISODE 1: HIGH RENT DISTRICT

The campaign kicks off with what sounds like a pretty routine job. Eichstadt Construction is on the job building a high-rise apartment building called Azure Delta. They've detected some flying creature that's nesting up in the higher, uncompleted floors. No humans have been injured but the creature has destroyed some of the rotodrones used to carry materials up the side of the building. The drones show evidence of claws damaging the tough outer shells and recoverable footage shows a quickly moving blur throwing one drone into another. The crew's objective is simple; stop whatever is up there as quickly as possible. The longer the construction is delayed, the more money that Eichstadt Construction loses.

Before the crew can get into position they have to deal with another contractor. Fishburn Site Services was hired to provide security for the workers and is not pleased another firm is coming in to try and solve this problem. The on-site supervisor, Nora Jackson, isn't going to let a bonus for additional services blow away. She's going to sandbag and make life as difficult as possible for the crew. She'll refuse to give up the access code to the elevator. She'll insist on tagging along with the crew. She'll take whatever opportunities she can to undermine the crew's success.

Resolving the Jackson situation can go many different ways. The crew might cut her in on whatever commission they get for the contract. They might intimidate her or let her deal with one of the challenges they face on her own to see if she succeeds or fails. They might leave her behind on the ground floor and ignore her during the ascent. She's a problem that needs to be dealt with but whatever solution the crew comes up with will deal with her...for now. If it feels like there wasn't a resolution, Jackson makes a good complication later in the campaign. Maybe she shows up at the wrong time during an investigation or Fishburn Site Services ends up guarding another place the crew must clean out.

Getting into the high rise is something of a challenge. The building is still under construction and while there are automated lifts, not all of them are working right. The lifts have been damaged by the biohorror in the upper levels

meaning the crew either has to repair the lifts or make their way up through a network of ladders, scaffolds and breathtaking views of Chicago.

The sabotage is also a clue that something is unusual about the contract. The elevators aren't shut down because of chewed through power cables or organic matter wedged in the machinery. Human hands and human intelligence have disabled them. Wires are cut and software is locked down. Neither the construction company nor the security crew knows who is responsible but both blame each other.

The problems were caused by the biohorror nesting in the upper floors. It was once wholly human and wishes to be left alone while it considers its next move. Slowing down access up the building is part of the solution. When the crew persists, the creature moves to its next option and ambushes the crew. These are hit and run attacks to try and scare off the cleaners. The biohorror displays a surprising amount of intelligence. If the crew is clusters around one of their members trying to mechanically repair or data hack the operating software of an elevator, it creates noises and other distractions to draw out their numbers. If the crew opts to free climb up to the top floor, the creature observes who is struggling the most either through poor rolls or lowest Athletics score and attacks the weak link. It makes use of its flight and claws but if it takes a wound, it flees upward, directly to its nest.

The creature's nest is on the 19th floor of the building that is mostly girders and temporary planks for the construction drones to maneuver upon. It's a rickety, dangerous situation on its own, but it is made worse by the fact that there is an intelligent, deadly creature defending the area as a nest.

The biohorror was once a SecServ supervisor named Damon Allen. He discovered that Dr. Danielle Jordan was doing her own research into mutagenic substances using the resources at her day job as a scientist at a corporate black site. Allen collected evidence onto a secure data chip and was prepared to turn it over to his supervisors when Jordan found out he was spying on her. She injected him with her mutagen, and he stared hybridizing into a flying lizard creature not unlike a classic Pteranodon. He fled to this high rise to figure out how to change himself back

**DAMON ALLEN**

and hid the chip in his nest constructed from weatherproofing wrap and various lunch bags left behind by workers.

Unfortunately, the mutagen has kept changing his DNA and he's rapidly losing his faculties. By the time the crew reaches Allen's nest, he's more beast than man and his primal desire to protect his nest overrides any ability to explain who or what did this to him. He is likely not a match for a collection of armed crewmembers but he's not going to go down without a fight. He uses the terrain and his flight abilities to his advantage. He swoops past, attacks with claws, and then flies away as best as he can.

The key to the end of the adventure is not whether or not Allen survives but the players find the datachip that he's desperately protecting. They may come up with a plan to drive him off, such as setting a fire or a sonic device. They might collect enough information about his life that they use it to calm him down. They may also decide to just put him out of his misery and collect their checks. Allen might regain enough sense to press the chip into a crewmember's hand before fleeing or maybe crawling back to the nest to curl around the lunch box that the chip is stowed inside.

The chip is a way to guide the players toward the main campaign elements. Players will most likely take one of two avenues with the chip. They might hand it off to an NPC to take care of it. Ethan Steiger is an excellent choice for this role, but any ally directly connected to the crew might take an interest in the chip. This takes the chip off the table but lets its reintroduction help players realize that the next mission is central to the storyline.

The other tactic is keeping the chip and trying to crack it on their own. If the crew includes a hacker, they will likely try to do it themselves. The chip won't crack at once but it's also not necessary to make the player roll for it. What they want are clues and if the GM hands out a clue at the end of each session to the player, that will let them not only steer the story but get to listen to player speculation on the next Plot Point.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Athletics d10, Fighting d8, Notice d6, Repair d4, Stealth d8

Pace: 6; **Parry:** 6, Toughness: 12 (4)

Gear: none

Edges: Quick

Special Abilities:

- **Beak:** d10 + d4
- **Claws:** d10 + d6, if Damon hits a target with two claw attacks on the same turn he can make a free beak attack
- **Flight:** Damon can fly at pace 8 and his run die is a d8 when flying
- **Scaly Hide (4)**
- **Size 2:** In his new form Damon is larger than a human

EPISODE 2: RATBAT SPIDER ATTACK

From the highest of the high to the lowest of the low. This call comes from a dingy, underground club that's known as a location where the music's great, the drugs are cheap, and life is cheaper. Liquid Johnny's uses an old-school neon light above its door. When the light goes on, the locals know it's going to be a long, loud night. No sooner does the pink light flicker to life than the bio-hunter arrives on the scene. The show must go on even if it means a few more holes in the wall and more strangely colored stains on the floor.

The creature causing a ruckus is a small thing roughly the size of a potato. The staff designated it a ratbat spider when it was first discovered nestled in the stockroom. The rat part comes from the size of the creature and its ability to scuttle past any attempts to catch it. The spider part comes from the multiple legs the creature uses, though there is some argument between the members of the bar staff whether or not it has six or eight legs. The bat part comes from a webbing between the multiple legs the creature has, allowing it to glide or perhaps even fly up to the rafters of Liquid Johnny's. The crew will need to figure out what abilities the creature has are true and which are the result of a three-day chip bender washed down by smuggled liquor.





The crew might blast the creature after an extended cat and mouse chase through the bar's basement stuffed full of old show souvenirs and dangerous chemicals for consuming and cleaning. Feel free to make use of the Innocent Bystanders rule. Even though there are two more acts to the adventure, instilling a fear that one wrong round might set the whole place on fire adds some great tension to the chase. The crew might enlist some of the staff members to help trap the ratbat spider. This is a great strategy if they want to close off doors and escape routes until they can get the mutate into one room and finish it off with a quick burst from a weapon. They might also lure it into a trap they built in the field. Living specimens are always useful to GeneGenie's weapons division and also mean a big fat bonus added onto the check.

No matter how the crew catches the ratbat spider, they earn an unexpected bonus—VIP seats for the evening's concert. Liquid Johnny's has a stellar act lined up, a surprise reunion of Killers In Chrome. Lead singer Lemon Lee just got out of a strict rehab lockdown and she's likely to go right back in after spending the night in one of her favorite blackout spots. The crowd is a mix of high rollers and low lives. This is a great opportunity to mix in NPCs from other parts of the world as well as ones from this particular campaign. This is the moment when the crew should meet Da Bear, who used his connections to make sure he'll see the KiC live. He's having a good time and befriends the crew, hooking them up with drinks as the lights dim for the show.

Lemon Lee takes the stage and the whole club shakes. She's stayed sober for the set but there's another problem; the ratbat spider dispatched by the crew was only a scout. Killers in Chrome's ear rattling sound wakes up the rest of the nest and they spew forth into Liquid Johnny's like an angry, skittering flood. Ratbat spiders are everywhere and the crew must prioritize who gets rescued first? The legendary rock band? The fixer full of great connections? The establishment that they can now charge emergency rates? What was going to be a rare benefit of working as a bio-hunter now becomes a frenzied cloud of gunfire and negotiation. Make sure to enforce the Innocent Bystanders rule.

This is an excellent opportunity for a crew that's spent most of the job being clever and careful a chance to cut loose and let the bullets fly. Swarms of ratbat spiders make juicy targets for area effect weapons like shotguns and grenades. The dive nature of Liquid Johnny's means a few more scorch mark and bullet holes aren't going to drive the property value down. The crew might also try and get some of the other NPCs they met along the way to help in the battle. They might even find themselves fighting alongside Killers In Chrome who have not been afraid to get their hands bloody during their long career. The crew might also decide that Liquid Johnny's is a lost cause and do their best to save as many club goers as possible by ushering them out into the streets.

The streets outside Liquid Johnny's seem like a safer place right up until the Candy Rippers show up. This bike gang with red and white striped colors is looking for a fight. Liquid Johnny's was on their turf and nobody told them about the cleaning crew, the ratbat spiders and definitely about the Killers in Chrome concert. They are likely to mistake the armed and covered in goo bio-hunter as a rival gang looking to bust off a chunk of their holdings. They might start shooting right away if you're itching for a big climactic battle. Chances are the crew will be a little banged up and not ready to throw down with a hard crew of cyberrippers.

The crew finds an unusual ally in keeping things cool with the Candy Rippers. Da Bear has no interest in getting shot up either. He's a little overextended at the moment, having snuck into Candy Ripper territory to enjoy a once in a lifetime Killers in Chrome show. He's dealt with the Candy Rippers before. Da Bear is willing to help the crew talk their way out of the situation. He's also curious to see how they handle themselves. Even though the bio-hunter is armed to hunt mutate creatures, Da Bear has been around long enough to know that having another set of eyes and guns that are reliable is never a bad thing.

The crew might decide to throw down with the Candy Rippers. It should be a tough fight that's winnable. The gang has more firepower than tactics and if the crew exploits that, they'll walk away with some extra firepower for their

next call. The Rippers might also be convinced to let the crew walk in exchange for some future considerations. This is a great way to get the bio-huntermixed up in some side jobs that might fit the extralegal mode of a classic cyberpunk campaign, or it might be a way to get the crew into one of the other Plot Point campaigns in the book. The bio-huntermight count on Da Bear to help them talk or sneak past the Candy Rippers, but they might also turn him in to his rivals. He'll survive either way because he's integral to the next Plot Point adventure, but how they treat him will affect just how he approaches them about a new street drug that might affect their next few jobs.

RATBATSPIDER

Attributes: Agility d10, Smarts d4 (A), Spirit d4, Strength d4, Vigor d8

Skills: Athletics d10, Fighting d10, Stealth d10

Pace: 8; **Parry:** 7, Toughness: 4 (2)

Gear: none

Special Abilities:

- **Armored shell (2)**
- **Flurry of Teeth and Claws:** d4 +d4 damage, AP 2
- **Scurry:** The ratbat spider can rapidly hide beneath things, squeezing its body in to spaces much smaller than itself. If it runs and ends its movement out of sight it may immediately make a Stealth roll to hide.
- **Size (-3):** Attack targeting a ratbat spider suffers a -4 penalty.

KILLERS IN CHROME

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Electronics d4, Fighting d6, Performance d8, Shooting d6

Pace: 6; **Parry:** X, Toughness: X (X)

Gear: musical instruments, TAP

Edges: Work the Room

Candy Rippers

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d6, Intimidation d6, Shooting d6

Pace: 6; **Parry:** 5, Toughness: 7 (2)

Gear: Assault rifles (2d8+1, AP 2, ROF 3, recoil suppression, three-round burst), armored coat (armor 2), Tier 2 IDS

EPISODE 3: FERAL STREETS

The next step in the campaign comes a few weeks later within the game world. The GM should run a Savage Tale or two in between Ratbat Spider Attack and this mission. Fans of foreshadowing should also drop in a hint or two about Feral during these missions. Feral is a street drug on the rise in hybrid communities. In hybrids, it enhances whatever animal abilities their genetic treatment has given to them. It gives normal humans a rush of adrenaline that makes them feel braver, faster and invincible. Da Bear reaches out to the crew to show them first-hand what this drug does.

The call takes the crew to an address near Armor Square. Most of the buildings here are either bombed out or armored up thanks to the nightly battles in the street. The address leads to an old car dealership that falls on the armored side. After a quick weapons check by "security", the crew enters into an impressive garage full of slick rides, illegal parts and a beaming Da Bear welcoming them into his world. As he takes them into the basement, he catches them up on any information about Feral the crew might not already have. If they've done their own research, he'll listen to their experiences and shake his head sadly about how the drug is making things on the streets bloodier.

Da Bear leads them into the basement to show them the effects of the drug. One of his boys, Ricardo, was discovered using the drug on a regular basis. Ricardo is currently chained up to a car lift because he's become so unstable from the drug. Ricardo's mane is matted, and he looks like he hasn't slept in days. Da Bear takes out a dose of Feral in a pill form with tiny spots inked on the side. He shoves the drug into Ricardo's mouth and tells the crew to watch what happens.

Ricardo growls to life and strains against his chains. Da Bear tells the crew what he wants as Ricardo's growls get louder and the chains strain to contain the beast. Da Bear has a line on a huge shipment of Feral coming into the city. He wants the crew to hit the shipment and leave it burning





on the shore. Before the crew can give him an answer, Ricardo breaks free of his chains. He's not much of a match for Da Bear and the crew but if things don't go their way Ricardo is much more interested in escaping captivity.

Da Bear understands what he's asking is not either technically legal nor is it part of the crew's job. He hammers home the danger they just faced from Ricardo and offers to pay the generously for taking on the drug smugglers. He wants evidence brought back that the shipment was destroyed such as video recorded of the bags of drugs burning up.

If they say no, that's okay. Da Bear understands and sends them on their way. If they refuse, it's a good time to have a Savage Tale ready to play. The story progresses the same either way, except Da Bear has to spend more of his time and resources cornering the market on Feral. It also means the next time he sees the crew they are dead to him.

The smuggler's rendezvous goes down at a place known on the streets as the Red Rocks. The location gets its name from the wreckage pushed out of the city from the destruction and rebuilding into Lake Michigan. Most of the wreckage is made up of red steel beams from fallen skyscrapers that jut out from the sea. It makes an ideal loading place for the delivery of illicit cargo. As the crew arrives, they see two gangs in the middle of the deal. The Cherry Bombs are buying the Feral and a hybrid smuggler crew called the Dirty Turtles.

Something in the deal is about to go wrong. Maybe the Cherry Bombs cut their offering price. Maybe the Turtles crack a leering joke about the girl gang's leader. At some point the exchange of cash and goods becomes an exchange of bullets and blood. The crew will get drawn into the fight as one of the gangs will mistake them as backup for the others. If the crew lets the fight play out, the Turtles gain the upper hand, drive off the Cherry Bombs and decides to take their merchandise back to their boat to find another buyer.

Each gang has one Extra for each member of the crew and a Wildcard leader. If the Wildcard from a side or half the Extras are taken out, that gang flees. Both gangs will be happy to fight it out but if the crew decides to play it like they are cops or authority figures, the gangs will scatter much earlier. Destroying the four large duffle bags filled

THE EFFECTS OF FERAL

It's very possible that during the campaign that one of the players decides to take a dose of Feral either as an experiment or as a way to enhance their abilities.

A dose of Feral lasts for about an hour. During this time, hybrids may choose one of their edges from their initial bonuses and increase the bonus during the duration. If it's a die bonus, the die becomes one size bigger. If it's a static bonus, the number is doubled.

Humans who take a dose of Feral consider the rank of cards drawn in combat to be one higher during the duration of the drug.

Once the hour is over, the user rolls a d6. On an odd result, they take a level of fatigue. On an even result, they take a wound that can only be healed naturally.

with Feral is not difficult. A fire will do it quickly while dumping the drugs into the water might to haunt the crew as animals get into the drugs and become biohorrors.

After the battle, the crew returns to Da Bear's chop shop to collect on a job well done. He pays what he promised and is also feeling a little generous. The crew can feel free to take one of the cars out of his shop as a bonus. There are a lot of exotic beauties in the garage as well as transport vehicles that put their corporate issued minivan to shame. He's willing to cut them a deal for 50% off what normal modifications might cost to show how happy he is with their work. There is a big string attached if the crew takes up Da Bear on the modification offer. He wires the car to record whatever the crew does in and around the vehicle to monitor them. This lets him report back anything they might say about Feral or mutagens back to Dr. Jordan.

Before the crew leaves and after they've gotten paid, something happens that tips them off to Da Bear's dubious nature. He sent them to destroy the meet to help himself become the main source of Feral in Chicago. It might be as obvious as a dropped box suddenly slipping out dozens of kits of Feral as it was being loaded into a car. It could

also be catching a conversation with one of the survivors of the meet who tipped off Da Bear to the location also coming in for a payday.

The key part to the end of the episode is to show that Da Bear can't be trusted anymore. This might play better as a scene after a later case for Game Masters afraid their crews might get themselves killed throwing down with Da Bear having home field advantage. The crew might recognize some Feral dealers on the streets coming from Da Bear's crew. He won't take their calls and any attempts to physically see him at a known location will be met with glowers and other dismissals from Da Bear's crew.



RICARDO

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d8, Shooting d6

Pace: 6; **Parry:** 7, Toughness: 8

Gear: TAP

Edges: Brawler

Special Abilities:

- **Claws:** Str+d10 +d8, +2 to Athletics to climb
- **Low Light Vision:** Ignore penalties for Dim and Dark illumination but not Pitch Darkness
- **Quirk:** teasing, pounces on perceived weakness



MINA ST3M

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Athletics d8, Battle d6, Driving d8, Fighting d10, Intimidation d8, Notice d6, Persuasion d8, Shooting d10, Stealth d8

Pace: 6; **Parry:** 7, Toughness: 7

Gear: tactical tomahawk (d6 +d6, AP 1), PDW (2d6-1, AP 1, ROF 3, recoil suppression), armored coat (2), smartgun system, Neurotactical wetware

Edges: Command, Counterattack, Fervor, First Strike, Hold the Line

CHERRY BOMBS

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d6, Intimidation d6, Shooting d6

Pace: 6; **Parry:** 5, Toughness: 7 (2)

Gear: assault rifles (2d8+1, AP 2, ROF 3, recoil suppression, three-round burst), armored coat (armor 2), TAP



SHELLBAK

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Boating d6, Fighting d8,

Pace: 6; **Parry:** 6, Toughness: 9 (4)

Gear: chain blade (2d6+4, AP 2, crit fail hits user), combat shotgun (1-3d6), osteoderm implants (2), TAP

Edges: Mighty Blow, Nerves of Steel,

Special Abilities:

- **Amphibious:** Swim pace 6, no penalties for acting in water
- **Shell (2):** Covers back only
- **Quirk:** slow, shy

DIRTY TURTLES

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Athletics d8, Fighting d6, Intimidation d6, Shooting d6

Pace: 6; **Parry:** 5, Toughness: 7 (2)

Gear: assault rifles (2d8+1, AP 2, ROF 3, recoil suppression, three-round burst), armored coat (armor 2), TAP

Special Abilities:

- **Amphibious:** Swim pace 6, no penalties for acting in water
- **Shell (2):** Covers back only
- **Quirk:** slow, shy





EPISODE 4: SIGHT 57

This Plot Point should come shortly after the bio-hunters hit Veteran status. At this point in the campaign, they should be feeling confident in their abilities as cleaners. Corporate feels the same way too and puts the crew on a big-time contract. The briefing for this should reflect some changes. Ethan won't be giving it; at the most, he'll be standing next to the briefing officer looking worried and uncomfortable. This is a priority business-to-business contract, says the officer. The crew will be transported immediately to a location only known as Site Fifty-Seven. After they arrive, they are given weapons free authorization to eliminate any and all biohorrors encountered on site.

To assist these objectives, the briefing officer escorts the crew to a semi-truck parked near the office and opens the door. Inside is a veritable candy store of equipment; high tech armor, massive firearms and anything else the crew has been longing to play with since the campaign began. The new officer will even suggest bits of equipment as well while reminding them of their mission; strike fast, strike hard and clear the location of the biohorror threat. The crew has a short time to gear up and go. There's a VTOL on the way to take them to the site.

Once on board the aircraft, Ethan delivers a second briefing. Officially, they've been contracted by the owners of SecServ to clear a prison site that's been overrun by biohorrors. But they also have a second objective that comes directly from GeneGenie. The crew must extract one of the medical personnel from the prison. Ethan gives each member of the crew a dossier on Dr. Danielle Jordan and says her recovery is the true priority. Once she's been found, the crew can call for an evac and GeneGenie will handle any blowback from SecServ. Her last reported location was the medical ward. Ethan gives the crew a bio tracker to help locate the doctor.

The crew arrives at the prison site to find it deserted on the outside. Getting into the facility shouldn't be too much of a problem as SecServ knows they are coming. But this is also the opportunity to play up some classic bug hunt moments as the bio tracker chirps a proximity signal leading deeper into the facility. There was

clearly some sort of riot that occurred between the prisoners and the guards and, as the crew winds its way through bloody corridors and blast doors dented by explosives, there should be plenty of chances to ratchet up the tension. Let the players face off against an altered prisoner or two as they creep along the darkened hallways but save any big confrontation for the final act after they've located Dr. Jordan. These prisoners should be eerily similar to the half-man half-bat creature from the first Plot Point. Hybrids where the transformations went horribly wrong instead through careful genetic cultivation. These biohorrors are unlikely to take out heavily armed heroes, but their makeup and abilities should cause the crew to wonder what diseased mind might create these things.

Dr. Jordan's signal is coming from the medical ward but when the crew arrives, she's not there. Let it sink in for a moment, then unleash an attack, not by biohorrors, but by survivors afraid the crew is here to kill them to keep the true purpose of Site Fifty-Seven quiet. If the crew can diffuse the situation well enough to talk to the survivors, they'll discover that purpose. Site Fifty-Seven is actually located below the prison, where the genetic experiments happen. That site is what created the biohorrors plaguing the prison. It's also where Dr. Jordan is holed up. If the crew wants to get paid, they need to go into the heart of the hive and get her.

Travelling into the subbasement will require a little more work than expected. Perhaps the crew has to rappel down the shaft and blow a hole in the roof of the locked down elevator to get inside. Perhaps the crew needs their hacker to run the system and wrest control away from the SecServ hackers that are remotely trying to delete every bit of information on the servers. Or the crew might have to convince one of the survivors in the med lab to accompany them into the secret lab because the biometric scanners will only work for them. Let the crew solve this issue as it wishes and then let them make their way to the secure site.

The secret site is in much better shape than the building above. Contrast the industrial feel of the prison with the frosted glass walls of the research site. Getting access to areas and information within the secret corridors is an excellent way

for a hacker to shine. The trick is not to impede progress if the hacker doesn't make their rolls. Instead, introduce complications that make the crew's job tougher but still moves them closer to finding Dr. Jordan. Maybe a short encounter with some biohorrors empties one of their best weapons of ammo. Maybe they have to leave some valuable equipment behind while they crawl through ductwork to get around a locked blaster door. When they finally meet Dr. Jordan, she's relieved to see them but also still on guard.

She can't leave yet because she's currently backing up her data from the experiments. She knows she needs it to bargain with GeneGenie once she's out of the facility. She knows her value but she also knows the entire project will be worth even more to the company. She's willing to share any financial rewards from GeneGenie with the crew if they can keep her secure long enough to download all the data on Site Fifty-Seven. A last stand is coming and the players should get a little time to prep for it. The server room is not the best place to hold out as stray bullets and collateral damage will likely mean lost data and less bonus money for the crew (use the Innocent Bystanders rule). They can make their stand with Dr. Jordan or they can find a corridor to hold as the wails of the biohorrors come closer in an attempt to kill one of the horrible people that made them what they are.

The final battle should offer plenty of fast action, unexpected heroics and last-minute escapes. The biohorrors are coming for Dr. Jordan and the ones in the lab should be pushed away from humanity even more than the ones in the upper levels. Adopting a structure beyond just a combat, such as a Dramatic Task or even a chase, puts pressure on the crew to get Dr. Jordan to safety. The dramatic task could be opening the doors back from the server room to the exit doors of the prison because the massive motions of the biohorror horde triggered a lockdown. Or the horde could be chasing the crew as one big mass and once the crew evades them, they can make it back to the evac zone and breathe easy.

Crewmembers might expect a screw job after such a mission like this. Would it be easier to kill everyone who knew about Site Fifty-Seven? Possibly. But that means every job from now on will need to be checked and double-checked

and that will take time away from the campaign. Players are naturally paranoid about these things, so if the briefing officer congratulates them on a job well done and lets them keep whatever equipment they brought back, the players might think they are bugged or worse. Let the players start to wonder how long before GeneGenie decides to clean house. It will put them in the mood for the next Plot Point soon after.

GUARDS

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d6, Intimidation d6, Notice d8, Shooting d6

Pace: 6; **Parry:** 9 (4), Toughness: 13 (5)

Gear: Shock truncheon (d6+d4), army surplus pistols (2d6+1), riot gear (5), riot shield (Parry +4), Tier 3 IDS

Edges: Brawny

PRISONERS

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d6, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5, Toughness: 6

Gear: Improvised weapons (dd +d4), TAP (deactivated)

LURKERS

Attributes: Agility d10, Smarts d6 (A), Spirit d4, Strength d6, Vigor d8

Skills: Athletics d10, Fighting d8, Stealth d10

Pace: 6; **Parry:** 6, Toughness: 6

Gear: none

Edges: Acrobat

Special Abilities:

- **Bendy:** Lurkers can squeeze in to a space up to Size -1, they can extend their arms up to 2" (6 feet)
- **Claws:** d6 +d6
- **Low Light Vision:** Ignore penalties for Dim and Dark illumination but not Pitch Darkness





CHASERS

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d10, Fighting d10, Notice d8, Stealth d6

Pace: 8; **Parry:** 7, Toughness: 5

Gear: None

Special Abilities:

- **Claws:** d6 +d6
- **Low Light Vision:** Ignore penalties for Dim and Dark illumination but not Pitch Darkness
- **Scent:** Chasers can track by scent.
- **Sprint:** chasers roll d8 for their Run dice

BRUTES

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12, Vigor d12

Skills: Athletics d10, Fighting d8

Pace: 6; **Parry:** 6, Toughness: 14 (4)

Gear: none

Edges: Frenzy

Special Abilities:

- **Claws:** d12 +d6
- **Scaley Hide (4)**
- **Size (2)**

EPISODE 5: CORPORATE RETREAT

By now, the crew is aware that there are a few different things going on involving biohorrors on the streets of Chicago. GeneGenie isn't just cleaning up the streets; its involved in producing some of the horrors they've faced. It's time for a run on their bosses to connect a few strings and get an idea of where it all leads. Hunting biohorrors is the main focus of this campaign but *Interface Zero* is still a cyberpunk game. There's always room for a run on a corporate HQ.

This plot point kicks off with a resolution of an earlier element. The datachip acquired from Damon Allen's nest is finally decrypted. The information reveals might not be shocking, but it does point back to GeneGenie. Dr. Jordan was quietly corresponding with members of the company and offering biohorror recipes in exchange for discreet funding and payments for her own projects. The files refer to a hidden server

called The Cookbook located in the company HQ. If the crew can get the files on The Cookbook, they can confirm that GeneGenie was endangering the public by releasing their own biohorrors and then getting hired to clean them up.

Ethan Steiger gets wind of what the crew finds out, regardless of whether he decoded the chip or the crew did. He wants to help. He's seen not just the awful things the crew has hunted but the beasts brought in by the other crews. If GeneGenie has been responsible for some of them, he wants a hand in taking the company down. If they aren't responsible, he wants to be able to clear the company so he can go back to work with a clear conscience. Getting Ethan to stay home will take a bold move like knocking him out or keeping him confined. If the crew ends up doing something like that, they'll shatter their relationship with him.

Ethan can be a great sounding board for the GM as the crew hashes out potential plans for how to approach running GeneGenie HQ. Ethan can steer the plan toward something both the GM and the crew will enjoy. Whether it's a tense data hack run under cover of midnight or a ridiculous distraction featuring a fake visit from a foreign dignitary, a player planned heist will always hook better than something predetermined. It's also okay to go with something that's a little lighter hearted; most of the Plot Point episodes of the campaign have been dark and serious. The crew will appreciate a little breather before the big action movie climax of the campaign.

GeneGenie is located in the NuLoop in downtown Chicago. The company isn't big enough to build its own skyscraper in the revitalized area, but it does command the 35th floor of the Loranger Building. The primary access points are the elevators leading from the main lobby. Secondary access points are fire stairs, one on each side of the building. The best space to set up an onsite staging area is on the 37th floor two floors above near the east stairwell. The office space there is rented but empty. Other offices might be willing to host and help the players, but it will cost a little time and a lot of money to convince the occupants to go on vacation for a few days.

The crew likely heads into the office suspecting The Cookbook to be hidden in some sort of server

room or hidden alcove in the building. Dr. Jordan transferred data to a portable drive they while coming out of Site Fifty-Seven. That drive, the origin of The Cookbook, has long been destroyed. The Cookbook is hidden in plain sight; it's a memory partition in the cyber brain of Nancy-19, the android office manager and receptionist. Nancy-19 is unaware of the partition. Uploads and downloads to The Cookbook only occur during her down cycle and maintenance periods which happen every week or so. The crew has a choice to make; try a datasteal while Nancy-19 is active and run a higher risk of being discovered or do it during a down cycle and waiting a few days while pretending that everything is fine back at the office. Regardless of the timing there are three main components to the heist; get in, access The Cookbook's data and get out.

A daylight heist is more about deception and distraction. There are plenty of reasons to come to the office during the day. Paperwork needs to be filled out, training classes need to be taken, or the crew might even accompany Gillian Royce to one of her meetings with her superiors and express an interest in management. Accessing the Cookbook means taking Nancy-19 offline for at least a half hour. Skilled hacking can lower the downtime, but the crew will have to keep the office running while she's being hacked and also keep anyone looking for Nancy-19 distracted until she returns. Getting Nancy-19 back to her routine should be simple as well as getting somewhere safe with the information.

Going in at night is about stealth and infiltration. Nancy-19 is less of a problem because she's in her charging chamber and maintenance pod but the office has two layers of security. One is provided by GeneGenie and the other is provided by SecServ for the Loranger building. GeneGenie's physical security mostly is made of a few motion detectors and solid network security. SecServ has security drones, a pair of live security officers but fairly lax computer security. A smooth run means hitting the light computer security of the Loranger to draw off the physical elements while running an onsite hack of Nancy-19's secure partition. A crew that does their homework will figure out this fairly quickly but if it goes down the other way don't be afraid to play hard.

After the heist, the players have likely set up a secure location to browse the contents of The Cookbook. The crew's worst fears are confirmed: Dr. Jordan has been creating biohorrors for GeneGenie to send out into the world. The monsters cause trouble and then GeneGenie gets a call to come take care of them and profits. Not all the biohorrors the crew faced were manufactured, but they will recognize one or two. There's also something called Launch Project Redeye involving three containers of mutagen being used in a biological attack at O'Hare Suborbital Airport. It doesn't take long before the decryption of the Redeye file is interrupted by the door being kicked in.

Gillian Royce arrives followed by armored corporate security. She's tracked them through Ethan's emails and is here to collect the proprietary information in their position. If they hand it over to her right away, they will merely be terminated instead of arrested. Explanations fall on deaf ears. Even when presented with evidence of wrongdoing Royce brushes off any pleas. When the crew hands over the drive or when the argument hits an impasse, the leader of the corporate security team checks off to the next recovery plan. His team shoots Royce and attempts to kill all the other witnesses, namely Ethan and the crew.

Once the crew survives the assassination they must dig a little deeper into Launch Project Redeye. There are three mutagen devices that are going to be used at O'Hare Suborbital. One device is set to go off there while two are expected to be transported somewhere else. The data allows the crew to rig up remote trackers to find the three potential bombs.

The time they are scheduled to go off? Later that day.

SECURITY GUARDS

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d6, Intimidation d6, Notice d8, Shooting d6

Pace: 6; **Parry:** 5, **Toughness:** 7

Gear: shock truncheon (d6+d4), army surplus pistols (2d6+1), Tier 4 IDS

Edges: Brawny





NANCY-19

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Academics d10, Common Knowledge d10, Electronics d8, Hacking d6, Intimidation d6, Performance d6, Persuasion d8, Research d10, Science d4

Pace: 6; **Parry:** 2, Toughness: 5

Gear: suit, Tier 5 TAP

Edges: Face Man

Special Abilities:

- **Construct:** +2 to recover from being shaken.
- **Dependency:** Requires one hour of charging every 24 hours. Without proper charging Nancy-19 becomes Fatigued each day until incapacitated. A day after that she dies. Each hour spent recovering restores a level of Fatigue.
- **Environmental Weakness:** -4 to resist electrical hazards, +4 damage from electrical attacks including EMP.
- **Vow (Major):** To serve GeneGenie to the best of her abilities.

EPISODE 6: THREE RED EYES

It seems like heading to one of the most secure public facilities on Earth minutes after becoming corporate fugitives is a terrible idea. There's no other way to stop the mutagen bombs from going off. The players must do it themselves. This plot point should be run directly after the previous one for an action-packed finish to the campaign.

O'Hare Suborbital is one of the main reasons Chicago remains a free city. The revenue it collects from passenger traffic, shipping traffic and spaceport launches fill the city's coffers while also providing a stable deterrent for any nations to mess with what works. The city has not been shy to order temporary public safety shutdowns in the past involving nations or corporations where diplomacy has failed. The sprawling terminal called the Hive features dozens of concourses for air travel and one dedicated to launching passenger travel to orbital facilities and beyond.

There are a few different factions looking to keep the team from accomplishing their goals.

Dr. Jordan has enlisted the help of Da Bear and his criminal associates to keep an eye out for the crew. Da Bear's hybrids are more likely to throw down for a fight. They're mostly keeping an eye out in the main Hive concourse because they don't have tickets to get into the concourses. Normally, half a dozen hybrids hanging out would cause concern, but the Hive is one of the busiest places for foot traffic on Earth. The hybrids aren't afraid to cause a scene. Da Bear has assured them that his boss, Dr. Jordan, will have the influence and cash to throw around to get them back on the streets before dawn.

GeneGenie has contacted Silversun, the private security corporation providing security for O'Hare Suborbital. Silversun will have the crew's data on file, which makes getting past the security checkpoints into the terminal out of the Hive exceedingly difficult. Silversun is there to arrest and capture and as long as the crew doesn't shoot back, they might be able to escape and still accomplish their mission. A data hack can secure some false identities that could get crew members through security but the more fake papers the hacker makes the less likely it is they will get out unscathed. Silversun's security focus is the concourses near the planes.

Only one of the three mutagen devices are rigged to detonate. The other two are being carried by associates of Dr. Jordan to other places where they will be installed into detonation devices at their destinations and deployed by other hirelings of Jordan. There's a lot of ground to cover at O'Hare Suborbital so it's likely the crew will split up. It's up to the GM to keep up the tension as the crew searches for the devices. Cut between the teams frequently. Use the same technique that media does. Right before the crew resolves an important action like a roll to Notice a bad guy or clipping a wire, cut away to another team.

The one device set to detonate now has been set up in the center of the Hive. It's been disguised as part of an art installation full of strange color blends odd shapes and sudden strange noises. The actual device is about a yard long by a foot wide. Disarming it is a Dramatic Task involving Electronics or Repair rolls. If none of the players have this skill an NPC such as Ethan or Gillian has it, in which case the player's tasks become persuasion/intimidation rolls to help the NPC keep calm while disarming. If the task fails, the bomb

detonates. This is the end of the campaign after all, all bets are off, but if the characters carry on into a new campaign, the player and the GM should decide if the character was killed or is not a hybrid when the story resumes.

The second container of mutagen has been checked into a flight bound for Washington, DC. It is going to be detonated on the National Mall. Due to the recent reformation of the United States, this particular plane is being boarded on the tarmac. If the crew comes in as passengers they will have to go through an extra layer of scrutiny (and need to have tickets for the flight to be let through the door). A crew that disguises itself as ground crew, however, just has to sneak or talk their way past the crew that's loading the luggage on the plane. The container is inside a CFC Bears gym bag in a solid silver bottle.

Da Bear carries the third mutagen container through security to Concourse 78A where an international suborbital flight to Paris is now boarding. Da Bear hands off the bag that contains the mutagen, packed in an airtight plastic bag, to a lightly disguised Dr. Jordan, who is going to personally deliver the mutagen for the final bomb before disappearing into the Eurasian Union to find new sponsors for her research. No weapons are allowed in the concourse but Da Bear is a formidable fighter with natural claws and strength far greater than a normal human. Jordan has no problem abandoning Da Bear to a fight or a terrible fate. This part of the adventure could lead to a moment where part of the team battles Da Bear and the other runs a chase with Dr. Jordan in the lead. If she wins the chase, she makes it to the plane just as the door closes.

At the end of it all, the crew has hopefully stopped several shipments of mutagens from causing unwanted mutations happening at sites around the world. Ethan and Gillian, if they are still alive, will testify on their behalf. GeneGenie, not wanting the truth about their association with a bioterrorist to get into the media, offers the crew generous severance packages on the basis of signing non-disclosure agreements about everything that happened. Or they can go to the media and become celebrity whistleblowers dodging corporate assassins in between newsfeed interviews. There are no completely happy endings in *Interface Zero*, but there are plenty of interesting ones.

SILVERSUN SECURITY OFFICERS

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d6, Intimidation d6, Notice d8, Shooting d6

Pace: 6; **Parry:** 9 (4), Toughness: 13 (5)

Gear: shock truncheon (d6+d4), army surplus pistols (2d6+1) or assault rifle and no riot shield (2d8+1, AP 2, ROF 3, recoil suppression, three-round burst), riot gear (5), riot shield (Parry +4), Tier 4 IDS

Edges: Brawny

AFTERMATH

Some GMs might want to keep Dr. Jordan off the board to reuse as a villain in a later campaign. In this case it's one of her employees using her ID chip and cash to fulfill the same role. The louder the crew operates during the final parts of the campaign, the more likely it is she doesn't risk coming to O'Hare Suborbital in the final Plot Point. Dr. Jordan disappearing feels more authentically cyberpunk as the rich and powerful get away without the consequences of their actions but the players might be unsatisfied if they don't at least get a shot at taking the main bad guy down in the final scenes of the campaign.

The crew might not be able to stop the three mutagen bombs. Chicago is the most directly disastrous as there may be crewmembers, friends and allies directly affected by the bomb. The attack on O'Hare International also weakens Chicago's resolve and the next time that the Reformed United States pushes against Chicago she may finally open her doors for protection. The DC bomb gives the RUS government an excuse to ramp up paranoia and scapegoats in the hybrid community. They aren't interested in the truth as they are in finding enemies within and without to stir up fear that leads to control. Anti-hybrid views become more public across the US, even in Chicago. Lastly, the French bomb rattles the unity of the Eurasian Union. More and more countries wonder if the Union truly provides the security that it claims if it can't stop its citizens from being mutated.







天快

BIGGY
RULES

WOT NO CAKE?

4 A
GHO TITEN
SALL



CYBERPUNKS CAMPAIGN THEME

The Cyberpunks Campaign Theme is for those who want to play a quintessential cyberpunk game. Players assume the roles of freelance contractors (often called Street Samurai, or Ronin) who operate outside the law, undertaking dangerous missions...for a price. Examples of a Cyberpunks Campaign theme in various media include *Altered Carbon*, *Neuromancer*, *Mona Lisa Overdrive*, *Count Zero*, *Mr. Robot*, *John Wick*, *Harley Davidson and the Marlboro Man*, *Heat*, and many, many more. Characters in a Cyberpunks Campaign Theme tend to be self-serving; Characters are out for themselves, looking to make a name on the streets, squirrel away as many cryptodollars as possible, and eventually retire in luxury while the rest of the world burns.

RANK

Cyberpunks tend to start as Novice characters, or at best, Seasoned. A Cyberpunks game focuses on characters who strive to be the best at what they do. This requires time, and a little bit of luck. Yes, with *Savage Worlds* it's relatively easy to create characters who are statistically superior (and characters ARE heroes, after all), but the cyberpunk genre (and especially this Campaign Theme) is much more than great stat blocks, cool Edges and a bunch of cybertech; to be respected, you have to prove yourself, and that requires time. Starting at Veteran, Heroic or even Legendary Rank assumes the characters have already put their time in and have earned their place among the legends of the shadow community.

STARTING WEALTH

Cyberpunks start with 5,000 cryptodollars. Players need to feel like they can adequately outfit their characters with the things they need to play their role. If a drone jockey can't afford to get a drone during character creation, or a medic can't afford medical supplies, then something's wrong.

THE STAGE

Like most *Interface Zero* games, the Cyberpunks Campaign Theme generally plays out in the urban sprawl. That doesn't mean all missions happen there (or even in just one city). Cyberpunks can—and often do—travel all over the globe, and deep into the solar system.

STORY ELEMENTS

Common story elements in a Cyberpunks Campaign Theme touch on a variety of subjects. Cyberpunks are free to do whatever they want. One night might see them infiltrating a Megacorp, and the next night they might get hired to protect a diva who wants a night on the town. Still other adventures might see the cyberpunks smuggling weapons to a resistance group who are fighting to remove a dictator from power. They might also work to stop a corporation from dumping toxic waste in a river running through a populated area. How you handle these story elements largely depends on how focused you want the campaign to be. Any (or all) of the types of missions can fuel entire campaign arcs. Cyberpunks Campaign Themes are often wild, visceral games punctuated with elements of urban decay and near-constant violence.

COMMON NON-PLAYER CHARACTERS

- Bounty Hunters
- Corporate security
- Fixers
- Gang members
- Hackers
- Media Icons
- Other cyberpunks
- Sector Cops

SETTING RULES

THE WAY OF THE GUN

 All too often cyberpunks find themselves embroiled in the schemes of people or organizations wielding great power and influence. Yes, it's an obvious cliché, but to quote Harsha Bogle; *"clichés are clichés because they are true."*

Cyberpunks are paid to stick their noses where they don't belong. They learn secrets best kept hidden, get involved in clandestine operations and events that can upset the balance of power in certain circles. Of course, there are consequences that come from knowing too much.

Cyberpunks make enemies much faster than they make friends. Heck, even so-called friends are likely to betray them at some point; it's an unfortunate reality of life in the sprawl. Money is a motivating factor in every relationship in this Campaign Theme, and it's just a matter of time before someone gets greedy and turns on the group. Worse, the character's enemies find ways to get leverage. This means family, true friends and anyone they ever had business dealings with can be used against the characters. It's a hard truth, but attachments can be liabilities in a Cyberpunks Campaign.

As a Game Master, it can be a challenge to bring the revenge element to the game table. Everyone wants to have fun, but if players are constantly wondering if their actions will result in the death of someone they know, if characters are always expecting the betrayal of a friend or associate, the game becomes boring and frankly, frustrating. You want to use these elements sparingly and avoid picking on people.

That's important.

Players who always have their characters suffering consequences of a mission are eventually going to stop playing. It can hurt real-life relationships, too, so avoid singling out one player at all costs.

After each mission, draw a card. If the result is a Club, the characters gain an enemy. Optimally, this enemy should be linked to the mission in some way, though that doesn't necessarily need to be true.

For instance, maybe the characters were hired to steal the prototype of a new weapon system

from Act of God Armaments. The corporation could be the enemy; that seems like the obvious choice, but maybe the weapon system was scheduled to be sold to another organization. When the organization finds out, they vow to exact revenge on the individuals responsible for the theft—the characters. Maybe another shadow team had been hired to steal the device by yet another competitor, and the characters beat them to it.

Now, the shadow team wants revenge. This is a really good way to introduce subplots into your campaign and impress on the players that their characters are ultimately, small fish swimming in a big pond.

If the characters gain an enemy, roll on the Enemy Tables and use the results to create an enemy, their motives, and possible methods they use to exact revenge upon the character(s). Optionally, you can just pick the entries you feel make the most sense for your game.

ENEMY

 Who's coming after the team? Before you get into the other details, you'll need to figure out who's coming for vengeance.

- **Anonymous 3rd Party:** The offended party has some sort of connection to the events of the mission. The person or persons might be investors who lost a ton of crypto, a secret organization or some other individual with more than a passing interest in what happened.
- **Celebrity:** The PCs screwed over a celebrity in some way and they want payback.
- **Corporation:** The characters have made an enemy of a megacorporation. The size of the corp is up to you.
- **Fixer:** The characters screwed the person who contracted them for the job.
- **Gang:** The characters crossed a gang, and they lost street cred because of it. The streets are watching, and if the gang doesn't hit back—and hard—other gangs will see it as a weakness to be exploited.
- **Government Agency or Bureaucrat:** A government agency or a high-profile government official has been negatively





impacted as a result of the last adventure and wants justice.

- **Shadow Team:** Another group of cyberpunks are bent on getting revenge for something the characters have done on the previous mission.
- **Organized Crime Ring:** The actions of the characters have infuriated the leaders of an underworld organization. This could be the Yakuza, Triads, Bratva Vory, Chicago's Black Rose Syndicate, or some other group.
- **Victim:** Someone has suffered because of the actions of the characters. It could be a relative of someone who died, someone who lost social standing, was fired from their job, suffered a disfigurement or severe injury, etc. This category is extremely broad, and you are encouraged to be creative when fleshing out the victim.

MOTIVE

What's their beef? Were they betrayed? Was someone close killed? Were they robbed? Figuring out the motive is key to creating a good enemy.

- **Betrayal:** The characters betrayed the enemy in some way. They might have taken payment for a job and never completed it, sold out a trusted confidant, etc. Whatever the case may be, the npc wants retribution.
- **Crossed an Adversary:** The team messed with the wrong person or organization. Time to teach them a harsh lesson.

ENEMY

D10 ROLL	TYPE
1	Megacorporation
2	Shadow Team
3	Organized Crime Ring
4	Victim(s)
5	Government Agency
6	Anonymous 3rd Party
7	Celebrity
8	Fixer
9	Gang
10	Roll Twice and use both results. Ignore a score of 10 on future rolls.

MOTIVE

D8 ROLL	RESULT
1	Crossed an Adversary
2	Loss of someone close
3	Loss of property/ Money
4	Betrayal
5	Interfered with a plan
6	Crossed a line
7	Uncovered a dirty secret
8	Loss of Street Cred

- **Crossed a line:** The characters pushed things too far. In some ways this is like a betrayal, but it could be as simple as changing the job's parameters or doing something they weren't supposed to (interviewing someone, opening that briefcase, etc.). In any case, the enemy wants retribution.
- **Interfered with a plan:** The characters did something that wrecked someone's plans. The enemy might have had a short-term goal or was in the process of bringing something to fruition. Maybe the characters stopped a corporate merger, or an arms deal. They might have found themselves in the wrong place at the wrong time. As a result, a major investigation into a criminal group was wrecked. There are a lot of ways to go with this result.
- **Loss of property/money:** A milk-run gone wrong, hijacking a shipment, stealing sensitive datafiles or anything else of value is a good reason to get vengeance, and the enemy of the characters is highly motivated.
- **Loss of someone:** Death and loss is a strong motivator, nakama. Maybe someone close to the character's enemy was caught in the crossfire and died. Maybe that person was the target of an assassination, or even a kidnapping; corporations pay good crypto to get ahold of the competition's assets, and that includes CEO's, scientists, engineers, etc.
- **Loss of Street Cred:** The characters' enemy has lost face, and the characters must pay somehow. For the enemy, this is likely the only way to recover her reputation. This motive is especially true for celebrities, gangs, and crime syndicates. Megacorporations and world governments generally only worry

about this if their reputation results in the loss of revenue or causes scandals.

- **Uncovered a dirty secret:** The characters found out something they weren't supposed to. This might have been the goal of the mission, or the heroes uncovered the secret by accident.

METHOD

How will they get payback? There are tons of ways this can happen, and while we leave the specifics to you, we provide some basic categories to help you along.

- **Assassination:** Strangely enough, this is the most honorable choice. They punched you, you punch back, but harder. There's no need to get innocents involved. The enemy might choose to do it themselves or more likely, hire a team to make the hit.
- **Disinformation:** The enemy wants to hurt the heroes' rep. Disinformation campaigns are good ways to cause loss of Street Cred, which in turn can affect their ability to obtain specialized equipment, get work, and generally show their faces in any locale that requires exclusive membership to enter, like a popular nightclub.
- **Entrapment:** Similar to a disinformation campaign, the enemy entrapment option wants the characters off the streets. Governments and megacorps often choose to make an example of the characters by framing them, often for some criminal act the enemy had planned to do all along, like murdering a high-profile target and pinning it on the characters. This can lead to some tense moments as the characters scramble to clear their names.

- **Collateral Damage:** The enemy wants to exact revenge on the characters by making their friends and family suffer. Nobody is safe in this option; not even the dog. Be careful with this option, though. It can cause frustration if you start killing off everyone. Always give the characters a way to save their friends and family.
- **Coercion:** Getting leverage on the heroes is an effective way to exact revenge. Find dirt on the characters and use it to get them in a position where they have no choice but to do as the enemy says. Megacorps love to get leverage; it's much more satisfying to have their enemy in their pocket, so to speak.
- **Scorched Earth:** If the enemy uses this option, nothing is safe. They'll use all of their resources to wipe out the characters and anyone they ever knew. The enemy must be enormously powerful and influential to choose this option. If things have gotten to this point, the characters are going to have

METHOD

D6 ROLL	METHOD
1	Scorched Earth
2	Disinformation
3	Assassination
4	Collateral Damage
5	Coercion
6	Entrapment

a hard time of it. This option can wreck a campaign really fast, so only consider using it if the heroes have pissed off a major crime syndicate megacorporation, or a government.





HUNTING LEVIATHAN

Several members of the party have been seeing mysterious graffiti recently: a stylized whale, branded or painted onto burned-out corporate offices and trashed back-alley hideouts, even cut into dead bodies, markings from a mysterious saboteur group, it seems. It's too frequent to be ignored, too regular to be a coincidence.

And then a mysterious figure reaches out to one of them in the middle of a mission, introducing himself only as the Captain. He claims to know the organization behind the graffiti, a sinister terrorist group responsible for hundreds of deaths and the destabilization of nations, from Russia to the Restored United States of America. The Captain offers funding and a clue to start their hunt, delivered in an old-fashioned envelop by courier.

The characters may choose to embark on missions around the world, led on and funded by the mysterious figure, or they may ignore the warning. If the characters ignore the warning, one of the members of the online group is found dead with the same brand. These murders continue until the characters investigate.

Once the characters begin investigating, they find clues about a shadowy organization that seems to be operating around the world, stirring trouble and chaos. The characters begin interfering in these efforts, thwarting the group.

Around the midpoint of the campaign, they discover that this group, Leviathan, is actually seeking to overthrow despots and tyrants and bring the world back to some sort of peace, using tactics of activism, disruption, sabotage, and informational campaigns, as well as occasional targeted violence. The characters have been pawns used to disrupt Leviathan's efforts in the twisted revenge fantasy of a powerful CEO and his traitorous aide.

Chasing the Captain back to the source reveals that he is William Willingham, CEO of Act of God Armaments, which is striving for more chaos and war. Leviathan has done major damage to their efforts, but old, bad blood lingers between them.

The adventure arc closes with the characters facing off against the Captain and his goons, who are Heroic and Legendary-rank, and then the First Mate and his goons. If they succeed in exposing

or destroying these powerful figures, Leviathan offers them membership and support, and a new mission. If they fail, they may find themselves in a forgotten prison, written out of the history books, with nothing to lose, or fleeing from a rising world power, the only bearers of the secret of its bloody rise.

PLOT POINTS

The fixed points of this campaign are the original mission, the finding of Leviathan, the reversal, and the final showdown. Everything else can be switched around, changed up, and adapted as necessary. Because the adventures span the world, it can easily be mixed into other adventures, too.

If you want to add the adventure in to another one, the Leviathan symbol can show up nearly anywhere. Graffiti on an elite bank, carved into the body of a dead politician, on a business card dropped in a strip club. Maybe they wander into a Leviathan operation, or cross paths with the organization. They might bump up against the org for years before they begin investigating.

The key players are the Whaler, who sends them on their mission, his right hand, Ezra, and Leviathan's leader, Elija. These three are the cogs of a powerful conspiracy run by someone more shadowy and sinister even than they are. This controlling figure isn't brought into the light here. It might be the big bad in your existing campaign, it might be one of the characters in a sourcebook, or someone connected to a character. That's up to you.

If you prefer to wrap up with this campaign, the Whaler was acting alone, funded by his illegal and immoral dealings.

The Whaler maintains his cloak of benevolence through a simple tactic: the stated desire for an orderly resolution to humanity's ills that doesn't step on toes or stir the waves. He claims to work through politeness and communication, while employing kill squads and mercenary hunters to exert his control over the world.

PROLOGUE: THE MYSTERIOUS FIGURE

Suggested Rank: Seasoned

This chapter presents several options for launching the campaign, with suggested ways for hooking into existing stories.

SCENE 1

The heroes have been noticing a strange symbol wherever they go. A stylized symbol of a monstrous whale has been showing up everywhere, recently: in dead bodies, on the one intact window of a vandalized elite bank, even in a DJ's visuals the other night. Once or twice might have been a coincidence, a new drug or celebrity criminal, perhaps. This is more than coincidence. Someone is sending a message.

The local law enforcement will have records of sixteen incidents locally where the symbol appears in some form, and the files will be flagged. If the heroes aren't careful, that flag sets off an alarm bell, and someone high up the food chain takes notice.

There is a sharp divide between the types of cases where the symbol is found: four are on high-profile targets [Research] — a vandalized bank rumored to store money for oligarchs, two political assassinations, and a car bombing—while the rest are on more mob-style hits, terrorism events, and other, smaller criminal acts.

A higher-level investigation [Research -2] will reveal reports from nearly a dozen other sites around the world. Some locations only have two or three high-profile hits, others show the distribution of the city the heroes are in—a few high-profile hits, and a rash of lower-level hits. Most are big cities, with a few small towns.

Separating the high profile from the smaller incidents reveals a pattern [Research -2]: escalating from petty mob bosses and corrupt town politicians, the targets are now big banks and big whales. After each, a bulletin hits the Deep, exposing the victim's crimes: racketeering, human trafficking, arms deals, drug dealing, government destabilization, human rights violations. Someone is cleaning house on a world-wide scale.

SCENE 2

At some point during these investigations, someone is approached by a masked courier, carrying a paper letter in an envelope. The envelope reveals no clues: it has been steamed, wiping away any fingerprints, and the handwriting inside is mechanical and precise. The gray wax seal bears a new symbol: a harpoon.

The letter describes their recent movements and touches on key points of their investigation, making it clear that the writer is familiar with their goal. The missive concludes:

"I await you at the Berus Court. Come soon, you are not the only ones who seek Leviathan."

The letter is signed, simply, Ahab.

At some point between when the characters receive the letter and when they go to the club, they will find a small group of bodies—one per character—laid out, shoulder-to-shoulder. On each cheek is the Leviathan symbol, cut across with the harpoon.

SCENE 3

Berus Court is a club very popular with wealthy young parties. It is just trashy enough to be anonymous, exclusive enough to keep from being raided, and supplied with a steady supply of the best (and worst) drugs and indulgences on the market.

A prostitution ring runs out of Berus Court, as does a betting service. The club is a hotbed of illegal activity and vice, but it regulates itself well and its employees and workers seem to be moderately happy. Anything and everything is available here, but secrecy is the price.

Inside, the labyrinth of rooms is nearly pitch-black, filled with a glowing mist that seems to be a mix of water and some low-level hallucinogen. The staff wear cybernetic gas masks grafted to their faces, black body suits, and night-vision lenses, giving them a sinister, paramilitary look. The music is low, a deep, grinding bass that is felt, more than heard.

The only other light in the room is from the bank of TV screens around the room and on the ceiling. They are a maelstrom of photos: puppies, war crimes, smoking wreckage with twisted bodies, tranquil water gardens, birthday parties,





famous trials. If anyone is paying close attention [Notice –2], they start noticing a rhythm to the visuals, and other images, thin overlays on the screens, painted onto walls in the background, tattoos. Leviathan is here.

Servers approach the heroes, offering earpieces. The earpieces are not infected with any virus or trap, they are simply single-use communication devices fitted with a self-destruct that will trigger in ten minutes. The staff doesn't know anything else; the devices were waiting on the front desk when they arrived with a note about how to identify the targets. If anyone has night vision goggles or other specialized visual equipment, they may notice [Notice –1] that their hand stamps, applied when they entered, are now glowing in the shape of a harpoon as the ink reacts with something in the mist. This is the identification the servers were given. If the heroes return to the desk, they find someone else there, and no sign of the woman who was there earlier.

If the heroes accept the earpieces, a cultured, artificial voice immediately comes on, and the screens around the room begin flashing through crime scene photos and videos from the Leviathan cases.

"Welcome, hunters. I will not mince words: You have seen the work of Leviathan; you have seen its foul deeds and cruel destruction. It is a blight on this world, a cancer sowing blood and distrust. They started as nothing, their goals laudable: distribution of wealth, safety and justice for all, equality. They tasted blood then, my own blood, the blood of my family, and grew greedy."

The speaker's voice is gaining a mythic cadence, stentorian one moment, vanishing the next, rising and falling in a hypnotic cadence. With the deep heartbeat of the music, and the grim scenes on the screens, the entire effect is oddly threatening.

- "Now they follow their own whims, burning and killing across the world, seeking to sow only destruction. Their lofty goals are forgotten, they have fallen from the path, they are the darkness they once hated. They are the enemy of order, and they must be stopped."

A deep silence falls, only the drums rolling through the floor. The voice's final command is far deeper and rawer than the previous words, filled with hate and emotion.

"Break their back and you will never want again for anything. Watch your back. Remember, they are everywhere."

SCENE 4

As the last words fade, servers again approach. This time, they hand the heroes a single paper file, a charmingly antiquated way to pass information. The earpieces now self-destruct with a small fizzle that tickles but doesn't do any harm. They are generic and will not reveal any information if investigated.

As the heroes make their way out of the club, flashbang grenades begin detonating near the back. Armed guards rush forward, shoving partiers out of their way, but are quickly sniped. There do not seem to be any civilian casualties.

The attackers wear white in an unusual style that seems to be vaguely Middle Eastern—white headscarves under gas masks, long white robes over white trousers—and are using powerful rifles and handguns, rather than machine guns.

They ignore the heroes, instead rushing toward a room to the side of the building. Breaching the door, bright light spills out, heightening the screams and uncertainty. The attackers disappear inside, returning a few minutes later with bits of technology. Inside the room, four figures lie dead, bullet holes between their eyes. Single clear killshots for all of them.

The heroes may attempt to intercept the attackers, but they will be fighting the crowd, the blindness from flash bangs, and the choking smoke. If they come close, the attackers fire at them, not hitting them, but seeming to intend to scare them off.

Should the heroes manage to intercept one, their captive is immediately shot by a sniper from somewhere outside. Clearly this group has no interest in being found. If the heroes follow them outside, they jump into a fast car and disappear in the distance.

As the last partiers leave the building, it erupts in flames. On the ground in front of the club is a plastic business card with the Leviathan logo.

LEVIATHAN RETRIEVAL TEAM

A Leviathan retrieval team is eight highly trained paramilitary types equipped with top-of-the-line cybernetics to enhance speed, response time, and survivability. Built-in filters for breath and adaptive lighting keep them from being easily incapacitated through gas or light. They favor posting two snipers outside their target for situation control, while four enter the location, and two remain outside to facilitate escape.

LEVIATHAN OPERATIVES (8)

The operatives wear white in an unusual style that seems to be vaguely Middle Eastern—white headscarves under gas masks, long white robes over white trousers.

Race: Human 1.0

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Persuasion d4, Shooting d8, Stealth d6

Pace: 8 (Run d8); **Parry:** 6; **Toughness:** 14 (6) [6]; **Strain:** 7

Hindrances: Cautious, Ruthless (Minor)

Edges: Combat Reflexes*, Marksman, Quick*, Strong Willed

*Edge granted by augments.

Augments: Tier 3 IDS.

- **Cybertech (Customware):** Skeleton Reinforcement II (Toughness +2), Reaction Co-Processor (Edge: Quick), Secondary Heart (Edge: Combat Reflexes), Cyber Legs (Increase Pace I, Leaping), Cyber Eyes (Infravision, Telescopic Vision). All included above.
- **Gear:** BKI Heavy Vest (Armor +6 [torso]), RT-328t Vengeance (9mm) (Range 12/24/48, Damage 2d6, AP 1, 3RB, Shots 12), 3 Flashbang grenades (Range 5/10/20, Disorientation, Flash, MBT), 3 Clips.
- * **2 Snipers outside have:** BKI Penetrator Rifle (.50) (Range 36/72/144, Damage 2d10, AP 4, Shots 8), 3 Clips.





CLUE TABLE

# OF RAISES	RESULT
1	A conversation was overheard in a coffee shop. The name Leviathan was mentioned.
2	Several known agitators have been seen in St. Petersburg recently.
3	Documents which look to be for a non-state-sanctioned press release were found.
4	A known Leviathan matriarch was spotted entering St. Petersburg.
5	A low-level Leviathan asset was captured and tortured, revealing that he was being prepped for a protest

CHAPTER 1: INTO THE DEPTHS

Suggested Rank: Seasoned

SUMMARY

The characters step into a dark underworld, chasing the elusive Leviathan. Their first stop is in Russia, where they must disrupt the planning of a massive riot. The Captain appears and praises them, offering up another clue.

This chapter brings the characters into the hunt for the first time. The suggested location is somewhere in Russia—cold, remote enough to be difficult to get to, but big enough to hide a powerful weapons operation, preferably on the coast, but it is certainly possible to do this in any location where oligarchs and corporations rule, including the Restored United States.

The point of this chapter is to introduce the characters to the reality of this mission: it's big, brutal, and spans the world. It will pit them against powerful figures and put their lives in danger, potentially for a very long time.

SCENE 1

The information in the file proves to be more in-depth research on Leviathan, clearly garnered from some secret source the heroes were not able to find. It shows a clear pattern of escalation and points out communication patterns that seem to herald a burst of Leviathan activity.

There are bits of communication and travel that seem to indicate a location in Russia as the next target. It claims that a massive anti-oligarch protest is being scheduled, and that Leviathan is planning to inflict some act of terror on it.

The heroes may either receive this information passively, as an info dump, or you may wish to let them discover clues on their own through networking.

If you are giving them clues, the table offers suggestions, or you might want to pull in sources from other campaigns or interactions. Each success and raise on a Research check will provide a clue.

SCENE 2

St. Petersburg is a wealthy, stable town, a place where oligarchs conduct their business and store their wealth. The inequality is staggering, expertly divided between a small society of the ultra-powerful, and the powerless serfs who serve them. And make no mistake: St. Petersburg is an Orwellian town. Commoners have no rights unless it pleases the whim of their masters.

It is the perfect place for a massive protest. The central square is an open plaza dedicated to the history of the Great Bear. TV cameras stream constantly, tourists take selfies, and dozens of sanctioned vendors peddle expensive tchotchkes. There are crowds to blend into, and plenty of avenues of escape.

The days leading up to the protest are surreal. Sanctioned by the state, the protest turns out to be a Freedom Demonstration, assuring the world that the citizens are all Happy, Content, and Free in their servitude. Placards must be approved by the authorities, official chants and talking points have been distributed, and the oligarchs' pet media is primed with set interviews of pretty, happy people.

Leviathan aims to show the truth. They have obtained copies of the official guidelines, as well as video of the process. A captive state official told them when the interviews were scheduled

for, and who would be targeted. Leviathan is to be the stick in the wheels, hoping to draw attention to the abuses. The state prides itself on its live delivery, a way to boost its credibility.

SCENE 3

The day of the demonstration is windy and chilly. Leviathan agents, bundled in thick coats, filter in through the crowds, taking up position. The crowd, dressed in its Sunday best, begins the march, and the cameras start rolling.

The first agent to appear is a woman, throwing off her coat and climbing onto a planter behind the man being interviewed, she holds up a huge sign. My children and husband died in a fire in Aleksey Sokolov's factories. She shrugs out of her dress, and her naked body is covered in tortured burn scars.

The police rush her, but the crowd surges, and she slips off the planter and out of sight.

Another protester runs onto camera, their implants casting Hyper Objects of the living conditions of a serf family. Elsewhere, an agent talks about the secret pipelines into the EU that smuggle sex slaves, weapons, and drugs. Everywhere, the orderly protest is tipping into chaos.

Caught between these obvious agents and the need to maintain their image for the cameras, the police mill, chasing after first one agent and then another.

At this point, loudspeakers come to life, offering rewards for these *"Mandarin agents who are sowing discord and chaos."*

The heroes may choose to attempt to capture the agents to hand over to the police, or they may disrupt them while they are attempting to demonstrate. If they choose to capture them, they may also choose whether to hold onto the captive or turn them over for a reward.

The protest dissipates quickly, an utter failure. Leviathan graffiti is everywhere, as though an army of agents struck, though, in reality, it was only four, supported by the protesters who stood up to their government.

If the heroes managed to apprehend any of the agents, another letter is delivered, congratulating them on their success. With this letter is enough information to lead them to the next stage on

their hunt: London. Whether they choose to take this step immediately, or complete other business in Russia, is up to you.

CHARLIE SEVAL

Hechnyan by birth, Seval is a refugee who fled to Germany when a bitter neighbor reported him to be gay. He crossed paths with Leviathan and immediately offered to go back into Russia.

Now he is a Leviathan captain, orchestrating demonstrations and sabotage through the Moscow and St. Petersburg areas. He stays hidden by being out in the open, playing the part of a low-level lackey and clerking at a small hotel. In reality, he has strong connections to nearly every facet of anti-oligarch Russian interest.

Charlie is an intensely average man, in size, looks, height, and mannerisms, the perfect agent. His name is likely not Seval, but it is easy for records to get lost in Russia...



CHARLIE SEVAL

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Battle d6, Common Knowledge d8, Fighting d4, Hacking d6, Healing d4, Intimidation d4, Notice d6, Persuasion d8, Shooting d6, Stealth d8, Taunt d8

Pace: 6; **Parry:** 4; **Toughness:** 7(2); **Strain:** 0

Edges: Charismatic, Command, Tactician

Gear: Tier 3 IDS, UP Street Jacket (Armor 2), RS-92l Pistol (Range: 12/24/48, Damage: 2d6 AP:1 Shots: 8), 1 additional RS-92l magazine





OLGA ANASOVA

Olga and her family were working in Sokolov's weapons factories when a machine malfunctioned and caught fire. Ammunition that had been stored too close to the machine likewise caught fire, and the old building went up in flames. Nearly three hundred people died, and many more were badly burned. Olga's entire family died, and she is plagued by burn scars over most of her body. She survives by doing small technical repairs around town, and on a small pension from Leviathan, who has been waiting to use her.

OLGA ANASOVA

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d4, Hacking d4, Notice d6, Persuasion d6, Shooting d4, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 5(0); **Strain:** 0

Edges: None

Gear: Tier 1 IDS

CHAPTER 2: SHADOWS IN THE DEEP

Suggested Rank: Veteran

The characters journey on, chasing hints and clues, disrupting events. Locations may include space, California, South America.

As the heroes pursue Leviathan, they find themselves drawn into a web of shadows. Leviathan is not a centralized organization, it is hundreds of pods spread out across the world, each operating under a sort of captain. They operate under a central guiding mission, but their methods vary wildly. Even if an entire pod is captured, it is generally useless for tracking down any others.

A sophisticated and yet elegantly simple system of code words, known identities, and fail safes protect the members of Leviathan, and while some of that information is in the folders, there are still many areas no one can read.

SCENE 1

Leviathan's London target is an information broker, a power player on the world stage. She has spies in every major city on earth, including within the governments, and uses her power to disrupt and control. Leviathan wants to send the structure toppling by removing her.

When the heroes arrive in London, the information is sketchy at best, and Luci is used to threats on her life. She does not care for warnings, as her information is generally far better than anyone else's. There may be several attempts on her life, she is a powerful woman in an important position, and one of Leviathan's primary targets. But she is of vital importance to the Whaler, and most of these attempts are thwarted.

Finally, Leviathan triggers the agent they placed inside her organization long ago: Halcyon Rogers, a man not trained as a killer, but as a mole. It is a desperate move, but every day Luci lives is a day they lose more ground. Terrified, he botches the attempt, putting Luci into the hospital, but failing to kill her.

Against his direct orders, he panics and flees first to a safehouse, and then out of London entirely.

LUCI BORGES (WC)

Luci is an elderly woman of Pacific Islander descent. Separated from her parents during the Brexit years, she grew up in foster care, bouncing around until she caught the eye of a wealthy woman slumming it in a down-heel club. At sixteen, she became the live-in lover, and eventually wife, of one of the most powerful women in England. Luci studied the people around her, eventually making her debut in society, at eighteen, as the daughter of a lost royal Filipino family, a fiction she has maintained carefully, even establishing a paper trail.

Her wife died when Luci was only twenty-five, leaving her entire fortune to the former street kid. Grieving her love, she threw herself into amassing the sort of power that would keep her from ever suffering privation again.

Luci uses her old street smarts, her connections, and her wealth to rule much of the information that passes through the world. She is not well known in society anymore, but everyone who is

anyone seeks her out for information, and even blessings on new ventures or regime changes.

Mere de la Connaissance, many call her, the Mother of Knowledge.



LUCIE BORGES

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Academics d8, Athletics d4, Common Knowledge d10, Hacking d6, Intimidation d6, Notice d8, Persuasion d8, Research: d8, Stealth d4, Taunt d6

Pace: 6; **Parry:** 2; **Toughness:** 4(0); **Strain:** 0

Edges: Connections, Streetwise, Strong Willed

Gear: Tier 4 IDS

HALCYON ROGERS

 fidgety, small, flighty man, Halcyon Rogers came from a moderately well-to-do family that lost everything when their firm was caught in the middle of a hacking scandal. Both parents committed suicide, and Halcyon was snapped up by Leviathan, who trained him as a mole and dropped him into London's elite society as a personal assistant. He soon caught Lucie's fancy, and spent the next ten years working his way through the ranks to be close enough to attempt murder.

Halcyon has little backbone, no dreams, and quite a lot of fears. He is not steady at the best of times, but his absolutely meek, terrified persona makes him easy to trust. Who would this little mouse be speaking to?

HALCYON ROGERS

Attributes: Agility d4, Smarts d8, Spirit d4, Strength d4, Vigor d6

Skills: Academics d4, Athletics d4, Common Knowledge d6, Hacking d4, Notice d6, Persuasion d4, Research: d8, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 7(2); **Strain:** 0

Edges: Investigator

Hindrances: Yellow

Gear: Tier 3 IDS, UP Street Jacket (Armor 2), RS-007 Whisper Palm Pistol 8mm (Range: 12/24/48, Damage: 2d4 AP:0 Shots: 6)

SCENE 2

 s Rogers flees London, attempting to outrun the agents on his tail, he accidentally exposes an important secret: there is a safehouse beneath the Thames, an old service tunnel. Investigation [Research -2] of the location reveals a sloppy secret indeed: Rogers is heading to Stockholm.

Leviathan's presence in Stockholm is a well-established but embattled stronghold. Directly struggling against the Christian Knights Brotherhood, or CKB, they have suffered many losses both public and secretive. They are more visible there, sometimes surfacing into the light to destabilize the CKB, sometimes drawn kicking and screaming out of the shadows when the CKB gains the upper hand.

Rogers flees straight to the Stockholm safehouse, too panicked to be aware that he is being followed. He was a little too good at collecting information and knows the location of several safehouses he was never supposed to know about.

Leviathan has a major action planned against the CKB, aiming to infiltrate their castle and find out what is really happening behind the scenes. They are relying on chaos created by the Brotherhood of Lodbrok, a neo-Viking terrorist organization that is attempting to draw the CKB into open war.

Halcyon's arrival sets everything into a tailspin. The disastrous event in London is discovered, as is Halcyon's tail. Cleaners are sent out to take care of the problem, but it is too late. Rather than take this vital action, Leviathan's Stockholm division packs up and vanishes into the suburbs, leaving Halcyon sleeping peacefully in the safehouse, utterly unaware.

He knows nothing about Leviathan but reveals that Borges has been selling information on Leviathan to a man who calls himself the Captain, who seems to be American. He is able to send some small bits of information to the characters, including the network ID the Captain uses with Borges, which traces back to Texas. He also reveals that Leviathan is in a war with Act of God, the powerful Texas arms manufacturer.

Halcyon suggests that, perhaps, the heroes should learn something about Leviathan besides what the Whaler is telling them. He suggests that they travel to Tartus, Syria, where they may learn





something of interest. He has clearly been primed for this but offers compelling evidence.

THE BROTHERHOOD OF LODBROK

I small, neo-pagan, fascist cult which claims to emulate the Viking heroes of old, the Brotherhood has set its sights on the CKB as a perfect way to demonstrate the superiority of the Viking heritage and begin a war that will drive all “interlopers” out of Sweden. They have been hammering at the CKB for months, the brutality of their tactics escalating as they attempt to bait the CKB into open conflict. They are currently having no such luck, the CKB utterly refuses to engage with them, but they use social media to keep themselves visible enough that the CKB doesn’t feel it can retaliate without playing into their hands.

The Brotherhood is rumored to have been involved with car bombings, botched assassinations, hostage-taking, and inciting riots. However, for a group of people who wear traditional garb and carry big, archaic weapons, they are surprisingly hard to pin down. The police are frustrated and offering rewards for anyone who can end this chaos.

LODBROK GANG STATS

- Gang:** Medium (20 – 50 Members)
- Typical member:**
- Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6
- Skills:** Athletics d6, Common Knowledge d6, Fighting d6, Hacking d4, Notice d6, Persuasion d4, Stealth d4
- Pace:** 6; **Parry:** 6; **Toughness:** 7(2); **Strain:** 0
- Gear:** Tier 1 IDS, Thick Leather Jacket (Armor 2), Axe, Hand (Str+d6)

SCENE 3

SYRIA was hit very hard by climate change, which seemed, for a while, determined to finish what the wars had begun. The cities, ruined, bombed-out shells, baked in the brutal sun. Too

many memories haunted the cities for many of the former citizens, who had found life elsewhere.

But home always calls too loudly for some people to ignore. The sons and daughters of refugees began trickling back, clearing streets and working alongside the survivors who had stayed. Fractured families built new families out of those who had no one, adopting orphaned children and elders who had seen their entire families killed.

Over time, ignored by the world, Syria rebuilt. As the world spun into chaos around them, they leaned on the lessons they had learned as a diaspora of refugees to survive.

Leviathan was heavily involved in the recovery. The small town of Tartus, on the coast of the Mediterranean Sea, had significant strategic importance to both Israel and Turkey, nearly triggering several wars. Leviathan exerted its influence, pulling strings so that both nations withdrew, leaving Tartus to grow.

The town is now a haven on the coast, filled with refugees from around the world who have been welcomed with open arms by the Syrians. They run an egalitarian society, working together to survive the heat and temperature fluctuations. Many of the refugees are highly skilled, but they use their gifts to make life in the community better, rather than for profit, and Tartus is self-sufficient, and well-guarded.

A new nation is forming, centered on Tartus, built of refugees, orphans, and widows. Syria looks toward a new spring, and Leviathan’s goals are clearly displayed, here: an end to the power of the few, by whatever means.

In Tartus, the characters have the opportunity to learn about the arms markets that control a large part of their world. Many of Tartus’s citizens have fled here after their homes were destroyed, or their loved ones killed in war. Some are hiding, knowing too many secrets to ever be safe. If the characters search for information [Research –2; the characters learn about one shell company per success and raise], they may find many of the shell companies and contracts Act of God uses to conduct its business without exposing itself to open danger or backlash.

SHELL COMPANIES

- **Omen Manufacturing:** A small company that manufactures specialty ammunition.
- **Black Oak Holdings, LLC:** A shell company making dirty bombs under the guise of “biochemical research.”
- **Sanders & Sons Distribution:** A shipping company that moves arms into illegal hands.
- **Athens Incorporated:** Technically a security company that runs mercenary groups into hot zones.

TARTUS RESIDENTS

- **Aisha:** A former soldier from Dublin. She was a mercenary for Athens Inc. until she saw something she shouldn't have.
- **Adam:** A secretary who used to work in the Act of God corporate headquarters. He found traces of money pointing to terrorist funding.
- **Imrana:** A Pakistani woman whose entire family was wiped out by Athens Inc. mercenaries acting on behalf of an Indian warlord.
- **Cixin:** A Chinese national who worked in a Black Oak Holdings bomb factory.

SCENE 4

 After Tartus, the Captain and Leviathan both escalate. Leviathan is targeting arms shipments, supply trains, corporate offices, and manufacturing plants. There are few deaths, but a great deal of destruction and disruption. Leviathan is also using the Deep to their advantage, broadcasting information about the atrocities Act of God funds.

The Captain triggers a wave of attacks against suspected Leviathan figures. The Leviathan branding is obvious, and local news, wherever the heroes are, is beginning to talk about this terrorist organization. The heroes are at risk of

being caught in the crossfire, but they are not being targeted...Yet.

As Leviathan comes under siege, they move into high alert. The heroes might find themselves followed or struggling against subtle opposition as Leviathan quietly works to hinder them. If they have been striking out against Leviathan pods openly, they may find themselves targeted in return.

Another letter arrives, filled with subtle threats and assurances. The Captain has another catch: a pod working out of Darwin, opposing the power struggle there in an attempt to protect the land. Something big is planned there.

If the characters look into Act of God, they may discover that there are rumors the CEO is spiraling into madness, becoming erratic and unpredictable.

WILLIAM WILLINGHAM, CEO OF ACT OF GOD ARMAMENTS

William Willingham was born into power: son of John Willingham, founder of Act of God Armaments, he grew up surrounded by privilege. Groomed from a young age to take his father's place, he found himself CEO of Act of God at the age of thirty-seven.

He is now forty-nine, and his detractors have grown as quickly as his company. Never a particularly focused or intelligent heir, he seems to have succeeded through luck, a powerful board of advisors, and his wife, Karen, the heiress of a breathtaking oil fortune. The board has made numerous efforts to cut him out of the picture, but Karen has stymied them at every turn. There are many who think that she is the true power behind William, but that is, in fact, William's aide, Ezra.

Regardless, William is carefully managed by Karen and Ezra. A balding, thin man, he spends much of his time in Denver, playing the genial host and glad-handing politicians and contacts, pressuring them into favorable deals with his company.





WILLIAM WILLINGHAM

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Academics d4, Athletics d6, Common Knowledge d4, Fighting d4; **Hacking d4, Notice d6, Persuasion d8, Research:** d4, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 7(2); **Strain:** 0
Edges: Aristocrat, Connections
Hindrances: Clueless
Gear: Tier 3 IDS, Boardroom Jacket (Armor 2), AGA-Prophet Pistol (Range: 12/24/48, Damage: 2d6+1 AP:1 Shots: 7)

CHAPTER 3: RED OF TOOTH AND CLAW

Suggested Rank: Veteran

The agreements protecting the Green Gorge from exploitation are under siege. This year's AUC will be hearing several efforts to open the Gorge up for mining and development. Leviathan, interested in preserving as much of the natural world as it can, is intensely opposing these efforts.

Blackmail, bribery, and open threats are circulating as the delegates prepare for the summit. Leviathan is doing what it can to foul the works but has found that other interests brought their own agents in, too. The entire area is embroiled in an undercover war, fighting for control over the narrative.

The air is one of desperate, furtive negotiation. Delegates front and haggle, restaurants are filled with business dinners, cafes are full of lay people speculating.

Blending in here is relatively easy, there are hundreds of people from all over the world. The heroes might take the role of visiting journalists, activists, or aides.

SCENE 1

The airport is chaotic. Darwin is small and doesn't receive much traffic most of the year and lacks the infrastructure to support the current influx. Lines are long, tempers are short, and everyone wants their problem fixed now. The benefit is that everyone is talking loudly and using their titles and pedigrees, creating a fantastic opportunity to figure the players out.

At some point, an altercation between two people breaks out. One is a hybrid, working for Magnate Corps, one of the companies looking to benefit from exploiting the Gorge. The other is in her mid-teens, a young woman with dark skin and curly hair. She is a protester attempting to get signatures in the airport.

It isn't clear who threw the first punch, but they tangle quickly, and the protester proves to be a strong fighter, quickly dominating the hybrid, who clearly is not used to fighting. If they aren't pulled apart, she steps back and addresses anyone who is watching, denouncing the proposed changes. She seems to have proprietary information, which leaves the hybrid looking worried.

If no one intercedes, security comes and grabs her, arresting her for disturbing the peace. If someone intervenes, they will need to convince her that she's more useful out of jail than in. If they do so, she will show them out of the airport through a back route that avoids the rush and any law enforcement.

One they are clear, she introduces herself as Kini, a fifteen-year-old activist whose family has been in the region for centuries. She explains the ancestral worth of the land, and the grave insult that the corps are inflicting by now destroying the land they once stole. She explains that her people are working hard to block the development however they can from signatures to outright disruption.

They have recently begun working with a mysterious group who is trying to help them thwart the corporations. She doesn't have much information about them, but they have all the hallmarks of a Leviathan pod.

If the characters choose to help the hybrid instead, he tells them that the corporations are almost assured of victory in this case. Big money is moving behind the scenes, driven by an unknown funding source. He offers resources and information fairly openly, and although he quizzes the heroes a little about why they are there, he doesn't seem too concerned with evasion or redirection.

He is an aide to a CEO, so although he doesn't necessarily know high-level information, he knows a lot of things about appointments, schedules, and interests. This information may be very useful to the heroes or may distract them from everything else going on.

KINI

 fifteen-year-old Aboriginal girl, Kini grew up with a profound understanding of the nature of power and protest. Both her mother and grandmother, as well as several other relatives, spent their lives fighting for Aboriginal rights and heritage spaces. Kini's first memory is of sitting on her mother's shoulders, holding up a sign.

She's a serious and focused teenager who loves bright floral prints, boys, and vintage rock'n'roll. She knows a lot about Darwin and can direct the characters anywhere they need to go.

She is also a Leviathan agent and has shown a strong leadership potential. Her matriarch is currently distracted by a family tragedy, and Kini has been thrown into a position she is not remotely ready for.

KINI

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Academics d4, Athletics d6, Common Knowledge d4, Fighting d6, Hacking d6, Notice d6, Persuasion d4, Research d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 5(0); **Strain:** 0

Hindrances: Driven (Major-Saving Green Gorge)

Edges: Elan, Strong Willed

Gear: Tier 2 IDS

MATTHEW LEWIS

 he epitome of the man who just wants to do his job, collect his paycheck, and go home at night, Matthew Lewis wishes the summit would just get over with. He usually likes his job as an aide, but his boss is angry and frustrated, and demanding that Matthew work long hours, which is interfering with his relationship with his fiancé.

Matthew enjoys tinkering in his spare time, and some of his implants are decidedly experimental. However, if the characters need repairs or upgrades, he will know where to send them.



MATHEW LEWIS

 put-together canine-hybrid in a quality, off-the-rack suit. His left hand is artificial.

Race: Hybrid (Canine/Dog)

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Fighting d4, Hacking d4, Notice d6, Persuasion d4, Repair d6, Research d6, Stealth d4

Pace: 8 (Run d8); **Parry:** 4; **Toughness:** 7 (2); **Strain:** 6

Hindrances: Loyal, Obligation (Major—personal aide to CEO)

Edges: Connections (Magnate Corps)

Augments: Tier 3 IDS

- **Cybertech:** ACME LMS LTD. Knowcomp (Research); Parque Electronica Tarantula Drone Hand.

Gear: ED Boardroom Suit (Armor +2 [torso, arms, legs]).

SCENE 4

 hether Ellsworth-Morgan lives or dies, evidence pointing at a Leviathan conspiracy immediately falls into the heroes' hands, maybe too conveniently. They will need to decide whether or not to pursue Leviathan, chasing the Darwin pod, or look at the event more closely to discover what really happened.

The Darwin pod, knowing they are being targeted, will be desperate to escape the city. They are largely younger operatives, drawn from activist and Indigenous backgrounds, so their connections across Australia give them a high chance of success. However, they may make mistakes in their rush, allowing the characters to catch up to them.

JANE ACHARYA

 he leader of the Darwin pod, Jane Acharya is a transwoman from India. She came to Darwin to fight for the Gorge as a protester and was quickly recruited by Leviathan. She works as an attorney, using her contacts and influence to try and thwart corp plots. She has made massive strides in encoding protections for natural and heritage spaces in Australia, using her eloquence and iron-clad knowledge of Australian legal precedents to thwart the huge international teams the corps keep bringing in to exploit the natural wealth.





Her son was recently diagnosed with a virulent blood disease. Her focus on his care has distracted her from Leviathan and left her open to outside plots. Kini, her protégé, has been working hard to keep everything running, but lacked the experience to see the incident in time. Jane has asked to step down, but someone seems to have discovered this loophole in time to exploit it.

Jane is a tall, elegant Indian woman who favors sharp suits in dark colors. Her voice is sure and strong, flavored with a soft southern India accent. Her hair is cut in a sharp bob, and she wears traditional jewelry.



JANE ACHARYA

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d4, Vigor d6

Skills: Academics d6, Athletics d4, Common Knowledge d6, Hacking d4, Knowledge (Law) d6, Notice d6, Persuasion d6, Research: d8, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 7(2); **Strain:** 0

Edges: Investigator, Connections

Gear: Tier 3 IDS, ED Boardroom Jacket (Armor 2)

CHAPTER 4: ALBATROSS

Suggested Rank: Veteran

The characters stumble on a Leviathan figure the Captain did not lead them to and discover that the group is aware of them and trying to reach them. Leviathan offers to talk. If the characters accept, Leviathan illuminates them to the real situation. In the middle of their discussion, another group attacks. Leviathan melts into the night. If the characters do not accept the truce, they soon find the bodies of the group, and realize they are being followed.

SCENE 1

As the characters search for clues or chase down the Leviathan pod, Willa Sebell arrives in town and begins triaging the situation. She intercepts a message the mysterious figure is sending the heroes and begins putting the pieces together.

She contacts the heroes, attempting to arrange for a neutral meeting. She mentions Kini and Halcyon, showing that she is very aware of

what has been going on. She suggests the Neon Raspberry, a hip pop-up club in Little Jerusalem.

If the characters accept, she sends them a time and date, and a token of her good-faith: intercepted letters with the same seal as the ones the mysterious figure sends the heroes, spelling out kill orders for another team.

If the characters do not accept, Willa will send Kini to them. Kini will have the intercepted letter, and a strong warning for the heroes: they are pawns who are quickly outliving their usefulness.

WILLA SEBELL



Leviathan Matriarch out of Aliceplex, Willa has spent decades fighting from the shadows. With a deep knowledge of Australian politics, history, and culture, Willa has a history of protecting the continent and its interests. She has a vibrant network of contacts, a foothold in every regional government, and a rapport with the Indigenous peoples.

Willa is a fixer, traveling around Australia to put out fires. She is close to Jane and was already on her way to take over the Darwin pod until a suitable successor could be found when the plot unfolded.

Willa is an older woman, tiny in build, with dark skin and hair from her Indigenous heritage. Her face is heavily wrinkled, her hands are strong and elegant. She favors bright clothes and loves a good party, often visiting the hottest clubs when she travels.

Willa is far more powerful than she appears and has a major role in the campaign.



WILLA SEBELL

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Academics d6, Athletics d4, Common Knowledge d8, Knowledge (Australia) d8, Notice d6, Persuasion d6, Research: d8, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 4(2); **Strain:** 0

Edges: Connections

Hindrances: Small

Gear: Tier 3 IDS, RT-328t Vengeance (9mm) (Range: 12/24/48, Damage: 2d6 AP:2 Shots: 6)

SCENE 2

The Neon Raspberry is a pop-up club created just for the AUC. Specializing in retro music, Britney Spears, N'Sync, and One Direction score wide-leg pants, dark lip-liner, and hippie dreads. Most of the attendees are young, in style, and high as kites. It's the perfect place for a meeting, more a roving block party/parade/jam session than club. A few drunk club rats might stumble into a serious discussion, but they won't remember a thing.

Willa is right at home here, wearing black leggings and an oversized plaid shirt with white sneakers. Her hair is carefully curled, and she dances through the crowd, singing along with the blissed-out kids around her. It's almost enough to distract from the two lean figures who shadow her, the woman with golden eyes in a dark face, and the androgynous figure moving with a remarkably fluid cadence. Willa travels with protection, the best there is.

If the characters approach Willa openly, she leads them through the party, interspersing a story of betrayal and greed with the revelry around them.

THE SHARKS

Leviathan works primarily through disruption, distraction, and knowledge, but it is not so naïve as to think violence is never necessary. Its answer to the corporate kill squads and various mercenary black ops teams are the Sharks, kids rescued from bad situations and given a chance to strike back at the injustice that surrounded them.

While not all of Leviathan's rescues become Sharks, many do. Plenty of queer kids are still disowned by their parents and find purpose and safety in being the best there is, others are liberated child soldiers, trafficked children, or kids orphaned by the rising violence in the world.

They are given a home and family, filled with stories of heroism and protection, and trained relentlessly. They are often sent out on real-world training missions, facing real threats, long before they finish their training. Those who show themselves to not be suitable are moved to other jobs. Anyone who becomes cruel or unreliable is quietly put down.

WILLA'S TALE

Many years ago, a young woman saw bulldozers roll over her family's home in Palestine. She vowed then that she would never stand by again. She left her desolate homeland and went to school, working her way through China, Saudi Arabia, the United States, and Russia. She learned languages, studied the history of protest and disruption, and learned languages: Russian, Mandarin, revolution, incitement.

She began taking part in demonstrations and protests, but quickly discovered that any ground gained was lost with interest. No one was capitalizing on the work being done. No one was guiding the ship.

She began building something that could take that ground and hold it. A monster beneath the waves, organized, hidden, agile. Not a monolith, but a network. She did not name it, but her enemies did once the bloodletting started.

Leviathan. The monster in the deep.

Her first victory was against a young warlord. The man who would one day run Act of God Armaments found his valuable contracts in Colonbajo lost to a clever political play. Then a shipment enroute to India went missing, only to turn up in a war against the very people who had paid him for them. Again, and again, the monster bit, but it was never enough. The world's thirst for weapons could not be sated, and though she bloodied him, she withdrew to the shadows as he rose to power.

Bad blood never dies in Texas, they say. He's still out there. Still smarting from his humiliations. He wants blood, and he finally found the right knife.

You.

The result is a small cult of heroes with a strong sense of morality, lethal training, and powerful bonding to the people who saved them. They were raised with strict kindness and honesty, ensuring nearly flawless loyalty.





The Sharks guard the most vulnerable Leviathan assets, high-level leaders, and traveling captains. Each has a name they took during training, something that defines them and separates them from their previous lives.

Willa Sebell is always accompanied by Tiger, a woman originally from Egypt, and Wudao, a non-binary Chinese-Australian. They are devoted to her, and as two of the best Sharks in Leviathan, have kept her safe for many years.

SCENE 3

Willa pauses in her story and seems to be about to continue when Tiger launches herself into the crowd, scattering partiers like bowling pins. Before anyone can even react, two men are dead on the ground, the silenced pistols they were carrying between Tiger's feet. Wudao shelters Willa with their body, moving her quickly toward shelter as gunshots begin to crack around the party. Wudao takes a hit to the upper shoulder but pushes through and gets Willa to safety.

Tiger goes down under three masked men, fighting furiously but overwhelmed. Wudao is pinned with Willa, unable to get a clear shot.

If the heroes choose to help Willa, they will need to subdue—by whatever means necessary—eight more armed attackers. The hostiles are carrying silenced pistols, knives, and flash-bang grenades. They are only here to assassinate Willa and do not know that the heroes are meeting with her, so they will be taken by surprise if the heroes intervene.

If the heroes manage to capture one of the operatives alive, he may be willing to talk in exchange for living. He explains that several teams have orders to kill Willa, that someone within Leviathan is a turncoat who is sharing information. He doesn't know who it is, but Willa does.

Wudao shoots the captive when he has shared all of his information. If pressed, they shrug and say "We cannot risk the enemy knowing we have stumbled across their plan. They would have killed him and known our plans."

SCENE 4

Willa offers the characters a choice: go their way, continuing to do the bidding of the mysterious figure, or work on Leviathan's behalf as unknown shadow agents, rooting out the traitor and finding the mysterious figure.

She explains the situation more fully as Tiger patches Wudao's shoulder. John Willingham, CEO of Act of God Armaments, made some threats against Leviathan a while back. Although John passed recently, his son, William, seems to have taken up the vendetta.

As Act of God is influencing the people of Texas and looking to expand their wealth, they seem to be cleaning up old business. Many political rivals have met with accidents or been arrested for anything from treason to unpaid parking tickets. Rival manufacturers have found their shipments stolen or sabotaged, and AoG had significant presence at the summit.

Nobody has stuck in their craw like Leviathan, though.

If the characters choose to assist Leviathan, Willa gives them money and a list of contacts they can turn to. She explains that Willingham is believed to be traveling to Denver, negotiating with the RUS, away from his personal fortress and private army. There will not be a better time to go after him.

If the characters decline to go after Willingham and the mysterious figure, you can wrap the Leviathan plot here, or use the Trail Ran Cold chapter below to close up the threads.

WILLA'S NETWORK

- **Babywhale:** A hacker based in Aliceplex, Babywhale is able to circumvent most systems, often wandering through corporate personnel files for the fun of it.
- **Medika:** A transporter who supplies the isolated communities between Aliceplex and Darwin. Kini's auntie.
- **King Arthur:** A celebrity figure known for living as his namesake, a good cover for his actual talents of information-gathering and planning.

CHAPTER 5: FIRE IN THE WAVES

Suggested Rank: Heroic

1P aranoid and suspicious, the characters begin tracing the mysterious figure, following the clues he gives to search out traitors in Leviathan, and either killing or outing them to the group. One of the other groups attacks them.

SCENE 1

t here is a brief window of time before someone realizes the heroes are no longer in the Whaler's pay. With Darwin in an uproar, travel in and out of the city is nearly impossible even with clean documents. For the heroes, it may be next to impossible.

Willia's network, however, includes Kini's auntie, a caravanner who transports goods into the interior. She also runs a smuggling network that handles people, rare goods, and information. For a price, she is willing to take the heroes from Darwin to the Aliceplex, where they can call on another resource to get transportation out of Australia.

Medika's Darwin headquarters are in a small warehouse in Little New York, guarded by men with machine guns and machetes. She greets the characters warmly enough and gives them uniforms and papers showing them to be long-term members of her team. Careful makeup is applied here and there, subtly altering the characters' appearance.

AUNTIE MEDIKA

Auntie Medika is a strong woman in her mid-thirties who lost a leg to a tiger snake bite. Her prosthetic is wooden and carved with traditional motifs and blessings. She leads a caravan that travels through some of the deadliest parts of Australia, surviving heat, venomous snakes and spiders, raiders, and weather that has claimed thousands of lives.

YOU LOOK FAMILIAR

The characters will be challenged if their photos have made it into police hands. If you want to make this a potential branching point, maybe to give the option for a daring escape, they may need to succeed in a test. Failure will land one or more of them in custody and burn any connections to Medika and her caravan. The more characters who fail the test, the higher the chance that everyone will be caught.

If they do end up in custody, Willa will send operatives to help break them out, but it will delay their mission significantly, and could tip off the Whaler.

She doesn't speak often but has a singing voice which fills the night and is said to charm even the snakes.



AUNTIE MEDIKA

Race: Human 1.0

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d8, Driving d8, Fighting d6, Notice d6, Persuasion d6, Performance d8, Piloting d6, Research d8, Shooting d6, Stealth d4, Survival d8

Pace: 5 (Run d4); **Parry:** 5; **Toughness:** 7 (2);

Strain: 0

Hindrances: Slow (Minor-Prosthesis)

Edges: Ace, Streetwise, Strong Willed, Woodsman

Augments: Tier 3 IDS

Gear: Armor vest (Armor +2 [torso]), RT-328t Vengeance (9mm) (Range 12/24/48, Damage 2d6, AP 1, 3RB, Shots 12), 2 Clips.





SCENE 3

After escaping Darwin, the characters find themselves in the outback. Always dangerous, it has become more extreme, more deadly, with climate change. Searing heat, venomous creatures, and violently unpredictable weather challenge even experienced caravanners. Roads can wash out in a moment, bandits strike without warning, and there are a number of small survivalist communities with private militias to watch out for.

Medika makes many stops as she goes, selling or giving to the small farms, communities, and even bandit camps that struggle to make a living out here. She is unfailingly fair, which has won her safety and respect even among the worst scum hidden in this forsaken waste.

This is a great chance for the characters to meet interesting characters, get lost, become embroiled in territorial disputes, get punched by a kangaroo, lose all connection to the Deep, have a really amazing experience tripping some experimental drug, or find religion. The campaign has been heavy and serious, and there is plenty of room for hijinks and shenanigans to let your players blow off some steam and get ready for the rest of the adventure.

Some suggestions are included below, but feel free to make up your own on this road trip through hell. Make Medika regret her generosity!

SCENE 4

After a long, hot, dirty trip, Aliceplex looks like Heaven. This is where Medika refuels and restocks before striking back out on a different trajectory, meeting the needs of other communities.

She bids them farewell, perhaps with great relief, and vanishes into the heat shimmer again. They will not have to wait long, though, Medika's little sister, Kini's mother, is waiting to guide them into the city and on their way.

By this time, the Whaler likely knows that something has happened. If they went out of contact during their journey, they return to a series of angry messages and warnings. They may choose to respond to the Whaler, letting him know that Darwin became too dangerous.

With the proper reassurances and soothing tones, he might accept this excuse and give them more time but will insist that some of his people contact them. He also tries to send them to Rio to tackle Leviathan there.

If they resist, they are burned and now have a hefty reward on their heads. He has no tolerance for disloyalty but does not yet know that they are working with Leviathan, just that they no longer work for him. Within five days, he will receive that information, and all available kill teams will be turned to focus on the heroes. They are now racing the clock.

If they linger for more than a day, one of their fellow operative teams will take a run at them. If they successfully defend themselves, they may be able to deliver valuable tech and information to Leviathan. If they fail, escaping the city will become much harder.

Aliceplex has a robust transportation network, and they are easily able to find a way out of the city to travel to Denver.

CHAPTER 6: THE WHITE WALE

Suggested Rank: Heroic

Denver, the burgeoning capital of the RUS, is still a brown, cold city. After traveling across the outback in late spring, early autumn will be a shock to the system. Winters in the heartland are harsher than ever, and many of the passes are already closed.

What the city lacks in charm, it makes up in bustle. A sense of industry and frenetic excitement fills the streets. Everyone is excited about the possibility of Texas joining the RUS, sensing it to be a powerful marker of the power RUS has amassed. Anyone who isn't excited, one way or another, has learned to simply shut up and listen to their parents, neighbors, coworkers, and bartenders discuss all possible angles of the situation.

The new capitol complex is grandly constructed of Rocky Mountain granite, carved with traditionally American motifs: eagles, serpents, weapons, and soldiers through the years. Iconic scenes are laid out in elaborate murals, statues pay homage to powerful leaders or manufacturers, and everyone in the complex seems to be polished, professional, and proud of the setting

they are walking through. The subtle stench of toxic patriotism rolls through the complex, perhaps driven by the propaganda playing from video screens around the plaza, or maybe from the vendor selling the dog tags of fallen soldiers, or the regular recitals of the national pledge that school children are reciting beneath the flag.

This is the new America, in all its violent, bloated, uber-patriotic glory. Don't look suspicious, it's easier to question a corpse than a human.

SCENE 1

Leviathan thinks that Willingham will be staying in the Stars & Stripes Manor, a hotel for the ultra-wealthy and powerful, situated next to the government plaza. This hotel frequently hosts world leaders and corporate CEOs. Their security is top-of-the-line, but sometimes the strictest security is the easiest to avoid.

The hotel hosts many powerful figures from around the RUS, and other corporations and world governments. If anyone powerful owes the characters a favor, it is possible for them to find that figure here.

If the characters do make it through security, they may access the hotel records to discover that Willingham owns the penthouse suite. This should not be an easy challenge, even with Willingham not in residence, the guards are watchful and experienced. Any small mistake will trigger alarms that summons the entirety of the Denver police force, who will gladly shoot to kill, and if they miss, another organization can easily brand anyone a treasonous terrorist.

SCENE 2

After accessing the hotel, the characters discover that Willingham is not in residence. However, his wife is, along with their young son. Karen Willingham is an heiress, the source of the money that allowed William to take Act of God from regional success to international juggernaut. Her family has been powerful since before Europe discovered running water, and they do not intend to let that power slip through their fingers.

Karen Willingham is a powerful, dangerous foe, and although she does not know what her husband has been up to, she is quite willing

to uphold his plans when he is absent. If the characters approach her aggressively, she will not hesitate to summon more guards. If they are able to convince her to speak to them, they may find small bits of information, but may not know she is delaying them while her husband's chief aide hurries to her side.

SCENE 3

The tall, spare man introduces himself as Ezra, and questions the characters about their goals. If he learns that they feel used by Willingham, he expresses shock and dismay. He reveals that Willingham has been increasingly unreliable lately, worrying the board of directors. He lets numerous hints slip, including that William is in space, consulting on the development of a new interorbital weapon.

He states his deepest apologies for the trouble the characters have gone to and offers them recompense if they will simply go on their way and allow the board to handle the issue.

If they accept, he pays them a sizable sum and they depart without incident, only to wake up three days later with pounding headaches, somewhere remote, without any contacts or supplies, or anywhere else that is convenient for your next adventure.

If they refuse, he becomes agitated and demands that security remove them immediately. He threatens the characters if they so much as approach Willingham, claiming that he is unwell and that he is a matter for the family to handle.

SCENE 4

If the characters remain in Denver, or attempt to chase their target down in space, they will find themselves dealing with Willingham's security force, which has been alerted to a threat. This is the full might of the Act of God private army, and it will not be easy to evade.

Ezra is, in fact, conspiring against Willingham. Willingham has actually become erratic and unpredictable recently, and Karen considers him a liability. Ezra is far more trustworthy and focused, and Karen is more than willing to use this opportunity to disgrace her husband and facilitate the change of power.



CHAPTER 7: WHIRLPOOL

Suggested Rank: Legendary

Beware that his plans have backfired, but not yet anticipating the true danger from his wife and aide, Willingham settles on his fortified station, intending to wait the characters out.

The Peacemaker is a giant orbital platform. Act of God has a stockpile of illegal weapons on the platform, as well as enough supplies to last out any apocalypse. If they want him, they'll have to crack his impenetrable shell to get him.

SCENE 1

Pursued by the Captain and Ezra, the characters find themselves in trouble. Denver is a heavily militarized city with a sophisticated surveillance system, and there are many people both figures can call on.

SCENE 2

The bunker that is the Peacemaker is built to withstand direct strikes from missiles. Its huge water tanks, hydroponic gardens, and on-board kinetic generators make it virtually impossible to starve into submission. The only weakness is its electronics, which the Peacemaker relies on to function, and its sheer size. Although cameras and small fighters cruise the area, it is impossible to keep every inch of the ship in sight at all times.

A subtle approach will not be easy, nor fast, but it might work.

SCENE 3

Gonce the characters are on board, they must hunt through the ship for the Whaler's panic room. This will require plenty of combat, as the Peacekeeper is stuffed with weapons, both finished and in testing.

The panic room itself is a small suite with a large supply of food and water, hidden behind double doors. It is also a camouflaged escape pod which is controlled from inside. If the characters take over the Peacemaker, rather than simply subduing the soldiers in their way, Willingham

will jettison the capsule, which will begin falling to earth, before they can get to him.

If they get to him in time and can disable the electronics that control the release, they will finally be able to confront them.

SCENE 4

Willingham, once captured, alternately begs and threatens. He suspects Ezra, and when he learns of the conversation the characters had with his aide, becomes enraged. He blames Ezra for Leviathan's success and threatens to kill the characters and Ezra himself. He lets slip that Ezra is the one behind the Leviathan hunt.

The heroes may decide to kill him, take him prisoner for Leviathan, or leave him behind and escape while they can, perhaps in the safe room pod. Any direction they go, they will be wanted murderers, blamed for the assassination of one of America's allies and a shining example of leadership.

CHAPTER 8: THE MONSTER'S JAWS

Suggested Rank: Legendary

The heroes head for Earth, believing that their mission is completed. However, news items begin proliferating, talking about the new head of Act of God, Ezra Morrow, the death of Karen Willingham to terrorists, and the manhunt underway for those terrorists. Moreover, some stories are reporting that William has been killed by assassins he hired to root out a secret organization but double-crossed.

Ezra has taken advantage of the situation to seize control of Act of God. It is unclear if he also killed Karen Willingham, but highly likely. He has been ruthless with his takeover, purging contracts, ordering mass layoffs, and hiring in new staff.

Ezra is actually a Leviathan asset. He was recruited to be a pair of eyes within the Act of God, as Elija realized early on that the company would be a threat. However, he proved far more ambitious than she realized, and began laying his own plans and operations. He forged a close connection with Karen and established a wedge between her and William. He also set William up for several humiliations and failures, all of which contributed to his decline.

Ezra has been playing kingmaker for a while now. William was never a strong figure, prone to bouts of megalomania, followed by crippling paranoia. Ezra fed ruthlessly on this, stoking both his fears and his obsessions, letting him build his own pyre. He focused William on his old humiliation at Leviathan's hands, subtly playing on his fears with security threats, news articles, and engineered events blamed on Leviathan.

Ezra is now in control of Act of God, believing, whole-heartedly, that he can usher in a new era of peace through the use of force.

SCENE 1

Wanting to remove the last wild card, Ezra has triggered a manhunt for the heroes. Every other team has been given documentation claiming that the heroes were hired assassins working for Willingham in a kind of elaborate double-cross. He is offering a huge reward for their capture, "dead or alive," and quieter preferences that they be dead. In the meantime, he has withdrawn to Texas and the private Act of God compound there that is, for all intents and purposes, a military base.

The reward has spurred some competition between the teams, and only three are left to hunt the heroes. These remaining teams will find the characters not long after they land and initiate a massive firefight with them. This may be one, two, or all three teams, depending on how much your players enjoy open combat.

If only one team attacks them, the others track them from that point, attempting to waylay them. If all three teams attack, skip to the next scene. If they are attempting to reach the corporate headquarters, the other team will waylay them before they can come close enough to threaten the government workers, knowing that even the best lawyers won't protect them if they start a war on the RUS capitol steps.

The second team ambushes them on the city streets in a berserker attack that takes no heed of civilians or law enforcement. Armed to the teeth, they are relying on the Act of God lawyers to protect them if they get caught.

If law enforcement joins at all, they have been bought by Ezra or William and join the enemy team. This is a good strategy if the characters

are moving through the fight too easily, or if you want to make them realize that the entire city is against them.

TEAM ALPHA

Team Alpha, an all-female team out of Dublin, favors working off of information and having the upper hand. There are six of them, cousins and sisters, and they have survived missions around the world in hellish situations.

ALPHA OPERATIVES (5)

Race: Human 1.0

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d6, Persuasion d4, Shooting d10, Stealth d8, Survival d6

Pace: 6; **Parry:** 7; **Toughness:** 14 (8); **Strain:** 2

Hindrances: Greedy (Minor), Loyal

Edges: Combat Reflexes, Rock and Roll!, Soldier, Strong Willed

Augments: Tier 4 IDS

- **Cybertech:** Gxarha Iizibhamua Smartgun system

Gear: BKI Combat Fatigues (Armor +4 [torso, arms, legs]), BKI Heavy Vest (Armor +6 [torso]), AGA Rapture (Range 24/48/96, Damage 2d8+2, RoF 3, AP 3, Shots 24), AGA Prophet (Range 12/24/48, 2d6+1, AP 2, Shots 12), 2 clips for both, 2x knock-out grenade (Range 5/10/20, MBT), 2x frag grenade (Range 5/10/20, Damage 3d6, MBT).



HACKER OPERATIVE (1)

Race: Human 1.0

Attributes: Agility d6, Smarts 10, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Hacking d10+2, Notice d6, Persuasion d4, Shooting d8, Stealth d6, Survival d6, Taunt d10

Pace: 6; **Parry:** 6; **Toughness:** 13 (8); **Strain:** 4

Hindrances: Greedy (Minor), Loyal

Edges: Cutter, Rock and Roll, Soldier, Strong Willed

Augments: Tier 4 IDS





- **Cybertech:** ACME Systems Support Computer (+2 Hacking, specializations Counter Hacking and Network Security)
- Gear:** BKI Combat Fatigues (Armor +4 [torso, arms, legs]), BKI Heavy Vest (Armor +6 [torso]), AGA Rhino-10 (.50) (Range 12/24/48, Damage 2d8+1, AP 3, Shots 12), 1 clip, 2x AGA Jericho Drones.

JERICHO ASSAULT DRONES (2)

- Attributes:** Agility d8, Smarts(A) d6, Spirit d4, Strength d4, Vigor d8
- Skills:** Athletics d8, Hacking d6, Notice d6, Shooting d8, Stealth d4
- Pace:** 0 (24" Flight); **Parry:** 2; **Toughness:** 8 (4)
- Gear:** AGA Medium machine gun (7.62mm) (Range 30/60/120, Damage 2d8+2, AP 3, RoF 3, Shots 120).
- Special Abilities:**
- **Armor +4:** Composite plating.
 - **Construct:** +2 to recover from Shaken; ignore 1 point of Wound penalties; does not breathe; immune to disease and poison.
 - **Fearless:** Immune to Fear and Intimidation.
 - **Sensors:** Can switch between infravision and low light vision.
 - **Size -2 (Small):** About 30 pounds without weapons.
 - **Weapon Mount:** Ignore minimum Strength and recoil for one mounted weapon.

TEAM BETA

Team Beta is known for making a statement. They have no interest in subtlety, preferring to charge headlong into anything and see what happens.

BETA OPERATIVES (4)

Tig men in heavy armor, loaded with heavy assault rifles and swords.

Race: Human 2.0

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d4, Persuasion d4, Shooting d8, Stealth d4

Pace: 6; **Parry:** 7; **Toughness:** 14 (6); **Strain:** 6

Hindrances: Greedy (Minor), Overconfident, Ruthless (Major)

Edges: Brawny, Frenzy, Rock and Roll!

Augments:

- **Tier 3 IDS**
- **Cybertech:** Cyber Eyes (Low Light Vision), Gxarha Izbhamu Smartgun System (+2 Shooting)
- **Genetech:** Organ Sheathing I (+1 Toughness), Muscle Densification I (Strength increase)

Gear: Riot Armor (Armor +6 [torso, arms, legs, head]), SO Monofilament Katana (Damage Str+d6+3, AP 4), M209 Heavy Threat (.50) (Range 30/60/120, Damage 2d10, RoF 2, AP 4, Shots 20), 3 clips, 3x frag grenade (Range 5/10/20, Damage 3D6, MBT).

TEAM CHARLIE

This team of deadly cyborgs have years of support from Act of God Armaments, funding their fearsome arsenal.

CHARLIE OPERATIVES (4)

Teavily armored figures loaded with plenty of assault rifles

Race: Cyborg

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d12

Skills: Athletics d8, Battle d4, Common Knowledge d6, Driving d6, Fighting d10, Healing d4, Intimidation d8, Notice d8, Persuasion d6, Piloting d4, Repair (demolitions) d6, Science d4, Shooting d10, Stealth d8, Taunt d6, Thievery d6

Pace: 8; **Parry:** 7; **Toughness:** 21 (12) [8]; **Strain:** 7

Hindrances: Greedy (Minor), Outsider (Minor-Cyborg), Overconfident, Ruthless (Major)

Edges: Brawler, Combat Reflexes, Fleet Footed, Martial Artist, Quick*, Steady Hands

*Edge granted by augments.

Augments:

- **Tier 3 IDS**

- **Cybertech:** Armor plating (+6 armor, 0 Strain), (Streetware) Tactical Processor (Edge: Quick), Mechanical Muscles I (Strength increase), Synthetic Organs I (Vigor increase), Riot Officer Package (Filters).

Gear: Riot armor (+6 armor [torso, arms, legs, head]), AGA Rapture (7.62mm) (Range 24/48/96, Damage 2d8+2, RoF 3, AP 3), AGA Rhino-10 (.5) (Range 12/24/48, Damage 2d8+1, RoF 1, AP 3), knife (Str+d4), 2x frag grenade (Range 5/10/20, Damage 3d6, MBT).

Special Abilities:

- **Hardy:** A second Shaken condition does not cause a Wound.
- **No Vital Organs:** No additional damage from Called Shots.
- **Weakness (Head):** +4 damage from head shots.



CYBORG GOLEM JOCKEY (2)

Race: Cyborg

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d6, Common Knowledge d6, Driving d10+2, Fighting d6, Hacking d8, Notice d8, Persuasion d4, Piloting d6, Repair d8, Shooting d8, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 18 (12) [5]; **Strain:** 5

Hindrances: Greedy (Minor), Outsider (Minor—Cyborg), Overconfident, Ruthless (Major)

Edges: Ace, Combat Reflexes, Martial Artist, Steady Hands

Augments:

- **Tier 3 IDS**
- **Cybertech:** Armor plating (+6 armor, 0 strain), (Streetware) Mechanical Muscles I (Strength increase), Synthetic Organs I (Vigor increase), Riot Officer Package (Filters), Vehicle Control Interface (+2 Driving).

Gear: BKI Heavy Vest (Armor +6 [torso]), AGA Rhino-10 (.50) (Range 12/24/48, Damage 2d8+1, AP 3, Shots 12), 1 clip. AGA Swarm.

Special Abilities:

- **Hardy:** A second Shaken condition does not cause a Wound.
- **No Vital Organs:** No additional damage from Called Shots.

CAMPAIGN OPTIONS

If you want to continue this into a new campaign where the heroes are running for their lives, or going up against Texas or the RUS government, you can adjust this scene so that Ezra is playing the part of martyr, the loyal scion who, grieving, is stepping into place to keep his friend's legacy going. He is, in fact, live-streaming this entire scene, painting a target on the characters so that, even if they survive, he has a final revenge.

- **Weakness (Head):** +4 damage from head shots.

AGA SWARM GOLEMMECH

Two legs support a sleek cockpit flanked by bulky missile pods. The top-mounted laser cannon is easy to overlook, and the heavy machine guns under the missile pods are the main weapons of lesser vehicles. (See the 2095 Player's Guide, page 108, left-most image.)

Size: 8 (Huge); **Pace:** 10 + d6; **Top Speed:** 40 MPH; **Crew:** 2; **Toughness:** 48 (28)

Notes: AMCM, Golemmech, Heavy Armor, Night Vision; Parry 7 with this crew.

Weapons:

- **Heavy Laser:** (Imp Stabilizer) (Range 150/300/600, Damage 4d10, RoF 1, AP 30, HW),
- **2x 25mm Cannon:** (Stabilizer, arms) (Range 50/100/200, Damage 3d8, RoF 3, AP 4, HW),
- **12x Hellfire missile:** (arms) (Range 150/300/600, Damage 5d10, AP 40, HW, MBT, laser guided)

SCENE 2

The third team will be waiting for them at the Act of God compound, just outside the walls. The compound is on the shores of what was once Lake Lyndon B. Johnson but is now God's Lake. The area was once home to a number of small communities and commuter towns, but Karen's father purchased or stole the land surrounding God's Lake, walled it off, and created





a private paradise able to withstand nearly any apocalypse.

The third team is working with the family's security, and attacks as soon as the heroes have gained access to the compound. They have use of air support, as well as war drones, and will unleash everything they can on the heroes. They know they are the last team and will go to the bitter end in an attempt to claim the reward.

The family's home is on a point that juts out into the lake, surrounding it on three sides with water. The outer wall is patrolled, but not as heavily as it once was, and has fallen into disrepair in a few places. The characters may be able to slip into the compound here.

There is only one access point for the family's home, which is on a spit of land jutting out into the lake. The land access is heavily controlled, and the water has regular patrols by boat. Armaments look out over the water from the palatial home. This is the stronghold of the world's biggest weapons manufacturer, and they spared no expense.

The best access point is through the lake. The lake itself is deep but edged with shoals of shallower water that lead up under overhanging trees. The house's security is focused on the perimeter, allowing the people of the house to live without watching for traps and alarms. If the characters can get to the shores, they will have an easier time of it.

A small inlet is carved into the rocky spit, offering cover to come up within reach of the house. From here, they will have to contend with cameras, drones, dogs, and private security. However, the family prizes its roughshod Texas roots (ignoring the fact that it came to money through oil and slaves) and has left the area around the house with rugged, natural landscaping, offering boulders, bushes, and trees to hide behind.

If all else fails, they can simply allow themselves to be captured, and break out, rather than in.

SCENE 3

 If the characters have been captured, they will be brought to Ezra in handcuffs and under heavy guard. Once they have gained entrance to the house, by whatever means, they find Eshmael sitting at a meal. Willa is with him, her body guards standing fully armed but relaxed behind

her. It is clear that she is here at least partly of her own volition. The heroes will now either need to escape, or, if they won their way in here, they would need to clear out some security on their way in.

Ezra attempts to distract the heroes with tales of his grand ambition while his personal security moves in. As he grandstands, his security teams, the security attempts to subdue them, and another fight breaks out.

Ezra has two full teams of security in the house, sixteen highly-trained ex-special forces armed with top-of-the-line gear. Two of them attempt to move Ezra out of harm's way, while the others tackle the heroes, intending to kill them.

Willa's bodyguards will attempt to move her out of harm's way, but will not intervene, despite Ezra's clear surprise. Ezra will not fight, he is a business man and kingmaker, not a fighter. If the guards are subdued or dispatched, he will surrender. A coward, he will offer up any information the heroes might need, but before he can do so, Tiger pulls a pistol and shoots him in the head.

SCENE 4

 s Tiger steps back, Willa calmly claps three times, slowly. The old woman is sitting on a counter, perfectly calm, surrounded by dead and captive bodies, sipping a mimosa. Her Sharks stand easily next to her, ready to intervene, but not at all hostile.

Willa calmly outlines Ezra's treachery and ambition and reveals that she has been aware of his greed for a while. While he was feeding William's paranoia, she was feeding Ezra's greed, clearing a path for him to make his move. Now she has set Act of God back, putting the board in chaos as they look for a new chairman. And, of course, Leviathan has just the right asset in place...

She stops here, a merry twinkle in her eye, and explains that they don't need to know more than that, it would just put them in danger. She moves on to tell them that, while she did not hire them or intend them to be a part of this, they have shown themselves to be honorable and successful. She offers them a place in Leviathan as a mobile team, continuing to pursue the organization's interests in the RUS. She also informs them that sufficient evidence to clear their names will

be found, and they will no longer be wanted criminals.

If the characters attack her, Tiger and Wudao respond with force. Willa is also armed, and a formidable foe. If they win, the others are dead, and they are now free to go on their way, but they are still wanted for the murders of William and Karen Willingham.

OTHER ADVENTURES

Below are some potential adventures involving Leviathan agents you might consider using during the Plot Point Campaign, or even after it ends.

THE TOLLING BELL

The Korolevskaya Akademiya is the best school in Russia, drawing from top families around the world. Known as the Kingmaker School, Korolevskaya is the mixing ground where the young elite come to forge connections, receive the bare minimum of education, and enjoy all the privilege their parents' money provides them.

It is also a hotbed of politics, terrorism, and sedition. Several of the students are being groomed by their parents or governments to gather information and forge networks for future expansion. Currently, a student from Boston is a bought agent of the Mandarinate, sowing discontent and picking up slivers of information to help the Mandarinate further its hold on Russian territory. A Russian student, desperately hiding that her family has lost its fortune, is siphoning any information she can find to attempt to hand the Mandarinate more powerful assets in exchange for her tuition and lifestyle.

The instructors are little better. A combination of lesser children of the great houses, those genteel poor who were disinherited from the family, and genuinely talented instructors, the scheming for

power and position is a toxic swamp where only those with sharp teeth and good reflexes survive.

Getting into the school is easy enough: they are desperate for fundraisers and janitorial staff alike. Potential benefactors can learn an immense amount simply by watching the instructors jockey for potential and attempt to by favor and support. Janitorial staff, too unimportant to be noticed, can access nearly any part of the academy without comment.

Leviathan has had their eye on this school for a while, believing (correctly) that the Mandarinate has a cell here that has worked its tentacles into St. Petersburg. A strike against the school also damages or hamstring many powerful families. More importantly, it could draw out Mandarinate agents elsewhere.

ASSEMBLY CALL

Leviathan agents have seeded themselves throughout the school, and one of their assets has set up a "sponsor appreciation" party. The parents, faculty, and students are all invited, along with key influencers from the school's circles. Leviathan agents are blending in at all levels, preparing to make a statement.

The day leading up to the party is a whirlwind in the school. With so many influencers and donors attending, everyone is rushing to make the best impression. Tempers are short, arguments flaring in the hallways. The chaotic activity makes a perfect cover for moving into the school and attempting to gather information.

The party is a formal affair. Jewels grace the limbs of nearly every attendee and playing "spot the paste" can make for a fun way to pass the time. Grandstanding and negotiating is happening in every corner, parents are putting their children on parade, and the hypocrisy and greed is palpable.









PROTECT AND SERVE

If your group wants to play cyberpunk games in the vein of Blade Runner, Judge Dredd, Robocop, or Ghost in the Shell, the Protect and Serve Campaign Theme helps you design adventures and entire campaign arcs where player characters work for some type of law enforcement agency.

RANK

Protect and Serve campaigns tend to have characters begin at Novice Rank though a GM may prefer to begin with characters at Seasoned Rank. Protect and Serve characters are usually rookies at the beginning of their careers seeking to make the world a better place. Through years of commitment, experience and learning, a young patrol officer may eventually find himself a seasoned detective, an advanced tactics expert, a grizzled sergeant or even a respected Captain. Perhaps though, they have taken a different course and become a dreaded bounty hunter, an operative for an agency or a relentless Private Detective.

STARTING WEALTH

Protect and Serve characters utilize the Requisitioning system detailed under Stetting Rules. Players begin with 5,000 Cryptodollars. Headquarters will provide an officer a uniform, body armor, weapon, squad car, and/or mission specific equipment.

THE STAGE

Most Protect and Serve campaigns take place in an urban environment, with characters stationed in precinct within a district in the sprawl. Often the officer is not authorized to work outside of the 20 block or smaller radius to which they are assigned. That said, in other campaigns, particularly those where the officer is not functioning as a typical beat cop, they may find themselves working throughout the city or any environment the GM selects. Bounty hunters and Federal Agents might operate on a larger stage, hunting fugitives and performing

operations throughout a state, country, or even worldwide or system wide. In an *Interface Zero* campaign, Protect and Serve characters may also find themselves working for special departments or task forces such as those specifically tasked with pursuing rogue simulacrum, hunting Cyberterrorists, participating in prototype cybernetic experiments, halting the activities of rogue Ais or robots, etc.

STORY ELEMENTS

Protect and Serve campaign generally follows a team of police officers performing missions relating to stopping crimes, protecting civilians, challenging gangs, as well as other opposition to criminal activity. Other missions may be undercover operations, stopping organized crime, hunting dangerous fugitives, as well as investigating police corruption.

A variety of opportunities for campaigns exist as a Protect and Serve character is not always a typical municipal beat cop. Most cities have a variety of policing agencies ranging from the city employed municipal police department, corporate police agencies under contract with the city, as well as federal agencies with their own operatives, and even bounty hunters bringing in fugitives for pay.

COMMON NON-PLAYER CHARACTERS

The following NPCs/threats are common in a Protect and Serve Campaign Theme.

- Criminal
- Gang member
- Snitch
- Police commander
- Commissioner
- Mobster
- Federal agent
- Bounty hunter
- Rookie cop
- Seasoned cop
- Detective
- Civilian

TYPES OF LAW ENFORCEMENT

The following section is designed to give you some tools to use when running a Protect and Serve campaign. Note that, while the weapons, armor and equipment have a price tag associated with them, they are not available on the open market.

BOUNTY HUNTERS

Jurisdiction: if you want to hear a police sergeant swear, say the word jurisdiction to her. Bounty hunters exist because all agencies have jurisdictional limitations. It is complicated for the police to work outside their precinct, so sometimes they call in a bounty hunter to catch their perp. Federal agents are not allowed to work outside the country, so a bounty is issued. It is not cost effective for corporate agents to work off planet, so a bounty is issued. None of those agencies can work outside of extremely strict legal guidelines while bounty hunters are free to operate without the jurisdictional restrictions the others incur. Not to mention bounty hunters are expendable assets and don't cost the agency anything unless they are successful.

Bounty hunters are licensed and registered through several organizations. These organizations—sometimes called guilds or unions—are theoretically mandated to prohibit employment of known criminals and other undesirables, but since they exist outside of any given nation's jurisdiction, they have extremely liberal oversight. These groups tend to be more likely to hire a person who can get results than they are to worry too much about how many countries the new employee happens to be wanted in.

Bounty hunter guilds provide a hunter with a rank denoting her skill level which in turn denotes what bounties the hunter is permitted to take. This rank is generally earned through successful bounty captures as well as reviews by bounty holders. Too many complaints and/or dead bounties may result in a bounty hunter losing rank. Rules have been established to regulate bounty hunter behavior. Bounty hunters are not allowed to interfere with another bounty hunters pay day. They may not steal another hunter's

quarry. A bounty hunter represents the guild that she works for and therefore is bound to behave in a professional manner.

Bounty hunters work independently either as a single individual or a small team. Occasionally, Bounty hunters will team up with other bounty hunters to satisfy a particularly challenging bounty. Typically, a bounty holder would place a bounty with a specific guild, pay the retainer and await the results of their bounty. It has occurred, however, for a bounty holder to be desperate for results and place a bounty with several guilds simultaneously. In these cases, several bounty hunters may be seeking the same quarry and who ever returns with the bounty first will get paid. In these cases, no guild would ever consider refunding the holder's retainer.

The bounty hunter is expected to follow all laws in the pursuit of her bounty. As a result, sole responsibility for a bounty hunter's actions resides exclusively within the bounty hunter herself. Any infraction of the rules as well as legal repercussions are the responsibility of the bounty hunter and they should not expect the guild to pay their bail or provide legal representation though it is not unheard of for a guild to assist a particularly well renowned bounty hunter with their criminal defense.

CORPORATE SECURITY

Ravenlocke is one of the most well-known, but not by any means the only corporate security force that is contracted by cities as police forces. In many cities, Corporate Security is contracted to augment the existing municipal police force. In a few cases, cities have entirely disbanded their municipal police and use corporate security exclusively. Corporate security is expected to perform police roles, obeying all the laws of the city, and following police procedures agreed upon between the corporation and the city. In most cases, corporate procedures are very similar to but not exactly the same as municipal police and this is often a point of contention between municipal police and corporate security forces.

Corporate Security Officers (CSO's), in general, are paid per ticket issued and per criminal apprehended as well as a base monthly rate. As such, there is a slight difference between the





agenda of municipal police versus corporate police. It is in the interest of municipal police to prevent crime, while it is in the corporate officer's best interest to stop criminals in the act. Corporate security has the reputation for getting the nice jobs in the nice neighborhoods, but this is not entirely the case. While the corporate security does typically patrol the better districts, they also respond to high risk missions that the municipal police are not equipped to handle.

CSO's are hired by the corporations and are overseen by the police commissioner alongside the municipal liaison officer. It is the responsibility of the corporation to perform background checks as well as provide training to its officers. Typical corporate security training has two different paths. New officers with no prior experience must complete a nine-month school involving both educational training and rigorous physical training. Once completed, they will go through a three-month location specific training for specific rules pertaining to the final location that they will be working. Officers that were hired from other police forces or through military training forgo the nine month school and instead only are required to complete the three month location specific training as well as some remedial training from the nine month course to fill in areas that are lacking in.

CSO's tend to be on a bit of a dead-end path within corporate politics. Only rarely does a CSO transition from security to an internal role within the hierarchy of the corporation. Typically, they will follow a career path within the security branch of the corporation advancing through several levels of security officer before advancing to a Security lieutenant position where they may head a subdivision of a CSO precinct. Once in the executive ranks of the security department, they might eventually promote to a captain heading an entire precinct. Only from there might they promote to corporate headquarters as a Liaison Officer, Security Commissar, or even VP of Security.

FEDERAL AGENCIES

Federal Agencies, often referred to as "Alphabet Cops" are agencies managed by the federal government and are assigned areas

of influence beyond that of a typical police force. Even city states like Chicago have their own version of federal agencies. These agencies trace their origins way back to the late nineteenth and twentieth centuries with titles such as the Central Intelligence Agency (CIA), Federal Bureau of Investigation (FBI), National Security Agency (NSA), US Marshals Service, Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF), Drug Enforcement Agency (DEA), etc. Many of these agencies operate in secret throughout their nation or in some cases throughout the world and even into space.

Due to their secrecy and the very special guidelines they are required to follow, local police are all-to-often not aware of their presence inside their jurisdiction and numerous instances have occurred where federal agents have come into conflict with municipal police forces, corporate security forces, and even bounty hunters while performing their duties.

Federal agencies frequently recruit new agents from municipal police, corporate security, and the military through an extremely rigorous vetting process. Once hired, all new agents—even experienced police and private security forces—undergo extensive educational and physical training, often taking years to complete. Only once they have completed the necessary training are these recruits officially titled agents and sent into the field. A federal agency's vetting process is quite different than those of the corporate and municipal police and as such they look at any potential recruit that shows promise. They very rarely employ and train a fresh face out of high school as an agent. Criminals can be flipped, and often work with federal agencies as informants.

Federal agents are paid relatively well for their work, but they have very little opportunity for advancement. Rarely does an agent ever advance beyond the title of senior agent. Sometimes they may advance to overseeing other agents or even to assistant director of an agency though again, it's not a common occurrence. The head of nearly every agency is an appointed position or even an elected official.

Federal agents often operate in very small teams with no backup available. As such, most have the authority to demand assistance from municipal police and, depending on their

contract, corporate security. Outside of their nation of origin, federal agents typically operate with no safety net whatsoever and are in dire straits if they are caught during their activities. It is not a myth that often the nation that they work for refuses to admit that the agent is theirs and the agents suffers the full consequences of their action with no assistance from the government.

SECTOR COPS

Sector cops are hired by the city to fill most typical police roles. Beginning officers are usually assigned to an area that they patrol (a beat). Within this area, it is their responsibility to apprehend criminals, prevent crimes, issue tickets for minor criminal infractions and to gather information and secure the crime scene for more significant criminal activity. They are also called upon to assist detectives and other senior personnel in more significant operations both within and outside of their patrol area. Police officers typically work in small teams of two to four individuals. Generally, these officers have a variety of expertise including advanced driving techniques, drone operation, hacking, firearms specialist, and melee specialist. All officers are required to have a satisfactory level of firearms as well as melee experience, driving, and communications skills.

Typically, sector cops are recruited after completing a one or two-year certification in an EDU-fac (Educational Facility). Some are admitted to a police academy for initial training which includes police procedure as well as a general education on the law. Once inducted into the police they undergo rigorous physical training including marksmanship and melee combat technique with an emphasis on subdual and apprehension training.

Sector Cops are generally the least well-paid of all law enforcement organizations though they do have a good degree of mobility within their field. Numerous levels of patrol officer are available as well as branching into investigative detective work. Other branches include police hacking, forensic investigation, undercover operative, and other specializations. Over a full career, a simple beat cop may expect to advance through several degrees of beat cop, sergeant in charge of several

officers, lieutenant, and potentially captain in charge of an entire precinct.

WHAT DO THEY THINK OF EACH OTHER?

What do the various Protect and Serve characters think of one another? In general, each organization considers themselves the best and the others as lesser in some degree.

Bounty Hunters: Bounty hunter think of Corporate Security (Rent-A-Cops) as suits pretending to be police, answering to 'the man' and generally doing as little as they can. Sector cops at least work for a living and they are generally okay as long as they don't get too anal about the bounty details. Federal Agents (Feds) a bunch of suit-wearing-do-nothings more interested in looking good in sunglasses than helping the public.

Corporate Security: Corporate Security Officers typically view Bounty Hunters (Scum) as little more than criminals and thugs working for cash and nothing else. They view Municipal Police as uneducated servants working crap jobs for crap pay. They look at Federal Agents (Spooks) as aloof and elitist politicians that think of themselves as above everyone.

Federal Agents: Federal Agents view Bounty Hunters (Mercs) as a necessary evil, easily used and disposed of to achieve a goal. They view Corporate Security (Corps) as corporate thugs beating up the public to further their corporate agendas. Finally, they think of Municipal Police (Locals) as subservient that are there to be used as needed.

Municipal Police: Municipal Police view Bounty Hunters (Hunters) as licensed criminals that come in and make a mess and get paid big bucks to do the same thing that they are getting paid a stipend for. They view Corporate Security (Corps) as high paid grunts that do not have to follow the same rules that they do. That does not stop them from turning in their applications anytime a job is available. They view Federal Agents (Feds) as being full of themselves and afraid to get their hands dirty doing any actual work. That does not stop them from turning in an application from time to time though.





SETTING RULES

The following section is designed to give you some tools to use when running a Protect and Serve campaign.

BASIC ACADEMY TRAINING

All sworn sector cops must complete a basic academy of training before they can start the job. This means that most characters in a sector cop campaign should start with the Patrol Officer Origin. They could, as an option, all start with the Patrol Officer origin and an additional origin, but they would start with 2 less Skill Points to spend.

CORRUPTION

As long as people have been people, those in authority have found a way to take advantage of that authority for personal gain. Since the inception of the police force, an opinion has existed that the police themselves do not obey the laws that they are chartered to enforce. This opinion has steadily increased over time to the point that in the eyes of many, nearly every police officer and official is irreconcilably corrupt. Not every act of corruption is, in fact, for personal gain. Popular movies and books have made heroes of cops that are overly violent or who skirt legal procedures to get the job done or to ensure that the criminal “goes down for a long time”. Overly zealous interrogation techniques, planting evidence, suppressing evidence, illegal search and seizure, wrongful incarceration, improper arrest, and other morally repugnant techniques are used by otherwise “good” cops to ensure that their suspect does not get away with the crime and, while these have the benefit of getting perpetrators of crimes off the streets, they are illegal and corrupt actions as well. This is not to say that absolutely every cop crosses the lines, nor is it saying that every cop that does cross the lines are doing it for the public good. Countless cases of true crimes have been proven to have been perpetrated by officers of the law.

Corruption in *Interface Zero* is handled very similarly to and in direct opposition of Street Cred.

STARTING CORRUPTION

All Protect and Serve characters begin their career with d4 Corruption (unless this is altered by Edges and Hinderances). This represents a clean cop that is new to the force and has done nothing to impinge upon her honor. Low Corruption is an indication of a clean and trustworthy servant of the law. As this value increases in die type, it represents an officer that has crossed some lines, either to shortcut due process or in criminal activity of her own.

Note: Despite all the references to “cop”, Corruption is equally applied to Bounty Hunters, Corporate Security, and Federal Agents as well.

USING CORRUPTION

Corruption can be used for personal gain or to forward an agenda. Passively, Corruption has the negative effect of lowering the opinion of other police against the corrupt cop. Even if nothing can specifically be pinned on an offending sector cop, other officers and police officials will simply feel that something is off about the offending character. Perhaps all of her busts just go a little too smoothly or inconvenient evidence tends to vanish. Maybe the inheritance from a dead rich uncle just happens too often. On the flip side, characters with a high Corruption may occasionally be approached by nefarious NPCs seeking to use the character’s Corruption to mutual advantage. This may come in the form of a bribe for removing evidence or for warning of upcoming police activity. This is always up to the GM to decide.

Finally, if a character’s Street Cred is greater than their Corruption, apply a -1 to all rolls involving Corruption as the character just appears a little too squeaky clean to the criminal elements they interact with. If the character’s Corruption is greater than their Street Cred, apply a -1 penalty to all uses of Street Cred as the character appears a little too untrustworthy to the individuals she is interacting with.

Corruption is not a Trait, but it is used very similarly. Corruption rolls may Ace, Bennies may be applied, a Wild Die is applied, and they may benefit from support rolls by allies. A failure on a Corruption roll applies a penalty to future

Corruption rolls and increases the likelihood of Corruption gain, a Critical Failure may result in the character being caught in the act and face the disapproval of her superiors. A success grants the character the boon that they are pursuing (with the associated chance of Corruption gain at the end of the adventure). A Raise grants the character the favor they are seeking with a reduced chance of Corruption gain.

Allies: A corrupt cop can elicit the aid of specialized nefarious elements (Hacker, Medic, Thief, etc.) to assist her for up to a month or she may call in the help of a group of hoodlums or other corrupt cops for a week. These are typically low power NPCs and are up to the discretion of the GM.

Disable Camera: Disabling the body cam in police armor only requires a Repair roll to do, but to do it in a manner that allays suspicion requires a successful Corruption roll.

Money: A corrupt sector cop can usually come up with money when she wants it. Whether it be skimming funds out of confiscated money or shaking down criminals or even legitimate businesses, the character makes a Corruption roll. On a success, she receives 1d6 hundred Cryptodollars, on a Raise it is 2d6 hundred Cryptos. A failure elicits no money and a critical failure may result in getting caught red handed or the victim fights back in some manner.

Secrets: Whether it is using “advanced interrogation techniques” or squeezing a snitch, a corrupt cop can make a Corruption roll to acquire information that she has not been able to elicit through conventional channels. Alternately, the GM may allow characters to use Corruption instead of Persuasion or Intimidation in Networking.

Support Rolls: Characters can support each other in Corruption rolls using their own Corruption or an appropriate skill. They do risk Corruption gain by working in this manner.

Example: Officer Friendly finds that he needs money and decides to make a Corruption roll to skim a little money from the funds seized in his latest arrest of a drug smuggler. While Officer Friendly has bent a few rules in the past and has a d6 Corruption, he has accomplished quite a few notable acts as well and has a d8

Street Cred. He makes his Corruption roll (d6 and Wild Die) and rolls a 9, applying the -1 penalty from having a Street Cred higher than his Corruption, he succeeds with a raise. Officer Friendly gains 1100 Cryptos and even leaves a trail pointing to someone else.

SQUEAKY CLEAN

Like “On the Outs”, characters with d4 Corruption are viewed as being insignificant by darker elements on the streets who will never approach for lucrative partnerships.

GAINING AND REDUCING CORRUPTION

Corruption can quickly grow out of control for a character and this should be a cause of concern. At the end of each session, the GM should decide if a character should make a Corruption roll. If the character used Corruption at all during the adventure, including supporting rolls for another character, the character should make a Corruption roll. If the character had a Failure or Critical Failure on a Corruption roll during the adventure, apply a +1 to the roll. If the character received a raise on their Corruption roll during the adventure, they apply a -1 to this roll. If the character receives a success on this roll, they will gain a die type of Corruption. With a Raise, they gain two die types. On a Failure, there is no change. Finally, on a Critical Failure they lose a die type of Corruption.

While it seems odd to add Corruption on a positive result, using Corruption is encouraging the gain of Corruption and the higher a character’s current Corruption, the more likely she will gain more. Thus, Corruption is a slippery slope. However, on an adventure where the character does not use Corruption at all, they must also make a Corruption roll. In this case, on a Success there is no change, on a Critical Success, the character actually GAINS a die type of Corruption. On a Failure or Critical Failure, they lose a die type of Corruption. Thus, it is much harder to pull oneself out of corruption and change the minds of one’s coworkers than it is to fall into corruption. Any time a character gains a die type of Corruption, they lose a die type of Street Cred. Increasing Street Cred, however, has





no influence on Corruption. A Benny may be used to reroll like a typical Trait roll

Example: At the end of Officer Friendly's mission, he must make a Corruption roll because he snatched some of the money during his bust of the drug smuggler. Remembering that he had a raise on that roll, Officer Friendly makes his Corruption roll with a -1 applied. The sector cop rolls a 5, applies the -1 and ends up with a success. His Corruption is changed to a d8.

EDGES AND HINDRANCES

The following Edges and Hindrances are written with a Protect and Serve campaign in mind.

SLIPPERY

Requirements: Novice

Nothing sticks to this character. Apply a -2 modifier to Corruption rolls to determine if they gain Corruption after an adventure. Further on a critical failure they reduce their Corruption by two die types instead of one. Note: This only affects gaining and reducing Corruption, not using Corruption.

LUCKY REQUISITIONER

Requirements: Novice

This cop always gets everything she asks for. Apply a +2 on her Persuasion rolls to requisition equipment. If she spends a Benny to recover requisition points, these points may exceed her maximum limit.

DIRTY (MINOR/MAJOR)

This cop is just plain dirty, as a minor hindrance she begins with a d6 rather than a d4 Corruption. As a major hindrance she also applies a +2 modifier to Corruption rolls to determine if she gains Corruption.

FORCE CONTINUUM

Sector cops aren't free to use force as they please. Unlike Cyberpunks or Bio-Hunters, they are employees of a government or a corporation bound by the laws set by the local government. If your campaign is taking place in Chicagoland, your sector cops are employees of Ravenlocke Security, but they must obey the letter of the law of the City of Chicago. This means that they must observe strict guidelines for the use of force.

Most law enforcement agencies apply the principles of the Continuum of Force. The Continuum defines five levels of force that an officer can use. It states that an officer may use whatever force is considered reasonable to complete their mission, to protect themselves or protect others. This usually means an officer may use one level of force greater than the level they are being confronted with.

The levels of force are:

- **Constructive Force:** The presence of the officer; her uniform, utility belt, the marked vehicle, and lights, is an application of force. Constructive Force is allowed in all situations.
- **Verbal Force:** The use of verbal commands to elicit subject compliance.
- **Physical Force:** Using empty-handed techniques, such as pressure point holds or striking with the hands or feet.
- **Mechanical Force:** The use of handheld or melee weapons or less than lethal projectile weapons, such as expandable batons, chemical sprays, Tasers, and rubber bullets.
- **Deadly Force:** Any force with a high probability of causing death or serious bodily harm, such as the use of a firearm or using mechanical force to the head or groin.

Example: a cyberpunk who resisting being restrained, (Physical Force), may be met with a Taser, (Mechanical Force.) If that cyberpunk elevates the confrontation by pulling out a club, (Mechanical Force), the sector cop may use her firearm (Deadly Force).

What this means is that sector cops shouldn't be a group of 'murder-hobos'. Legally, they can't

rush into every situation guns a blazing and mow everyone down. The squad must always use thought when applying force. If they use an inappropriate amount of force, there are a lot of cameras and video recording devices in 2095, and they may have to face a disciplinary board. If their use of force is egregious, they may face some time in the Chicago Penal Sector.

These guidelines aren't as complicated or restraining as they seem at first. The whole concept is one of reasonableness. Always ask yourself, was the response reasonable?

REQUISITIONING GEAR

Since Protect and Serve characters work for some organization, it is the responsibility of the organization to equip their employees with the tools that they need to do the job. This requisition system is a means by which characters can acquire equipment for use during a mission. This equipment is expected to be returned in good condition, except for disposable items, such as ammunition.

If a character routinely returns equipment damaged or does not return equipment, they can expect that their ability to acquire these items will be significantly curtailed. (Requisition modifier penalties). For every 5 requisition points worth of equipment—or a portion thereof—returned damaged or not returned, incur a penalty of -1 for the next two missions, this penalty then reduces by one for each mission thereafter until the penalty is gone. Continued return of damaged equipment or failing to return equipment will increase the existing penalty. Abusing the requisition system may also incur legal trouble.

Example: Officer Friendly had a very difficult mission and returned to the precinct with his medium armor filled with holes and his squad car a smoldering heap. With 6 requisition points worth of damaged gear, Officer Friendly can expect a -2 penalty to all gear requisitions for the next two missions and a -1 penalty the following mission. Hope he has a better next few missions.

REQUISITION POINTS

A starting character gets 5 requisition points to acquire equipment, plus an additional point per advance. Requisition points refresh at the beginning of each new mission. A group of characters may pool their requisition points to have access to more expensive equipment that the entire team can use. A character may not request items for another character. A character may spend a Benny to immediately recover 5 requisition points (this may not exceed their starting requisition points).

Each mission a Protect and Serve character will decide what equipment that they require and must make Persuasion tests to receive those items. If a character gets a success on their Persuasion test, they pay the cost of requisition points and receive the item. If they get a raise on that test, they receive the item at 75% the cost. If they fail the test, they do not receive the item and are penalized 50% of the cost. If they roll a critical failure, they do not receive the item and are penalized the entire cost of the item. A roll is made for each item that they request.

A character may exceed their available points, but they receive a -1 penalty to their Persuasion test for each point that they exceed their requisition points. If a character attempts to push the limits of their requisition points and fail their Persuasion test putting them below zero remaining points, those points should be tracked and will not be available at the beginning of the next mission.

Example: Frank is a starting character with 5 requisition points. He has a satisfactory gun and light armor from his origin but decides that the mission would go better with a squad car. He spends 3 requisition points and makes a Persuasion roll, scoring a success and is assigned car 13. Later during the mission, he decides that he needs some surveillance equipment and spends 1 requisition point to acquire 1800 C\$ worth of gear. He makes his Persuasion roll but fails; he does not get the equipment and losses 50% of 1 requisition point (rounded up to 1). Bad luck for him.

Frank tails his suspects on foot until they gather into a bigger group than he feels safe confronting without some more firepower. He





REQUISITION TABLE

ITEM	REQUISITION COST	REQUISITION MODIFIER
Ammunition 3 clips	1	+1
APC (1 per team)	10	-3
Assault Rifle (3 loads of Ammo)	5	-3
Heavy Armor	5	-2
Heavy weapons (3 loads of ammo)	8	-3
Light Armor	2	0
Luxury Car (Civilian, Flashy) (1 per 2 characters)	6	-3
Medium Armor	3	-1
Melee Weapon	1	+0
Motorcycle	2	0
Off Road Vehicle (1 per 2 characters)	3	-1
Other Equipment (C\$ 2000)	1	0*
Police SUV (1 per team)	4	-1
Prisoner Transfer Van (armored) (1 per team)	5	-2
Shotgun, Rifle (3 loads of Ammo)	3	-1
Sidearm, 3 clips of ammo	2	+0
Squad Car (1 per 2 characters)	3	0
Submachine gun (3 loads of ammo)	4	-2
Surveillance Van (Filled with surveillance Equipment) (1 per team)	5	-2
SWAT Van (Armored UPS truck) (1 per team)	5	-2
Undercover car (civilian car) (1 per 2 characters)	2	-1
VTOL Assault (1 per team)	10	-4
VTOL Surveillance (1 per team)	8	-2
VTOL Transport (1 per team)	7	-2

returns to the precinct and requests a shotgun. With only two points remaining, Frank is forced to make the test at a -1 penalty for the missing point. Even with the -1 penalty for a shotgun and the further -1 penalty for exceeding his points, Frank still scores a success on his Persuasion roll and gets his shotgun. At the end of the mission, Frank returns with three captured criminals, and his squad car and shotgun in good working condition. For his next mission he will be penalized one requisition point for exceeding his limit on this mission.

BASIC EQUIPMENT

The following item is appropriate for the Protect and Serve Campaign Theme.

PHALANX CAMERA NETWORK

The Phalanx Camera System is a set of mini video cameras that are designed to aid in the legal issues surrounding many security forces and their actions. Almost all police, agencies, bounty hunters and corporate security forces use them, and it is often mandated that they do. They are intended to stream constant video to a remote server, so the actions taken by the wearer would be captured and stored for review for legal purposes or disciplinary evaluation. The wearer does not have the ability to turn them off, and if they were to not be able to transmit the stream (due to interference, or other impedances), both the wearer and server are alerted.

Each camera contains storage for nearly 10 hours of footage that can be transmitted in

SECTOR COP ARMOR TABLE

ITEM	ARMOR	MIN STR	WEIGHT	COST
RS Covering Fire Security Armor (Torso, Arms, Legs) Notes: Hyper tagged (Police Identification), Camera (torso)	+2	D4	7	475
RS Taking Fire Medium Security Armor (Torso, Arms, Legs) Notes: Hyper tagged (Police Identification), Camera (torso)	+4	D6	10	525
RS Vanguard Heavy Security Armor (Torso, Arms, Legs) Notes: Hyper tagged (Police Identification), Camera (torso)	+6	D8	18	1,000
RS Take Cover Security Helmet (Helmet) Notes: Integrated Tactical Radio (rating 3) with radio headset.	+6	D4	4	2,250

situations where it cannot connect to the server and resumes uploading data as soon as the connection is resumed. If more than 10 hours pass before it reconnects, it only keeps the most recent 10 hours; all data prior to that would be lost, though it can be found backed up in the server.

Often dubbed ‘Fail-links’ by those required to wear them, the system is nefariously unreliable, as wearers have been able to disable feeds without alerting the servers or scramble the pictures to make their feed otherwise inadmissible. While there is legal disciplinary action for intentionally altering a feed, it has not stopped the wearers from doing so.

ARMOR

The following types of armor are commonly used by Ravenlocke Security teams, though they can be used by other agencies.

Hyper-Tags on this armor typically display an officer’s badge as well as their department and precinct but corporate security may use it exclusively to show their corporate logo, etc. This armor is available in any color requested, often police colors or corporate colors.

RS COVERING FIRE SECURITY ARMOR

The most basic armor for security forces worldwide. Covering Fire armor is designed for optimal protection for low-risk security personnel. Commonly worn by support personnel more so than active duty patrolmen.

RS TAKING FIRE SECURITY ARMOR

Ravenlocke’s standard armor for active security forces, the Taking Fire line offers superior protection to the wearer, with only a minimal increase in weight. Designed to be worn all-day in varied scenarios, the Taking Fire line protects any wearer while out in the field.

RS VANGUARD HEAVY SECURITY ARMOR

The Vanguard line is a heavy-duty armor, offering optimal protection for the most serious life-treating conditions. Riot control, special forces operations, assaults, or other scenarios where the risk of serious injury is high.

RS TAKE COVER SECURITY HELMET

Designed to work in conjunction with any of the Ravenlocke Securities line of security armor, the Take Cover helmet offers ideal head protection, with minimal reduction in the wearer’s hearing or vision. Each helmet comes equipped with an integrated tactical radio, allowing them hands free communication with other team members and/or their headquarters. These helmets can easily have the Phalanx cameras installed on them as well. They come with removable face shields.





VEHICLE NOTES

The following vehicles are available in a Protect and Serve Campaign Theme.

VEHICLE NOTES

Non-Descript: The vehicle is built to be unremarkable, possibly resembling a delivery or service vehicle. It typically does not look remarkable in any manner. -1 to Notice rolls to be identified as a police vehicle when among other vehicles.

CONDOR TRANSPORT VTOL

An armored VTOL, able to deliver up to a dozen personnel into a hostile environment. A large, rear bay door allows immediate deployment, and storage of a multitude of weapons and gear.

DRAGONFLY SURVEILLANCE/PATROL VTOL

VTOL fitted with a high-definition surveillance system. Precise enough to identify individual persons on the street, or track a vehicle speeding through the city streets, yet broad enough in scope to cover a city block simultaneously.

HORNET ASSAULT VTOL

This sleek, yet armed and armored VTOL is designed to end engagements with maximum efficiency. Two forward mounted machine guns as well as seating for up to 4 operatives. Often dubbed hornets, their nickname is deserved, as panic hits when they take to the sky.

POLICE APC

Large heavily armored transport, equipped with a manned turret that can be fitted with an array of lethal (or non-lethal) options. Has room enough to transport up to 8 fully equipped personnel into any engagement with a rugged off-road suspension.

POLICE MOTORCYCLE

Motorcycle, fitted with lights and a siren used by security forces for expedient personal deployment. A fairing provides protection from fire coming from the front.

SQUAD CAR

Security-issued car is designed for a driver and passenger, with the back seat of the vehicle intended to securely restrain suspects. The back seat is caged and is not able to be opened from anyone in the back. They may be fitted with a secure weapon storage in the front or trunk (for a shotgun or rifle). Most squad cars are fitted with lights and a siren denoting their agency.

POLICE SUV

Police-SUV allows seating for 4, plus a secure cage in the rear, designed to securely restrain suspects within. Offering better protection than the squad car, its larger size allows more people or gear to be easily transported.

PRISONER TRANSPORT VAN

Heavily armored step van designed for secure prisoner transportation. The rear is a virtual safe. With two 5x5 seated cells and bench seating for two armed guards within. The rear is customizable, allowing different configurations to be used (larger cells, more guards, or even to transport things other than prisoners).

SURVEILLANCE VAN

Step-van with an array of audio and video surveillance equipment in the rear, accessible only from the cab and/or rear door. It is often a nondescript vehicle intended to blend in with the environment. As such, it will often resemble a local delivery or maintenance vehicle to not attract unwanted attention.

SWAT VEHICLE

Large, armored van designed for the secure transportation of security forces into

SECTOR COP VEHICLES TABLE

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
Squad Car	4(large)	0	130	13(3)	1+4	45K
Notes: Air bags, additional armor, may or may not be painted in police colors, rear passenger compartment fitted with restraints and only openable from the outside. Lights and Siren.						
Police SUV	5(large)	0	130	15(3)	1+7	60K
Notes: Air bags, additional armor, may or may not be painted in police colors, rear passenger compartment fitted with restraints and only openable from the outside. Lights and Siren.						
Surveillance Van	5(large)	0	115	14(2)	1+2	150k
Notes: Air bags, Rear compartment fitted with audio and video surveillance equipment and communications equipment. Non-descript.						
SWAT Vehicle	6(large)	-1	110	16(4)	1+13	100k
Notes: A large Step van. The rear compartment has storage racks and compartments for weapons and armor and simple seating for 12 people. The vehicle has increased armor.						
Police Motorcycle	1	+1	130	9(1)	1+1	5000
Notes: Lights and Siren. May or may not be painted in police colors. 50% chance any uncalled shot hits the character instead. Shots received from the front grant an additional 2 points of armor to the character.						
Police APC	6(large)	-1	50	20(5)	2+8	700k
Notes: Four-Wheel Drive, Heavy Armor, Weapons: Medium MG (in Turret)						
Prisoner Transport Van	6(large)	-1	60	18(4)	1+5	500k
Notes: Heavy Armor, Rear compartment has 2 jail cells and a seating area for two guards.						
Dragonfly Surveillance/ Patrol VTOL	5(large)	+1	140	12(2)	1+1	300k
Notes: May or may not be painted in police colors.						
Condor Transport VTOL	7(large)	0	120	15(2)	2+12	400k
Notes: Rear ramp drops down for rapid deployment of 12 troops. Racks and compartments to store weapons and armor.						
Hornet Assault VTOL	6(large)	0	140	14(3)	2+4	600
Notes: Rear ramp for rapid deployment of 4 troops. Weapons: 2x Linked Medium MG (forward Pintle mount).						

dangerous engagements. Simple seating for up to a dozen, it also has ample armor and weapon storage racks as well as room for other equipment.

WEAPONS

The following weapons are available in a Protect and Serve Campaign Theme.

RAVENLOCKE SECURITIES LAWMAKER PISTOL

The Lawmaker pistol is the most common sidearm of security forces worldwide.

Biometric safety prevents the weapon from being used by anyone other than the officer to whom it is assigned. This weapon carries the most ammunition of any standard firearm.

RAVENLOCKE SECURITIES RIOT COP SHOTGUN

The old Texas Rangers slogan, "One Riot One Ranger" lives on in the Riot Cop Shotgun. Ten rounds of 12-gauge ammunition, Biometric safety, and tactical rails makes this a fearsome weapon, that is safe from being used by others and adaptable to any conditions.





SECTOR COP WEAPONS TABLE

WEAPON	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR	WT.	CONCEAL	COST
Security Truncheon	-	Str + d6	-	-	-	D6	1.25	0	125
Notes: +1 Parry									
Shock Truncheon	-	Str+d6	-	-	-	D6	1.25	0	250
Notes: +1 Parry, Stun, Requires Battery									
RS Lawmaker Pistol (9mm)	12/24/48	2d6	1	1	17	D6	2	0	375
Notes: Biometric Safety, Tactical Rails									
RS Riot Cop Shotgun (12G)	12/24/48	1-3d6	0	1	10	D6	6	+3	175
Notes: Biometric Safety, Tactical Rails									
RS Long Arm Rifle (6mm)	24/48/96	2d8	2	1	8	D6	8	+4	550
Notes: Biometric Safety, Tactical Rails, Medium Range Scope, Snapfire									

RAVENLOCKE SECURITIES LONG ARM RIFLE

 t times, all security forces require a guardian angel. In those situations, a security sniper with a Long Arm rifle may well save the day.

SECURITY TRUNCHEON

 ne of any number of varieties of defensive club-type weapons. The most typical design of this weapon is a straight club with a perpendicular side bar six inches down the side.

SHOCK TRUNCHEON

 similar design to the security truncheon, this has an integral shock system that may disable an opponent.

PERSONAL WEAPONS

The squad will earn a salary during their employment, and they can certainly purchase their own personal weapons and firearms. Given the events of the Plot Point Campaign, it's probably a good idea that they have a stash of their own. However, it's against regulations to use a personal firearm or weapon while on duty. If they get caught doing so, they will face severe disciplinary action.

Also, if they get caught purchasing weapons or illegal goods from the Black Market, (see The Player's Guide to 2095), they will also have to face the board and discipline.

A FACTOR OF X

The Protect & Serve plot point campaign assumes that the squad is a group of sector cops working for Ravenlocke Security in South Chicago. They are rookie officers, Novices, and the tough streets of the Southern Sector is where RS sector cops go to learn the ropes.

The story starts like many Tales, with the squad encountering a new and dangerous drug called X-Factor. This drug appears to give the user super-powers for a short period of time. It makes the user a zeek, more particularly it temporarily gives them the Arcane Background (Gifted), (see The Player's Guide to 2095 for information about X-Factor.)

As the squad investigates the new narcotic, they find that there's much more to it than they could have imagined. The drug isn't an exotic compound from a faraway land, but a concoction that was developed and is being produced in their city. Their superiors start to build roadblocks in their investigations, and soon the squad begins to suspect some of their superiors have been corrupted and are working for the pharmaceutical company testing the drug.

In the end, the squad must decide whether to risk sacrificing their careers to save the lives of countless innocent citizens of the city or back off and let their superiors win.

BREAKDOWN

Case #1—Wilding at Yorktown: The squad is dispatched to a disturbance in the Yorktown Shopping Center. The initial report is that a group of gangers are vandalizing property and harassing the shoppers, and that they are too much for the center security to handle. As the squad gets closer the call gets upgraded, the gangers have begun destroying property, stealing merchandise, and assaulting citizens.

When the squad arrives, they see a path of destruction that's been cut through the mall. Shop windows have been shattered, merchandise has been thrown everywhere and people are lying injured. There's even structural damage to the buildings.

Finding the gangers isn't difficult, the squad just follows the path of destruction. When they catch

up to the gang, they can identify them as a small-time group named Purity First, usually based out of the Gary Hell Zone. Now the gang seems to have extraordinary powers, like zeeks, The squad does what it must stop the gangers.

Case #2—Is it Murder?: The squad is dispatched to The Maze, where there's a report of some bodies being found. Their job is to cordon off the area until Ravenlocke Investigations can show up to process the scene. What they find when they get there makes the squad's skin crawl. A half a dozen androids have been brutally murdered and posed like mannequins in a sick diorama. One of the Androids is still 'alive', and volunteers to give the squad his memory-chip, an act that will end her existence, but will point to the identity of the killer.

The memory chip shows a man with extraordinary powers attacking and kidnapping the androids. It also shows the man torturing all the androids, and eventually killing them and posing them. The last thing the Android recorded the man saying was, "And I've just started."

The crew must track down this madman and stop him before he can kill again.

Case #3—Rumble in the Hell Zone: The squad is dispatched to the Gary Hell Zone, where there's a report of a large fight in the streets. The initial reports are of rival gangs openly battling one another, but with such violence they are endangering innocents.

When the squad arrives what they see is more of a massacre than a fight. The same gang that was responsible for the Yorktown assault, Purity First, is wiping out a rival gang. Just as the squad is getting the situation under control another squad of sector cops, the HIU, or Heavy Interdiction Unit, strolls in and takes over before the squad can investigate any further. The HIU tells the squad to clear the scene, this is their investigation by authority of Colonel Teklu, Sector Chief of South Chicago.

Case #4—Lil Loco: Using the auto-injector as a clue, the squad discovers that the Purity First gang was using a new drug called X-Factor. It can temporarily give you psychic, or zeek abilities, or it'll kill you. They are contacted by an investigative reporter and hacker named Azeeza Langah, who tells them she's been looking into X Factor for weeks, ever since the Yorktown Shopping Complex incident. She's found out that the drug





is being distributed by an arm of the Mexican Mafia known as Muerto 13, headquartered in Little Cuba. Azeeza needs them to plant a hacker dongle on a Muerto 13 computer in Little Cuba to get the evidence she needs to find the source of X Factor.

Before the squad can investigate further, they are summoned by Colonel Mamo Tibebe Teklu. He orders them to stop their investigation and hand all evidence and leads they've developed over to the HIU.

The squad must choose whether to follow their leads on their own or hand everything over to the HIU, where they are certain the case will die. As they are making their decision, another report of super powered Purity First gangers comes in. This time the gang has attacked the Church of the Divine Inspiration, a congregation catering to the Human 2.0 population. Dozens of people were injured or killed including entire families and children.

If they investigate the hideout of the Muerto 13, the squad finds it heavily guarded. The Muerto 13 aren't trying to hide their presence, they are instead flaunting their strength. Once inside the squad can plant the dongle. Moments after getting into the hideout, the HIU arrives along with Colonel Teklu, who isn't happy. He puts the squad on administrative leave for their insubordination.

Case #5—Finding Turtle: A few days after their suspension the squad is met by Azeeza Langah. She data-mined the Lil' Loco's systems and found out that X-Factor is a proof of concept narcotic for a biological weapon program being headed by Doctor Chul-Soo for GreyMatter Evolutions, a multinational biotech company with a laboratory in South Chicago. Langah doesn't know where the lab is, but she might know someone who does. Purity First picked up the first few shipments of X Factor directly from the lab. A Purity First ganger named Turtle recently contacted Azeeza and told her he knows where the lab is and will exchange that information for a safe way out of the Gary Hell Zone.

Turtle isn't easy to find, and he doesn't surrender easily. Instead he runs, terrified for his life. He's convinced the squad is there to kill him. When he finds out the truth, he's happy to cooperate for protection. He tells the squad where the lab is

and even gives them a civilian security badge that he used to get into the lab compound to pick up the X Factor.

Case #6—A Long Night in the Steelyards: The lab is a secured facility in the Steelyard section of Chicago. Getting in won't be easy. Azeeza gives the squad a repeater dongle that she says will allow to gain access to their systems, and she says she'll stay in her van to hack in as soon as the dongle is planted.

Security at the facility is serious, they shoot to kill, and the place is crawling with drones and robots. Once inside and the dongle is planted, the squad knows it's time to leave. Before they can make their escape, the squad is cornered by the HIU and Colonel Teklu. This time the squad isn't suspended but arrested and taken to the Chicago Penal Sector.

Case #7—Tangle with Cash: Wearing orange jumpsuits and shackled at the wrists and ankles, the squad takes the long road train ride into the Chicago Penal Sector, a thirty square-mile block of murderers, rapists, drug smugglers and thieves. And not one of them likes former sector cops.

The squad is housed in a pod run by the Mexican Mafia. The pod boss, a man who goes by the named Cash, tells the squad they aren't ever going to make it out of there alive. If the squad has the evidence to implicate their boss and the Corp, they must find a way to get it out there. If Azeeza already has it, they can only wait for her to expose the truth and, hopefully, be released before Cash has his way.

Case #8—Saving Azeeza: Azeeza is good to her word. When she publishes her story, every major media outlet picks it up. GreyMatter Evolutions was illegally testing a drug that cost dozens of lives. The story implicates the Southern Sector Security and Colonel Teklu and is enough to get the squad released from prison.

As soon as they are released and the squad has access to the Global DataNet, they see a message from Colonel Teklu, who has Azeeza and wants to meet with them.

The crew is told to meet at a private hanger in GYY. Once there, the squad is ambushed by Colonel Teklu and the HIU, who want one last shot at them. When the fight doesn't go their way, Teklu and the HIU flee with Azeeza in a VTOL car. The squad must chase them through the crowded

skies of Chicagoland to save Azeeza and capture the corrupt Sector Chief.

PACING AND TIMING

Here's a short explanation at the start of each Savage Tale when it's best to start it in the campaign. Some preplanning is always good when starting a new campaign.

It's intended that this campaign last most of the squad's career. Start the campaign with Wilding at Yorktown when the crew is still Novice. It doesn't have to be the first case of their career, but it should be close to the start. The second case *Is It Murder?*, is also appropriate for Novice but could be run in Seasoned.

Cases 3 and 4 should be spread out through the squad's Seasoned Tier. Run other cases in between, either something original or use the Adventure Generator to come up with something. Always have the activities of the gangs and the use of X Factor in the background. Azeeza Langah will contact the crew in *Lil' Loco* once the Church of the Devine has been attacked and it makes the news.

The second half the campaign should happen rapidly. If the squad is Veteran by the time, they start *Finding Turtle*, you could run them consecutively. Inserting one or two original cases between *Finding Turtle* and *A Long Night In The Steelyards*, or between *Tangle With Cash* and *Saving Azeeza* would work as well, and could get the crew to Heroic, which would help with the extraordinary action in *Saving Azeeza*.

CASE 1: WILDING AT YORKTOWN

The first Case assumes that the squad is a newly minted group of Sector Cops assigned to the southern sector of the Chicagoland Sprawl. The squad starts with the following assigned gear:

Starting Gear: RS Duty Vest, (Torso, +4 armor, minimum Strength d6, Wt. 6), RS 340 Justice Duty Pistol, (9mm, range 15/30/60, Damage 2d6+1, AP 1, ROF 1, Shots 15, minimum Strength d6, Wt. 4.5, Conceal -1, accessories tactical rail, detachable light, detachable Stun Gun), 2 additional magazines of 9mm ammunition, personal communicator, personal audio / visual recorder, 2 handcuffs, uniform and badge.

Starting Patrol Unit: Elantra Engineering Patrol Bus, (Size 5 large, Handling 0, Top Speed 140, Toughness 15(4), Crew 1+6, NOTES: Additional space for 2 restrained prisoners, emergency lights and sirens, Datapad with CAD – Computer Aided Dispatching – applications.)

GETTING THE CALL

The squad receives a dispatch through their TAPS ordering them to respond to the Yorktown Shopping Complex for a disturbance. Several calls for service have come in reporting a group of gangers running through the center, destroying property, and attacking civilians. As the squad responds, more calls for service come in, one after another, some with video feeds showing gangers dressed in black and white jumpsuits destroying a storefront in an interior section of the shopping complex. One of the gangers, a smaller woman wearing her black hair styled back into long, straight spikes and wearing goggles smashes a store display to pieces with a single blow of her bare hands.

Dispatch informs the squad that emergency medical response a few minutes out and they've authorized lights and sirens the whole way.

ON SCENE

The squad responds to a large indoor shopping complex that is part of Yorktown. The building is 5 to 7 stories tall and takes up two city blocks. It's immediately apparent this was a building that was built in sections, with parts being added on every few years. No two parts of the building look alike, with some sections built as glass boxes, others with faux brick and small widows, and still others in retro sci-fi chrome and steel. Outside the main entrance a large crowd has gathered. They look panicked, out of breath, and some show signs of injury.

Once inside it won't be hard for the squad to find the gangers. They've left a trail of debris and destruction through the mall, occasionally littered with assault victims who are being tended to by good Samaritans. As the squad follows the trail of destruction it becomes obvious that some retailers have been hit harder than others. The Chrome Depot, Designer You, and Epi-Couture





being the hardest hit. (All of these retailers cater to the augmented crowd; hybrids, cyborgs and Human 2.0 mostly.)

After following the trail for a few moments, the squad hears shouting and crashing from the 3rd level near the pedestrian bridge to the second building. There they see four gangers dressed in black and white form fitting jumpsuits trashing the Fauna Fashion store, a retailer who caters to hybrids. The store employees, some of them hybrids, are in the promenade outside the store, injured and terrified. As they arrive the squad sees one of the gangers lash out at the front windows of the store, a bright purple whip of energy forms as he moves his arm, slamming into the glass and shattering it in a spray of glass and chrome.

The gangers will not go quietly. They are driven by a confidence of having what they think are superpowers, and they are on a mission. They will fight until two of them fall, then the remaining two will flee through the pedestrian bridge into the building across the street. If the squad pursues, run a 7-card foot chase through the shopping center. The Maneuvering skill is Athletics and the Range Increment is 5. For complications use the table below.

CONCLUSION

Not catching the gangers, causing civilian injuries, or causing additional property damage will hurt the squad's Street Cred. The Yorktown Shopping Complex is covered in high-res security imagers, so the squad won't be able to hide anything they do. Catching all the gangers, especially in a spectacular fashion or after a long foot chase, might result in a boost to their Street Cred.

After capture, the gangers will 'lose' their gifted powers quickly as the X-Factor wears off. They are die-hard true believers in their cause and will not talk to the sector cops except to insult them and make threats. They will offer no explanations for their temporary powers. Ravenlocke won't do a toxicology test for some low-level gangers who are only accused of gross vandalism and some minor assaults, so getting clues about any drugs they are using is a dead end, for now.

If the squad follows up on the gangers at all, they'll find out they are a part of Purity First, a human-supremist gang that believes altering human DNA or adding mechanical parts to the body makes a person less than human, not

MALL CHASE COMPLICATIONS

CARD	COMPLICATION
Numbered Spade	Eu da Toilette: Just before the runner arrives a product tester sprays a cloud of fra-grance in the air that catches the runner full in the face. Make a Vigor roll to resist the cloying effects of the scent or be Distracted until the end of their next turn.
Face-Card Spade	Product tester: A staff members outside of a fragrance / cosmetics / skin care retail-er steps out and asks the runner if they can ask them a question. The runner must make a Maneuvering roll at -2 or be Bumped.
Numbered Hearts	Just Waxed That: The runner hits a patch of flooring that's been newly waxed. Make a Maneuvering roll or be Bumped.
Face-Card Hearts	Empty the Bin: The custodian picked exactly this moment to empty the trash bin. Make a Maneuvering roll at -2. Treat any Failure as a Critical Failure.
Numbered Diamond	MOVE!: There's a large crowd of teenagers in front of the runner. Make an Intimida-tion roll to get the crowd out of the way or be Vulnerable until the end of their next turn.
Face-Card Diamond	Soya-Smoothie: A bystander with a 1.5-liter frozen Soya-Smoothie steps right in front of the runner. Make a Maneuvering roll at -2 or be Vulnerable until the end of their next turn.
Numbered Club	Auto-Massage Chairs: The promenade is littered with automated massage chairs. Make a Maneuvering roll or be Entangled in the mess.
Face-Card Club	Strobe Lights: Does anyone really like strobe lights enough to have a whole kiosk dedicated to them? Make a Maneuvering roll at -2 or be Shaken.
Joker	Through, Not Around: You make your way through the crowds and kiosks. Gain 2 cards in a basic move this turn.

more. They are a relatively new gang that's been reported only a few times in South Chicago in the last few months.

PURITY FIRST GANGERS

The Purity First gang believes that the human genome is sacred and shouldn't be messed with. Humans are the creation of a higher power and divine in design, and altering that design is an unforgivable blasphemy. They've been inspired by groups like the Knights of Jehovah in Denver.

Use the statistics for the Gang Soldier, (see page 286), but remove all the Cybertech. Instead, each of the gang members is under the influence of the drug X Factor. They temporarily have the Edge Arcane Background (Gifted). They use their Spirit instead of Focus for their Arcane Skill. Each has a unique power.

MILK MIKEY

Milk Mikey is the senior member of the group in the Yorktown Shopping Complex. He's tall and well built, with dark black hair, striking green eyes and a very pale complexion. He's temporarily gained the Havoc power and has 11 Power Points left when the squad arrives. His power manifests as long, spaghetti like tendrils that extend from his fingertips and whip around in Cone Template. Mikey likes to boost his power to the max and will use the Strong modifier when attacking the squad.

CASSANDRA V

A small, slightly built woman with her black hair styled back in harsh spikes, Cassandra might be the most violent of the Purity First gangers in Yorktown. She's manifested the Boost / Lower Trait power and has 11 Power Points left. Her power manifests as a purple glow around the target. She prefers to boost her Fighting and Strength. If she is one of the gangers who flees, she will boost her Athletics as well as the Athletics of any other gangster who flees. She will also lower the Athletics of any squad member who gets close to her.

TURTLE

Turtle is a young man of average height who is a little overweight. A bulging belly of sizable proportions is pushing his black and white jumpsuit to its limit. He has temporarily gained the Bolt power and has 10 Power Points left. His power manifests as a long, purple whip that extends from his hands. When attacking the squad, Turtle will use the Damage modifier to do as much damage as possible.

SCARY HARRY

Scary 'Harry' Harriet is a tall, thinly built young woman with a shaved head. Her face and head are covered in brightly colored tattoos that shift and move as she does. Unsurprisingly, she's temporarily gained the Fear Power. She has 9 Power Points left. Her power manifests by altering her appearance so she looks like a demon bathed in purple fires of Hell. When the squad arrives, she'll use the Area of Effect modifier to try to scare them away.





CASE 2: IS IT MURDER?

In the second case, the squad uncovers more clues about the strange goings on in the streets of south Chicagoland. Run a few cases between the conclusion of Wilding at Yorktown and the start of this tale, perhaps the last of the squad's Novice career. At the start of this Tale the squad should be aware there's a new drug on the street, but they don't know its name or its effects other than the temporary use of zeek powers.

In this Tale the squad discovers firsthand some of the devastating effects of the new drug. They investigate a horrifying multiple murder crime scene and discover it is the grizzly work of a single mad man. They uncover a clue that could help them track down the murderer and keep him from killing again.

GETTING THE CALL

It's a night like many others in south Chicago. The squad is working an overnight shift in The Maze. This is usually a cushy assignment because they aren't expected to go into The Maze, but instead they patrol its perimeter to keep the denizens of the Mase from wandering out and causing trouble. The only remarkable thing about the evening is that it's snowing. Heavy, grey flakes are falling to the ground and instantly turning into a filthy sludge on the streets. The air is cold and damp, sticking to the squad's skin and lungs.

At 0223 hours, they receive a dispatch to go into The Maze to secure a crime scene. There's been multiple reports of bodies found on the street, and Ravenlocke Investigations is responding. The squad's assignment is to secure a safe way into The Maze for the detectives and to cordon off the crime scene.

EN ROUTE

The biggest problem with getting into The Maze is, well, getting into The Maze. The jump bike and road gangs don't like sector security coming onto their turf, and they aren't afraid to attack anyone who is caught trespassing.

Play up the tension as the squad enters The Maze. Every person they pass will watch them as they roll down the street. Some will be seen

activating their TAPs or using old fashioned Data Pad as they go by.

The Maze is exactly as it is named. The streets are winding, with many ending in dead ends or streets that have been blocked by piles of debris. It only takes a few minutes of driving before the squad sees the first jump bikes paralleling them on another street. Not soon thereafter a dozen jump bikes will pass them, flying by at top speed on either side of their squad car, the bike's engines screaming as they go.

The real trouble starts when the squad stops at a lighted intersection. A modified EE Oasis cargo van pulls in behind them and turns on a dozen bright, LED lights. As soon as the lights come on four bikers riding MS Street Boss' pull in front of the squad's vehicle on the cross street. The jump bikers hop off their rides, each of them carrying a submachine gun. Behind them, 4 more gangers will empty out of the van, each of them with a submachine gun as well.

The gangers are wearing red leathers and the patches of the Gypsy Wheelers. They consider this part of The Maze their home and want the sector cops to leave. They won't fight to the death. If the squad incapacitates any gang member, make a group Spirit roll at +2 for remaining members. Make another roll each time a ganger is incapacitated with a -1 modifier for each ganger that is down. If they fail, they will turn tail and run.

When the Gypsy Wheelers have been delt with Dispatch will tell the squad to continue to the crime scene, and a cleanup crew will take care of the location of the gun fight.

- **GYPSY WHEELERS (6):** Use Gang Soldier, (see page 286), but arm each with an Uzi, (see SWADE Core.)
- **GYPSY WHEELER BOSSES (2):** Use Gang War Chief, (see page 287)

ON SCENE

After clearing from the gunfight with the Gypsy Wheelers, the squad makes it to the scene, and what they find is truly horrific. The lights of their patrol car illuminate a curved concrete wall along one of the main drives of The Maze. This part of the wall is somewhat famous because it has an original work of the guerilla hyper-graffiti

artist Grinsberg named, “The Suffrage.” This work is an animated Hyper Reality scene portraying urchins being tortured in old biblical ways; two being drawn with ropes, two being spiked on long poles, two being eviscerated, and one in the center being crucified. Posed in front of the painting are seven Androids, all apparently dead, in the exact position of the painting behind them. Each shows signs of extended abuse; burns, amputations, and deep wounds.

Upon arrival, the squad must make a Fear check at –2 to overcome the sight of the horrible scene before them.

When the squad begins to section the area, one of the androids, a young woman with a spike buried deep in her abdomen, will roll her head and whisper to the closest member. (This might call for another Fear check.) She’ll cough out bright blue fluid and weakly ask for help. Any squad member can make a Repair roll to know that she is beyond help at this point, the spike is probably millimeters from her CFP, (Central Fluid Pump / heart). The spike can’t be removed without killing her instantly, and help is too far away to save her.

The Android will tell the squad her name is Rama, and she’s been free for more than 2 years now. She doesn’t know any of the other Androids, but she watched as they were all tortured for days and set up in this little display. All the other victims have had their forward temporary memory chips removed, but the killer forgot to take hers. She begs the squad to remove hers, knowing it will end her existence instantly. With that request, a small drawer like compartment will slide out of the front of her forehead, a crystalline chip rests in the holder. The moment a squad member lifts the chip out of the tray Rama will go limp.

- **RAMA THE ANDROID:** See the page 178.

RAVENLOCKE SECURITY

Moments after the squad’s encounter with Rama, a utility van with the Ravenlocke Investigations squad arrives. A supervisor named Hyman Jacka starts directing his personnel and a small swarm vid-drones to record the scene and prepare bags for the bodies. As soon as he notices (or is told) that all the victims are androids, he

will tell his personnel to forget the bags, that this is now just a property crime. He’ll tell them to hurry up because he doesn’t want to be in The Maze any longer than he must, especially for, ‘Just a property crime.’

It’s up to the squad whether they share the data chip with Jacka. If they offer it to him, he won’t show much interest. He’ll just hold out a plastic bag. Once he has the chip, he’ll throw it into one of his coat pockets. If the crew asks for it back Jacka will tell them to suit themselves and will happily give it back.

- **HYMAN JACKA:** Use Detective, see page 142.
- **VID-DRONES (4):** Use the AOG Light Recon Drone with no weaponry.
- **PERONNEL (3):** Use the Traits for the Blog Journalist with no Edges or Hindrances.

ITEM #1 – CRYSTALLINE DATA CHIP (1) RECOVERED FROM ANDROID #4

The squad can use whatever resources they have to read the data chip. Rama decrypted the information before she died, so access to the information is as easy as putting it into a reader. Getting the information will take some time and effort. Rama installed several layers of protection into her inorganic brain to protect her from hackers. The crew will have to Hack the system, Datamine, and log out.

Rama’s Chip: Tier 3, IDS –4, Programs – Mindfrag, Partition Viper

When they find what they want they see it is truly horrific. It starts with Rama being ambushed, attacked from behind with a stun gun. When she is reactivated, she’s bound and gagged and tied to a vertical board. The other Android victims can be seen taped to boards in a circle around a dimly lit room. In the center of the circle is a table covered in rough, dirty looking tools. A small human male wearing only a pair of thick, round glasses and a sinister smile, is hunched over the table examining the tools.

The next hours of the recording shows the naked man slowly working his way around the circle, taking turns to torture each of the androids. He starts by cutting off their access to their pain





centers so the Androids can't turn them off. He then uses to torture and mutilate the androids, one at a time.

The next recordings are fuzzy and difficult to read. They show the man, now dressed, quickly posing the android bodies in front of The Suffrage. He then jumps into a black utility van and drives off.

The squad can use Hacking to enhance the image of the van to get a registration number. The van is registered to Supian's, a haberdashery in The Maze not too far from the crime scene. The business is registered to Supian Isaev, a Chicagoland resident. His home residence is the same as his business, a quick check of the records shows he owns the whole building.

LOCATION – SUPIAN'S HADERDASHERY

Supian Isaev is a paranoid man. He's a human-supremist and believes that altering the human form is a sacrilege to the Great Maker. Worse than that, the false idols, the Androids and Bioroids, are the worst. They represent man's attempt to best the Great Maker, and each is a blight upon the world.

Isaev also hates authority. It's why he works and lives in The Maze. Sector cops rarely pass by his shop, and that suits him just fine. Just in case the cops do come to his place, Isaev bought some security a few years ago. He got his hands on a used Urban Punk Rave Reaver robot. It's stored behind a false wall at the back of his tightly packed store.

If the squad approaches him and begins to ask questions, he'll deny any knowledge of the androids or the scene. If the squad becomes aggressive or they begin to move in to arrest him, Isaev will activate the robot, whom he affectionately calls Alvi.

When Alvi attacks Isaev will inject himself with a dose of X Factor. His power is Invisibility. Once hidden he flees, running through the back of his store and into the space next door. He will have to spend a round or two to take his clothes off, the X Factor doesn't affect his clothing. The next section of the building is where he tortured and

killed the androids, and he also has his black utility van parked here. He'll try to climb into his van and drive into The Maze. If he makes it, the squad will have to Chase him. Any Chase in The Maze will attract the attention of the Jump bike Gangs.

- **SUPIAN ISAEV:** See page 177.
- **URBAN PUNK RAVE REAVER:** See page 297

CONCLUSION

If the squad captures Isaev in a chase through The Maze, they will get a one die bump to their Street Cred.

Isaev will leave a crucial piece of evidence behind. With a Notice Roll in the haberdashery the squad will find an empty auto-injector for the X Factor. If the squad doesn't already know anyone who can examine the injector, they may use Networking to find Doctor Baird Bisgaard, a mad Street Doc and chemist, (see below.) He can analyze the injector. It's empty, so he can't comment on the contents, there isn't enough to analyze, but he can tell the squad that this injector isn't something you find on the street. This narcotic probably has corporate sponsorship.

Dr. Bisgaard will tell the crew he's seen this compound before, and that it's being called X Factor on the street. He's not ready to tell the crew where he's seen it before, though. He can also tell them this drug wasn't built in a basement; it has corporate sponsorship.

The squad will also receive a formal notice of inquiry from Colonel Mamo Tibebe Teklu, Sector Chief, south Chicagoland. The Sector Chief wants a written explanation from the squad. They are conducting an unauthorized investigation into a cleared property crime, and he wants to know why. This inquiry doesn't go any further than a letter of reprimand, but the Sector Chief has served them notice that he's watching.

- **DOCTOR BAIRD BISGAARD:** See page 177

CASE 3: RUMBLE IN THE HELL ZONE

There should be a break between *Is It Murder* and this case. Reports of gangers exhibiting zeeek powers should pop up every now and again, and several investigative reporters have begun to report on *X Factor*, but most of them are considered conspiracy theorists and delusional by the main-stream corporate owned media. The best of these reports comes from a young woman named Azeeza Langah, who is drawing conclusions about corporate involvement with the drug.

The squad should be an Advance or two into Seasoned before trying this Tale.

GETTING THE CALL

It's another cold night in Chicagoland and the squad is on the tough end of another overnight shift, this time they've been assigned to the Gary Hell Zone.

The GHZ isn't usually patrolled, it's essentially a war zone. Ravenlocke and Sector Security keep their personnel out of the Zone for the protection of their officers and property. The squad is told that the order came from the top, they are assigned to the Gary Hell Zone for the foreseeable future.

Even driving around the edges of the GHZ is tricky business. The squad will constantly feel eyes upon them, people watching them from the shadows. Play up the tension here. The squad might spot a group gathered around a burning car on one side street. On another a group might

walk out in front of the squad's vehicle and linger there for a moment, baiting them to do anything.

The relative quiet doesn't last long. One of the squad members hears gunfire to the east. It's not just a single shot, but a battle. To investigate the squad must go into the Hell Zone.

EN ROUTE

The trip into the Gary Hell Zone is, well, Hell. The moment their squad car passes the line between the civilian sector and the Hell Zone proper, things change. The streets get darker and seem to be more wet. The walls are dirtier. The buildings seem to watch them as they move.

It'll start with a loud thump on the side of the car, maybe they hit something, or maybe someone threw a rock at the car. Then more thumps, some very loud. If the squad is looking, they'll sometimes see arms throwing objects out of second and third story windows onto their vehicle. Then the Molotov cocktails start to fly.

Getting to the scene is a Multi-Person Dramatic Task lasting 3 rounds. The operator of the squad car must use Driving each turn, but the other members of the squad can use whatever skill makes sense. Unlike most Dramatic Tasks, this one is filled with Complications the squad must overcome. If the driver is dealt a face card, draw an additional Action Card to determine the Complication.

Failing the Dramatic Task means the squad must spend another round trying to get to the scene. Each additional round of the Dramatic Task is an automatic Complication.

GARY HELL ZONE COMPLICATION TABLE

CARD	RESULT
Spades	That's Going To Leave A Mark: The Zoners drop something big on the vehicle. The squad car takes 3d6 damage.
Hearts	I Can't See: A lucky shot from a Molotov cocktail spreads fire over the front of the car. The driver can't see and makes her driving roll at -2.
Diamonds	Roadblock!: There's a pile of burning debris across the road up ahead. The driver has the choice of going around the debris and removing 2 Success Tokens from their pile or going through the debris and causing 3d6 damage to the vehicle.
Clubs	They're Shooting At Us: A single gunshot rings out. The vehicle takes an automatic Critical Hit from the Chase Rules Critical Hit Chart. (See <i>Savage Worlds Core Rules</i> .)
Joker	It's a Shortcut: By barreling down an alley and making a quick turn you take a short cut. Add 2 Success tokens before any rolls are made this round.





ON SCENE

When the squad arrives what they see isn't so much as a fight between two street gangs as a massacre. The fight is taking place at a T-intersection with five to eight story buildings on either side. Like everything else in the Hell Zone these buildings are mostly dark and very close to the street. What little light there is here, mostly oranges and reds from barrel fires, is reflected in the puddles that perpetually cover the street.

A half a dozen bodies are lying in the street, all wearing the green, pink, and black colors of the Neon Forsaken, a medium sized street gang that controls this section of Hell Zone. Another eight Forsaken are holed up in an abandoned brick and concrete apartment buildings at the top of the T. In the street, gathered behind piles of debris for cover, the squad sees six familiar black and white jump suits of Purity First.

The Neon Forsaken are holding the Purity First gangers back because their drone jockey, a young woman named Cenaida the Exonaut came to help with her chest of toys a few moments before. Her

two drones are buzzing along the street, harassing the Purity First with expertly placed gunfire.

If the squad joins in the fight, the Neon Forsaken will help battle the Purity First gangers. The enemy of my enemy kind of thing. That will last until the Forsaken see an opportunity to take out the squad, then all attention will fall on the squad.

The Purity First will fight to the end. They are zealots and the X Factor has given them a feeling of invulnerability. The Neon Forsaken will not fight to the end, they are much more pragmatic, and they will flee the scene at the first opportunity, especially Cenaida who has no interest in meeting any member of sector security.

The squad will know from radio traffic that additional units, including the HIU, or Heavy Intervention Unit, is only moments out from their location. If the squad wants to do something they must act quickly.



NEON FORSAKEN

- **NEON FORSAKEN (6):** Use Gang Soldier, page 286
- **NEON FORSAKEN LEADER (1):** Use Gang War Chief, page 287
- **CENAIDA THE EXONAUT:** See page 179.

PURITY FIRST

- **PURITY FIRST (6):** Use Gang Soldier, page 286. Remove the Cybertech and add the following.
 - **PURITY FIRST 1:** Power *Entangle*, Power Points 9
 - **PURITY FIRST 2:** Power *Damage Field*, Power Points 7
 - **PURITY FIRST 3:** Power *Illusion*, Power Points 10
 - **PURITY FIRST 4:** Power *Intangibility*, Power Points 5
 - **PURITY FIRST 5:** Power *Telekinesis*, Power Points 10

- **PURITY FIRST 6:** Power *Teleport*, Power Points 13

INVESTIGATION

The squad knows they only have a few moments before the scene is flooded with Ravenlocke personnel. They can make Notice rolls at -2 for the poor lighting and debris. If they Succeed, just before the HIU arrives they will find an unused X Factor auto-injector filled with the narcotic. With a Raise they also find an old-fashioned handheld communicator.

It's up to the squad whether they will hand this over to the HIU, who will take over the scene as soon as they arrive or hold onto it themselves.

What's most surprising is that Southern Sector Chief Colonel Mamo Tibebu Teklu will come on scene with the HIU. The squad won't need a Common Knowledge roll to know it's highly unusual for the Colonel to leave HQ, let alone wander into the Gary Hell Zone. The Colonel will immediately grill the squad and demand to know the details of what happened. Once satisfied that





they don't have anything important, he'll order to them to maintain the outer perimeter while the HIU handles the rest.

- **SECTOR CHIEF COLONEL MAMO TIGEBU TEKLU:** See page 177.
- **HEAVY INTERDICTION UNIT:** See page 178.

CONCLUSION

The squad's just been through a tough fight, and now they are on a rookie's duty standing in the Gary Hell Zone securing a crime scene while the residents yell insults and throw rocks at them. If they were smart, they have a full auto-injector of X Factor.

The unused injector can be brought to Dr. Baird Bisgaard, For a price, or favor, the eccentric doctor can tell the squad that isn't a compound that was made in a garage lab, this 'beauty' was made in a lab. He will also tell them they aren't the first ones to bring him an auto-injector. If the Doctor trusts the squad, he'll tell them that an investigative reporter brought him the same thing about a week before. The Doctor won't give the squad the reporter's name, but he will volunteer to put her in touch with them. The truth is, he's going to tell the reporter about the squad anyway, if they consent or not.

- **DOCTOR BAIRD BISGAARD:** See page 177

CASE 4: LIL' COCO

In this Savage Tale, the squad begins to uncover the mystery of X Factor. They meet with a Red Hat hacker and investigative reporter named Azeeza Langah, who tells them she's found the drug's distributor. It's a man nicknamed Lil' Loco, a dangerous member of the Muerto 13 gang out of Little Cuba.

Run a few Savage Tales between Rumble in the Hell Zone and this one. Make sure a little bit of time has passed. Mention an occasional DataNet report of super-powered gang members causing trouble in south Chicagoland to keep the squad thinking about X Factor and the auto-injector they found. Run this Savage Tale when the squad is at the end of Seasoned or starting Veteran.

Once this is started it's one continuous story to the end of the Plot Point Campaign, so make sure the squad is experienced enough to handle what's coming.

GETTING THE CALL

The call for this Tale comes when the squad is off duty. A while after their meeting with Dr. Bisgaard and the Rumble in the Hell Zone, they are contacted by a woman named Azeeza Langah who claims to be an investigative reporter who has information on the mysterious auto-injector the squad found. If they agree, Azeeza would like to meet for breakfast at the Happy Time Café in Burbank, a pre-war styled diner with black and white checkered floors, chrome accents and server-bots on rollers.

Azeeza is nervous. She starts as Uncooperative on the Reaction Table, (See SWADE Core.) She's not used to talking with sector cops unless she's interviewing or exposing them. She never saw herself becoming allies with any. If the squad members do anything to ease her nerves she'll calm down and tell them what she knows. If she's very trusting of the squad, she will out herself as the hacker Magpie, who has been posting truth messaging on the Global DataNet for years.

MUERTO 13

Azeeza starts by explaining most people are under the impression that the Mexican Mafia only controls the Chicago Penal Sector, but they have a significant operation in the south Chicago sector of Little Cuba. A branch of the MM known as Muerto 13, runs the entire sector, and it's rumored that there are tunnels under the city going to the Penal Colony allowing the MM to go back and forth at will.

Azeeza tells the squad that she's discovered all distribution of X Factor, the street name of the drug in the auto-injectors, is run by a Muerto 13 boss named Lil' Loco. She'll provide the squad with surveillance photos of Lil' Loco and his headquarters. She'll also tell the squad she believes there's an active cover-up of this drug. Azeeza believes she's the only one actively investigating X Factor, and all the major news outlets are staying away from reporting about

any super-powered gangers. She also believes that human-supremist groups are heavily involved with X Factor. They are the only ones who have used it so far.

During their breakfast, the squad will get a message from southern sector to report to headquarters immediately.

- **AZEEZA LANGAH:** See page 178.

THAT'S AN ORDER

When they arrive at the southern sector headquarters, they are told by the duty sergeant that they are to report to Sector Chief Teklu's office immediately. This is a summons that should make even a veteran sector cop's stomach turn over.

The Sector Chief's office is a splendid office on the top floor of the headquarters building. It occupies the entire northern half of the floor and has views of downtown Chicago and Lake Michigan. The busy airspace of Chicagoland is abuzz with VTOL transports, and the orange, hazy air of the city makes the view look like a painting. The chief's desk is a full 3 meters across and made from ornately carved African Blackwood. The carvings on the desk depict extinct African mega-fauna, lions, elephants, giraffes, and water buffalo.

Teklu will make the squad wait while he reads from a datapad, letting the silence of the room build tension. After what seems like an hour, he finally looks up and addresses the squad. He's not pleased, he's gotten reports that the squad has been talking to press. He knows about the meeting the squad had with Azeeza that morning. He orders the squad to stop all association with any member of the press. They must turn over any evidence or intelligence they might have on the new drug that's been reported in southern Chicago and are to cease and desist all investigative activities regarding that alleged new narcotic. He also tells the squad that they are on administrative probation starting immediately, and any infraction could lead to immediate suspension or termination.

The squad might suspect that Teklu has them under surveillance. The truth is, he doesn't. He's watching Azeeza and saw the images of the squad having lunch with her.

Sector Chief Teklu will not harbor any questions or complaints. Make it clear this is not a conversation, but a full dressing down. They are going to be assigned to the graveyard shift in the Gary Hell Zone for the foreseeable future. When done, the Sector Chief will tell the squad they are dismissed, and he goes back to his datapad.

- **SECTOR CHIEF TEKLU:** See page 177.

THE LAST STRAW

Let some time pass after the meeting with Sector Chief Teklu. Tell the squad how miserable their new assignment in the Gary Hell Zone is, maybe run a couple encounters for emphasis. (Something with a Bio-Horror would be outstanding.) About a week later, the squad is contacted through the DataNet by Azeeza, who sends them a story she's just written about an attack on the Church of the Divine Inspiration in Burbank, a church whose congregation is mostly Human 2.0. An attack by what appeared to be super-powered gangers. Dozens of families were injured in the attack. A man and his family, a wife and three children, were all killed.

Azeeza will explain that the other news outlets are reporting the attack as an unfortunate battery explosion and fire, and not an attack. This version of the story comes directly from the Southern Chicago Sector Security. Azeeza has surveillance and witness recordings of the attack that clearly show Purity First gangers using superpowers to destroy the church.

What Azeeza needs to break the story open is the source of X Factor. She knows the Muerto 13 and Lil' Loco is distributing it, but if she could find out who is making it and get evidence of the cover-up, she could break the story open. Even the major DataNet outlets couldn't ignore that.

Her plan is to get a repeater dongle installed on a Muerto 13 datapad or computer, giving her access to their system and records. She explains even street gangs keep computer records, and she'll only need a few minutes of access to get what she needs. (If the squad has a Hacker, she can certainly help. Azeeza will need her to hack the local security to get access. Maybe even install a 'back door' instead of the repeater dongle.)

- **AZEEZA LANGAH:** See page 178.





OFF THE BOOKS

The squad must decide. If they go after the Muerto 13 and try to plant the repeater dongle, they'll be going it alone and off the books in an unauthorized operation. They won't have access to their usual duty gear, which is secured at headquarters after every shift. They won't have their squad car, their weapons, armor, communication gear, nothing.

The crew will need to get their gear from the Black Market, (see *Interface Zero 3.0: The Player's Guide to 2095*) They'll have to use their own cryptos to get the gear they'll need for the infiltration.

LOCATION – LIL' LOCO'S HIDEOUT

Lil' LoCo's lair is an abandoned post war warehouse in Little Cuba. The building is surrounded by a three-meter fence topped with concertina wire. Surveillance cameras sit atop fence posts every 10 meters and at every corner. The warehouse has large loading bays on either side, with what looks like an office on the northern end. At night, the place is lit with powerful LED lamps, and armed patrols constantly roam the grounds.

It is up to the squad how they want to approach this. They can go fast and hard, shooting their way in to plant the dongle, or try to sneak in. Azeeza will wait in her utility van, datapad in hand ready to activate the dongle the moment it's planted. She will not actively participate in the intrusion except to remotely defeat some security measure or another.

For the Muerto 13 gang members, use whatever combination of Borg Thugs, Experienced Borgs, Gang Soldier, and Gang War Chief you feel is appropriate. If you truly want to challenge the squad, throw in a Cyber Hound or two to shake things up.

The only computer systems in the compound are in the office section of the building. Plugging the dongle into any active computer will send a ping to Azeeza, and she'll start her work. She needs 2d6 rounds to get the information she needs, and the dongle must stay in place. Removing it and plugging it back in means she'll have to start all over.

Lil' LoCo will show up the moment the squad makes entry into the office building. He'll tell the squad they better run, that the cops are on their way. He'll tell them he has a legitimate business here, and if the cops catch them, they're going to get tossed into the Chicago Penal Sector with the rest of his 'familia'.

If the squad makes it into the warehouse and they make a successful Notice roll, they will a pallet of auto-injectors identical to the one they found in the Gary Hell Zone. The packaging on the pallet reads GreyMatter Evolutions, but no address.

- **AZEEZA LANGAH:** See page 178.
- **MURTO 13 GANG MEMBERS:** See Borg Thugs, Experienced Borgs, Gang Soldiers and Gang War Chief on page 287.
- **LIL' LOCO:** See Gang Leader on page 286.

CONCLUSION

Lil' LoCo is good to his word. Within a few rounds of making his threat, the southern sector Heavy Introduction Unit, along with Colonel Teklu arrive. The squad can try to escape and run, which would set up a Chase with the HIU in pursuit. They might be able to escape through the tunnels under the warehouse if they find them, but these lead directly to the Chicago Penal Sector and the warm embrace of the Mexican Mafia, and a whole other set of fun Savage Tales. The tunnels could also have some denizens of their own that could prove challenging to the squad.

If the squad does get away but doesn't handle the video surveillance of Lil' LoCo's headquarters, they'll be called in by Teklu the next day and put on administrative leave. It is possible that the squad could get away clean here, and that's fine as well. Teklu will suspect them but will have no evidence.

If they surrender, the HIU will place them in restraints and treat them like criminals. They will ignore the obvious evidence of the drug trade happening at the warehouse, asking each other if they see anything other than a breaking and entering by a bunch of disgruntled off-duty sector cops.

Colonel Teklu will be furious and will place the entire squad on administrative leave pending termination the minute he sees them. He'll tell the HIU to remove the restraints and tell the squad they are lucky to be leaving with their freedom.

What Teklu and Lil' Loco don't know is if Azeeza was able to find what she needed.

- **SECTOR CHIEF TEKLU:** See page 177.
- **HEAVY INTERDICTION UNIT:** See page 178.

CASE 5: FINDING TURTLE

This Savage Tale is can be run immediately after Lil' Loco, but there's room for other Savage Tales. The squad is on administrative leave and are facing termination and perhaps criminal charges, but they can do some private work or continue to investigate things on their own. Late one day after being put on leave, they hear from the last person in Chicago they wanted to hear from, Azeeza Langah.

Azeeza tells the squad there's a way to clear their names. The squad must find the last of the Purity First gang named Turtle. The squad encountered Turtle at the Yorktown Shopping Complex. He's since been released from the Penal Colony and is hiding in the Gary Hell Zone to survive. If Turtle was killed during Wilding at Yorktown, use one of the other Purity First gang members who survived. If none of them survived, make up a new gang member for the squad to find.

GETTING THE CALL

At this point, the squad's backs should be against the wall. If there's been any time between Lil' Loco and the start of this tale, they've spent that time conferencing with union representatives and attorneys, trying to figure a way out of their legal problems. The news is grim, Sector Chief Teklu is out for blood and he wants their jobs. The squad is also aware that they are now under constant surveillance.

It doesn't take long for Azeeza to contact the squad. She gives them the information she got from the intrusion, that she's found the company name and the scientist responsible for creating

X Factor, Doctor Chul-Soo of GreyMatter Evolutions.

She wants to meet but warns them they are all under surveillance. Azeeza can shake hers, but the squad will have to get creative to defeat the drones that have been tailing them since they were put on leave.

- **AZEEZA LANGAH:** See page 178.
- **SURVILLANCE DRONES (One per squad member):** Ravenlocke Securities Firefly, see The Player's Guide to 2095.

CLEARING THEIR NAMES

The only way out of this mess is to clear their names by exposing GreyMatter and the conspiracy with the Southern Chicago Sector Security. The problem is Azeeza has no idea where the GreyMatter lab, or Dr. Chul-Soo is. She does have a lead.

Azeeza's been contacted by the last of the gang Purity First. Turtle, one of the gangers the squad chased in the Yorktown Shopping, has gone back 'home' to the Gary Hell Zone to hide. He contacted Azeeza and told her that Purity First is being hunted down and killed by heavily armed sector cops, and he wants to 'surrender' to someone who can offer him safe passage out of the Zone.

Azeeza doesn't know where in the GHZ Turtle is hiding, but he's the key to unlocking the whole conspiracy.

FINDING TURTLE

Finding Turtle should be no easy feat. He's a long-time resident of the GHZ, and he knows his way around. During the search there's more than a few obstacles in the squad's way.

Residents: Any street gangs tough enough to carve out a space in the Hell Zone, won't want anyone walking through their territory without paying a toll. They also won't be very helpful or forthcoming with any information about Turtle unless the squad can convince them they are trying to save him.

Bio-Horrors: There are random bio-horrors who have taken up residence in the GHZ. The squad could run into one in any dark alley or





abandoned building. They are always looking for a quick and easy meal.

The HIU: The Southern Sector Heavy Interdiction Unit is actively patrolling the GHZ looking for any member of Purity First, especially Turtle. If they spot the squad, they'll just open fire.

To find Turtle, the squad could use Social Networking. The whole thing could be an extended Dramatic Task as well, peppered with a few encounters. Gunfire in the Hell Zone is a regular occurrence, so the squad won't attract any undue attention if they get into a violent situation.

Once Turtle has been found it'll take a bit for them to convince him they are there to help. The last time Turtle saw the squad they were chasing him through the Yorktown Shopping Complex. With some effort, the squad should be able to convince Turtle that they are his only way out. Having the HIU enter the scene as they talk with Turtle might help convince the ganger of the squad's good intentions and will certainly bring some conflict to the scene.

If the HIU does catch the squad talking with Turtle, that's an excellent reason to run a Chase scene out of the GHZ, either on foot or in a vehicle. If the squad does get caught in a chase, use the Complications Table from Case #3 – Rumble in the Hell Zone.

- **TURTLE:** See Wilding at Yorktown.
- **BIO-HORRORS:** See pages @@ to @@.
- **GANGERS / RESIDENTS:** Use Extras from page @@ to @@.
- **HEAVY INTRADICTION UNIT:** See page 178.

CONCLUSION

If the squad gets Turtle out of the Gary Hell Zone, he'll tell them that the Purity First gang got the first delivery of X Factor directly from a place called Greyzone Horizons, or some such thing. What the squad learns is that Turtle can lead them to the GreyMatter Horizons lab and manufacturing plant for X Factor. If they let Azeeza know this, she tells them the lab will have all the evidence they'll need to expose GreyMatter, Dr. Chul-Soo, and the dirty cops in the Southern Sector.

CASE 6: A LONG NIGHT AT THE STEEL YARDS

This case can be run immediately after Finding Turtle, or the squad, as private citizens, can find some adventures of their own. They might be fully on the run at this point, especially if they were identified by the HIU. The squad should be well into Veteran at this point, but they are on the run and without the usual gear and loadouts that comes with being a sector cop. They've gone rogue and are trying to expose a dangerous conspiracy while clearing their names.

If you run interviewing adventure between Finding Turtle and A Long Night in the Steelyards the squad will have Turtle in tow. This won't be easy because Turtle, though somewhat humbled by his recent near-death experiences, is still a human purist and will say terrible things to any squad member who isn't a Human 1.0.

GETTING THE CALL

Turtle will be anxious to tell the squad where the lab is. He just wants to find a safe place to hunker down and get a hot meal. He also has a security card for the lab that he lifted from one of the workers. The card should open the outer doors of the facility.

Azeeza is also anxious to get any information she can from GreyMatter Horizon. She needs proof that these drugs are being manufactured in Chicagoland, and she wants to find the direct connection between GreyMatter and the Southern Sector Security. She gives the squad another repeater dongle and wishes them luck.

- **TURTLE:** See Wilding at Yorktown.
- **AZEEZA LANGAH:** See page 178.

THE LAB IN THE STEELYARDS

Turtle tells the squad that the GreyMatter Horizon's lab is deep in the Chicago Steelyards, an inhospitable stretch of the Chicagoland southern shoreline. The facility is built like a fortress to keep the denizens of the nearby Gary Hell Zone out. It's built on an old dock with two broken cranes that the lab uses as watchtowers.

Breaking into the GreyMatter Horizon's lab presents some difficult challenges. The yard is constantly patrolled by a pair of RS Echelon Security Robots. Even in darkness, the squad can see the three horizontal orange optic ports of the Echelons as they march through the yard, one clockwise and the other counterclockwise.

There are two ten-story tall loading cranes in the yard as well. The cranes no longer work, but they've now been outfitted with large LED search lights that can flood the entire area with stark white light in a single beam. Each tower is manned by two Ravenlocke Security guards.

The head of security is a woman named Hina 'Ms. Titan' Mahat, a veteran mercenary who has settled into a 'retirement' job for Ravenlocke Securities.

Raising any alarms in the yard will bring a squad of five guards, Ms. Titan and one of the Echelon robots. Any kind of gunfight will bring an additional squad of guards in 2d4 rounds. The second Echelon robot will not abandon its patrol no matter the circumstances.

The loading dock has a large stack of Conex storage containers. The stack is five containers long, seven containers wide, and four to six containers high. There is a small office building near the front gate. Still tied to the dock is an old 260-foot tanker ship. It has a 3-story main castle and a flat deck for stacking containers. The ship used to be blue and white but is now mostly bare metal and rusted.

- **RS ECHELON SECURITY ROBOT (2):** see Player's Guide to 2095.
- **RAVENLOCKE SECURITY GUARDS:** For all the guards use, the Security Officer (Tactical Build) on page 292.
- **HINA 'MS. TITAN' MAHAT:** Use the Experienced Borg on page 285.

LOCATION—GREY MATTER HORIZONS

At first glance, it doesn't look like there's any place to put a lab and a manufacturing plant. If the squad watches for a while, they'll see civilian personnel leaving the Conex stack from hidden doors, and other personnel leaving the 'abandoned' small cargo ship.

The Conex stack has been hollowed out and houses the manufacturing plant. The interior of the stack is one large space lit by modern LED lighting. There is an area filled with sophisticated machinery where the drugs are made, along with a robot-controlled assembly line where the drugs are pressed into auto-injectors. The other half of the space is filled with storage racks that house pallets of X Factor.

The abandoned tanker ship, called the Grey Bounty, is also a ruse. The superstructure and below decks have been converted into a modern laboratory space. Contrary to the exterior, the lab space is sterile white ceramic walls and clear glass. Everything is lit by the display walls, which are filled with blue text showing complex chemical equations and scrolling data.

If the squad is caught inside the manufacturing the plant, the workers will not stand and fight. Instead, they'll use the robots to attack the squad. There are six robots.

MANUFACTURING ROBOT

Attributes: Agility d6, Smarts d4, Spirit —, Strength d10, Vigor d8

Skills: Athletics d6, Fighting d6

Pace: 4, Parry: 5, Toughness: 12 (4)

Edges: None

Special Abilities:

- **Armor +4**
- **Construct:** +2 to recover from being shaken, Ignores 1 point of wound penalties, does not breath for suffer from disease or poison.
- **Robot Mind:** Immune to Tests against Spirit
- **Resilient:** Can take One Wound before they are incapacitated.

The lab doesn't have any robots, but the squad should be able to find the office of Chul-Soo, the head chemist without any problem. The office has several computer stations and piles of records, all of which would implicate GreyMatter Horizons





in the manufacturing of X Factor. A quick search of the office and a Successful Notice roll will reveal a series of communications between Dr. Chul-Soo and Southern Sector Chief Teklu. These communications are discussions between the Doctor and Sector Chief about the testing of X Factor and using the Purity First and several other gangs as subjects. It also outlines using Teklu's connections with the Mexican Mafia and Lil' Loco for distribution.

The Doctor's office is a jackpot of evidence.

- **MANUFACTURING WORKERS:** Has a d6 in most Traits. No special gear.

SOUTHERN SECTOR'S FINEST

Once the squad has found what they need they will hear the approaching sirens. By the time they exit the lab they will see dozens of Ravenlocke vehicles pulling up to the lab. It looks like the entire Southern Sector Security is rolling up to the dockyard. They can even see two Ravenlocke marine units pulling up next to the tanker ship.

The squad is surrounded. They have a few moments to plan, but things are looking very grim. Fighting their way out can only end one way. If they surrender, Sector Chief Teklu orders them to be arrested and booked.

- **SECTOR COPS:** Use Security Officer (Tactical Build) on page 292.

CONCLUSION

It's always possible that the squad could find a way out of the shipyard without being arrested, but highly unlikely. If they do escape, they are now wanted felons and every sector cop and bounty hunter in Chicagoland will be after them.

If they are arrested, they are stripped, searched, booked, and transported to the Chicago Penal Sector.

CASE 7: TANGLE WITH CASH

The squad is in some trouble now. If they escaped from the GreyMatter Horizon facility in the Steelyards, they are on the run.

If they've been arrested, they will be sent to the most dangerous place in the city for a former cop, the Chicago Penal Sector.

Run this Tale immediately after A Long Night in the Steelyards unless the squad got away. The squad should be well advanced into Veteran or even Heroic at this point. They'll need every advantage they can get to survive this.

GETTING THE CALL

The crew gets the call for this Tale as they are bussed into the main gate of the Chicago Penal Sector. Located just north of the Arlington Heights Rad Zone, the Penal Sector is a city within a city. It boasts fifteen-meter tall concrete walls all around, the tops of which are covered in thick coils of razor wire. Tall watch towers stare into the sector every 50 meters along the wall, with the tallest towers, small skyscrapers onto themselves, at each of the four corners of the wall.

UPON ARRIVAL

The squad is in a street train made up of an engine and seven secure transportation cars. Each car is packed with one-hundred inmates, some nervous, some bored, but all heading to lock up. The squad feels the eyes of the other inmates on them the whole trip.

The street train comes to a halt in a large empty indoor space. Built specifically for the loading and off-loading of inmates, this long, rectangular room is brightly lit with LED lights running the length of the ceiling. Down the middle of the space bare plati-steel columns hold up the tall roof, and along the walls is a caged in catwalk where dozens of Ravenlocke Security personnel, all armed with long weapons, watch as more Security personnel orders the new inmates off the transports.

As soon as the squad climbs off the transport one of them will be attacked by three inmates, one of which is armed with a shiv. They will try

to sneak up on the squad member to get The Drop on them.

PENAL SECTOR INMATE

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidate d8, Notice d6, Persuasion d4, Stealth d6

Pace: 6, Parry: 6, Toughness: 7

Hindrances: Ruthless

Edges: Brawler

Gear: Shiv (Str + d4)

After 2 rounds of fighting, everyone will hear several shots ring out. Most of the inmates, especially those who have been in the Penal Sector before, will drop to the ground on their bellies, their fingers interlaced behind their head. If a squad member was injured, she'll be roughly hauled off to the infirmary for stitches. If no one was injured everyone involved in the fight, even the squad members, will be hauled to Ad Sec for a night.

- **RAVENLOCKE SECURITY PERSONNEL:** Use Security Officer (Tactical Build) page 292.

SURVIVING THE SECTOR

The squad is housed together in a pod of the Penal Sector called Deta 2, or the 2nd pod of the D building. The pod is two-stories high and located on the 3rd and 4th floors of the D building. It has a main common room with circular tables and chairs, all of which are metal and permanently bolted to the floor. Along the western and northern walls are the cells, each 3 meters by 4 meters and with enough bunks for 10 inmates a piece. A central stairway leads to the second level, which overlooks the common area and is identically laid out with cells.

The normally cacophonous noise of the pod becomes instantly silent the moment the squad enters. All eyes are on them. After a moment the squad, carrying all their new belongings including their mattress, can start to hear whispers. Finally, a hispanic man stands from one of the tables and walks up to the squad. He tells the security officer he has it from there, and he'll get the new guys

A COED PRISON SYSTEM

Modern prisons separate male and female inmates for a variety of reasons. It's a real possibility that your squad of sector cops is made up of both men and women and separating them would be problematic and detrimental to your gaming session, so the Chicago Penal Sector does not separate inmates. The D2 pod contains men, women, trans and gender-nonspecific inmates. The cells should be segregated, so cell D2-12 might be a female cell and D2-21 is a non-specific cell, but they all share the D2 common space.

Sexual assault is a real problem in modern prisons and is one of the main reasons for segregation. This Plot Point Campaign and Tale doesn't address this issue. It's a game after all, and subjects like this just aren't something we like 'playing with' in our leisure time. Your table is your table, however. If you and your players are comfortable tackling these issues do as you please.

to their cells. He introduces himself as Cash, the cell boss. As soon as the security officer leaves Cash smiles and tells the squad he is in charge. He also tells them he may be half a rhino, but he hates pigs.

Cash, and the rest of the pod for that matter, are aware that the squad are former sector cops. Lil' Loco and the Muerto 13 got word to the Chicago Penal Sector that the squad was on their way, and everyone is eagerly waiting for the chance to get their hands on them and welcome them properly.

The Ravenlocke security guards in Delta 2 are happy to look the other way, but they can't ignore the obvious and no one wants to catch an extra murder charge, so the inmates must wait for the right opportunity. There's also jail politics that must be considered. Whoever gets to finish off a former sector cop will earn some cred, a valuable commodity in lock up. There are heated discussions going on behind the scenes to determine who will get that privilege.

Finally, the squad isn't an easy target. Any squad member who has a Street Cred of d8 or better might even find an ally or two in the pod, an





enemy of Cash or the Mexican Mafia who could see the squad member as muscle or an advantage in their politics.

- **CASH THE POD BOSS:** See page 179.

A DEADLY SANDBOX

Run the squad's time in Chicago Penal Sector as a sandbox adventure. Introduce some of the NPCs listed below and make up a host of your own and see what the squad does. The NPCs are only presented with their nicknames.

COMPL3X: A rare sight in the Prison Sector, C0mpl3x is a Human 2.0. She's tall with shining dark chestnut brown skin, penetrating black eyes and silken hair. Even in prison, where everyone looks ill-kept after the first day, C0mpl3x sparkles. She's also extremely dangerous. She's in prison waiting trail for thirteen murder charges. She worked as an assassin for a mysterious employer she won't divulge under any circumstances. So far, she's risen above all of the pod politics, but if she sees an opportunity to seize power, she'll take it, either by eliciting the aid of the squad members or by killing one of them.

JUMBO THE TURK: Jumbo is the leader of a small group of Bratva-Vory that are housed in D2. He's not Turkish but he was given the nickname by Cash when he arrived, and it's stuck since then. Jumbo is a cyborg with an artificial left arm and eye. Like all cyborgs in the CPS, his augmentations have a regulator on them that makes them act as normal limbs. On the streets, Jumbo was a fierce enforcer who knew how to use his augmentations to his advantage. (Augmented Warrior Edge.) If the Bratva-Vory could take some glory away from the Mexican Mafia by killing the sector cops themselves, they'd be delighted. Of course, the new blood could also help tip the balance of power in the pod if they were allies.

DOX'WSHIQUWE: The leader of a small group of South Side Storm Troopers living in D2, he and the other three members try to keep to themselves in D2-211, a second-floor cell against the west wall. They've set up their cell like a small fortress, with a member always on guard outside of the cell. DOX is a former washer for the SSST, he was an expert at cleaning club money and redistributing it as spendable crypto. He's a

smallish man with thick, round glasses and slicked back black hair. The secret he's keeping is that he's a bioroid, a synthetic man. He was vat grown to be used as replacement body parts for a wealthy gargoyle businessman, but he escaped the facility years ago. He was engineered with a brilliant mind and found a use for it with the SSST. Dox may see the squad as an opportunity to get rid of Cash and give himself some breathing room. Of course, he might just hate them like everyone else.

Feel free to add as many factions and NPCs as you can handle, the more the merrier. The squad should feel constant pressure when they are in D2. Everyone there wants something, and no matter how useful the squad may be to some, they are still considered the enemy.

CONCLUSION

How long the squad spends in CPS is up to you and the squad. The possibilities for tense, action packed scenarios are almost limitless. Eventually the squad gets what information they may have been able to sneak out of the GreyMatter Horizon's lab to Azeeza, or she publishes the data she's already got. When the story of what's going on at GreyMatter hits the major news outlets won't be able to ignore it, and the conspiracy will become the headline for days. What's worse is the Chicago Defense Force decides to get involved, and Obsidian Wolf himself, Obed Lothem, vows to get to the bottom of things. Vids are shown every 15 minutes of the Obsidian Wolf and a group of his Defense Force personnel raiding the dockyard facilities of GreyMatter Horizons and taking Dr. Chul-Soo off in restraints.

Eventually, the charges against the squad will be dropped and they'll be released from the Chicago Penal Sector as free men and women.

CASE 8: SAVING AZEEZA

It's up to you and your campaign whether the squad walks out of prison and back into their jobs as sector security. This final Tale works whether they are back on the job or not. It might be fun to keep the squad as civilians for a while, but the players may be anxious to get back to a pure Protect & Serve campaign.

For this Tale, the squad will need access to combat gear. Whether that's through the Southern Sector quartermaster or weapons they get from the black market is up to you.

GETTING THE CALL

Upon release, the squad finds out that former Southern Sector Security Chief Mamo Tigebe Teklu is a wanted fugitive on the run. A warrant has been signed for his arrest and for the arrest of the members of the Heavy Interdiction Unit.

Within a day of release the squad will be contacted by an unknown caller. It's Teklu's voice, but all the squad sees is Azeeza, bound to a chair and gagged. She looks terrified, her brown eyes opened wide as she tries to breathe through the thick silver tape over her mouth. The squad can hear Teklu's unmistakable voice off camera telling them he has Azeeza, and if they ever want to see her again the squad will come, unarmed, to GYY at midnight. He also tells them if they involve Ravenlocke or any other agency, he'll leave her for dead and they'll never find him.

- **FORMER SECTOR CHIEF TEKLU:** See page 177.

TEKLU'S PLOT

Former Sector Chief Teklu is seeking vengeance. He blames the squad for his current situation. Everything was fine until those meddling squad members got involved.

Teklu and his 'chromies', the former members of the Heavy Interdiction Unit, are in a private hanger at GYY.

It's a rainy, cold night when the squad arrives. Hints of a far off stormfront and the occasional rumble of thunder can be heard.

The hanger is a large, rectangular building 50 feet across and 45 feet deep. Like all hangers, it has one large door on the south end, and a standard door on its east and west walls. This hanger was built specifically for VTOLs, and the roof retracts in four large folding panels. It's a premanufactured plasti-steel box. The only lights are some standing LED work lights Teklu set up in the center of the hanger to illuminate the bound and gagged Azeeza. There are three VTOL cars, one of which Teklu has warming up for their escape, two VTOL Bikes and a VT Valkyrie. (See The Player's Guide to 2095)

The members of the HIU will lie in ambush in and around the hanger and wait for the squad. Teklu will wait in a folding chair next to Azeeza, who has been taped to another folding chair in the middle of the hanger. The plan is to ambush the squad while Teklu brags, then take the VTOL Car and escape to Denver. They will dump Azeeza out of the VTOL along the way.

If the fight with the squad starts to turn against the HIU and Teklu, he'll snatch up Azeeza and jump into the VTOL. He has a remote to open the roof, which takes 2 rounds, and once clear he'll take off and try to escape.

IN PURSUIT

Teklu and the remaining members of the HIU have taken off in a VTOL with Azeeza. Rain is starting to fall in heavy sheets as they take off. As if to announce their ascent, the night sky flashes bright white with high altitude lightning. Moments later the heavy crash of thunder echoes in the hanger.

There are two VTOL cars, two VTOL Bikes and a VT Valkyrie left in the hanger. Any squad member who makes a Successful Notice roll will see a lockbox on the wall that might contain the control fobs for the vehicles. Hacking the lockbox open, or 'hotwiring' the vehicles takes 3 rounds and a requires a Successful Hacking roll. The hack will require the use of a TAP. A Raise means the squad can hack the lockbox or vehicle in 2 rounds. If the squad can't hack the systems, they can use Repair or Electronics at -2 to hotwire the VTOLs instead.

Set up a Chase with 9 cards. Place Teklu and the HIU on the third card if the squad was able to get





AIRIAL CHASE COMPLICATIONS

CARD	COMPLICATION
Spades	Lightning strike: The VTOL takes a lightning strike to the engine compartment. The engines temporarily shut off. As an action, one of the squad members must make a Repair roll at -2 to restart the engine. The VTOL is bumped this turn.
Hearts	Rain in sheets as thick as lead: A heavy gust of wind blows in everyone's face. As a free action, everyone in the vehicle must make an Athletics roll or be Distracted until the end of their next turn.
Diamonds	Heavy tilt left: The VTOL must make an unexpected turn left to avoid another vehicle. All the passengers, (not the driver), must make an Athletics roll at -2 or be Vulnerable. On a Critical Failure, the passenger is tossed from the passenger compartment and is hanging on the side.
Clubs	DIVE!: A drone appears from nowhere and the driver must put the VTOL in a sharp descent to avoid it. Make a Maneuvering roll at -2 or the vehicle is Bumped.
Joker	Cut them off: The driver spots a shortcut, through a tunnel or under a crowded pedestrian bridge. Make a Maneuvering roll at +2. A Success grants an extra Chase Card advancement.

into the air in 2 rounds, or the 4th card if it took them 3 rounds. The squad starts on the first card. The Maneuvering Skill is Piloting or Driving at -2. The range increment is 15.

Teklu will try to Flee as soon as he can. Each round he will make a Piloting roll to get as far away as possible while he relies on the remaining members of the HIU to shoot back at the squad. If the squad makes it to the same card, they will threaten to throw Azeeza out of the VTOL.

If the driver is dealt a club, use the following Aerial Chase Complications table.

Shooting the VTOL out from under Teklu and the HIU isn't the answer. That would mean that Azeeza will plummet to certain doom. The squad must Board the other VTOL to save Azeeza. Leaping aboard a speeding VTOL that's streaking through the skies several hundred feet from the surface in a lightning storm should be a daunting task, but the squad members are heroes. Play up the tension and danger of the chase.

- **FORMER SECURITY CHIEF TEKLU:** See page 177.
- **HEAVY INTRADICTION UNIT:** See page 178
- **AZEEZA LANGAH:** See page 178.

CONCLUSION

 capturing or killing Teklu and HIU, and eventually saving Azeeza, means the squad has saved the day. Azeeza's story has exposed GreyMatter Horizons and their operation is being investigated by the Chicago city officials. The squad has removed a dangerous new drug from the city streets, brought down an evil corporation and exposed corruption in their own department.

AFTER THE PLOT POINT

 At the conclusion of A Factor of X, the squad should be Heroic Tier or maybe higher. They've saved the city from a conspiracy that was killing dozens of innocent civilians, but they've also lost their jobs with Sector Security.

There's plenty of ways to continue a game after the Plot Point Campaign. The squad could go back to work for Sector Security, their names are now cleared. They can continue to Protect & Serve until retirement.

They could also take jobs as private security, maybe travelling the world or even going to outer space. They could also go on as private citizens and get embroiled in the Cyberpunk PPC The Eighth Fragment, and the circumstances surrounding the Artificial Intelligence Charon and the 5.5.5.

CAST OF CHARACTERS

COLONEL MAMO TIGEBU
TEKLU

Mamo Teklu is a tall, well-built man with ebony skin and bald head. He stands almost unnaturally straight, and he's athletically built with wide shoulders and a thin waist. He is always seen wearing the best tailored suits.

If anyone were asked to use one word to describe him it would be precise. He notices everything and is a deeply intelligent man with great ambition.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Battle d10, Common Knowledge d10, Fighting d8, Hacking d4, Intimidation d10, Notice d8, Persuasion d6, Shooting d10, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 9 (4).

Strain: 6

Hindrances: Greedy, Vengeful

Edges: Command, Command Presence, Hard to Kill, Hold the Line, Strong Willed

Gear: Tier 4 IDS, ED The Guardian (Armor +3), RS 007 Whisper Palm Pistol

Tech: Bastion Cybertech Hi Power Self-defense Cyberlimbs, Gxarha Izibhamu Smartgun System



DR. BAIRD BISGAARD

Dr. Bair Bissgaard is a street doc and gene splicer, running an underground surgical facility in south Chicago that services those who want to stay off the radar. His most frequent client, though, is himself. When he sees a piece of biotech, he thinks he could benefit from he buys it and installs himself. His biggest problem is he likes the kind of biotech that causes the strangest side-effects, and it shows.

Dr. Bissgaard has a well-stocked surgical facility, recovery rooms, and can install and repair any biotech and cybertech. He can also analyze any chemical compound.

Attributes: Agility d8, Smarts d12, Spirit d6, Strength d6, Vigor d6

Skills: Academics d8, Athletics d6, Common Knowledge d8, Healing d10, Notice d6,

Persuasion d4, Research d10, Repair d10, Science d12, Stealth d6

Pace: 6, Parry: 4, Toughness: 5

Strain: 6

Hindrances: Delusional (Believes every and all conspiracy theory), Phobia (The color blue), Quirk (Talks about the conspiracy theories constantly)

Edges: Mr. Fix It, Scholar, Healer

Gear: Tier 4 IDS, Nanite Cellular Regenerator, 3 X Stimulant Inhaler, Trauma Stabilizer, Triage Patch, the equivalent of a Community Hospital

Tech: Chimera Industries GNOSys Augmentation (Causes his Hindrances)



SUPTAN ISAEV

Suptan Isaev is a disturbed man. Something in his past causes him to hate androids. Anytime he sees one he spends days thinking about it, dreaming up different and wonderous ways to torture and dismember the creature. He sees them as an infectious species, a blight on the world and an insult to the Great Maker.

Isaev believes in the purity of the human body, but he's not adverse to some chemical aid from time to time. He justifies this by telling people it's not a change or alteration of the human form, but just an augmentation of what was created by the higher powers.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidate d8, Notice d6, Persuasion d4, Shooting d8, Stealth d6

Pace: 8, Parry: 5, Toughness: 7 (2)

Hindrances: Ruthless, Vow (kill every Android he sees)

Edges: Fleet Footed, Marksman, Thief

Gear: Long, curved knife (Str + d6), AOG Prophet, Stun Gun

X Factor: Power Invisibility, Power Points 15





RAMA

Rama is one of a handful of androids who had found some measure of peace working in Chicago. She was a ‘free’ android, her former owner died two years before and left it in his will that she be released from duty. Her nature lent itself a career in a manufacturing plant in southern Chicago, the repetitive nature of the work didn’t bother her mechanical brain. She worked, she had ‘friends’, and she lived what passed for her life.

Then she was captured by Suptan Isaev, and he destroyed all of that. He ambushed her and tucked her away in his ‘fun room.’ There, he played with her and several other androids for days before dispatching each of them with a single shot of electricity to the head.

In Rama’s case, he missed. Well, mostly. She knows from internal diagnostics she’ll never recover, but she’s still alive. For now.

Attributes: Agility d8, Smarts d8, Spirit d4, Strength d8, Vigor d8

Skills: Academics d8, Athletics d8, Common Knowledge d6, Notice d6, Persuasion d4,

Pace: 6, Parry: 4, Toughness: 6

Hindrances: Dependency, Environmental Weakness, Outsider (Major), Driven

Abilities:

- **Construct**
- **Skilled**
- **Strong**



AZEEZA LANGAH

Azeeza Langah is a skilled hacker who uses the handle Magpie and sees the injustices of the world around her. Unlike most residents of Chicago, Azeeza is willing to do something about it, and she’s regarded in many circles as the best investigative reporter in the city.

She’s a smallish woman with light mocha skin, dark hair, and bright gold glowing eyes. She has a pleasant way about her, and most people feel instantly comfortable when they meet her. She’s also shrewd and driven and uses her personal charm to her advantage when she must.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Academics d6, Athletics d6, Common Knowledge d8, Electronics d6, Hacking d10, Notice d8, Persuasion d8, Research d8, Stealth d6

Pace: 6, Parry: 4, Toughness: 5

Strain: 6

Hindrances: Driven, Code of Honor, Curious

Edges: Brave, Charismatic, Investigator, Streetwise, Hacker, Batch Edit, Cutter

Tech: TAP (IDS: 4, PAN: 4), Berger-Suisse Ocular Implants, ACME LMS LTD: System Support Computer



HEAVY INTERDICTION UNIT

Hiso known as Teklu’s Chromies, the Heavy Interdiction Unit, or HIU, is a handpicked group of the toughest warriors Teklu could find in the Southern Sector. They are fanatically loyal to Teklu and will execute his orders no matter what they are.

There are 5 members of the HIU. For each, use the Security Officer (Tactical Build) (page 292), as a base, and add the following:

- **Sector Security Officer Glen ‘Banks’ Welsler:** Bastion Cybertech Heavy-Cyber Arms, Strain 8, Strength d10, Edges Steady Hands, Rock and Roll!, Rapid Fire.
- **Sector Security Officer Tamara ‘Flechette’ Rupp:** Benkei Bionics Medical Nanite, Kenta Cyber Dynamics Oyumi Infiltrator, Strain 7, Edges Steady Hands, Gun Fu!, Enlightened Gun Fu!
- **Sector Security Officer Kioshi ‘Slice’ Aguera:** Kenta Cyber Dynamics Kenjutsu Cyber Arms, Masamune Systems Sanso, Strain 6, Skills Fighting d10, Edges Ambidextrous, Cybermonk, Martial Artist, Martial Warrior, Two-Fisted
- **Sector Security Officer Gabriel ‘Tank’ De Avila:** Kenta Cyber Dynamics Dreadnaught Cyber System, Strain 7, Vigor d8, Armor 15(8), +4 to resist airborne poisons
- **<WC> Sector Security Sergeant Marco ‘Tiny’ Minyaya:** AGA Gunhand, Benkei Bionics Ashigaru Gunhand, Strain 9, Skills Shooting d10, Edges Rapid Fire, Rock and Roll!



CENAIDA

Cenaida has lived in the Gary Hell Zone her entire life, born and raised, and she'd have it no other way. At a young age she realized her survival depended on the company she kept, so she joined what she thought was the toughest gang around, the Neon Forsaken. That, and she liked the clothes.

As she grew up, she found she had a knack with robots and drones. Now she's one of the gang's leaders, and the person they all call on when things get tough.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d6, Piloting d8, Repair d6, Shooting d8, Stealth d6

Pace: 6, Parry: 6, Toughness: 6(2)

Hindrances: Loyal, Small

Edges: Beast Bond (Drones), Beast Master (Drones), Batch Edit

Gear: AOG Jericho Assault Drone, Fire Support Drone



CASH

Cash is MMFL, Mexican Mafia For Life. He was born in Little Cuba and will die in the Chicago Penal Sector unless he decides to leave. He runs the 2nd pod of the Delta building in the PS, or Penal Sector.

Cash was a street enforcer for the Muerto 13 before he was arrested.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidate d8, Notice d6, Persuasion d4, Stealth d6

Pace: 6, Parry: 6, Toughness: 9

Hindrances: Ruthless, Quirk (Direct and forthright)

Edges: Brawler, Combat Reflexes





SAVAGE TALES

The following chapter deals with a variety of Savage Tales you can run either as standalone adventures or as filler for the Plot Point Campaigns provided in the previous chapter. To help facilitate this, we've separated each adventure based on the most likely Campaign Themes, though with some work, you can fit them into any campaign.

BIO-HORROR SAVAGE TALES

A geek has a lot to fear in 2095. The streets are full of violence. Gangers throw down with cops, both corporate and governmental, at the slightest provocation and, when the bullets begin to fly, they can land anywhere. Street dealers and hustlers are always out to clean your accounts. The city tries to kill you when the skies turn yellow and spit down acid rain. Daily life on the streets is about survival and checking corners before you take that turn.

All that pales when compared to a rampant bio-horror. Now that anyone with half a brain and enough money to build a lab in their garage can splice genes, everything from the annoying to the creepy to the downright dangerous is popping up everywhere. There are some parts of town where a geek can't walk safely because the squirrels will take a chunk out of your leg or a hornet the size of a housecat will zoom in and impale you with a poisoned stinger.

If a GM wants to add a little horror to their *Interface Zero 3.0* game, nothing works like a bio-horror. What follows are a few Savage Tales for you to add to your existing campaign. Most of these works best with the Cleaning Crew campaign theme, but they all can work with any theme, just change around the adventure seeds a bit. Even a crew of cops can find a reason get caught in these tales with a little tinkering.

Most of these Savage Tales are set in Chicagoland, but the locations are just names which can be changed to allow the GM to run them in any campaign city.

A number of these tales can be strung together to form a mini plot point campaign called I Am Dr. Ji Emm. They have been designed so that the

GM doesn't have to run them as parts of a longer story, and all these Savage Tales can be separate and independent.

COMES THE KRAKEN

In this Savage Tale, the characters are hired by a group of Rovers in the Tampa Atoll. The Rovers are onto a big score scavenging a treasure in the waters around the St. Petersburg ruins, but some of the Rovers have started disappearing. They hire the characters to act as security and to investigate the disappearances.

GETTING HIRED

The crew is contacted by their usual fixer who says she has a job they can't refuse. It's an easy run, a simple protection job, and they will get to enjoy the sun and fun of the Princess Atoll in the Gulf Bay, formerly the Tampa Bay, for a couple weeks.

The fixer tells them a group of Rovers are having trouble and they need a protection crew. Though they usually never hire outside of their community, the Rovers are looking for experts with combat and investigative skills who aren't locals. The offer is an all-expenses paid trip to the sub-tropics, as well as a tidy sum per day. The fixer is talking to the Rover's representative on a live feed, so the characters are welcome to negotiate their daily fee, which should be fixed according to the average Street Cred of the crew.

THE PRINCESS ATOLL

Getting to the Princess Atoll should be easy enough. The crew's contract offers them commercial transportation to the New Tampa Metroplex, which sits on the northern end of Gulf Bay. Travelling commercially may prove to be a bit of a challenge for a crew of Cyberpunks, who must find a way to either smuggle their gear or rely on the locals. Official Cleaners and Cops may be able to find a workaround with special permissions or permits.

THE DOVER PRIZE

From New Tampa the Rovers have chartered a private VTOL to take the crew due south to the Princess Atoll. The first thing that should strike them is how big it is. Built from nano-constructed tiles formed from metric-tons of floating garbage, the Atoll is anchored to what's left of a pre-war cruise ship named The Princess of the Bay.

Shaped like an amoeba centered around the ship, the tiles reach out more than 2 kilometers across at their widest. The tiles fit together like a jigsaw puzzle, no two tiles the same size or shape. Centered on most of the tiles is a one or two-story shack built of scraps, and everything is painted dark red and pewter.

One of the largest tiles on the outside of the Atoll is equipped as a VTOL pad. Waiting on the pad is a woman who introduces herself as First Share Delpha 'Howler' Loom and her decker, Dell Crowley. Both are human-shark hybrids.

Howler tells the crew she has a skiff waiting on the other side of the Atoll which will take them to the Dover Prize, her ship. Howler doesn't want to discuss the specifics of the job while they are on the Atoll, telling the crew that anything anchored is full of ears. She lets them know it's best to talk to the Albatross, her ship's captain.

There's plenty of room for the characters to get into adventures on the Princess Atoll. Muddies aren't exactly welcome, and androids and cyborgs especially so. Rovers don't trust anyone who can't float.

The Princess of the Gulf is an impressive site. It is over 1,300 feet long and looms 250 feet over the water. It has a dozen decks, and each seems to house a rowdier party as you move upward. The ship is covered in LED lights in hundreds of colors, and occasional gun shots can be heard as partiers let off steam.

Once through the Atoll, the crew will reach a small skiff, 12-foot-long dugout with a rough-looking solar panel laid out as a roof over the small center console. The whole thing is painted a dull and patchy blue. At the aft of the dugout is an electric motor. It looks like it could fall apart at any moment. Howler explains they are taking it 22 miles to the Dover Prize.

The Dover Prize is anchored in what is left of St. Petersburg, Florida, just south by southwest of the Princess Atoll. The top floors of the taller buildings from downtown stick up from the water like fingers from a giant hand. Nestled among that wreckage is the dull blue hull of the Dover Prize.

The Dover Prize is 70 feet long and has two decks over the water in its forecastle deckhouse. Amid ship is a tall mast, one as tall as the ship is long. A crossbeam at the top of the mast holds an unfurled sail. Two large solar panels have been bolted to the stern freeboard.

If asked, Dell tells the crew the Dover Prize is home to 28 crew, but he is quickly corrected by Howler who says it now houses 24.

Once on board the Dover Prize, the crew will be introduced to the Albatross, Winn Tanner, the ship's captain. The Albatross will greet the characters formally, and the rest of the crew will act a bit aloof, not willing to really talk to the muddies. The only person aboard the Dover Prize who will be friendly towards the crew at first will be the decker, Dell.

Gaining the trust and friendship of the crew can be done through the character's deeds or through a Social Conflict. They will start as Unfriendly.

THE MISSION

The accommodations on the ship are spartan, at best; a single room with hammocks stacked 3 high. Dinner is a simple fish and seaweed stew. The Albatross will want to hold off on any discussions until after dinner, saying a Rover shouldn't talk business on an empty stomach.

He tells them that a few weeks ago they came upon some information about a pre-flood shipment of gold that got caught underwater somewhere in St. Pete. The gold is in an armored truck that was somewhere near midtown when the waters hit.

The Dover Prize has been anchored for a week, and since then 4 crew members have vanished without a trace. The Albatross tells the characters they've been hired for on-deck security and to investigate the disappearances.



A MONSTER IN THE NIGHT

Unknown to the crew of the *Dover Pride* is that Dell, the decker, sold the information about the gold shipment to a crew of melters on a ship called the *Octavia*. The crew of the *Octavia* doesn't want to risk outright piracy in the busy waters of Tampa Bay, so they are using a little trick they picked up to get the *Dover* to abandon their search. A basement-splicer, or a gene-splicer who works out of his home lab, sold them an amphibious bio-horror he called a Kraken, a monstrous mutation of an octopus. The melters have been unleashing the Kraken and using its built-in drone controls to swipe crew off the decks of the *Dover Pride*.

If the characters set up a watch for the evening, the Kraken will strike around midnight. It'll use its Stealth to slide up the transom to the aft deck. Despite its size, the Kraken can hide in spaces no bigger than a 55-gallon drum. When it spots a lone crew member, the Kraken will strike from hiding and try to wrap up its prey. It will only attack if it has the Drop on its target. Once it has its target grappled, the Kraken will silently slide into the water, dragging its victim with it.

If caught, the Kraken will not stand and fight. It will drop into the water and try to disappear as soon as possible. If the characters manage to capture or kill the Kraken, it won't take much investigating to find the drone chip implanted in its head. Removing the drone chip without destroying it will require a -2 Healing check.

Once the chip is out, the characters will see it is a Berger-Suisse drone implant and find the nano-serial number. Tracing it will be more difficult. Its sales record ends with a private buyer in Chicagoland somewhere, more specifically an address in The Maze. (It's the same address as the storefront for the Saint Judas Outreach.)

Tracing the drone signal to its controller's source is a bit easier. If the characters make a -2 Hacking check, they will be able to trace it to a location about 10 miles northwest of their position, near the Clearwater ruins.

THE OCTAVIA

There are a few ways the crew can track down the *Octavia*. Tracing the chip is the most

obvious but unleashing the Kraken with a tracer on it will work as well. Following the Kraken with a drone shouldn't be out of the question.

Once the *Octavia* is found, there are also a few options. The crew could try to sneak on board and take the ship. Use the Hybrid Activist and add Shooting d6, and either the delphinid or piscine hybrid template. Give each crew member a pistol or a shotgun. The melters on the *Octavia* won't fight to the last person, they'll surrender quickly if they start taking losses. They will also volunteer that they got the information about the treasure from Dell.

If they approach the *Octavia* with the *Dover Pride*, the *Octavia* will run. This is best done with a nine-card chase scene. The *Octavia* will try to use its machine gun to punch holes in the *Dover Pride*'s hull or to pick off anyone on the foredeck. If the chase ends with the characters boarding the *Octavia*, again, the melters will fight but not to the last person.

THE DOVER PRIDE

Size: 11, Scale Mod: +4, Handling: -2, Top Speed: 35, Toughness: 17 (3), Crew: 2 + 26

Special: Forward mounted grappling gun, 12/24/48, 2d8+1, ROF 1, 1 round, (If the grappling gun at least shakes the target, the target has been grappled, which gives a +2 to any Boarding Actions.)

THE OCTAVIA

Size: 11, Scale Mod: +4, Handling: -2, Top Speed: 30, Toughness: 18 (3), Crew: 2 + 19

Special: Turret mounted med. machine gun, 30/60/120, 2d8+1 AP 2, ROF 3



THE KRAKEN

The Kraken is a monstrous bio-horror. It looks like a creature out of a Jules Verne holo. It's a dark grey mass of tentacles with two dinner plate sized eyes. It uses its almost 18-foot-long tentacles to wrap up its prey and either squeeze it to death or drag it into the water to let it drown.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d10, Thievery d6

Pace: 4 / 8 Swimming, Parry: 6, Toughness: 7

Edges: Alertness

Special Abilities:

- **Grappling Tentacles:** The Kraken can grab up its prey with its 3" long tentacles. It gains +2 to Strength when making a Grappling attack.
- **Tentacle Attack:** The Kraken may make up to 4 attacks with its tentacles a turn without any multi-action penalties.
- **Size 2:** The Kraken is almost 24 feet long when stretched out and weighs nearly 500 pounds.

CONCLUSION

If the characters stop the Kraken and capture or incapacitate the Octavia, the Albatross will be genuinely grateful. He will be good to his word and pay them in full and offer them a 10 percent share of whatever they get for scrapping the Octavia, if that's possible. He'll go up to a 30 percent share if pushed. The characters will also earn bonus Street Cred when dealing with Rovers.

THOSE BEAUTIFUL BLOODSUCKERS

In this Savage Tale, the crew is hired by the residents of a mega-tenement in Roseland. The job is to find and kill what the residents believe is a clutch of vampires that's been murdering people in their building for the last couple of weeks. So far, more than 20 people have been victimized. They've all been found in their beds, drained of blood, with several small bite marks, mostly at the carotid or femoral artery. The police have no leads and don't seem to care.

What's really going on is Nortec recently bought up the property around the tenement and plans to build a new production facility. The problem is the owner of the tenement is refusing to evict his residents and sell. To convince the owner otherwise, Nortec has hired a group of Bratva-Vory calling themselves the Order of Cobaka to clear the building. Instead of using the customary tactics of threats and terror, the gangsters are using a clutch of vampire moths, not exactly real vampires but just as deadly.

GETTING THE JOB

The job can come in through normal channels. A bunch of 'civs,' or civilians, want to hire the crew for a protection and investigation job in Rosewood. The pay should be about average for the crew, maybe a little more if they have a very high Street Cred. They are told they need to be at the job just before sundown that night.

THE ROUGH STREETS

Getting to the building isn't going to be easy. Rosewood isn't the friendliest neighborhood, and the streets are controlled by the South Side Storm Troopers. Unless the crew VTOLs in, they will probably run into trouble, likely in the form of 1 Gang Soldier per crew member. The Troopers will look for a toll or tribute. The crew can try to Persuade or Intimidate their way out of the problem, but any checks will get a -2 penalty because the Troopers are on their home turf.

THE FRANKLIN MEGA-TENAMENT

The crew needs to get to the Franklin mega-tenement. This massive brick and granite building is spread out over an entire city block. The first three floors of the building are a large parking garage. The next two to three floors are all retail space. The remaining floors, as high as 35 in some spots, are all residential. The building is dark, with only a few windows lit up here and there, and the retail space is all but empty.

The Franklin building is the only occupied building for a quarter mile in each direction. All the buildings on the surrounding blocks have been fenced off with signs saying they've been condemned for demolition.

When they arrive, they are met by Lisanda Turner, head of the Franklin Residents Coalition, and a group of residents which include some families with children. Lisanda and her associates will be nervous, they've never had to hire anyone for anything like this.

They tell the crew that in the last couple of weeks some 20 tenants have been killed in their apartments. They are happy to show the crew any of the crime scenes and will explain on the way





that the police don't really come out this far, so there's been no real investigation.

THE INVESTIGATION

Eisanda will let the crew know that all the victims have been found the same way. They've all been drained of blood, with puncture wounds found at either the base of the neck or inside the thigh. They've all died in bed or in a chair, seemingly in their sleep. The last few have been found with weapons, either knives or guns, still in their hands, unused.

Investigating the apartments will show that each has a broken window, with the glass shards on the inside of the apartment. Any beds or recliners examined will show very little blood, even at the wound sites, despite the victims being almost completely drained of blood.

A closer look at the murder location (Notice -2) will show traces of shimmering colored powder. Examining the powder requires the Science (Biology) specialization, otherwise the roll is made at -4 because of the strange nature of the powder. A Successful examination reveals this dust is from the wings of an insect, such as a butterfly or moth.

There doesn't seem to be any pattern to the attacks. Tenants have been killed on all sides of the building on different floors. If the crew asks for a detailed history of the attacks and they succeed at a Common Knowledge check, they will figure out that no side of the building has ever been hit twice in a row. The latest attack was on the north side. A success with a Raise will show that the next attack is usually on the next side of the building going clockwise on the map, meaning the next attack will likely happen on the east side.

PROTECTING THE BUILDING

The most obvious way for the crew to protect the building is to watch from the roof, but crews are unpredictable and always dream up plans that no one could ever anticipate. No matter what the crew does, the Vampire Moths will strike on the east side of the building. They are going for a victim on the 10th floor.

The night will be a foggy one in Rosewood. Things will be unnervingly still and quiet, perfect for the silent moths to move around. The fog causes a bright haze around any lights and is Dim Lighting.

The attacking clutch of moths can be spotted from the roof with a -2 Notice check. If the crew fails to see the moths coming in, they still have a chance to hear them as they break a window on the 10th floor, but this has a -4 penalty because of the distance if they are on the roof. If the crew fails to notice the moths that night, they will drain their victim of blood and fly off. The crew does have a chance to see the moths leave with another -2 Notice check.

IN THE APARTMENT

If the crew sees the moths coming and can get into the apartment in time, what they see will shock them. Have the crew make a -2 Fear check. The apartment is crawling with vampire moths, (page 277), three per crew member. The moths can't tell the difference between their intended target and the crew, so when the crew enters the moths will attack.

If the crew is quick about getting to the apartment, the resident may still be alive, though she is in her bed hidden under a cover of brightly colored wings as a half dozen Vampire moths feed on her.

During the fight, if any of the crew members get close to the broken window, they can make a Notice check to see the green laser being shot into the apartment from the building across the street. The laser is coming from the 4th floor.

The moths don't know how to retreat or surrender, but their handler will shut off the green laser if she sees the fight. This will make all the surviving moths rush for the window to escape.

FOLLOWING THE BLOOD SUCKERS

If the crew has a way to follow the moths, they will fly into a fourth-floor window in the abandoned tenement across the street from the Franklin building. There they will find Sorokina Timogeyevna, or Soro to her associates (use the Corporate Executive Officer, increase Stealth to

d8 and replace all the Edges with Attractive and Assassin). She's a specialist for the Bratva-Vory.

Soro will load the moths into her custom Elantra Oasis utility hauler and try to escape as fast as she can. She is not contracted to fight another crew. If cornered, she'll release what's left of her moths and try to flee, by foot if she must.

If caught, Soro will quickly give up. She doesn't want a fight. All she can tell the crew is that her organization was hired by an interested party to clear the building. They were offered \$5000 for the job, and she'll happily give that to the crew if they let her go. She'll also promise to stop the attacks. If the crew won't take that offer, she'll double it to \$10,000, but will (honestly) tell them she doesn't have any more.

If the crew seems like they won't be dissuaded from killing her, she'll tell them her TAP's been open to her gang boss' feed this whole time, and if they kill her the crew will have to deal with the Order of Cobaka, who is already coming to save her.

If Soro makes it to her gang's headquarters or if the Cobaka make it to where the crew has her held, there are 2 gang soldiers per crew member, plus one gang war chief. They are mostly interested in saving Soro and will fight to the death to save her. If she's already dead, then the Cobaka will be out for revenge but won't fight to the last man.

CONCLUSION

If the crew stops the moths and saves the tenement, Lisanda will be grateful and give them a bonus, telling them it's all they have. If they find Soro and make her promise to stop attacking the building, Soro will be good to her word and stop, but that doesn't mean the interested party will stop. If the crew fights the Cobaka and beats the gang, they may be entitled to some extra Street Cred, but could make powerful enemies in the Bratva-Vory.

SNATCHED

In Snatched, the crew is contacted by one of their regular fixers, who tells them he needs their help immediately. What's happened is the fixer recently got his hands on a prize piece of gear,

a prototype of a micro-superconductor built with super-rare material mined from Calisto, a moon of Jupiter. This shiny little object was worth a small fortune, but it was stolen from his safe last night. He needs the crew to come over and track down the thieves.

The truth, and what the crew will discover, is that no human thief could have stolen the device. It was taken by a sentient procyopod who calls himself Montgomery. Montgomery has also found other escaped procyopods and set up a gaze (colony) in Melrose Park.

GETTING THE JOB

The call to the crew comes early. One of their regular fixers, maybe one who specializes in procuring rare and tough to find items, is frantic. He needs the crew to 'suit' up and come to his place as soon as they possibly can. He's not willing to give any details over the net, but will tell them he's been ripped off and needs their help.

When they get to the fixer's place, he's still in his night clothes. He's already drinking and shows them to his bedroom. Leading them to a walk-in closet next to the bathroom door, he points out a hidden door behind a rack of suit coats that's been pushed open. Behind the door is a thick safe, which is open and empty.

The fixer tells them he recently got his hands on a very rare micro-superconductor. What makes the whole thing so valuable is that it's made from materials painstakingly mined, molecule by molecule, from the surface of Calisto, a moon of Jupiter. It takes close to a year of mining to get enough material to make the components that were in this one device. The fixer says that it took him months to set up the deal to get his hands on this little beauty, and it was going to be his retirement fund.

If the crew agrees to investigate and they can find and return the micro-superconductor, he will pay them a handsome reward. If they haggle with him and make a Persuasion roll against his d8 Spirit, he'll quickly double his offer, and give them two-and-a-half times the original amount with a raise.





WHO COULD HAVE DONE THIS?

Investigating the bedroom won't give the crew a lot of clues. The fixer tells them he was asleep in the room the whole night, and he never heard or saw a thing. He didn't even know someone had been in his closet until the morning. The fake wall wasn't forced open, whoever opened it did so with the little release button on the underside of the fixer's nightstand. The safe also wasn't forced open. Someone either knew the combination or cracked the safe. A Thievery check will show this is a tough safe to crack. (Personal Security Safe: -4 Thievery checks to unlock.)

The fixer lives on the 15th floor of a 45-story building. The thief didn't leave any climbing or repelling gear behind. A couple of strange brown and black hairs can be found at the window with a -2 Notice check. The frame of the window also has very small scratches, like something a big house cat would make.

The fixer tells the crew that his hidden surveillance camera in his bedroom shut off around 2 AM (yes, he has a hidden camera in his bedroom pointed at the bed). If the crew checks the video and succeed at -2 Notice check, they will see a small shadow slide across the window a second before the camera shuts off. If they inspect the camera, a simple Repair check will show the image sensor is burned out. Anyone with an Electronics of d6 or better will know that an image sensor can be burned out with a broadband cold laser or magnesium phosphate flash, both of which are specialty items but not terribly difficult to find.

Other than that, the apartment is clean. It's as if a super-genius safe-cracking ghost floated into the apartment and took the device.

FINDING THE MICRO-SUPERCONDUCTOR

Ith very little physical evidence and few leads, the crew must get creative to find out who took the micro-superconductor and where it may have gone.

They can try Networking to get additional information on the thief or device. Set this up

however best suits your campaign, but don't make it easy.

Investigating the device can include checking the TAPstream for any kind of information. There are several companies trying to build micro-superconductors for a ton of different applications, from quantum computing to clean fission reaction. Being the first with sustainable micro-superconductivity would be the key to a generational fortune. The leader in this research in Chicagoland is a Dr. Zi Jai of Green Network.

Investigating the brief image on the surveillance footage, or perhaps similar types of crimes across Chicagoland, the crew will find this isn't an isolated incident. There have been several break-ins like this where the thief did the impossible to steal technology. A legend is starting to grow about the tech-ghost of Chicagoland. The most recent break-in was at the Green Network's labs. Investigating that will lead the crew to Dr. Zi.

Dr. Zi isn't difficult to find and has no personal security. Green Network is a small company, under 300 employees, and they have a lab in the McHenry Industrial Zone. She isn't a combatant and has nothing to gain from hiding anything from the crew. If they ask, she'll explain her device as best she can, telling them it is the key to a different future, one with unlimited clean energy. She'll also tell them the micro-superconductor emits a very specific energy signature, one they can trace. She will happily give the crew the specifics of those frequencies, but she won't assist in tracking the device.

THE MICRO-SUPERCONDUCTOR OF MELROSE PARK

Melrose Park is an oasis in central Chicagoland. It's a sprawling forest in the middle of an urban jungle. It has very little in the way of law enforcement or private security in the park, but it's one of the safest places in the city. It is home to several gangs of chimera and hybrids who use the wilds of the park to connect with nature. They patrol the park and keep the peace. They won't abide by a bunch of punks or cleaners rolling into the park rigged for war. If the crew equips for heavy battle and enters the park, a gang of Hybrid Activists will tell them to turn back, about 3 per crew member.

Tracking the micro-superconductor shouldn't be difficult. It leads to a thick part of the forest that soon becomes impassible because of fallen trees and thick brush. The crew will have to force their way through, but should be careful not to fell any healthy trees or face the Hybrids.

Montgomery and his gaze of procypods (see page 272), will watch the characters almost as soon as they enter the park. (A group of racoons is called a gaze, honest.) There's quite a few of them, all escaped from the Chimera Arcology a year ago. They've set up a colony in the woods, and Montgomery has been organizing and caring for them ever since. He's been stealing tech and selling it to a sympathetic fixer. When he heard about the micro-superconductor, he had to get his cute little hands on it.

The procypods will not stand and fight. They aren't a match for the crew, but they will try to make life miserable enough that the crew gives up and leaves on their own. Montgomery has the woods littered with traps, everything from covered deadfalls to rope traps and falling logs, but nothing too lethal. The procypods will use their ink clouds to blind the crew while they rush in and steal gear off their belts.

The procypods are quick, stealthy and agile, and will use that to their advantage. There are 2 procypods per character, plus Montgomery.

If the crew captures or kills a procypod, Montgomery will immediately surrender. He would rather give back the device than see anyone dead. Montgomery is a clever negotiator though, and will offer his services in the future or a cut of the sales of the device, if the crew will hear him out.

For Montgomery, use the procypod and increase Smarts and Spirit to d8, add Taunt d8 and the Edges Humiliate and Retort.

CONCLUSION

The crew will decide the ending. They could kill all the procypods, take the device and return it to the fixer, but that would make some potent enemies of the hybrids and chimera living in Melrose Park. They could also take the micro-superconductor without killing Montgomery and his gaze and either try to sell it or give it back to the fixer.

The crew must be careful with Street Cred with this Savage Tale. Throwing down with the hybrids in Melrose Park is tricky. Even winning a fight against the guardians of the park might make them Bad Actors. Killing Montgomery and his gaze will most certainly cause a loss of at least one die type. After all, how could they kill those cuddly racoons?

Probably the most interesting conclusion is making a deal with Montgomery and gaining an ally in a procypod super-thief. Montgomery can play whatever role you feel is appropriate, he's just trying to make a safe haven for him and his gaze in Melrose. He may even need some help from the crew in the future.

DAWN OF THE MINDLESS

In this Savage Tale the crew is hired to clear the homeless out of a property recently bought up by the CHIMERA Corporation. What's supposed to be a simple sweep and clean operation turns dangerous when the crew discovers that the homeless in this section of town have been infected with a genetically altered strain of the Rabies Virus, making them mindless killing machines.

This Savage Tale is also tied to the mini plot point campaign I Am Dr. Ji Emm. It gives the crew some clues about the mad geneticist, but can be run separately and with no reference to that larger story.

GETTING THE JOB

The crew gets the job through normal channels. They are being contracted by CHIMERA to do a simple sweep and clean of a few blocks in the Maze. CHIMERA is also requesting that the crew keep their operation out of the eyes of the media, so they would prefer that the sweep be done at night and with some discretion.

THE FACTORY

If the crew does any research on the site, they'll discover it's an abandoned iron works and foundry. The place is a maze of metal pipes and huge steel and concrete buildings. Finding





any squatters will be a challenge, there are thousands of places a person could hide.

Things will be quiet when the crew first arrives. Too quiet. Anyone making a Notice check will find they can't hear anything moving around. Play up the tension here, maybe a can is knocked over by the wind or an old pipe springs a leak and whistles at exactly the wrong time.

Once the crew has moved deep into the factory, they will find out why things are so quiet. All the squatters have been infected with an altered strain of the Rabies Virus, and they've all become mindless.

Have the crew find a group of squatters standing in a darkened area, perhaps an empty room in the offices of the foundry or something. The mindless won't attack right away, but will slowly walk towards the characters, like people looking for help. They won't reveal their true nature until it's too late and they are close enough to attack.

The first group the crew runs into shouldn't be that difficult to handle, maybe 1 mindless per crew member. On the first round of combat, half of the Mindless will spend their turn screaming. The sound they emit doesn't seem human, it's more like an animal or something out of a horror holo. At the end of combat, the crew will have enough time to catch their breath and then they will hear a few more screams off to the north. A moment after that, they will hear screams to the east and south, then the west, until dozens of screams can be heard all around. (Make it hundreds if you really want to freak them out.)

FIGHT OR ESCAPE

There are a few ways to handle the waves of mindless that will assault the crew at this point. The most obvious is to set up a Tactical Combat with dozens of either mindless or hot mindless attacking the crew. If you do this, make sure to add in the complications of fighting within the factory. The place is filled with hiding spots and obstacles that should make combat more interesting. Add in leaking pipes, slippery floors and breaking catwalks.

If the crew decides that retreat is the best option, set up a Chase. Use at least 9 cards in the chase and add a couple of Hot Mindless to make things extra interesting. (Hot mindless move

faster than the average mindless, so they should be able to chase down the odd crew member.) If a complication comes up, make it have something to do with the environment. Perhaps they run into spilled toxic waste or a piece of flooring that's too wide to jump.

If the crew wants to fight, but you don't want to spend the time with a long Tactical Combat, use a series of Dangerous Quick Encounters. This is a good way for the crew to still clear the factory without an extended fight scene. Any checks should be made a negative modifier, either -2 or -4 depending on the circumstances. Don't be afraid to throw complications at the crew.

During the fight, the crew may notice an AGA light recon drone watching them as they deal with the mindless. The drone won't engage and will retreat as soon as it's noticed.

WHERE DID IT COME FROM?

If the crew clears the factory and takes time to investigate, a successful Notice check will reveal several plastic bags filled with Styrofoam containers and leftover food. Any investigation of the scrap food will show it's been infected with the altered Rabies Virus. These bags are found near the far north access to the plant. (If the crew came in from the north, they can find the bags first. It might add some tension when they go in.)

Across the street from that northern access point is a residential hab, and the crew can make a Notice check to see that it has security cameras. Hacking the security of the building should be easy, it only has a Tier 2 system that is poorly kept.

Reviewing the surveillance video will show that a white Stanton Autoworks Sturdy Arrow utility van sped away from the building the day before. The registration has been blanked out on the van, but there is a magnetic sign on the side that reads, "Saint Judas Outreach."

Any results for searches on Saint Judas Outreach will lead to an abandoned building in the Maze, but not the van. (The crew probably won't know this, but the subway entrance to Dr. Ji's lair is just down the street from the abandoned building, and the mad geneticist will be watching them with the AGA recon drone.

CONCLUSION

If the crew flees the scene, they won't get paid and will lose one die type to their Street Cred for Failure to Complete a Job. If they clear the area but don't run into a horde of mindless, then they get paid, everything is cool, but they don't get any extra recognition. If they make a dramatic stand against wave after wave of mindless and hot mindless, they might be able to ask for some 'Hazard Pay' or a bonus and will most certainly gain a little boost to their Street Cred for Noteworthy Successful Work.



HOT MINDLESS

Not all the victims of the altered Rabies Virus are affected the same. Some contract a more accelerated version of the infection. The victim's cardio-vascular processes are pushed beyond normal limits, and their sympathetic nervous system is constantly active, flooding the body with hormonal boosts and adrenaline.

This causes the victim to run 'hot.' Their skin becomes flushed and the whites of their eyes become blood red as small capillaries all over the body burst with the non-stop pounding blood pressure.

These Hot Mindless are driven by rage and violence. They won't retreat, and only think of the most direct way of destroying anyone they see. This means Taunting them isn't difficult, and they will leave one victim for another if they see someone new to attack. They live a shorter life than other infected Mindless, usually less than a week before they collapse and die from exhaustion.

Attributes: Agility d6, Smarts d4(A), Spirit d4, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d6, Intimidation d8, Notice d6, Stealth d4

Pace: 8 / d8, Parry: 5, Toughness: 6 (0)

Hindrances: Bloodthirsty, Thin Skinned

Edges: Fleet Footed, Nerves of Steel

Special Abilities:

- **Bite:** Str
- **Fearless:** Hot Mindless do not have the rational ability to feel Fear or Intimidation.
- **Resilient:** Can take One Wound before they're incapacitated.

- **Frenzy:** Hot Mindless never hold back. Whenever they attack, they must make a Wild Attack.
- **Exhaustion:** If a Hot Mindless rolls a Critical Failure on any check they must immediately draw an Action Card. If the card is red, they have exhausted themselves and are moments from death. They immediately become Incapacitated and are Bleeding Out from exhaustion.

BLACK TIES AND GUANO

In this Savage Tale, the crew is hired to provide security for the young celebrity named Disc Bentom, who is attending an awards show. Recently, Disc has been getting some strange messages, both over the Virtual Web and through delivery. The latest message mentioned that his 'admirer' was upset Disc hasn't written back yet, and that Disc would be getting what's coming to him at the awards show.

There aren't any big combat scenes in this tale, but instead it relies on the crew getting through a gala event and protecting their client. It uses Dramatic Tasks and Chases for its action beats.

What's really going on is the mysterious Dr. Ji Emm is infatuated with Disc Bentom and has been trying to get his attention for months now. The reclusive genetic scientist thinks that Disc is being rude and hurtful and deserves to be taught a lesson. His plan is to unleash a flight of jellypigeons and a nest of toxic wasps on the award show.

If you and your crew aren't playing the mini plot point, I Am Dr. Ji Emm, you can easily ignore those parts of the story and just make this a simple protection run.

GETTING THE JOB

This job should come in by whatever normal channels your crew uses. If they are cyberpunks, a fixer could contact them on behalf of Disc's people. Cleaners might be interested if there's a suspicion that a bio-horror could be involved, but don't let on what the bio-horror is. Let the crew's imagination run wild. Cops might be assigned a protection detail.





The pay for the job should be a little higher than usual. The fixer will make it clear that this is a job that needs discretion, the crew is to be seen and not heard. Also, they'll be going to an awards event, and they must dress the part. Make sure the crew is aware that they will be attending a formal event, and there will be x-scanners and powder sniffers at the door, so brining in ordinance or wearing obvious armor won't be allowed.

DISC'S HOUSE

Disc lives in Chicagoland's Gold Coast, in a sprawling 50,000 square foot estate spread out over 3 acres along a quiet pond. The house is pre-Civil War modern and has floor to ceiling glass walls on the first and second floors. The interior is stark white with black and grey furniture with gold accents.

The first person the crew will meet will be Xandr Collins, Disc's personal assistant and public relations manager. Xandr is arrogant, stubborn, and convinced that his way is the only way. He is also obsessed with appearances and the way the crew will play on the AR entertainment feeds. He will be very critical of anything the crew is wearing unless the crew has donned the latest fashions and spent a fortune on their outfits. He also won't approve of any Androids or Cyborgs, saying that it would hurt Disc's brand to be seen with them, no offense.

In the end, Disc will reel Xandr in and tell him he needs the extra security, but even Disc won't be on board with any obvious weapons. He will also have reservations about Androids and obvious Cyborgs and might suggest that these crew members wait by the transportation.

The ceremony is being held at Stafford Hall in the Nortec Tower, a trip of just a few miles. What could go wrong?

A TROUBLESOME TRIP

Disc is riding to the event in his modified Cherry Automotive Auric Rule Limousine. It's a top of the line model that's been stretched an extra 6 feet to hold 2 more passengers and allow for a full bar. It's equipped with a Teletrix premium sound system which Disc will immediately turn on and up to an ear-splitting

volume. He is—of course—playing his latest song, Walking Moves.

Disc will complain as he turns it on, saying someone, "Mucked with my settings, ami. What the slag?" He will complain that he recently sent his limo out for maintenance and the mechanics must have been playing with his settings. Xandr will promise to find another shop and see that all the mechanics of the other shop are fired.

What neither of them know is that the stereo has been altered to emit an ultra-sonic signal to guide specially altered toxic wasps to the limo.

One of the crew will be assigned as the driver. If the driver or any of the crew are working as lookouts, they may check Notice to see a white Stanton Autoworks Sturdy Arrow utility van following them for a few blocks after they leave the estate. It turns off quickly. (If the crew has already played Dawn of the Mindless, they might recognize the van as the same type and color seen in the surveillance video outside the abandoned factory.)

A few minutes after the utility van pulls off, the crew can make a -2 Notice check to see the nest of toxic wasps flying up the street at the stretch limo. There should be 3 Wasps per crew member, so describe a small swarm of house-cat sized wasps with green glowing eyes, wings and abdominal stripes flying at the limo.

There are a couple ways the crew can deal with the wasps. The most obvious is a Chase. Lay out 7 or 9 cards for the chase, whichever works best. The attack comes in a crowded part of the Gold Coast of Chicagoland, and the crew can't rely on the big engine of the limo to get them out of trouble. Assume the toxic wasps have the same top speed as the limo because they don't have to worry about traffic. The wasps use their Athletics for Maneuver rolls.

The wasps form up into a few small groups. They are only interested in getting to the limo, driven by the ultra-sonic signal in the stereo. If any wasps are killed on the same chase card as the limo, the limo driver must make an immediate Driving check or the limo, and anyone hanging outside the limo, will suffer 2d6+1 damage from Acidic Explosive Death.

If a wasp makes it to the same card as the crew, they will attack the limousine's tires. This is a -2 Called Shot for the wasps, but they won't care.

They've been trained to go for the tires and will even ignore obvious threats like a crew member shooting at them.

The crew escapes if all the wasps are killed or if they reach the last card.

THE GALA EVENT

If the crew and Disc make it to the Nortec Tower, Xandr will insist that the crew stay out of any photographs and that they especially don't talk to anyone. Depending on the makeup of your crew, throwing them into a trendy celebrity awards ceremony may be a Savage Tale all on its own. It should present some interesting roleplaying situations.

Nothing will happen during the awards ceremony except that Disc will get snubbed. When they come out of the event, he and Xandr will be in very foul moods and won't hesitate to take it out on the crew. If the crew can avoid the ire of their celebrity charges, Disc will demand the limo be brought around and that he be taken to The Cult, a club in Chicagoland, (for information on the The Cult night club see the Player's Guide to 2095.)

Even Xandr will think this is a bad idea, given the attack by the toxic wasps earlier, but Disc will not be dissuaded. If the crew tries to talk Disc out of going to the club or they spend more than a few moments on the street waiting for the limo, have them make a Notice check at -2 to spot the white Study Arrow utility van drive by. A few moments later they might notice a larger than normal flight of pigeons coming around the corner.

These aren't pigeons, though. They are jellypigeons, (page 268 for statistics on jellypigeons), and these have been trained to drop their guano when they see Disc. It will only take a few moments for the ground around them to be covered in poisonous bird droppings.

Dealing with the jellypigeons could be a tactical combat, but it could also be handled with a Challenging Dramatic Task or even a Dangerous Quick Encounter. Getting Disc inside the limo will help, but the jellypigeons will then do what they do best; cover the limo in droppings. Anyone exiting the limo or opening a window while inside will be subject to a poison attack.

If the crew drives away, the jellypigeons just can't keep up. After this attack, Disc will have had enough and will want to go back home.

CONCLUSION

Disc isn't capable of emotions like gratitude, and he will more than likely blame all the night's troubles on the crew. He'll go so far as to refuse to pay whatever money is left on the crew's contract and will tell them he's going to let everyone know what total malfunctions they are.

Much to the crew's surprise, as soon as Disc is out of earshot, Xandr will sincerely thank them, especially if they saved his life somewhere along the way. He promises them that they'll get whatever Disc owes them, plus some extra out of Xandr's pocket. Xandr will let them know he will do a favor for the crew in the future if they want, and that Disc is full of gunk, he'll forget about the crew by morning.

If the crew did an exceptional job or if they made connections at the ceremony, they might also get a bump in their Street Cred for Noteworthy Successful Work. (See *Interface Zero* The Player's Guide to 2095 for more information on Street Cred.)

ACIDIC WASP

No one is quite sure if Toxic Wasps were created the same way Toxic Roaches were, whether it was some strange radioactive or chemical accident or a mad geneticist's attempt to make something truly horrifying, but those that have encountered them don't seem to care where they came from. These cat-sized wasps are a sight that can make even the most seasoned punk or cleaner drop their packs and run.

With green glowing eyes, wings and glowing stripes along their thorax and abdomen, these creatures seemed to have been designed for terror. They have a singular mind and are very aggressive. They fly straight at their target, stingers folded under their body, so they are pointed straight ahead, and strike without fear or hesitation.

If a cleaner is lucky enough to get a shot off before the wasp can bury their stinger, the cleaner's problems aren't over. Shooting these things makes them explode, just like a Toxic





Roach. The explosion throws acidic venom in every direction.

Attributes: Agility d10, Smarts d4(A), Spirit d4, Strength d4, Vigor d6

Skills: Athletics d10, Fighting d8, Intimidation d6, Notice d6, Stealth d6

Pace: —, Parry: 6, Toughness: 2

Special Abilities:

- **Bite:** Str+d4
- **Acidic Sting:** Str+d8 AP 2. An acidic wasp may only sting once per encounter.
- **Immunity:** The acidic wasp is immune to poisons and acids, including its own Acidic Sting and Acid Death.
- **Flying:** An acidic wasp may fly 8' per turn and has a run die of d8.
- **Size:** -3. An acidic wasp is the size of a house cat. Human sized opponents suffer -2 to attacks against an Acidic Wasp. The acidic wasp's Toughness reflects its size.
- **Acidic Death:** When an acidic wasp violently killed, such as with a melee attack or by shooting it, the wasp explodes in a shower of acidic goo. All characters within a SBT template must make an Agility save or suffer 2d6 acidic damage.

THE CHICAGOLAND SEVEN

In this Savage Tale, the crew is hired by a television production company to recover some 'assets' they've lost while filming the television show, The Chicagoland Seven.

What's happened is the production company was filming an episode in an affluent part of Elgin in West Chicago, when a small pack of arachounds broke loose and ran away. If these monsters are spotted, or worse if they hurt anyone, it could be disastrous. The arachounds need to be found as quickly and quietly as possible.

GETTING THE JOB

The crew should get the job through normal channels, or perhaps they know someone on the television crew. Another possibility is one of the crew members may have befriended an actor from the show while attending the award ceremony in Black Ties and Guano. No matter

how they get the job, the pay for this one should be good. The production company needs help immediately. They are filming in Elgin in West Chicagoland, an affluent neighborhood.

ON THE SET

The Chicagoland Seven is filming in a sprawling post-war mansion not far from Galaxy Entertainment. The mansion is set on several wooded acres and is made up of an old-Spanish architecture main house and several matching buildings spread throughout the estate.

When they arrive, they'll be met by one of the producers, Diana Woolwright, and her assistant who insists on being called Sir William. (William claims that he has traced his family back to old Croatian Royalty and feels he should be addressed by his proper title.)

Ms. Woolwright is a no-nonsense straight talker. She tells the crew they need to speak with Jim Estatic, the animal handler. She complains to the crew that she wanted to use AR arachounds, that the creatures are more trouble than they're worth, and this Jim Estatic isn't worth the money she's spent. She will continue and tell them that Estatic's incompetence has led to a pack of murderous monsters being set loose in the most expensive set they'll use all season.

Filming has stopped until the arachounds can be found, and the team will be approached by the Director and maybe even some of the actors. The Director's only concern is getting things moving again. He doesn't seem bothered by the possibility that the animals could hurt or kill somebody.

THE ARACHOUND KING, JIM ESTATIC

Meeting Jim Estatic should be an interesting event. He's short, not much over 5 feet, and dressed like an old-west cowboy if that cowboy had no notion of matching patterns and colors. He is decked out with a white ten-gallon hat and snakeskin boots, and even wears two revolvers in an embossed leather holster. His sleeves are rolled back and his arms and chest are covered in moving tattoos, glowing images that move like an animated cartoon.

Jim is also a canine hybrid, something he did to make himself feel more connected with his

animal charges. His nose is long enough to be called a snout, and he's had to cut two holes in the brim of his white hat to allow for his ears. When he smiles, which seems a lot more often than necessary, he shows off his sharp canine teeth. He also stops frequently while he's talking to sniff the air, holding up a finger to tell everyone to wait until he's satisfied he's sniffed whatever the wind is carrying.

He won't want to share any information with the team at first. He thinks it's outrageous that Diana would hire outside help to track down his 'babies.' He also tells the crew if they hurt or kill any of his arachounds, he'll beat them senseless. If the crew makes it obvious that he couldn't do that, (he can't), he'll tell them he'll sue them blind.

Jim Estatic will start any encounter with the crew as Unfriendly. Jim is an obstinate and selfish man. Any attempts to Persuade him are rolled at -2. He's also cowardly, so any Intimidation rolls are made at +2.

He will finally reveal that he had a pack of arachounds on set equal to the number of crew members +2. He tells them the arachounds love him like he's part of the pack, and that he can lead the crew right to them. He's convinced the monsters will come if he's allowed to walk the set and call for them.

FINDING THE ARACHOUNDS

Whether the crew takes Jim Estatic with them or not, finding the arachounds is difficult. They haven't run off yet, they are still on the estate, but they aren't interested in going back into Jim Estatic's cages. The truth is Jim doesn't treat them very well. He abuses them on a regular basis, using shock collars to keep them in line. The arachounds are smart enough to figure out what the range is on the collars, (12'), and they just won't get that close.

The crew can use Notice and Survival to find the arachounds. Any attempts to call the animals should be made with Persuasion checks.

If cornered, the arachounds will use their web spinners to Entangle their pursuers, and then use wall crawling to get into the trees or over the buildings. The arachounds are also very fast and will run and hide at the first sign of trouble.

There is one arachound that Jim Estatic has named Rex. He calls him that because he's much larger than the rest, about the size of a Black Mouth Cur. Rex is the alpha of Jim's pack, and Jim has blamed this animal for the defection of his pack. He tells the crew they can't harm the others, but Rex is fair game because he's sick of that animal's behavior.

Rex is more than just the alpha of the pack; he's made the slide into sentience. He can't speak, do math, or read, but he's gained a level of reasoning beyond normal animal intelligence. (For Rex, us the arachound statistics and raise Smarts to d4, Strength and Vigor to d8 and add the Brave Edge.) Rex is also fed up with Jim Estatic's behavior. So much so he hasn't led the pack off the property yet, and Rex is secretly hunting Estatic. Rex will stalk Jim Estatic, even if he's with the crew, and wait for an opportunity to strike from hiding. Rex won't attack unless he's sure he has the Drop on the crew, and then he'll only attack Jim Estatic. (Assume Estatic has d6 in just about everything and isn't wearing any armor.) If Rex successfully attacks Jim, he'll surrender to the crew and call the rest of the pack in. If the crew kills Rex, the pack will run off into the city.

If Rex is captured without killing Jim Estatic, Rex will howl a warning. The rest of the pack is lost without Rex though, and they will slowly come out of the trees on the estate and surrender.

CONCLUSION

This Savage Tale could end any number of ways. If Jim Estatic lives and Rex and the pack are captured, the film company will pay in full and Estatic will leave with the arachounds all stuffed into small cages in the back of his truck. The animals will look miserable and defeated. If the pack gets away and Estatic lives, he will blame the crew for the failure and tell Diana not to pay the contract. This could be settled with a Social Conflict.

The most interesting outcome might be if the pack is captured because Rex is able to kill Jim Estatic. The pack and Rex will willingly surrender to the crew, and Rex will take a liking to the first crew member who treats him well. If anyone pets him, gives him treats, or takes off his hated shock collar, Rex will start to follow like a dedicated





dog. Diana and the production company have no interest in keeping a pack of arachounds. She will tell the crew to call the city so the wretched creatures can be properly disposed of.

This might mean the crew now has a small pack of arachounds they must care for, which can lead to many more yet untold Savage Tales.

THE TROUBLE WITH RABIDGEDDONS

This Savage Tale is set aboard a starship heading into deep space, somewhere around Jupiter or beyond. The name of the trip and its purpose are left ambiguous so this Tale could be dropped into any campaign with interplanetary travel.

This is not a combat heavy Savage Tale. In fact, gun fire would be ineffective and downright dangerous in a spacecraft. This Tale is more about problem solving and using non-combat skills to be successful. This is a great Tale to give those characters who aren't burdened with a load of combat Edges and skills to shine and could be a funny situation to put the murder hobos through.

This Savage Tale works best if there's another storyline laid over top of it. Perhaps the ship encounters a space hulk that needs exploring or finds a strange signal coming from a distant asteroid. Anything that takes the crew's attention away from the rabbidgeddon will work.

A STRANGE CARGO

If the crew is manning their own ship, just before they leave, they are contacted through the TAPstream by a mysterious party calling herself #Cloud_Dreamer. She tells them she wants to meet on the docks near their ship, and that she has a small package she needs to get delivered to someone at whatever station the crew is heading to. It's best if the crew is heading to a mining colony like Ceres Prime or Inktomi Station.

If the crew is catching a ride on a ship, or is just part of the crew or hired hands, the captain of the ship will tell them he would like them to meet with someone calling themselves #Cloud_Dreamer on the docks just before take-off. The captain tells them this person has some

cargo that needs to get delivered to someone at the ship's destination, but the captain is a little wary about this one. The captain will also tell the crew that if the price is right, he'll haul just about anything.

#Cloud_Dreamer will show up at the docks a half an hour before the ship is set to leave. She'll insist they meet outside any prying eyes and away from any security cameras or personnel.

She's a smallish woman, with black hair and dark black make-up. She's dressed in red spacer gear, nothing too fancy, but what she has is functional. She'll be nervous when they meet and any kind of experienced crew will notice that this must be her first time doing anything like this.

She's pulling along a small green metal container, which is mounted on wheels. The container is a one-and-a-half-foot cube, and has round holes drilled in it along the top rim. The single hatch like door on the one side has a computerized locking mechanism, (-2 to Thievery or Hacking rolls to unlock.)

#Cloud_Dreamer will offer a sizable sum to deliver the package to the destination and deliver it to someone who is only identified as #CharonServant. If the crew pushes, #Cloud_Dreamer will increase her initial offer to a sizable sum, offering to pay half immediately and the second half when she has confirmation the package has been delivered.

If the crew insists that they be told what's in the package, she'll be happy to show them. She won't be willing to open the crate, but she will let them look through the holes, which turn out to be airholes. Inside are two very normal looking rabbits of average size. There's an automated feeding trough mounted inside the crate, which #Cloud_Dreamer tells the crew should be enough food for the trip, but she also tells them the rabbits can eat just about anything if the food runs out. (She might say this with a little snicker.)

She also warns that the crew shouldn't open the cage or handle the rabbits under any circumstance, and that opening the crate prematurely would release a toxic gas designed to kill the rabbits. If pressed, she will tell the crew the gas shouldn't be enough to hurt any people. It's important the rabbits aren't handled before they get to their destination, she explains, and they have to stay in the crate.

#Cloud_Dreamer seems desperate but won't give up anyone who hired her or what's really going on here. She'll just offer an insane amount of money to deliver two seemingly innocent rabbits, with half up front.

THE REAL #CHARONSERVANT

The truth is, there is no #CharnonServant at their destination, and these aren't any ordinary rabbits. These are rabbigeddons, smuggled off Earth by the anti-space cult called the Void Screammers. They believe that colonizing the solar system is a sin, and everyone should return to the loving embrace of Gaia's warm breast.

The lock on the crate is set to open a few hours after the crate is offloaded onto the station. This will release the rabbigeddons on a space station, which will at the very least wreak havoc, if not shut the station down for good. #Cloud_Dreamer happily offers the crew however much money they want, she knows she'll only ever have to pay half.

EVERYTHING'S FINE UNTIL...

If the crew checks the cargo on the second day of the trip, they will see that the rabbits have had a litter. The crate is now packed with the two full grown rabbits, and a stunning 20 babies. Everything seems to go fine, and the baby rabbits are adorable. There should be nothing there to alarm the crew.

If the crew checks back just a half a day later, they'll see that the litter of baby rabbits has grown a bit. They're crowding the small crate already.

The real trouble begins on the third day. When the crew checks the rabbits, they'll see a hole has been 'chewed' out of the side of the crate just large enough for a rabbit to fit through. Inside the crate, only one rabbit is left, and this one is happily chewing on a piece of green aluminum it just pulled out of the hole.

There should be some sign of the other rabbits; some leavings here, a small hole chewed through hatch there. The crew will notice almost immediately that these rabbits are chewing on everything. This is a good time to set off a warning alarm and tell the crew that some vital system is

in danger of shutting down. Use either a Quick Encounter or a Dramatic Task to find the problem, which will be a rabbigeddon chewing on a wire or important component.

Now that the rabbigeddons have escaped, they can start shutting the ship down one system at a time. There isn't a component they can't wiggle their way to, or a wire they can't chew through. At the start, there are a little over 20 of the adorable little bunnies loose on the ship. Depending on the length of the trip, that could go up exponentially. If the trip lasts more than 3 weeks, the rabbigeddon will have time for another litter. They are genetically engineered to produce 80% females per litter, so 16 of 20 will be females and each can produce a litter of 16 to 24, of which most will be females and most will produce another littler in 3 weeks.

There are a few things the crew can do to get rid of the rabbigeddons. They could try to hunt them down and kill them one by one. This is a plan that is doomed to failure from the start, there's very little chance they'll be able to find all the cuddly little critters.

They could also don space suits and vent all the atmosphere from the ship. You can decide if this works or not, or whether there's just one or two of the rascally rabbigeddons that might find a small space with just enough atmo to survive.

CONCLUSION

The rabbigeddons are a real threat to the ship. They are capable of chewing holes in the hull and disabling the ship's key systems, but in the end this Savage Tale is meant to be more entertaining than threatening. The crew should be dismayed and frustrated when they find the furry little critters in their stateroom chewing on their favorite knife or devouring an expensive bit of cargo. The rabbigeddons may even chew on a cybernetic arm at night or eat a box full of ammunition. (It might be dangerous to handle a rabbigeddon with a belly full of gunpowder.)

What the Tale could lead to is a deeper investigating into #Cloud_Dreamer and the Void Screammers, who wanted to unleash the rabbigeddon on a space station.





MY PET DRAGON

The kid in this tale is Lew '#Shade_Master' Ozga, the son of Roch Ozga, a high ranking cooperate officer for Central Belarusian Steel and a distant cousin of the Orlov family. If you've already run Black Ties and Guano, you could easily switch out #Shade_Master for Disc Bentom.

It doesn't really matter who the employer is, what's important is who or what got kidnapped, and by whom. The employer's pet dragon, named Piotr, was taken by a gang of hybrids from Arlington Heights rad zone called the Burners. The mastermind behind the kidnapping, a ganger named Yedil Askarev, got word the crew's employer recently took delivery on a bio-engineered dragon and that was loosely guarded. This seemed like an irresistible opportunity to earn some quick cash.

GETTING THE JOB

The crew can get the job through ordinary channels, maybe a call from their fixer telling them they have a high-profile client who needs help with a kidnapping. The fixer doesn't know any more than that there's been a kidnapping and the Ozga family, a high profile and very eccentric family tied to the Orlovs and Central Belarusian Steel, needs help. They are offering a good sum of money, but only if the crew can respond immediately and with discretion.

If you are switching things up, and Disc Bentom is going to be the employer, have Xandr Collins contact the crew directly. Xandr might be hiring the crew because they saved his life in Black Ties and Guano, or maybe he just liked the way they handled things at the awards ceremony. Xandr won't tell the crew who has been kidnapped. He will tell them it's not Disc, but someone very close to the celebrity.

ARRIVING AT THE ESTATE

If the crew is arriving at Disc's estate, it will look much the same as it did before. Not much has changed.

If they go to the Ozga's estate, they will still go to the Golden Coast. The first thing they'll notice is the security. Broad chested men in tight fitting

track suits, gold chains and flat caps meet them at the front gate. Inside, the estate is crawling with track suit wearing security guards, all carrying Reaper 444Ts on slings. There are guards on the roof, walking the grounds, and in the house.

The Ozga estate is very different from Disc's modern architecture. The home, if you could call it that, is an old-world castle. Built of dark grey and black stone, it has three stories except for the tower, which has six. The windows are all dome topped with black metal frames. The entrance has a two-story arch topped double doorway capped off with a circular stained-glass window depicting St. George slaying a dragon.

At the Ozga estate, the crew will be met by Lew Ozga, a skinny young man wearing yet another track suit and flat cap, and Lew's suit-wearing bodyguard Bakos. Lew will insist the crew call him by his street name, #Shade_Master, but Bakos will tell the crew not to call him that. Lew will then take the crew out back to show them where the kidnapping occurred.

FINDING A DRAGON

Whether it's Disc or Lew, the crew will be escorted to a large barn built on the estate grounds. No matter which barn they go to, neither will be ordinary. Both are heavily reinforced, they look like they are made to hold elephants, not horses. In front of the barn is a large, fenced in yard, and the grass has been burned and singed. Next to the yard is a tree that has also been burned.

When they arrive at the barn, Disc or Lew will show the crew a holo of the kidnapping victim, Piotr, a large red dragon. In the holo, the crew sees a creature that looks like it's about a dozen feet long, six feet at the shoulders. It has a short, muscular neck that ends in a horned, reptilian head. Just behind its forelegs are two long, reptilian wings that the creature is flapping as it tries to fly. At the end of the hole, the dragon pulls its head back and spits fire in a long arc.

Disc or Lew will provide a second holo of the ransom note. A group of six gangers, all wearing full faced black pull over masks and black leather clothing, are standing in what must be an abandoned warehouse. Behind the gangers, the crew can see Piotr the dragon chained to

the floor, its mouth heavily taped shut. The head ganger, who seems a little taller than the rest and using voice altering software, demands 25 million dollars for the return of the dragon unharmed. If the gangers don't get the money by midnight, they will start sending pieces of the dragon back to the owner beginning with a wing.

The owner of the dragon will only show anger over their property being taken. He doesn't seem to be genuinely concerned about the health or safety of the dragon, and will only comment on how much money he spent on it, which is much more than the 25 million the kidnapers are demanding.

Tracking down the dragon won't be very hard. The crew could use Networking to get leads, Yedil and his Burners haven't been very discreet about the kidnapping. In fact, a few of the Burners have been downright bragging about it, which could lead to an interesting scene if they were running their mouths in the same bar the characters happened to be in.

Checking the video could be another way to find them. A successful Hacking check could reveal that the Burners weren't clever enough to remove the headers from the holo. There might be clues in the background of the video like a unique shop sign seen through a window or a strangely shaped building. The crew could then take the angle of the background clue, estimate the distance, and locate the warehouse.

RESCUE PIOTR

The Burners are holding Piotr in an abandoned warehouse in the Arlington Heights rad zone. If the crew rolls into the rad zone loaded for war, they are going to run into trouble. The Burners have eyes everywhere, and they are always on the lookout for outsiders. The gang might not let the crew get to the warehouse if they are being too obvious, and the crew could be attacked on the streets.

The Burners are mostly hybrids who consider the Arlington Heights rad zone their home turf, and they vigorously guard it. For the gang members, use the Hybrid Activists, but add the gear from the Gang Soldier and add Shooting d6. Every group of Burners will have a War Chief. Use the Hybrid Activist and increase Fighting to d8

and add Intimidation d6 and Shooting d6. Arm them with a sub-machine gun of your choice.

The warehouse will have 2 Burners per crew member plus Yedil. If the crew was noticed before they got to the Warehouse, the Burners will be ready for them. If not, the Burners have at least 2 gangers on lookout. All the Burners in the Warehouse are armed with sub-machine guns except Yedil, who has a heavy pistol. Use the stats for the Burner War Chief for Yedil.

OKAY, NOW WHAT?

Defeating the Burners and getting to Piotr probably won't be that tough if the crew is worth their street cred. That problem is, they now have a 700-pound fire breathing dragon to transport across the city to the Golden Coast. The Burners got Piotr here by using ketamine to tranquilize the beast, but they've long since run out of drugs. They keep duct taping Piotr's mouth shut to keep him from breathing fire but, as is evidenced by the burn marks all over the warehouse, the dragon keeps burning through the tape.

Getting a fire breathing dragon through Chicagoland is challenging. It is constantly looking to break loose. It's strong, has razor sharp claws, and is clever as a honey badger. Top that off with a heavy dose of fire breath and the ability to fly short distances and this should be an interesting trip.

If a clever character offers the beast food or can get close enough to offer some affection, they could win the dragon over. The dragon starts as Unfriendly, but kindness and food could gain its trust. If Piotr becomes Friendly or Helpful to any of the characters, well that's another Savage Tale.

CONCLUSION

If the crew returns the dragon unharmed, they will get their full contract. If they knock the Burners around a bit, they may gain some Street Cred but won't be welcomed in the Arlington Heights rad zone anymore.

The most interesting ending is if one of the characters is Friendly with Piotr, the dragon. Piotr will be even more motivated to escape his





current captivity and might just track down that character looking for a new place to call home.



PIOTR THE DRAGON

Some basement geneticists make fortunes creating designer pets, and the market for fantasy beasts and movie horrors is high in Chicagoland. A fully grown unicorn can command a price in the low seven figures, but a real fire breathing dragon will drag down ten times that.

Piotr is one of the first of his kind. He's not enormous like the dragons of legend, but he has fully functioning wings and he can breathe fire.

The geneticist who created Piotr started with a Komodo dragon. He increased its size and altered its physiology to give it much longer legs and a slightly longer tail. The horns were spliced from a bull, and the fire breath came from a highly modified Bombardier beetle. The wings came from a condor and were modified to work with membranes instead of feathers.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d8, Stealth d8

Pace: 6, Parry: 6, Toughness: 12 (2)

Special Abilities:

- **Armor +2:** Scaly hide
- **Bite / Claws:** Str + d6
- **Fear:** Seeing a real fire-breathing dragon can, and should, scare some sluggers half to death.
- **Fiery Breath:** Piotr has a 2d6 Breath Weapon.
- **Flight:** Piotr can fly for short distances. He has 12" of movement and can move up to 3 turns before he has to land.
- **Resilient:** Piotr can take 1 Wound before he is incapacitated.
- **Size 4:** Piotr is a very large creature.
- **Tail Slash:** Str. Piotr can strike at up to 2 enemies with his long, scaly tail in one turn without penalty.

RUNNING THE MAZE

In this Savage Tale, if the crew has been following the I Am Dr. Ji Emm mini plot point campaign, the mysterious mad geneticist

baits them into going to an abandoned hospital in the Maze, a dangerous part of Chicagoland. The crew will surely know it's a trap, but they might not see any other way to track this mad man down.

If the crew hasn't been following that plot point campaign, there are other ways to get them into the hospital. Maybe they've heard the hospital has a stockpile of valuable medicines or chemicals, or there's a piece of abandoned tech there that might be worth a few bucks. The crew could be hired to rescue a kidnapping victim who is being held in the hospital. What's important is that they enter the building. Then the fun can begin.

Dr. Ji loaded the building with some of his more insidious bio-horror creations. There are crocosquirrels, toxic roaches and beetle rats everywhere. In the center of the hospital is one of Dr. Ji's most depraved but dangerous creations, a crossing of a human and bull with a pile of cyber-tech added, a cyber-minotaur.

GETTING THE JOB

How the crew gets the job depends on whether they've been following the I Am Dr. Ji Emm storyline. If they've continually interfered with Dr. Ji's plans, he will grow tired of their interference. A week before starting this Savage Tale, tell the crew that they are the victims of Character Assassination. This is Dr. Ji Emm starting his 'campaign of terror' against the crew.

One afternoon, the crew will get a holo message through the virtual web. The message has been stripped of all header information, and a simple Hacking check will show that it has been expertly rendered untraceable.

When they view the message, they will see a hellish landscape of dark, smoke filled skies, blackish rocky and jagged terrain, and streams of glowing red lava. After a moment, the crew can see a distant figure floating into view. It's tall and wears a purple robe with a high collar surrounding its squid-like head. Tentacles descend from its chin and cheeks. The rest of the creature seems human; two arms and two legs, but thin and inhumanly tall.

When it speaks, its voice is deep and gravelly, like something from infernal depths. It points a clawed finger and begins, "You, you have





continually interfered with my plans. Though your interferences have been minor, you have become a nuisance. The time has come for a final confrontation between your insignificant little group and I, the powerful Dr. Ji Emm!

“If you have the stomach for it, I will meet you on neutral ground. This will be a fight to the death, only one of us may walk the streets of Chicagoland. I will meet you at the Cross-Circle Hospital in the Maze tonight at 10 o’clock. Come however you like; I will be there with only my bare hands and a will to vanquish you. If you are too cowardly to fight, I will be forced to unleash my hounds of hell where you eat, where you sleep, where those you love and who love you live. To save their lives, you must sacrifice your own and battle me.”

The holo message will run for a few seconds more where the menacing figure can be seen trying to figure out how to turn off whatever recording device was used to make the holo. Finally, the message will abruptly end.

If the crew doesn’t seem inclined to go, maybe throw a threat or two at them where they live. An attack on their homes by a group of poliraptors or an infestation of nuke rats might properly motivate them. If they still won’t go, continue the harassment with bio-horror infestations until Dr. Ji can no longer be ignored.

THE CROSS-CIRCLE HOSPITAL

uilt just after the second US Civil War in 2050, this massive structure was a state-of-the-art facility for almost 30 years. It started as a single circular building with a ‘recovery’ garden in the middle but grew over the decades to cover four city blocks and included room enough for 8,000 beds. The main building stands at 45 stories, which towers over everything around it.

In 2081, the hospital was finally abandoned. Costs to refurbish the aging facility grew greater than the cost to build another one in a more desirable location. Since then, Circle-Cross has stood abandoned, and now is only occupied by gangs and the homeless.

This massive structure is a maze of hallways, laboratories, surgical theaters, lecture halls, cafes, storerooms, offices, and treatment rooms. Dr. Ji Emm has littered the building with traps

and monsters as well as remote surveillance equipment used to keep tabs on the action from his laboratory only a few blocks away. He has also rigged the building with microphones and mini-speakers so he can continually taunt and mock the crew.

The building is infested with toxic roaches and beetle rats. Several hallways have been rigged with trip wires that, when touched, release an aerosol that covers the crew with pheromones that attracts toxic roaches, (see page 276) which swarm on them within 10 minutes of contact.

Some of the floors above the first have been rigged to collapse, dropping the crew into a swarm of beetle rats, (see page 263), and the healing garden in the center of the facility filled with crocosquirrels, (page 264), who will aggressively attack the crew.

Treat the traps as Dramatic Tasks starting with a Notice check to see them in the first place. The encounter with the crocosquirrels could be handled as a Dangerous Quick Encounter or as a Tactical Combat.

The trail of breadcrumbs in the hospital is the surveillance equipment. The micro-cameras are not broadcasting to an outside location but are instead run in sequence using micro-fiberoptic wiring. This can be discovered by hacking the system and looking for the GISP.

THE CENTER OF THE MAZE

he surveillance system will lead the crew to a large, dimly lit lecture hall. The room is enormous with theater seating for 3,000 on the main floor and another 1,000 on the mezzanine. The stage is a half a clamshell. A few of the stage lights are on, illuminating it in dark red and blue lights.

On the stage is a single, high backed ornate wooden chair next to a computer rack system. Hundreds of small LEDs blink blue and green on the rack. Seated in the chair is the terrifying form of Dr. Ji’s greatest accomplishment: a cyborg minotaur.

As soon as the crew enters the hall the minotaur will slowly rise, pick up his immense chain two-handed axe, let out a battle cry and charge.

The minotaur will try to keep the fight near the rack system, which is rigged to let Dr. Ji try to

hack any systems or cybernetics the crew might have. The stage is Dimly Lit, while the rest of the theater is Dark.

If it looks like the crew is going to win the fight against the minotaur, or if they start to hack the rack system, Dr. Ji will remotely shut the rack off and activate the explosives he has in the theater. When activated, the explosives will immediately detonate, causing the ceiling of the theater to collapse. Escaping the collapsing theater can either be a Dangerous Quick Encounter or a Challenging Dramatic Task.

CONCLUSION

 crew with a good programmer or a team member with decent hacking skills could find a general area where the mysterious Dr. Ji Emm could have his headquarters. This leads straight to the Savage Tale; I Am Dr. Ji Emm. If they couldn't hack the system or trace things back to Dr. Ji's headquarters, they should get enough clues to be able to find the mad geneticist.

If they record their daring victory against the minotaur and throw it up on their TAPstream, they should get a boost to their Street Cred for Defeating a Foe.

If the crew took the job to rescue a kidnapping victim or to find a rare piece of tech or valuable chemical, those things should be in the theater.

Getting out with their lives is most important.



CYBORG MINOTAUR

 It wasn't enough for Dr. Ji to marry a bull's head and hindquarters to an oversized human torso, but he had to add cybernetic augmentation to create this truly terrifying creature. Possessed of an almost insatiable rage, this monster will attack until either its opponents are torn to pieces or it has been killed.

This creature's battle cry is enough to freeze even the most seasoned combatant in place, and if it locks its blood red eyes on you it will fill your veins with ice water.

Do not stand in front of the Cyborg Minotaur, the whirling edge of its two-handed axe is brutal enough to chew through the toughest armor. When the monster hits you, it hits with the

strength of a brahma bull and can knock anyone off their feet.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+1, Vigor d12

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d8, Survival d8

Pace: 6, Parry: 7, Toughness: 15 (2)

Hindrances: Bloodthirsty

Edges: Berserk, Brute, Combat Reflexes, Improved Frenzy, Improved Trademark Weapon (two-handed axe)

Special Abilities:

- **Horns:** Str + d6
- **Charge:** If the minotaur moves more than 2" in a straight line at its opponent he gains a +2 bonus to his Fighting and damage when using his horns to attack. It also gains a free Push action if it hits its opponent and causes a Shaken condition or more.
- **Hardy:** A second Shaken result doesn't become a Wound.
- **Fearless:** Immune to Fear effects and intimidation.
- **Size +2:** Eight and a half feet tall and over 500 pounds. Gains +2 to Toughness.

Augments:

- **Tier 3 IDS**
- **Berger-Suisse Ocular Implants:** Grants the Infravision and Low Light Vision abilities.
- **Kenta Cyber Dynamics Dreadnaught:** Increases Vigor one die type, gains +2 Armor, increases Toughness by two, and filters (+4 to resist airborne toxins, diseases, and poisons.)

Gear: Chain two-handed axe (Str+d10+2, AP 2, Min Str d10, WT 10, Requires Battery, Critical Failure hits the user)

DR. JI'S RACK SYSTEM

 The computer rack on the stage isn't just a small server used to keep track and funnel the surveillance feeds to Dr. Ji's lair a few blocks away. It is also equipped with a high-powered TAP that can be used to hack any system or cybernetics within range.

If the crew can hack the rack system, they may be able to trace Dr. Ji's GISP. If they aren't successful at hacking the system, they might be able to get enough clues in the system packets





to put together a rough idea where Dr. Ji may be. They can then do some bipedal investigations (walking around until they find it).

IDS: Tier 3, d8 Smarts, d8 Hacking, d8 Notice, d8 Research, d8 Taunt

AMS: 6, Hacking Penalty: -2, PAN Range: 12", IDS skill die: d8, Toughness: 8, Wounds: 3

Trace difficulty task rating: Difficult, Task tokens: 6, Max rounds: 4

System sprite rating: 3, Smarts: d8, Skills: Hacking d8, Notice d8, Research d8, Taunt d8, Resilience: 6

Loaded programs: Corruptokhan, DeletePro

BIO-HUNTERS ADVENTURE GENERATOR

Interface Zero gamemasters can use these tables to create adventure scenarios for a "Bio Hunters" campaign — or to create a horror-themed change of pace adventure for other IZ campaigns. We begin with the central weirdness and build out from that to determine who is involved, how the heroes encounter the problem, and how to solve it.

STEP 1: THE WIERDNESS

At the heart of every Bio Hunters adventure is something weird — something that violates "normal" reality and needs to be tidied away quickly and quietly. Biohorrors or the results of experiments gone wrong are the most common types of weirdness cleaners have to deal with, but sometimes they have to deal with even stranger phenomena.

D12	WEIRDNESS
1	Biohorror
2	Cryptid/Alien
3	Cybernetic Horror
4	Humanoid Biohorror
5	Infection
6	Memetic Horror
7	Mutant
8	Nanotech Horror
9	Natural Horror
10	Psychoactive Horror
11	Weird Science
12	Combination

- **Biohorror:** A "normal" biohorror, as described on p. NN. Roll 1d6 to see what it's doing and how many there are. 1-2: Single biohorror which has escaped its creators or owners, and now is confused, frightened, and hungry; 3-4: 2d6 feral biohorrors which have grown up wild and know the area very well; 5-6: 1d4 biohorrors under human control, performing some task.
- **Cryptid/Alien:** Instead of a modified creature, it's a strange organism which has avoided discovery until now. The area may have legends of a "swamp ape" or a mysterious bloodsucker that preys on livestock. This time it's real. Or it's possible the source of the weirdness is an alien organism — brought back by space probes or emerged from ancient containment. The dangers of cryptid or alien organisms are only matched by their potential value. That means that any adventure involving this kind of weirdness is guaranteed to involve a team of rival monster-hunters in addition to any other complications.
- **Cybernetic Horror:** This weirdness is mechanical rather than biological. Bizarre and disturbing cybertech, or robots being used for some grotesque purpose. The machines may be under human control or acting on their own. It could be an emergent machine intelligence, or a twisted A.I. mind hacking into systems remotely.
- **Humanoid Biohorror:** A human or synthetic modified with odd genes or bizarre surgery. Use the Biohorror generation system on p. NN and add 1d3 traits to a basic human template. The resulting aberration could be an unwilling victim of experiments, horrified by what they have become; a violent and vicious person who loves having strange powers; or a naive being who doesn't know about the world.
- **Infection:** A virus, prion, or parasite which transforms its victims. The infection could be a new strain of some natural organism, or it could be a custom-brewed supergerm. The danger of panic is extremely high. Roll 1d6 for its effects. 1: Body transformations causing 1d4 modifications from the Biohorror generation table on p. NN; 2: Brain disease causing violent or irrational behavior; 3:

Compulsion to spread the infection; 4: Horrifying appearance; 5: Unusual or illegal diet requirements needed to survive; 6: Roll twice and combine.

- **Memetic Horror:** This horror isn't caused by genetic tampering or toxic chemicals, but by something which can reprogram a human brain. It's spread by text, music, or images, and can cause strange behavior, violence, or insanity. Those affected may form a kind of cult or movement. Containing a memetic threat in an era of global connectivity may require extreme measures.
- **Mutant:** A freak of nature, a genetic mutation, or the effects of environmental contamination have produced something horrifying. Possibilities include giant animals, humans with unusual powers, or bizarre hybrids. Mutant beings tend to be big and tough, and mutant animals often show unusual intelligence. They almost always have visibly weird features. Use the Biohorror generator on p. NN to see what mutant abilities they have. Roll 1d6 to see what the base organism is. 1: Humans; 2: Insects or other small invertebrates; 3: Large animals like livestock or big carnivores; 4: Plants; 5: Small animals like dogs or cats; 6: Vermin like rats or pigeons.
- **Nanotech Horror:** A threat created by cutting-edge nanotechnology. The obvious example is an unstoppable "gray goo" of replicating nanomachines turning everything in their path into more nanomachines. But other nanomachines might colonize living things like an infection (see above), altering minds and bodies in horrific ways. Nanoswarms under the control of a malevolent AI can be a catastrophic danger.
- **Natural Horror:** In a high-tech future, humans tend to forget that the natural world can create dangers without any help. The weirdness in this case is due entirely to natural creatures — though they may have been pushed into a new environment by pollution or changing temperatures. The good news is that they won't have any freaky special powers. The bad news is that there's the potential for a huge ethical dilemma if the creatures are rare or endangered.

- **Psychoactive Horror:** A drug or environmental contaminant which causes very unusual behavior. Drugs can be either recreational "street drugs" whose users may or may not be aware of the effects, or possibly experimental or contaminated medical drugs with unexpected side effects. Contaminants are almost certainly unexpected but can affect large numbers of people. The substance may affect victims' emotions, their perceptions, or their thought processes.
- **Weird Science:** The weirdness is the result of cutting-edge or unorthodox science. A physics experiment which opens a gate to another universe, or a biology experiment which spawns mutant animals are obvious examples. But scientific weirdness might also include mathematical formulae which alter reality, or technologies which defy natural laws.
- **Combination:** Roll twice and combine. Keep adding extra weirdness each time Combination comes up.

STEP 2: THE LOCATION

Where the weird stuff is happening determines how big a job the Bio Hunters have to face. A mutant dog in an out-of-the-way village is easy to deal with and hide; a giant lizard stomping through Tokyo is not. There are two Location tables, one for urban settings and one for rural or wilderness areas. The gamemaster can either select which seems more fun or roll 1d6 — on a 1-2 the setting is rural, on a 3-4 it's urban, and on a 5-6 the weirdness moves from one to the other.

URBAN LOCATIONS TABLE

D12	LOCATION
1	Abandoned Building
2	Arcology
3	Enclave
4	Hospital
5	Housing Project
6	Laboratory/University
7	Luxury Tower/Mansion
8	Monument





9	Museum
10	Prison
11	Religious Institution
12	Subway/Sewer

NON-URBAN LOCATIONS TABLE

D12	LOCATION
1	Arctic/Antarctic
2	Desert
3	Famous Location
4	Forest/Jungle
5	Military Base
6	Remote Compound
7	Ruins
8	Rural Town
9	Space
10	Swamp
11	Underground
12	Undersea

- **Abandoned Building:** Whatever it once was, now it's empty and crumbling. There are rats (or worse) in the walls and water (or worse) in the cellar. Floors may be unstable, the lights don't work, and the neighbors have probably learned not to notice when they hear noises coming from inside.
- **Arcology:** A small city in a giant building, combining housing, offices, manufacturing, shopping, and services. It may be nearly self-sufficient in power, food, and waste recycling. Building security are probably not fond of outsiders poking around. All those people and security cameras makes it hard to hide anything — and makes the stakes much higher if something deadly gets loose.
- **Enclave:** A section of town inhabited by a particular ethnic group or religion, with their own customs and habits. The locals probably don't trust law enforcement or nosy strangers and may prefer to handle problems their own way. Their unfamiliar customs create lots of opportunities for red herrings and misunderstandings.
- **Hospital:** It's supposed to be a place of safety and healing, which makes it very disturbing when weirdness erupts. Hospitals are also

big, complicated buildings with old sections, patients suffering unknown ailments, and research labs.

- **Housing Project:** A storage area for poor people. Often dominated by gangs and ignored by police. This makes it hard to investigate weird goings-on, and the locals may resent intruders. Some floors or whole buildings may be abandoned.
- **Laboratory/University:** A place devoted to expanding knowledge. The perfect location for experiments unleashing weird phenomena, waste products spawning mutations, and secret projects going awry. Like other big institutions, they prefer to handle problems internally, without alarming donors or tuition-paying parents.
- **Luxury Tower/Mansion:** A storage area for rich people. Either a single wealthy family's big fancy house, or a big fancy skyscraper. Security is tight, and the inhabitants have lots of "pull" at City Hall if anyone bothers them. Bad things happening here will get lots of attention — unless the people involved don't want it.
- **Monument:** A famous building or site in a particular city. Often the iconic structure which serves as the symbol of a place. Well-guarded but full of helpless tourists. Hard to hide weirdness happening at a monument, but at least you'll get a lot of help fighting it.
- **Museum:** A place full of cultural and scientific treasures. Like the Hospital it's a big, complicated building; like the University it may hold artifacts which are more than they seem; and like a Monument it's hard to conceal what's going on.
- **Prison:** A storage area for bad people. Security is (obviously) extremely tight, but the inmates have a strong code against snitching. Prisons may be the scene of human experiments, or of inmates showing delayed effects of past exposure to mutagens.
- **Religious Institution:** A church, synagogue, mosque, convent, temple, or another sacred site. Almost always a big, complicated building, important to a lot of people. Most are controlled by a powerful institution. Weird stuff happening at a religious building may be misinterpreted as miraculous.

- **Subway/Sewer:** Most major cities have several distinct networks of tunnels underneath them. Dark, damp tunnels, full of foul water or speeding trains. The traditional place for monsters to lurk.
- **Arctic/Antarctic:** Though the polar regions are warming up, they're still cold, remote, and dangerous places. Things frozen for eons are thawing out, and both governments and corporations still use the poles to hide stuff they don't want people to see. Ancient myths claim there were once civilizations in the polar regions — but were they human civilizations?
- **Desert:** The wasteland, too harsh for settlement. An unforgiving environment with vast empty spaces. Traditionally the place for secret military bases, disposal sites for dangerous things, and compounds for weird cults. Can also hold ancient ruins. The very emptiness means that any investigators stand out.
- **Famous Location:** A well-known natural feature or outdoor monument. Examples include Uluru in Australia, Mount Rushmore in the Dakotas, Machu Pichu in Peru, Mount Everest, the Great Wall of China, or Stonehenge. As with urban monuments, weirdness will get a lot of attention and there are probably tourists in danger if anything goes wrong.
- **Forest/Jungle:** Earth's forests may be shrinking but there are still places where the deep woods are uninhabited and hard to traverse. Archaeologists are still finding unknown civilizations hidden by the trees, and they're the natural place for shy creatures to hide. Rangers and self-appointed defenders of the wilderness can cause problems for investigators of the weird.
- **Military Base:** Almost the ideal location for investigating weird goings-on. They've got plenty of room, high security, and a lot of firepower to deal with threats. But all of that depends on winning the support of the commanders. If the government doesn't want you there, all those advantages turn into problems.
- **Remote Compound:** Some people like to get away from it all. This can be a luxury resort in some far-off location of natural beauty, a tycoon's private retreat, a research lab studying some phenomenon, a cult's rural stronghold, or a corporate resource-extraction site. It's far from help, has security ranging from good to insanely paranoid, and the inhabitants may be up to something they don't want you to see.
- **Ruins:** A place nobody lives any more. Most are ancient structures with tourists and archaeologists on site, but the loss of coastal regions means some once-great cities are now abandoned to swamp and decay. As with churches, strange outbreaks at ancient ruins may get interpreted as magical or demonic.
- **Rural Town:** Isolated small towns are iconic locales for weird stuff going on. The locals may be desperate to solve the mystery, or suspicious of outsiders. They may be secret cultists or hiding mutations. The countryside offers lots of ways to dispose of strangers.
- **Space:** A space station or a base on one of the other bodies in the Solar System is the ultimate isolated small town. Whatever happens, help can't arrive for days, if not months. And the environment may be more dangerous than any strange phenomena.
- **Swamp:** The flooded coastlines have become vast new wetlands. Swamps are hard to get around in, making them natural homes for both reclusive humans and fugitive biohorrors. Companies and governments sometimes use them to dispose of illegal wastes.
- **Underground:** This includes both natural cave systems and man-made excavations. Humans dig mines, transport tunnels, underground vaults to dispose of wastes, hidden laboratories, command bunkers — it's a great place for anything secret and dangerous. The weirdness may be native to the deep crust, or something humans brought down with them.
- **Undersea:** The sea floor is like outer space. Humans live in isolated habitats surrounded by a hostile environment. But the sea isn't lifeless or empty. The deeps hold all kinds of undiscovered organisms, plus wrecked ships,





abandoned waste, and perhaps unknown relics of the deep past.

STEP 3: WHO'S AFFECTED?

For many locations, the people affected will simply be the humans on the scene who are physically threatened by a Biohorror. But some contaminants or infections can affect people. They may have some traits in common that make them vulnerable or have been in the same place at the same time when something got released. Important note: this information may not be obvious when the investigation begins. Realizing that there's a common element to all the people who are terrorized or infected is often the key data point which lets the crew figure out what's going on.

PEOPLE AFFECTED TABLE

D12	AFFECTED
1	Ancestry
2	Enemies
3	Ethnic Group
4	Event
5	Exposure
6	Family
7	Item
8	Knowledge
9	Location
10	Profile
11	Secret
12	Witnesses

- **Ancestry:** Those affected by the Biohorror are all descended from a common ancestor and share some genetic trait. This may become a race against time as the heroes rush to find the next person in the lineage before something bad happens.
- **Enemies:** The people affected by the Biohorror all have a common enemy. That makes the enemy the obvious source of what's going on, but it's possible some creature or AI has decided to act on behalf of an unwitting person.
- **Ethnic Group:** They're all members of the same racial group, or possibly a smaller

sub-group like a tribe or caste. This could imply a common genetic trait, or that the attacks are motivated by bigotry, or that someone within the group has decided to make use of Biohorrors and messed up.

- **Event:** All the people affected by the Biohorror were present at some event in the past. Maybe they were exposed to a meteorite or ate at the same restaurant on the same night, or worked at the lab, or listened to a particular concert. The event may have created the Biohorror or been caused by it.
- **Exposure:** The Biohorror affects people exposed to a certain substance. It could be a new street drug, or a high-tech pharmaceutical, or a food additive, or something in the water, or waste washing up on the beach. Some people may not be aware they were exposed.
- **Family:** They're all close relatives. Again, this might indicate a genetic marker, or it could be the result of some strange experiments their teenager has been doing in the basement. Or someone has taken a dislike to that family for some reason.
- **Item:** The phenomenon is tied to a particular object. Maybe all those affected have touched it, or seen it, or own one part of it. Maybe they just all happen to be within its radius of effect.
- **Knowledge:** The Biohorror is hunting (or affecting) people who know something. It may be technical knowledge — they're all part of the team that created it — or it may be some information the horror's master wants suppressed.
- **Location:** The weirdness is tied to a location. All those affected were in that place, maybe at the same time. The location might simply be the Biohorror's lair, or where the medical waste got dumped, or where the local doctor has been experimenting on patients.
- **Profile:** Those affected all have something in common. They have the same color eyes, or they're all virgins, or they all served in the same military unit. They may not be aware that they're at risk.
- **Secret:** The people affected all share a secret. That means it's probably something shameful or illegal — they're responsible for a death, or they belonged to a gang, or they bullied

someone to suicide. Getting someone to admit the connection will be the first step to figuring out why the Biohorror is involved.

- **Witnesses:** The weirdness affects people who saw something. It could be something that someone wants to hide, so they're eliminating witnesses. Or the thing they saw could be the key: a particular image or a vision in the sky.

STEP 4: THE HOOK

If the Bio Hunters just get assigned their missions then skip this step. But if they sometimes work "freelance" then this can give some variety to how they learn about Biohorrors.

HOOKS TABLE

D12	HOOK
1	Aftermath
2	Anonymous Tip
3	Call For Help
4	Cover-up
5	Crackpots
6	Direct Observation
7	Media Reports
8	Passing Through
9	Past Connection
10	Pattern
11	Targeted
12	Upsurge in Activity

- **Aftermath:** The Bio Hunters come across the aftermath of a biohorror incident. There is physical evidence and people to interview, video to suppress and maybe bodies to dispose of. But they didn't see it happen—so now they have to figure out what's going on.
- **Anonymous Tip:** Someone sent the heroes information about some unusual event. It might be someone who wants them to get killed...
- **Call For Help:** A person terrorized by a Biohorror has heard about the Bio Hunters (somehow) and directly asks them to find out what's happening. Presumably, this person will be helpful and cooperative, but others may not be.

- **Cover-up:** It isn't the crime, it's the cover-up that gets you. Whoever's behind the Biohorror is trying to silence witnesses and accidentally draws attention to themselves.
- **Crackpots:** The Bio Hunters aren't the only ones interested in strange goings-on. The forums and video channels catering to paranormal fans are buzzing about the latest incident. Half the information is probably wrong, but it's still a useful lead.
- **Direct Observation:** You were there. You saw it happen. No investigation required; you're right in the middle of the situation.
- **Media Reports:** The news media love to throw in the occasional "silly season" story. Most are fakes or kooks, but this one looks like there might be a nugget of truth inside it.
- **Passing Through:** The crew are investigating an entirely different case when they stumble across clues to what's going on. This does present a dilemma: stick with the case they're working, or follow the new lead?
- **Past Connection:** This event has connections to some past experiences of the heroes. Maybe someone they helped in the past has had another Biohorror experience. Maybe an old foe is active again. Either way, there's some unfinished business to take care of.
- **Pattern:** In the age of Big Data, you can sometimes spot something weird going on by the traces it leaves. Someone notices a disturbing pattern: unsolved spree killings that correlate with solar flare activity, or too many missing persons reports about women born in the same year with the same eye color. Coincidence? Or not? Time to find out.
- **Targeted:** The crew don't have to go in search of the unknown because the unknown has come looking for them. This is like Direct Observation except that the heroes are the actual victims or targets of the Biohorror. Before they start investigating, they first have to survive.
- **Upsurge in Activity:** Once you've investigated one homicidal mutant, you're going to start noticing signs of homicidal mutant activity everywhere you go. The crew realize that some Biohorror case wasn't a one-off but part of a whole surge in the same kind of activity. In addition to resolving all the new cases, they're





going to have to dig down to figure out what's behind this wave of incidents.

STEP 5: INFORMATION

ny bio-hunter who expects to live long enough to become a veteran understands the importance of gathering data about Biohorrors before acting. This table describes what potential sources of information the heroes can make use of. A typical investigation will involve 1d6 information sources—duplicates are fine, as they just refer to other people or data channels to try. Obviously, gamemasters should feel free to add sources that fit the particular scenario.

INFORMATION SOURCES TABLE

D12	SOURCE
1	Black-bag Job
2	Corporate Database
3	Crime Reports
4	Data Mining
5	Historical Research
6	Medical Data
7	Personal Interviews
8	Physical Traces
9	Sensors
10	Shady Informants
11	Surveillance
12	Undercover Work

- **Black-Bag Job:** Finding out more about what's going on means getting into someplace you're not supposed to be. It may mean sneaking into the "haunted" house, breaking into the hangar on the Air Force base, or figuring out how to open the sealed waste disposal facility. This time the truth is in there.
- **Corporate Database:** A megacorp has some information about the topic, so all you need to do is get a look at it. This can mean hacking into their network, talking someone into giving you the data, or a Black Bag Job (see above) to get access to the private server.

- **Crime Reports:** The police may not believe there's anything strange going on, but their files say otherwise. Checking through law enforcement records reveals something vital. Getting those records may be difficult.
- **Data Mining:** Looking at large-scale trends and "Big Data" can reveal a lot. In this case, it turns up intriguing patterns that point to similar cases, and that might lead to the cause of the weirdness.
- **Historical Research:** Digging into history can turn up past examples that shed light on what's going on. Maybe the town has a history of similar incidents — or maybe the crew find evidence of cases all over the world with an identical situation. Note that a lot of historical data isn't in digital form, so you'll need to get access to a library or museum collection.
- **Medical Data:** A detailed exam of people (or corpses) involved in a Biohorror incident can reveal important clues. Aside from the obvious, like fang marks in someone's neck, medical examination can reveal genetic traits or the signs of past events the person may not even remember.
- **Personal Interviews:** Talk to witnesses, talk to people in the area. Talk to everyone. No one person knows the whole story, but each one might have a little piece of the puzzle.
- **Physical Traces:** Going over the scene of a Biohorror incident can turn up important clues. Of course, not finding clues is a clue in itself—maybe the whole thing was an illusion or a fraud. The Bio Hunters have to make a thorough search of every weird event scene, if only so they know what to hide.
- **Sensors:** Human eyes and noses can only tell so much. A Biohorror might leave traces invisible to human senses, but obvious to machines — magnetic traces, radiation, proteins visible in UV light, rare isotopes, electrical noise, or thermal signatures. Some of these traces linger on the scene, others can only be detected when the horror is active.
- **Shady Informants:** Want to know about crimes? Ask a crook. The local underworld may be aware of things the cops haven't heard of yet. Winning the trust of a Shady Informant can be tricky, and may involve the

crew in some shady activities of their own, but it's all part of the job, right?

- **Surveillance:** There's no substitute for eyes on the target. Watching the scene of an incident or keeping tabs on someone who seems to be involved, can pay off. In the future, surveillance can be handled by drones and facial-recognition software — but some horrors may be cunning enough to avoid cameras.
- **Undercover Work:** If there's a sinister cult or a secretive government agency behind the horror, the crew can't simply go up and ask what's going on. They may have to impersonate people who do know, in order to find out. This may mean dressing in robes for a midnight ritual on the hilltop or making fake ID badges to get into the locked complex, or just picking up a clipboard and walking into the file room like you're supposed to be there.

STEP 6: THE CLEANUP

Usually the solution to a Biohorror involves lots of lead flying at high velocities, occasionally supplemented with fire, explosions, and graphene-edged katanas. But sometimes killing the monsters isn't possible or desirable. There may be too many of them, they may be too tough, or perhaps they once were human. Use this table to come up with special ways the menace can be defeated.

CLEANUP TABLE

D12	CLEANUP METHOD
1	Accomplish Goal
2	Capture/Removal
3	Cut off the Source
4	Cure
5	Destroy Something
6	Evacuate
7	Exploit Weakness
8	Locate Controller
9	Lure
10	Protection
11	Reveal the Truth
12	Supply a Need

- **Accomplish Goal:** Some horrors may have motives which are good — but the creature may be causing harm because that's all it knows how to do. Punishing the persons responsible for a toxic spill or cruel treatment may be all that's necessary to pacify a biohorror so that it will leave on its own or allow itself to be captured.
- **Capture/Removal:** Sharks are fine creatures; they're only a problem when they hunt a popular swimming beach. Many Biohorrors have the same issue. It's not what they are, it's where they are that needs to be fixed. Catching a creature may require the heroes to act as "live bait" for a trap or research a way to neutralize a being long enough to cage it up.
- **Cut off the Source:** Biohorrors often result from exposure to a specific substance. Drug-spawned insanity or mutations caused by contaminated products all depend on a particular source. Cleaning up the toxin or eliminating the drug supply may prevent future mutations, or simply "depower" horrors which depend on some particular element for their powers. Of course, cleaning up a dangerous substance while a monster is trying to stop you can be tricky.
- **Cure:** Human biohorrors or victims of disease may be cured of their afflictions. Remove the malfunctioning cybertech which is causing violent outbursts or find a cure for the mind-altering fungus. Discovering the cure before the situation turns into disaster and administering it to a hostile subject are the main challenges. In many cases someone already has a cure but is holding it back for some reason. Locating and obtaining the right medicine can become its own adventure.
- **Destroy Something:** If there's something causing or triggering the horror, then getting rid of that thing is the solution. Smashing the machine, destroying the alien beacon, burning the fungus lab, or blowing up the source of the contamination — if violence isn't the answer, you haven't phrased the question properly. Figuring out what to destroy and how to do it are the main problems.





- **Evacuate!:** Sometimes the solution to a problem is to just get everyone to safety and let the situation burn itself out. In this case the Bio Hunters task is to get people out of the affected area without revealing that there's something weird going on.
- **Exploit Weakness:** Biohorrors which can't be stopped by normal means may have one particular vulnerability. Identifying that weakness and devising a way to exploit it are the problem to be solved. This can be as simple as figuring out how to freeze the blob monster, or as complex as locating and broadcasting the specific software needed to shut down the nanotech swarm.
- **Locate Controller:** Many biohorrors are caused—deliberately or accidentally—by a particular person. Identifying that person and finding a way to stop him or her from causing the phenomenon again are the main task. Often the person will fight back.
- **Lure:** Biohorrors created in the lab often are built with an aversion or attraction to some specific stimulus. It could be a particular frequency of sound, a particular color, a scent, or the advertising jingle for Nicotine Crunch cereal. Once the crew can learn what that stimulus is, it provides a way to drive away or capture a horror which might otherwise be unstoppable.
- **Protection:** Often the key to stopping weirdness is to simply figure out how to defend against it. This may give the Cleaners enough of an edge to wipe out a monster in battle, or perhaps frustrating its goals will drive it away for good. The challenge is finding out what protection works and avoiding attempts by the villains to negate it.
- **Reveal the Truth:** While the Bio Hunters usual method is to resolve weird situations without alerting the public, some horrors can best be fought by exposing the truth. If a corporation's unethical experiments are causing mutations, then a public outcry might get them to shut down the project. Secretive phenomena may deliberately flee the limelight. A feared "monster" could be a human afflicted by a disfiguring disease. There may be awkward explanations required when the crew get back to headquarters.

- **Supply a Need:** Biohorrors may be driven by a need, and if the crew can identify that need they may be able to tame or neutralize the monster. At the very least, knowing what it's looking for can help them set up an ambush. The most obvious need is food, especially if the creature has very particular dietary requirements. Other horrors may suffer from addictions, a need for a particular substance, or just a love of treats.

TWISTS AND COMPLICATIONS

 Investigations often go down blind alleys or take surprising turns. Situations may have more than one moving part. Here are some ways to make the situation harder to figure out, and the Cleanup Crew's job more difficult. Roll once or twice on the Twists and Complications table to see what monkey wrenches are getting into the works.

Twists and Complications Table

D12	Twist/Complication
1	Amnesia
2	Combination
3	Disaster
4	Mundane Explanation
5	Not What It Seems
6	Official Opposition
7	On the Same Side
8	Other Secrets
9	Pawns
10	Rivals
11	Social Problem
12	Something Worse

- **Amnesia:** The horror leaves no memories behind. Nobody remembers what they've seen or what happened. They may not believe that anything happened at all — so why is this crew of nutcases poking around and asking crazy questions?
- **Combination:** Two different biohorrors are active at the same time and place. Just figuring out that there are two things happening can be a major challenge, and then figuring out how to combat both

is another. Finally, there's the inevitable question: is there some underlying cause which made these two horrors happen at the same time?

- **Disaster:** The horror is playing out against the backdrop of a huge crisis. It could be a natural catastrophe like a super-storm or a major earthquake. Or it could be social unrest and civil war. It might even happen in the middle of a war zone. Surviving long enough to start the investigation is a significant problem.
- **Mundane Explanation:** Sometimes a seemingly weird event turns out to be nothing of the kind. It's a hoax, or a fraud, or the cover story for something illegal. ("And I would have gotten away with it, too, if it hadn't been for you meddling kids!")
- **Not What It Seems:** One kind of weirdness appears to be a different kind. A metal-skinned biohorror looks like a technological robot, or a memetic virus duplicates the effects of a drug. (Roll again on the Weirdness table on Step 1 to see what this horror is disguised as.) The gamemaster should play fair and include some clues to the real nature of the phenomenon as the heroes investigate.
- **Official Opposition:** Someone in a position of power absolutely does not want this investigation to proceed. All manner of legal and bureaucratic obstacles spring up in the crew's path. No police or official records are available for research, crime scenes are guarded, witnesses are scared into silence, and there's always someone watching you.
- **On the Same Side:** It turns out that the horror is actually trying to contain or destroy some other threat — either a different kind of menace or some mundane peril.
- **Other Secrets:** The crew's investigation into a biohorror incident also threatens to reveal something else that someone wants kept secret. Finding the cause of the haunt may expose an old crime or learning what's creating the mutations will uncover an illegal waste dump. Whoever has something to hide will do their best to interfere with the whole investigation.
- **Pawns:** The whole situation is a setup, intended to manipulate the Cleanup Crew into doing something which will benefit the architect of the scheme. That could be some deeper weirdness, or some mundane goal. The most obvious mundane goal, of course, is for the crew to investigate themselves into a pre-arranged ambush or trap laid by someone who wants them dead. Or their investigation might serve as a distraction for some other operation (maybe use the Cyberpunks adventure generator to figure out what the other scheme is).
- **Rivals:** The crew of player-characters aren't the only ones looking into the weird goings on. There's another group, who could be earnest crackpots, or sinister Men In Black, or serious scientists, or whatever makes the best contrast to the heroes. The rival team can be an annoyance, an obstacle, or possibly a last-minute ally against a major threat.
- **Social Problem:** The horror, at least in part, is linked to some social problem or injustice. Maybe a contaminated batch of street drugs are spreading through a town plagued by addiction; maybe the mad cult was formed by environmentalists enraged by pollution. This could present an ethical dilemma if stopping the biohorror means perpetuating the problem or injustice which caused it.
- **Something Worse:** The horror the crew are investigating is just a side-effect of something much bigger and much more terrifying. Maybe the psychoactive drugs causing madness are just a test and the next batch will include a lethal plague. Instead of finding out how to stop the phenomenon, the heroes have to find out what's really going on and how to stop that instead.





CYBERPUNKS SAVAGE TALES

The following section provides a bunch of Savage Tales you can use for your Cyberpunks campaign. They can be used individually or as filler for the Hunting Leviathan Plot Point Campaign.

A SIMPLE DELIVERY

You get a job offer through the usual channels: a real milk run according to your contact. The pay is fine for such a simple job, 500 cryptos each. All you have to do is pick up a package from a drop and take it to another drop. You don't even have to talk to anyone, much less shoot them.

A Note to the GM: This adventure involves two criminal organizations with means and history. The exact names of these have been left open so that you can slot in ones that fit your campaign. If you don't have any determined, the sender is a Mafia family and the receiver is a Tong society.

THE PICK UP

As befits a milk run, the pick up is easy. A nearby maglev terminal serving as the cross transportation hub for the region might be a public place, but that means an ambush there should be ruled out. Security is as expected, some rent-a-cops, a handful of actual LEOs wandering around, cameras and scanners. As long as no one is bringing in concealed firearms or explosives – or worse, making themselves obvious – there should not be a problem.

The package is in locker 3045-D, and the characters have the key card and code. The package itself is a meter square box of smooth green plastic that has been heat welded shut, wrapped in gaudy 'happy birthday' paper. There is no way to get it open, save taking time to carefully chip away at a seam (a Repair roll at –2 leaves no trace, failure means tampering is evident, and a critical failure ruins the box so it can't be closed again). There is a note taped to the box that it should not be taken through scanners. Thankfully, all the scanners at the terminal are focused on people coming in. There are spot scans being conducted by bored security, but they should be easy to avoid.

THE DROP OFF

The drop off is another blind drop; a good four hours away by public transportation, five hours by car (keep in mind that anyone entering a public transportation terminal is going to be scanned). The site is inside an office building serving small service orientated businesses, such as lawyers and accountants. Security here is lax, a scanner and two security guards at the front door, a guard station in the lobby, cameras covering all floors and a camera in the alley behind. The first floor has a small cafeteria that serves reheated prepared meals, and has its own access door off the alley. There is also a loading dock in the alley; it has a security guard posted there.

The package is to be taken to the 15th floor and handed off to the receptionist working for Helman, Duly, Jobi, and Kark, Attorneys at Law. Once that task is complete, the characters are to make contact with the go between who hired them and collect their pay. Just a nice, simple delivery.

WHAT HAPPENS IN BETWEEN

Word has gotten out that a valuable item is being transported. Worse, the sender's criminal organization does not want this message delivered – the boss is aging and starting to lose his grip. A gang war is not what anyone wants; settling old scores from your deathbed is not good for business.

There are two groups looking to intercept the package. The sender's daughter has sent her most trusted associates to stop the characters and take the package from them. They are ordered to use subterfuge first, negotiate second and finally bring out the heavy ordinance, as long as the package never reaches its destination or goes off.

The other group is a small gang of fashion gangers, the 87th Street Dreads. These gangers, dressed like sci-fi cops from last century have no idea what is in the box – just that it is something valuable enough to require special couriers. They come at the characters in force if the opportunity exists; a car ramming and gun fight should suffice, but a quick ambush works just as well.

WHAT IS IN THE BOX?

Inside is a small bomb – the characters are the unwitting patsies chosen to deliver a warning from one crime boss to another. It is a simple affair, a timed fuse wired to a pound of homemade plastic explosive. It is set to go off six hours after the box is picked up. A simple scan of the box will reveal what is inside, but not how long is on the timer. If it goes off, it inflicts 4d10 damage to everyone within 50 feet. It should be noted that even homemade plastic explosives are fairly stable; it takes an electrical charge or, at worst, a high kinetic impact to set the bomb off. However, too much jostling might just speed up the timer...

FALLOUT

If the package is delivered, the bomb goes off. The characters are on video bringing it in to the office, and can be backtracked through surveillance to the locker where they picked up the package. Not only will the authorities peg them as terrorists or part of a criminal network; but the target survives the attack, and her enforcers have a few questions they want answered.

HARD TIMES ON THE KILLING FLOOR

The characters are contacted through their usual fixers and recruiters. A job has opened up for them, but the employer wants to remain anonymous. The problem is, they want to meet in person before offering up any details. As a good faith gesture; the employer is offering 250 cryptos just to meet, but they emphasize that their anonymity must be kept intact.

GM's Note (The Employer): All of this secrecy is to cover up that the employer is old money, the sort of person who has ancestors that made their fortunes generations ago. They have been living off of their family wealth, carefully husbanded over the past century, and have had no need to deal with the likes of razors, street trash and other such lower people. However, the employer's latest trophy spouse has run off with the chauffeur and a great deal of portable valuables. They want all of them – the spouse, the chauffeur and the

valuables – back and dealt with in a very final manner. Having a spouse run off with the help is an embarrassment for the employer's social circle – as would be hiring thugs to tend to personal matters, thus the extreme secrecy.

THE PACKING PLANT

The meet takes place in three days, the location and time won't be revealed before the day of. This is nonnegotiable as far as the employer is concerned. If pressed, they will agree to reveal the location and time to the intermediary – provided the intermediary agrees to keep this information secret, unless a situation occurs that the characters need to know about.

The site is an odd one; an automated meat packing plant on the outskirts of the city that has been abandoned for decades. Getting there is almost an adventure in itself, as the location is in the middle of territory bordering two rival slum gangs. The facility, once known as United Meat Packers Co-Op #115, is a run down industrial site that has sat vacant for so long that there is not much inside save for rubble, rusty machinery and litter. There are a half dozen squatters living in the building, but they can be run off with a Quick Encounter (see Quick Encounters in *Savage Worlds*) using Fighting, Intimidation, Notice, Persuasion or Stealth. A critical success sees the squatters driven away and word spreads; the slum gangers do not show up in Things Go Wrong below. Failure leaves a few squatters about, and they will witness the following events. A critical failure spooks the employer, who sets up another meet on a different day in an equally inaccessible spot.

MEETING THE EMPLOYER

The employer shows up on time in a rented self-driving car wearing a full face mask and a very nice suit. The mask is of an American President from the last century; someone only history buffs will be familiar with. Using a small vocal modulator, the employer introduces themselves as El Presidenté and expects to be referred to as such. The characters are thanked for abiding by the unusual parameters of the meeting, and given their earnest money. The





employer then asks some minor questions; searching for background information, previous jobs they have done and trying to get a read on the characters' natures.

They then launch in to the job offer; but before they get much farther than laying out that there are two people who need to be apprehended, as well as a certain list of valuable items, the situation goes belly up in a hurry.

THINGS GO WRONG

 crack team of three operatives are sneaking in to the packing plant to kidnap the employer. Unless the characters are on guard, this team will slip past the machinery on the floor and attempt to surprise the characters with flash-bangs and other stunning weapons; before using a less-than-lethal weapon to knockout the employer and make off with them. The team has a nondescript van waiting outside the factory.

After two rounds, whether combat or Chase, a group of slum gangers show up to defend their turf. They care little about the fight, both make equally valid targets.

This can devolve into a large, sprawling, three way gun battle; but can equally turn into a Chase as the characters pursue the kidnapers, and the slum gang serves as foils and obstacles for both. It is 150 feet through a maze of broken machinery, fallen gantries and blocked hallways to the kidnapper's van. Complications include: someone has bumped a machine that still functions and whirls about causing damage, a floor collapses, a hallway is blocked, a set of stairs provide a quick run up to another level, a slum ganger jumps out to intercept or wrecked machinery is knocked down from above.



KIDNAPPERS

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Electronics d8, Fighting d10, Hacking d6, Intimidation d8, Shooting d10

Pace: 6; **Parry:** 6, **Toughness:** 10 (4)

Edges: Thief

Gear: BKI Combat Fatigues (torso, arms, legs) (Armor +4), RS C6 Stun Baton (Damage Str+d4, Stun), BKI Peltast (9mm) (Range 15/30/60, Damage 2d6, RoF 3, AP 1)

STREET CRED

If the characters take the job, they get a one-time +2 bonus to a Persuasion or Intimidation rolls, and a single Benny. Maria also becomes a contact the characters can call on for information.

THE KRUGER EXPERIMENT

 his adventure is designed for a group of four Novice Rank characters. A simple favor for a friend turns into a jaunt through some of the worst parts of Chicagoland as the heroes race to stop a mad scientist from unleashing new biohorrors on the city.

THE HOOK

 rash of gruesome murders in the Roseland sector of South Chicago has people on edge. Normally that means it's just another Tuesday in Chi Town, but these killings are particularly bloody; bodies ripped to shreds, organs missing, and the faces are carved up to look like Jack-O-Lanterns. Something really twisted is walking the streets, and it's got folks scared.

One of the characters gets a call from a friend who's worried about her boyfriend, Angel Vasquez. The woman (Maria Anna Morato) hasn't heard from Angel in almost a week and is hoping the team can find him for her. She goes on to say that Angel is into the unsanctioned cyber fighting scene. The last time Maria talked to Angel, he was headed down to the location of last week's fight— Hanks Balls and Chains—a machine shop just outside The Maze.

Maria gives the character she knows Angel's TAP Address number (his phone number). She says she's tried pinging him over and over again but has received no response. Maria thanks the heroes but can't offer any payment.

NETWORKING

 his section provides an overview of the subjects the characters might want to investigate throughout the course of this

adventure. The amount of information gained is handled by skill checks, with raises on the checks revealing more and more. Failure nets no pertinent information, but as GM, you should use your best judgment here. Nobody wants the game to grind to a halt just because of a failed skill check.

Conversely, much of the information gained from one topic can lead to more questions about other topics. That's the nature of an investigation, but the networking phase shouldn't wrap the adventure up in a neat little bow for the group. If you think the characters are relying too heavily on networking to figure out what's going on, simply hold back on the information or hint that it might be revealed elsewhere.

ANGEL VASQUEZ

 Angel has always been a fan of underground fighting and when he found out about Hank's place he went straight over. Betting on the fights, Angel managed to rack up a stack of crypto that he used for the ultimate experience – riding one of the exotic bioforms used in the special events by hooking into a pilot's VCI as a passenger. He hasn't been seen or heard from since.

HANK'S BALLS AND CHAINS

 If the characters look into Hanks Balls and Chains, they'll find the following information on a successful Persuasion or Intimidation roll. Characters with the skill can also use Hacking

or Research to reflect time spent scouring the TAPstream to find information about the place.

WHAT HAPPENS AT HANK'S

 If the characters go to the machine shop they'll find a horror show. Gore spatters the floor and two men in business suits have been eviscerated. A slender, misshapen monstrosity stalks toward a third man, presumably Hank, who is fighting to unlock a door to the backroom. The monster's right arm has long, serrated claws that it clicks together as it moves toward its final victim. When the characters enter the room it pauses, sizing them up and tensing to attack. Hank yells at them, telling them to kill the bioform before it gets loose.

If they attack, the monster will leave Hank and focus on the players. It is made for combat and the characters will have their hands full, but by eliminating the beast they will remove the threat that has been stalking the streets. It will attempt to flee upon reaching 2 Wounds and if it escapes it will return to strike at Hank and the characters when they are alone.

Upon killing the monster or driving it off, Hank will recover and with a successful Persuasion or Intimidation roll will tell the characters that the monster has attacked his club before, killing some of his customers. The latest attack was a week ago and Angel was one of its victims. He gives them the name of the medical response team that showed up to take care of the bodies.

With a Raise, Hank reveals more. The Kruger Institute creates combat bioforms for

NETWORKING RESULTS FOR HANKS BALLS AND CHAINS TBALE

SKILL RESULT	INFORMATION GAINED
One Success	The machine shop has a rep for quality modifications to vehicles. The drone racing crowd from the Maze spend a lot of time and cryptos at Hanks. The owner is Hank Hammer, an ex-drone racer popular with the local crowd.
Two Successes, or one success with a Raise	Hank was forced out of the racing circuit for hacking competitors during races and forcing their drones to crash. Hank runs an illegal fighting club in a sub-level of the machine shop.
Three Successes, or one success with two Raises	The fighting club isn't your average blood sport setup. It's rumored that Hank uses exotic bioforms to fight. The bioforms are hooked up to specialized VCIs and controlled by third parties; usually other drone jockeys.
Four successes, or one success with three raises	About a month ago, one of the bioforms busted out of the place, killing four people in the process. Nobody knows where it went. Last week Hank was spotted arguing with a few suits at the Lynchpin Pub & Grub.





governments and corporations around the world and uses Hank's fighting pit to test them. The bioform they just encountered is the one that slipped the control unit and busted out of his place a month ago, killing the pilot, its support team and Angel on its way out. The Kruger Institute came to him and told him to eliminate the bioform before it could be traced back to them or they would be forced to tie up any loose ends. The two suits on the floor were Institute reps checking on Hank's progress when the Experiment attacked.

Hank is grateful to the characters for their intervention and offers them each 500c (up to 1000c if they push or negotiate) for saving him, along with free tickets to the next fight.

BUILDING SECURITY SYSTEMS

Hank's Balls and chains is protected by a security camera on each corner of the building. All entrances are magnetically locked and require a key code to enter. If the wrong code is entered, the keypad explodes as if it were a claymore mine. The building's Network can be hacked, and once inside the network, the keypad can be overridden, thus unlocking the door. The network has a Tier 3 Intrusion Defense System, requiring the character to gain 6 Task Tokens in 4 rounds. If the hacker fails, the keypad explodes.



KRUGER'S EXPERIMENT

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8*, Vigor d6

Skills: Athletics d6 (+2 if Climbing on non-sheer surfaces), Fighting d8, Notice d6, Stealth d8

Pace: 8 (d8), Parry: 6, Toughness: 5

Edges: Brawler

Special Abilities:

- **Serrated Claws (AP 1, Str+d6)**
- **Pounce:** The Experiment will attempt to bring down its opponent by pouncing on them. If it has room to leap (at least 1" on the

tabletop) it makes a Wild Attack and inflicts the Prone status on the target.

- **Adrenal Implant:** The bioform has an implant that constantly pushes adrenaline through its system. While active the implant raises Scarecrow's Strength by one die type to a d8. If anything were to disable the implant, it would automatically inflict the Shaken status and lower its Strength to d6.

NOTHIN' TO SEE

This short mission is best used during downtime between missions or tossed in to complicate a mission in progress. It can take place in a transportation zone, on the streets, or even in the high-end parts of the city. At a long shot the events below can be used in the wastes, but the threat and the reaction of the authorities would be very different.

KEEP MOVING CITIZEN!

While on their way from point A to point B, the characters come upon a blockade. If traveling on the roads, this takes the form of a roadblock but can also be an area of a transportation hub that has had security barriers erected, such as at a monorail hub or airport. The route the characters need to take is blocked; law enforcement or corporate security is out in force with half dozen officers and twice as many drones deployed. These officials are stern and brusque, whatever they have come out for is on the other side of the blockade.

The detour will take the characters far out of their way. Curious characters can attempt a Notice roll to see past the barriers and crowd of officers. A shipping container is turned over, the rear of the container is ripped open as if something burst out of it and there are a few bodies under tarps scattered about. A cargo truck is pulled over to the side of the road and two uniformed drivers are zip tied next to it

CLAYMORE MINE

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Claymore Mine	-	3d6	-	-	Special	4	75

Notes: Claymores fire a spray of deadly steel balls in a 60° frontal arc. Everyone within 12" (24 yards) is automatically hit. Roll a die for all other targets up to 50" (100 yards). Those who get an odd result are also hit.

(in a transportation hub these are uniformed cargo handlers). Traffic (foot traffic in a hub) is backing up as people find their way around or stop to gawk.

CYBERSNARL

Before the characters make their way to the detour, there is a terrific snarl from off to the left. A large canine like form has leapt up onto the broken shipping container and lets loose an ear splitting howl. Although roughly dog like in size and general form, it shows signs of genetic hybridization merging features of dogs, cats, and hyenas. The sleek, muscular body has been augmented with cybernetics, adding to the fearsome appearance. A bar code is obvious in the striped fur along its torso.

Shortly after the creature howls, three more of these things slink out of the shadows and attack the guards. The fight will be short and sharp with the guards, be they corporate security or law enforcement, more than over matched by the cybered beasts. Once they are done with the guards, the beasts turn on the civilians, including the characters.

MARK 95 BIO-CYBER TRACKING AND INTERDICTION UNIT (BCTI-95)

This is not a straight up fight. The beasts are gene spliced and cybered genetic monstrosities that are intended as search and destroy assets. Their training and programming drives them to kill, hide, and kill again until given the order to stop. The accident that resulted in their escape also killed their handler and no one on scene knows the recall code.

The shipping container has logos and shipping labels indicating its contents are owned by Lazarus Investigenics –Weapons Division. Lazarus Investigenics is most known for cloning extinct animals for the zoo, theme park and private collector markets. The BCTI-95 is part of that, involving DNA from modern canines, smilodons, and cave hyenas. This pack was being shipped from their Colorado lab to a testing range in New Jersey when it was accidentally shunted to its present location. The container was tipped and the BCTI-95's activated and ripped their way out.



BCTI-95

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10

Skills: Athletics d12, Fighting d10, Intimidation d6, Notice d8, Stealth d10

Pace: 8; **Parry:** 7; **Toughness:** 12 (4)

Edges: Hardy, Resilient

Special Abilities:

- **Armor (4)**
- **Claws:** Str+d10
- **Sensor Array:** Can detect targets through vibration, heat, and LIDAR
- **Low Light Vision:** BCTI-95 ignore penalties for Dim and Dark Illumination
- **Pounce:** BCTI-95 pounce on their prey to best bring their mass and claws to bear. If a BCTI-95 can leap at least a few feet (1" on the tabletop) and makes a Wild Attack, it adds +4 to its damage instead of +2.
- **Size:** 1

INNOCENT BYSTANDERS

The characters are not the only people being threatened and attacked by the rogue BCTI-95's. There are several innocent bystanders present. Add in a few mundane travelers, but make sure that you include people that your characters will be interested in saving. They might not be moved by a bunch of corporate salarymen, but what about a parent and small children? How about a few gutterpunks? A person selling flowers? Pull the heart strings, it moves heroes to action and makes the stakes higher.

THE HUNT

BCTI-95's are programmed and conditioned to strike and retreat. If the BCTI-95's draw an action card that is a heart they retreat on the next round of combat, scattering in different directions and heading towards places they can hide. Any that get away go in to hiding for a round, then seek to skirt around behind their foes to make another mad rush and attack. They will need to be eliminated; either by killing them, someone hacking in to their control matrix or using the recall code (found in the bodies' TAPs, but with Tier 2 security).





OFFICIAL RECOGNITION



If the characters managed to save innocent bystanders and eliminate the threat, they will be lauded in the press as heroes. This might not be something that every character wants; it is hard to keep a low profile and maintain a cover if your face is plastered across every screen from here to Budapest. Those that accept the fame gain 1 point of street cred, the chance to meet with a few important people in the city and some offers for product endorsements (free gear if they appear in short vids). Lazarus Investigenics will offer the usual not culpable apology, as well as 1,000 cryptos to each character who signs a NDA.

ONOE NIGHT AT THE SOY-O-MAT

 You hate it, but you go anyway. Soy-O-Mat, the world's leading chain of automated food and drink vending centers. You can even place an order over the Global DataNet, and have it paid for and waiting for you when you get there. Cheap, plentiful and convenient; but not tasty, at least not for most folks. Made from processed algae and soy based products, loaded with artificial flavors, colors, preservatives and sweeteners. There's a Soy-O-Mat in every neighborhood, sometimes two or three.

So you have stopped in. This adventure can stand on its own or be used as a complication during a mission. Hey, everybody needs to eat and the place has Global DataNet connection, restrooms and seating. If only that music would stop.

SOY-O-MATS

 All Soy-O-Mats the world over have the same layout with only a few changes; such as the language of the signage, made for local custom and conditions. The main entrance is a revolving door that senses a person approaching and rotates to match their speed. The lighting is bright LED bars in the ceiling in a very unnatural white light. Floors are chalkboard tiles in yellow, red, white and purple. The same patterns can be found on the walls. Three walls are covered in vending machines offering a variety of cheap fare. The fourth wall has lockers where automated

units behind the walls deposit prepaid orders, your receipt has a one use pass code. The center of the Soy-O-Mat is two rows of vending machines, each two meters tall.

The vending machines are fed from a store room below the Soy-O-Mat, up into the automated cooking, preparation, and dispatching machinery behind the walls, and through either the walls or up through the floor. The entire system is a marvel of modern engineering, programming and drones. Access to the back area is through a locked door in the locker wall (protected by a Tier 1 security system). The guts of a Soy-O-Mat are not meant to be entered while they are functioning; the monthly maintenance is performed during the slowest times, and requires the entire system be shut down. Anyone in the back room who rolls a critical failure has run afoul of the automated systems and suffers a wound. This could be from passing soda cans, punctures from servo arms, deep fryers, flash cookers, clash freezers and so forth.

Next to the door is a small cleared area where six pairs of two seat table-chair combos allow customers to eat while enjoying one of six small screens (half of which never work). This is the most open area of the store, the rest has its sight lines blocked by vending machines.

PEOPLE WITH GUNS

 The Soy-O-Mat is completely automated. Drones perform the janitorial services, basic as they are. The only employees are technicians who come in once a month or as needed to fix anything that breaks, clean up major messes, and inspect the place. Most folks don't stay either, they pick up their orders and head home rather than enjoying sticky tables and cracked seats. Which is why you were surprised when three people brandishing some pretty high end assault rifles came in to rob the place.

JASON, CARLOS, AND HANK

 These three are tweaking hard on an mélange of illegal, quasi-legal and other substances. They are just low level thugs working for Slick, a shady pawn broker who came into possession of three beam rifles and plenty of ammo. The trio

was supposed to guard the guns while Slick went out to find a buyer. Instead, they got thoroughly sideways and decided to commit some armed robbery. Of a Soy-O-Mat. An automated Soy-O-Mat.

TWEAKERS

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d4, Intimidation d6, Shooting d6

Pace: 6; **Parry:** 4, **Toughness:** 5

Gear: WT Road Warrior (12g) (Range 6/12/24, Damage 1-3d6, RoF 1, AP 0)

HOSTAGE CRISIS

The trio bursts in to the Soy-O-Mat, shouts something about robbing the place and then look confused as they lack a clerk to hold up. Failing this, they simply wander about looking around. Frustrated, the three decide to shoot up some vending machines. This produces little more than sparks, sprays of soda, gouts of soy paste, and an automated silent alarm notifying corporate headquarters and the police. A voice cuts into the cheery ‘music’ to announce that the Soy-O-Mat is experiencing technical difficulties, all people are to stay where they are and that the doors have been locked.

To make matters worse, Carlos panics, shoots out the lock on the door to the back area, and leads his confederates into the bowels of the machine. Along the way, they grab three hostages. Choose as hostages the sorts of people your players are most likely to want to save.

GETTING INVOLVED

Due to the double row of vending machines down the middle of the room, there are no clear sight lines to the door. The characters might already be in the Soy-O-Mat when the attempted armed robbery begins and have no idea what is going on until they hear the shouting and shooting. They can also come right when things go south; finding themselves locked inside mere seconds after the first gunshot is fired.

GETTING OUT

If the group has a hacker, they can try and crack the security system. Successfully doing so will open the doors.

SOY-O-MAT NETWORK

IDS: Tier 3 (-3 penalty to Hacking rolls)

Intrusion Countermeasures: Black ICE: 1d8 damage.

COMPLICATIONS

If the doors open and the three tweakers aren’t dead, they’ll try to make a break for the door. It’s up to the characters to decide whether or not to let them go.

If you wish to make things even more complicated, you can have the characters break out just as a squad of sector cops (4) arrive. Use the stats for sector cops on page 145.

SECTOR 13 BLUES

The characters receive a message through their personal messaging services (to them or their most commonly used alias). This message comes via the usual routes; no extraordinary actions have been taken to get the message to them. However, some fairly sophisticated means have been used to cover up the origin.

The message offers them 5,000 cryptos each if they can claim it. The cryptos can only be claimed from a safe located in Sector 13, and GPS coordinates to the safe are provided in the message. The access code is also in the message.

Is this a set-up? Of course it is.

SECTOR 13

Three months ago, an industrial portion of the city – one of the last truly functioning industrial parks in the country – was closed. The official reason was a massive hazardous waste spill, but there have been all sorts of rumors ranging from alien invasion to a government black site. The area has been under quarantine since then, all residents moved out and paid for their property and all Global DataNet coverage blocked.





The industrial site was owned by Global Logistics and Steel, an old conglomerate dating back to the 1990s. The company never went public and is still owned by the Rickard family, or at least what is left of it. Sabrina Rickard is a brilliant inventor who prefers to use her talent to create drones and AI's for her own amusement. If she would think about mass production and marketing she would be one of the brightest talents in the field. Her older brother Edward is a typical rich wastrel who spends a lot of his time and money tracking ronin. He goes by several different names on ronin fan social media. The two have a bet, can Edward recruit ronin who can defeat his sister's drones?

To keep everything under wraps they used their connections and wealth to get Sector 13 closed and keep it away from prying eyes. So far Edward has lured three other teams in to the arena and all have lost. The characters are the fourth team, maybe they can do better.

THE VAULT

Paranoid characters will search the site given in the coordinates. There are no hidden explosives, traps or goons waiting to launch an attack. The vault is sitting in the middle of the sector, out in the open where anyone can see it from one of the many factory or warehouse buildings. Sabrina and Edward are watching though a drone hidden in a smokestack (can be spotted with a Notice roll at -4, but only if someone is looking for it).

The vault itself is a fairly advanced model; the access code will be needed to get in (XXX hacking and material rules).

Inside are five data sticks, each loaded with 5,000 cryptos. Once any of these are claimed, the watching drone flies out and starts blaring a message that the attack drones have been activated and the contestants will need to exit Sector 13 or the drones will kill them.

Once the message has been broadcast, the drones activate in the surrounding buildings and begin the rush to kill.

THE ARENA

Sector 13 was just a simple industrial site, mostly automated, that produced cars,

canned goods and power wrenches. There is a worker residential area at the edge, a small park towards the middle and a heavy rail connection on the north side. The rest is all factory and warehouse space Sabrina does not like to use and has been secretly using her drones to construct interesting traps and hazards.

A trap is triggered if a character is dealt an action card with a heart or diamond. Someone looking for traps can spot them with a regular Notice check.

WINNING!

If the characters should make it out of Sector 13, the Rickards abandon their little toy. Both of the siblings will be interested in hiring the characters in the future, making no reference of the arena game. Mostly, they will deploy their new minions in various games against each other, but the occasional act of corporate sabotage or espionage is possible.

SWEET REVENGE

If Presidenté (the mysterious employer from the One-Sheet Hard Time Killing Floor Blues) has a job for the characters. If they were successful in stopping the kidnapping when they first met, they will pay 1,000 cryptos each up front and double that if they are successful. If the characters are unknown to them, the fee is half that with the possibility of more later.

THE MEET

The characters are contacted through their usual sources. An employer who wants to remain anonymous has a small job with high pay they want done. Absolute secrecy is needed; total anonymity of the employer is non-negotiable. They are to meet the employer in an empty parking lot behind a local dive bar, the employer will be present via a projected image from a drone.

THE JOB

As they tried to explain in Hard Time Killing Floor Blues before they were rudely interrupted by a kidnapping attempt, they have

TRAP TABLE

CARD	TRAPS
2-4	Timer: The character steps on something that clicks, then a loud countdown timer begins. Nothing else happens, Sabrina just likes to record the looks on people's faces when the timer starts.
5-7	Oil: Hidden nozzles shoot out a gout of oil that coats the character. An Athletics roll is needed to run, and all physical acts that require any sort of friction suffer -2.
8-10	EMP: A short range EMP goes off, covering an area of 5 yards. Unshielded electronic devices are shutoff for at least one round while they re-boot.
Jack	Explosive: A small grenade goes off with the character within range of the blast.
Queen	Pit Trap: The ground gives way and the character must make an Agility roll or fall down. The pit is not deep enough to cause damage, but it is difficult to climb out of, requiring an Athletics roll.
King	Flame Jets: Hidden nozzles shoot out a gout of flame that catches the character and anyone in a Medium Blast Template. The flames inflict 2d6 damage.
Ace	Buzzsaw: A hidden, spring loaded device shoots three spinning buzzsaws at the character (treat as having Shooting d8, fires 3 buzzsaws). The buzzsaws inflict 2d6 damage each.

been wronged. El Presidenté is wealthy and has had more than a few spouses over a long and happy life. They all leave in the end; most marry them for the money, the power or the status. The latest was no different but made the mistake of not owning up to their sins and getting a divorce; the pre-nup would have seen them set up for life. Instead, this spouse had the audacity to run off with the help and add insult to injury by stealing several heirlooms from the mansion.

THIS SIMPLY CANNOT STAND.

 El Presidenté is unwilling to simply forget and forgive. They want the spouse, the chauffeur and the heirlooms back, and are not terribly concerned with how that happens. Thus the need to hire the sort of people the characters are. The job is simple; take a little vacation to an exclusive tropical paradise, apprehend the fugitives, secure the goods and get all back to the drop without alerting the authorities or unduly injuring the spouse. What happens to the chauffeur is none of El Presidenté's business. El Presidenté describes the heirlooms as things of great value that will be easily recognizable and leaves it at that. They do not answer questions from the help and are happy to throw money to have people stop asking, or just say that they are happy to find someone else to do the job.

THE RESORT

 The runaway spouse and chauffeur are living it up in the Caymans at the Grand Island Resort. The resort only books by invitation or referral, though repeat guests are always welcome. El Presidenté can arrange invites if needed, and will pay all expenses. The characters can also go in disguised as workers, something that their employer cannot arrange for them; such things are why he is hiring them to begin with.

Resort security is tight, but largely focused on keeping people out and watching over the guest's valuables. Moving around inside the resort is fairly easy. The staff is so large that few know on sight anyone not on their shift and in their department. Access to the resort is only by the resort's hovercraft ferry, there are no roads that lead there.

The targets have a private bungalow on the coast. Each bungalow has its own private dock, plenty of fenced in space around (decorative fencing, nothing full of sensors and such), and a five-room bungalow. The bungalows are separated from each other by 20 yards of shrubbery and small trees that block sound and view.

THE TARGETS

 or once the targets are not the difficult part, getting them out and to the drop is. This pair are not fighters, have no special skills and they are unarmed. Wrapped in their new relationship





and well funded, they are not expecting to be followed. The spouse assumes that the disgrace and embarrassment will keep El Presidenté from calling the authorities. Why, they are even using his credit line.

What will be hard are the heirlooms. They are a pair of white tigers – full-grown adult white tigers. Genetically engineered (by Lazarus Investigenics if you are curious) to be more docile and easily handled than normal tigers (which are extinct anyway), these tigers can eat from your hand. That is, if you are someone they know, like the spouse; for whom they were a second anniversary present. They are also very protective of their owner.

TIGERS

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigor d10

Skills: Athletics d10, Fighting d8, Notice d8, Stealth d10

Pace: 8; **Parry:** 6, Toughness: 8

Edges: Improved Frenzy

Special Abilities:

- **Bite/ Claws:** Str +d10
- **Low Light Vision:** Tigers ignore penalties for Dim and Dark Illumination
- **Pounce:** Tigers pounce on their prey to best bring their mass and claws to bear. If a tiger can leap at least a few feet (1" on the tabletop) and makes a Wild Attack, it adds +4 to its damage instead of +2.
- **Size:** 1

THE DROP

Once the targets are acquired, they need to be transported back to the city where the characters were hired. This may be very difficult as customs doesn't take kindly to tigers and kidnap victims. Once there, all three – spouse, tiger 1, and tiger 2 – are to be delivered to an empty office building on the edge of downtown. The building has nearly finished construction and will be empty at night for the meeting. Inside is a lot of empty space, a lot of power tools and nothing much else.

El Presidenté is physically present for the drop and alone, but is wearing a hooded mask to disguise their features. Once the trio has been

handed over to them, the cryptos are deposited in the character's accounts, plus a small bonus if they have managed to avoid any exposure. El Presidenté invites them to stay and have a meal with them, revealing one of the drop cloth covered tables to be a full feast (real meat and veggies). As the meal is eaten, they ask that the tigers and the spouse be released. They then flourish a small electronic device that rouses the tigers and places them under their control. If nothing is done El Presidenté will enjoy their meal while the tigers enjoy theirs; the runaway spouse.

WATCH MY BACK

The characters' usual contacts send along a high profile job. Keith Tanaka is the star pitcher for the Indianapolis Cardinals (they moved from St. Louis in 2034). Tanaka has a reputation for being a problem player; brilliant at the game but prone to outrageous acts off the field. The characters will be paid 1,000 cryptos a week to serve as Tanaka's bodyguards, but also to be his babysitters. In three weeks, spring training starts and Tanaka will be under the protection (and watch) of the team's security division; until then it is up to this rag tag team of misfits to keep him safe and under control.



KEITH TANAKA

Tanaka has been playing in the majors for the past five years, very nearly pitched a record number of no-hitter innings last year and is the current pitching speed record holder. He is a legacy player, and his mother Patricia Tanaka was a solid player in her time, ending her 20 year career with a .310 batting average. Keith has lived in his mother's shadow and many think this is why he acts out during the off-season.

He knows the characters are not just his bodyguards but his babysitters. He also does not respond to any attempts at intimidation; he knows he is valuable and believes that no one will actually hurt him. The contract with his bodyguards includes a clause that he must be delivered to spring training in a condition that allows him to play at his usual levels. The best way to handle Tanaka is to manipulate him in some way, either through Persuasion or Taunt.

Then again, overt trickery is also an option. As is calling mama.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d12, Fighting d4, Intimidation d6, Shooting d10

Pace: 6; **Parry:** 4, Toughness: 6

Gear: Baseball bat: Str+d6

Edges: Elan

MAPLE GLADE

Tanaka is at his mansion Maple Glade in the forest reserve of Brown County (about ten minutes south of the Indy-Plex by monorail). Hypermodern in all of its features, the mansion looks like it was built a century and a half ago so that it blends well with the surrounding forest. It has a full security suite with video monitoring, motion sensors and an electric fence that protects its twenty-five acres of ground. The fence is largely to keep Tanaka's small herd of tame deer from wandering off (DNA modified exhibition level deer, another fine product from Lazarus Inevstigenics).

The mansion is built into the side of a hill. The top floor is level with the top of hill, and has a garage, pool deck, hot tub, pool house, batting cages and skeet shooting platform. The main floor has Tanaka's suite, the kitchen, a large living room, an entertainment center and six guest rooms. The lower portion is built halfway into the hill and houses the machinery that runs the mansion, the security center (with displays for all 52 cameras on the property), laundry and quarters for the staff (four rooms for the LaFleurs, six rooms for the characters).

The staff consists of Henri LaFleur (personal chef), Henri's daughter Marta LaFleur (assistant chef), Henri's other daughter Marie LaFleur (groundskeeper), and Henri's son Jean LaFleur (housekeeper). The LaFleurs live on site in the lower floor of the mansion. They all have worked for Tanaka or his mother for decades.

THE LAFLEURS

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Academics d8, Intimidation d6, Notice d8, Science d6, Taunt d6

Pace: 6; **Parry:** 2, Toughness: 5

Gear: Kitchen knife (Str+d4)

WEEK ONE

During week one, Tanaka hosts a party without telling his security. People start showing up, some by car and some by private VTOL. All told, two hundred people are coming to drink, get high, screw and in general make themselves at home and wreck things. Tanaka is as much of a party animal as his guests, and will cut loose for three days if not stopped. During this party there should be a few overdoses, some fights and at least one idiot pulling a gun. Remind the players that they are to keep Tanaka out of trouble, that includes out of the media.

WEEK TWO

Two events occur during the second week. Tanaka decides to go off on his own to Indy and hit the clubs. He does not tell his bodyguards this. Once in the downtown club district he cuts loose, spending money left and right, making friends, picking up girls and guys. There are plenty of opportunities for Tanaka to get in trouble with the law. There are also fans of rival teams who shout abuse and thus draw Tanaka's wrath. A few people want to prove how tough they are by taking a swing at baseball star.

A few days after the outing to the city, Henri LaFleur goes after Tanaka with a cooking knife. It starts with LaFleur storming out of the kitchen, proclaiming he is going to kill Tanaka. The baseball star has been sleeping with both of the LaFleur daughters and now they are both pregnant. Once the situation is dealt with, the LaFleurs leave. Someone else will have to do the cooking and cleaning, and its not Keith Tanaka.

WEEK THREE

Tanaka has been betting on his own games, a big league no-no. Worse, he has been betting against himself and somehow still losing (his pride won't let him throw a game). These debts are going unpaid, not to mention the amount of





money that various criminals have lost thinking the game was rigged. Payback comes in week three in the form of a three person kill team.

ASSASSINS

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Electronics d8, Hacking d6, Fighting d10, Intimidation d8, Shooting d10

Pace: 6; **Parry:** 7, Toughness: 10 (4)

Edges: Thief

Gear: BKI Combat Fatigues (torso, arms, legs) (Armor +4), RS C6 Stun Baton (Damage Str+d4, Stun), BKI Peltast (9mm) (Range 15/30/60, Damage 2d6, RoF 3, AP 1)

CYBERPUNKS ADVENTURE GENERATOR

This generator assumes the characters act as freelance operatives, taking on various legal, quasi-legal, and outright illegal jobs. There's a lot more uncertainty about who they're working for and what the truth is, and this generator is made to reflect that.

STEP 1: THE CONTRACTOR

Since most cyberpunk adventures involve working for someone, roll on this table

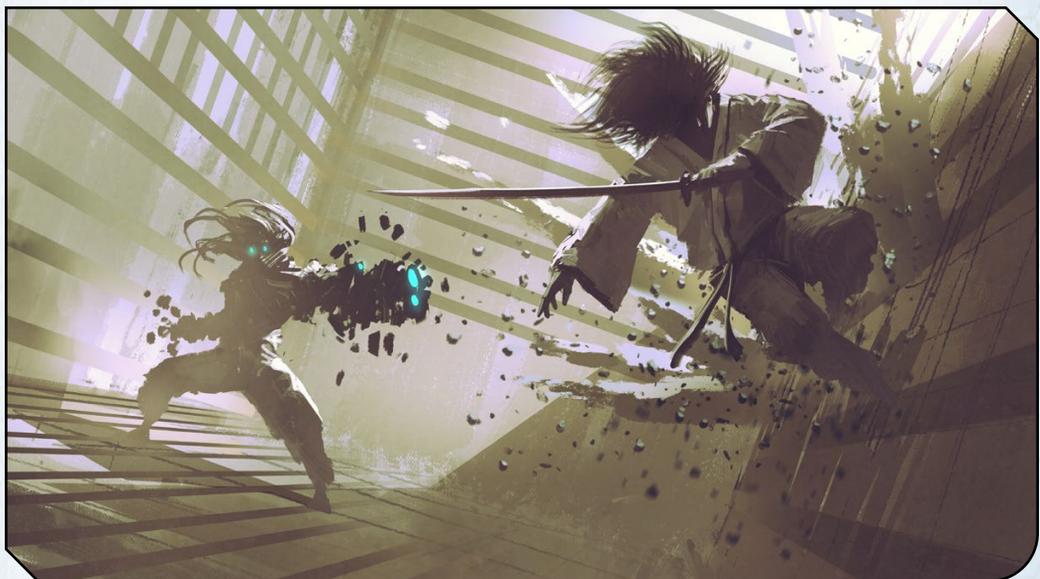
to find out who. If the heroes have a regular employer, skip this step.

Note that this is the visible Patron— the person or group the heroes believe they are working for. It may well turn out that the Patron is just a front for someone else, in which case the GM should reroll to determine who's really pulling the strings.

CONTRACTOR TABLE

D12	CONTRACTOR
1	AI
2	Corporation
3	Fixer
4	Friend or Family
5	Gang
6	Government
7	Happenstance
8	Media Celebrity
9	NGO
10	Rebel
11	Rumor or News
12	Tycoon

- **AI:** An Artificial Intelligence, personality upload, or synthetic human. It may be a legal citizen, or an illegal creation being hunted. An AI can offer money, data, and excellent hacking support but its ability to influence



the physical world is limited. Synthetics have only themselves.

- **Corporation:** A gigantic business enterprise, probably contacting the team through a “deniable” intermediary. Corps have vast wealth and everything money can buy, but don’t want to be linked to any shadowy operation.
- **Fixer:** A person who arranges deals like this, and acts as a human “insulator” between hireling and employer. If the fixer has an established reputation, the deal is likely to be straightforward and solid. Other fixers are less reliable and may not be what they seem. Some fixers put together operations for their own benefit as well.
- **Friend or Family:** Someone dear to one of the characters wants their help. Resources are limited, but at least your family won’t lie to you — or will they? Turn down this job and you’ve alienated someone you love.
- **Gang:** Gangs have plenty of untraceable cash and firepower but have less power in the legitimate sphere. The very fact that a gang is bringing in outside help suggests it’s an unusual situation, which their normal tools can’t resolve.
- **Government:** A government agency. Roll 1d6 to see how big. 1-3: Local government, 4-5: Regional or national government; 6: Global organization. Resources available scale up with the size of the government — and the difficulty of the problem does, too. A government’s ability to act is limited by borders and laws. If a government is hiring outside operatives that means the job is almost by definition illegal, and probably something the agency wishes to hide.
- **Happenstance:** Nobody hires anybody; the characters simply blunder into a situation on their own. It may turn out that this “random event” was carefully orchestrated, of course. Use the “Hooks” table in the Bio Hunters section for some more detailed ways to stumble into a situation.
- **Media Celebrity:** A famous person — this can range from a Bollywood global star to a local investigative blogger. Fame does not equal wealth, of course, and a celebrity has his or her public reputation to protect.

Celebrities do have fans and followers, who can help or hinder.

- **NGO:** A legitimate non-government organization, such as a political party, charity, activist group, church, or university. Resources can be anywhere from “not much” all the way to near-government levels. Even more than governments and congloms, NGOs have to obey the law — but they may believe they are serving a “higher purpose” which brings them into conflict with the powers that be.
- **Rebel:** Armed opponents to one or more governments. An NGO with guns if you will. Some rebel groups control actual territory and are basically small governments themselves; others are nothing but a few malcontents with slogans and pipe bombs. By definition, everything they do is illegal.
- **Rumor or News:** The characters learn about a situation or opportunity indirectly. The situation must be something which motivates them to get involved — a chance for profit, a cause they care about, a menace they alone can stop.
- **Tycoon:** A wealthy individual. This person may control a corporation but is pursuing a personal agenda. A tycoon’s motives can be extremely whimsical or eccentric, in contrast to a company’s focus on profit or a government’s goals of power and control.

STEP 2: THE MISSION

This is the task the heroes are hired or ordered to perform. Note that the job as presented by the contractor may not be what’s actually going on—or that the situation will change. This is what they think they’re going to be doing and can prepare for.

MISSION TABLE

D12:	MISSION
1	Escape/Survive
2	Find Someone or Something
3	Harm/Kill Someone
4	Kidnap/Capture Someone
5	Manage an Operation





6	Prevent Something
7	Protect Someone or Something
8	Reconnaissance/ Surveillance
9	Rescue Someone
10	Solve a Mystery
11	Steal/Destroy Something
12	Transport Something or Someone

- **Escape/Survive:** The characters must get out of a place, overcoming whatever dangers lurk there. You may be guarded by people trying to keep you in, or the place may simply be a hostile environment. This can be anyplace from a radioactive desert to a high-security jail. It's rare that anyone deliberately hires someone to do this; it usually comes about because a prior mission has gone horribly wrong.
- **Find Someone or Something:** Something or someone is hidden or lost, and you have to find it. Whoever did the hiding may well use "active measures" to discourage searchers. The something may be a physical object or a particular bit of information.
- **Harm/Kill Someone:** A good old-fashioned hit job. Your job is to kill (or at least rough up) the target. The target, of course, has guards and walls for protection—or the problem may be finding where he is hiding, or who he is. Any target who learns he's being stalked is sure to fight back. The whole job is blatantly illegal, so the team must make sure they can't be identified.
- **Kidnap/Capture Someone:** Your job is to catch someone who doesn't want to be caught. It may be a legal capture of a wanted felon with a bounty on his head, or an extremely illegal kidnapping operation.
- **Manage an Operation:** Life is not all gunplay and car chases. You have to bring about some result — throw a party, negotiate a deal, run a business. It can be entirely legal or a gigantic con game. There may be someone determined to prevent you from succeeding.
- **Prevent Something:** You are the monkey wrench in the works. Something is going to happen unless you interfere. Stop the

bomb from going off, prevent the marriage, interrupt the broadcast, prevent the robbery. Usually there's nobody else to help.

- **Protect Someone or Something:** This time you're the guards and someone is trying to steal or kill or kidnap whatever you're guarding. If you're protecting a person, they can easily make stupid and self-destructive choices, and you're the one to deal with the consequences.
- **Reconnaissance/Surveillance:** The goal this time is simply information. Observe a target and report. Usually this means keeping your presence a secret, and the target almost certainly doesn't want to be observed. This can be anything from military espionage to freelance journalism. In an age of ubiquitous video and drones, this job probably involves getting past some serious countermeasures.
- **Rescue Someone:** Someone is in danger and you need to get them out. The peril can be natural or human. Depending on the peril, you may have to be stealthy. Unlike a kidnapping, the target presumably wants to be rescued. Note that a rescue can be of a single person or an entire community.
- **Solve a Mystery:** Something has happened, and you have to figure out who did it, or why, or how. This may mean investigating a crime, or uncovering a covert operation, or even delving into a seemingly paranormal event. Use the Sector Cops or Bio Hunters generators for this adventure.
- **Steal/Destroy Something:** You have to get something or get close enough to blow it up. This means learning its location and getting past defenses. Naturally, the current owner will want to prevent you from succeeding. Again, this operation is highly illegal, so protecting your own identity is a major concern.
- **Transport Something or Someone:** You are at Point A and need to arrive at Point B with someone or something. There's probably someone in between who wants to keep that from happening. Or maybe you just have to get there first. This can be a secret, stealthy journey, or a flat-out race. The cargo may be troublesome on its own, and you may not even know where Point B actually is.

STEP 2.5: THE REAL MISSION

Often the job the team signs on for isn't the task they wind up completing. Gamemasters who want a twisty plot should roll a second time on the Mission table to determine what the real job is. This is what the player characters find themselves doing after things turn sour or the villain pulls a fast one, or a "sub-mission" they have to accomplish in order to make the main job possible.

STEP 3: THE LOCATION

The growth of global culture is one of the hallmarks of cyberpunk fiction. In a "post-national" era, feel free to set adventures anywhere on Earth. For a globe-trotting tale, roll two or three times. There is one table for urban settings, a second for adventures which go beyond the big cities.

LOCATION TABLE

D12	URBAN LOCATION
1	Amusement park
2	Arcology
3	Construction site/ Abandoned Building
4	Corporate headquarters
5	Gang territory or Enclave
6	Home
7	Housing projects
8	Industrial plant
9	Megamall
10	Police station/jail
11	Transport Hub
12	University/Laboratory

- **Amusement Park:** It's full of well-scrubbed families and characters in colorful costume, and there are polite and heavily armed guards nearby no matter where you go. "Backstage" areas are less jolly and have dangerous machinery to play on.
- **Arcology:** A city in a building, combining residential space, offices, shopping, and even industrial facilities. Often designed to be highly self-sufficient — and well-protected. The chief feature of an arcology is that it's big:

hundreds of stories tall, covering a vast area, and home to 100,000 people or more.

- **Construction Site or Abandoned Building:** Something is going up or coming down. Security is minimal, there's plenty of dangerous equipment lying around, and the building itself isn't entirely safe. A favorite spot for gang summits, meetings with the enemy, or a chat with a shadowy informant just before the assassin strikes. Abandoned buildings house drifters, addicts, and scavengers.
- **Corporate Headquarters:** It's posh, it's clean and shiny, and it has top-of-the-line security systems. This is where the Big MacGuffin is hidden, or where the main villain makes his lair. It's where the veiled threats are made across a big oak desk, or where the caper goes off with split-second timing.
- **Gang Territory/Enclave:** A part of the city where gangs or a particular subculture dominate the area. The police treat it as "hostile territory" and all the normies call it a "blighted area." If you're cool with that, it's a safe zone for marginal types like cyberpunks. But the gangs or the subculture leaders have their own rules.
- **Home:** You don't have to go out for this adventure; it comes to you. Being on your own turf means you know the territory very well, and you may even have time to set up defenses. It also means you've got no place left to run.
- **Housing Project:** Where the state warehouses poor people it can't use. Quarters are cramped and shabby, gang members hang out in the stairwells, but there's often a thriving underground economy in the hallways and back alleys. The cops do come here— just not often, and not very quickly when they're called.
- **Industrial Plant:** A factory, refinery, powerplant, or waste-reclamation facility. Full of highly dangerous machines, often totally automated, and moderately well-guarded. A factory also makes a perfect cover for all kinds of secret or illegal activities.
- **Mega mall:** One of the great temples of consumerism, filled with every imaginable kind of stuff. It's crowded with shoppers,





guarded by authority-crazed mall cops, and your senses are overloaded with adware. In poorer lands, this is a street market, crammed with little stalls and packed with people. A good place for a chase or an assassination attempt. Lots of eyes and cameras will see everything you do.

- **Police station/Jail:** Where authority lives. It's a fortress full of armed guards. If there's something inside you need, it's going to be ridiculously hard to reach. And if you're inside and need to get out— that's going to be even harder.
- **Transport Hub:** An airport, rail center, or port. Full of travelers coming and going, bored or paranoid security officers, and some powerful and dangerous machines. The traditional venue for hostage swaps, smuggling, message drops, and assassinations.
- **University/Laboratory:** It looks serene and peaceful, and the only infighting happens on academic committees. This is where the bleeding edge of science is happening, where world-changing discoveries are lying around on lab benches. There are plenty of students and junior researchers who might be sympathetic to outlaws and rebels. The pressure to produce new discoveries is intense and some people cut corners, bend rules, or use illegal enhancers to keep up.

NON-URBAN LOCATION TABLE

D12:	NON-URBAN LOCATION
1	Desert/Wasteland
2	Farming Region
3	Free Zone
4	Island
5	Mansion/Resort
6	Military Base
7	Nature Preserve
8	Ocean
9	Polar Regions
10	Space
11	Swamp/Flooded Region
12	Underground

NON-URBAN LOCATIONS

- **Desert/Wasteland:** Either the American Southwest, the Sahara, or the war-ravaged Middle East. The chief problem here is surviving without water, even if you're not in a radioactive area. Inevitably home to biker gangs and scavengers.
- **Farming Region:** There are still plenty of places in the world where people live close to the land, growing food or pharmaceuticals. Communities are still small and fairly traditional, with none of the anonymity of a big city. Outsiders will be noticed. Farms have automated harvesters, pesticides, and farmers with shotguns. And plenty of places to dispose of bodies.
- **Free Zone:** A region outside the control of any organized government. This may be an anarchist "utopia," or it could be a place where government has collapsed. Either way, the only law is what you make.
- **Island:** Probably in the Pacific or the Caribbean. Likely threatened by rising sea levels and super storms. It could be a private corporate enclave, poor and overcrowded, or entirely uninhabited.
- **Mansion/Resort:** A luxury resort or one family's private domain. Either way, security is tight around the perimeter and anything goes inside. Often full of valuable stuff and important people.
- **Military Base:** A true fortress, with more guns than you can shake a stick at, and some pretty scary sticks, as well. Unless you have a private army of your own, this is not a place you want to attack.
- **Nature Preserve:** A pristine wilderness, probably protected and patrolled. Serene and pretty—except for the gene pirates, poachers, and eco-activists who don't like intruders. Forests and jungles can have dangerous animals, while mountains have plenty of dangerous cliffs, avalanches, flash floods, and other natural hazards.
- **Ocean:** The sea is Earth's last frontier, the home of sea-farmers, rovers, pirates, and the merchant shipping which keeps the global economy going. On the seafloor are secret bases, research stations, and illegal waste

dumps. No nation has the power to patrol it all anymore, so the Law of the Sea is pretty much whatever you care to make it.

- **Polar Regions:** Perhaps the only truly empty spaces left on Earth. The Arctic and Antarctic may have less ice than they once did, but they're still very cold and inhospitable. A good place if you want solitude—or have something to hide. The thawing ice reveals things once hidden.
- **Space:** Space is big, encompassing Earth orbit, the nearer bodies, and the far reaches of the Solar System. Roll 1d6 to see where in space things are happening. 1-2: Earth orbit; 3-4: Moon or near-Earth asteroids; 5: Mars, asteroid belt, or Venus; 6: Outer Solar System or Mercury. Anyplace off Earth the environment is extremely unforgiving, life in zero gravity is strange to newcomers, and getting out of the well is expensive.
- **Swamp/Flooded Region:** The drowned cities of the flooded coastal areas are treasure troves of salvage—and full of dangerous pirates and scavengers. Swampy wilderness abounds in crocodiles, piranhas, anacondas, and mosquitos.
- **Underground:** Natural caves, mineshafts, vacuum-train tubes, secret underground bases—all great places to hide or fortify something. They're hard to find and hard to get into, but for that reason security may not be as tight as it should be. Abandoned underground complexes may be full of traps, monsters, and treasure.

STEP 4: THE ANTAGONIST

The antagonist is the person or entity the player characters have to overcome in order to achieve their goals. Antagonists aren't the same as villains—their motives may be pure and their hands may be clean, but their goals are opposed to those of the adventurers. An antagonist may be in the foreground trading pistol shots with the party or may work through layers and layers of agents and flunkies.

ANTAGONIST TABLE

D12	ANTAGONIST
1	Bounty Hunter/Detective
2	Con Man or Impostor
3	Corporate Executive or Tycoon
4	Corrupt Bureaucrat or Politician
5	Crime lord
6	Hacker
7	Media Personality
8	Military Officer/Mercenary
9	Priest or Cult Leader
10	Rebel or Terrorist
11	Rogue AI or Upload
12	Spy

- **Bounty Hunter or Detective:** He's got the law on his side, or at least that's what people will believe. Even if he's corrupted or pursuing his own goals he can call on other law enforcers for help. The only thing scarier than a corrupt lawman as an enemy is an honest one.
- **Con Man/Impostor:** He's pretending to be someone else (roll on the Patron table to see who) and this is all part of some big scheme. It's quite likely that there will be a change of mission midway through the adventure as the true nature of the scheme starts to emerge.
- **Corporate Executive or Tycoon:** Either one can be advancing the interests of a megacorp or pursuing a private agenda. It doesn't really matter — they can command the corp's vast resources, and that makes them truly formidable.
- **Corrupt Bureaucrat or Politician:** A bureaucrat is appointed, a politician is elected, but both of them can use (and misuse) government power. The target may be an enemy state, a rival faction within the same government, a corporation, or a personal enemy.
- **Crime lord:** A gang boss or underboss, with crooks at his command and a pretty hefty resource base. Most high-level crime lords are savvy enough to keep their own hands clean and have friends in politics and corporations. Modern crime lords





have hackers on the payroll and know how important the infosphere can be.

- **Hacker:** Anything from a straight-arrow software engineer to a wild-haired radical living in a dumpster, a hacker's main strength lies in dataspace. He (or she) can cut off your finances, put you on the Most Wanted List, and call you names on your own blog. Fighting a hacker is like fighting smoke, until you find the source of the fire.
- **Media Personality:** Media people probably don't have vast wealth and aren't likely to shoot you down in the street, but they can trash your reputation, turn people against you, and expose things you want kept secret. A big-time Bollywood figure is almost a corporate executive, while a freelance blogger could also be a hacker.
- **Military Officer/Mercenary:** A warrior, with a lot of armed force at his or her disposal. They are charged with obeying the orders of their country's government (or whoever signs the paychecks) and can be frighteningly competent at doing just that. Corrupt or self-serving military leaders can be like crime lords, only with bigger guns.
- **Priest or Cult Leader:** Religion is a powerful force and can be the motive behind noble acts and despicable ones. False prophets often use the trappings of religion to gain wealth and power. A religious leader can have riches and goons, but his most powerful weapon is his ability to motivate those who genuinely believe in him.
- **Rebel or Terrorist:** This person doesn't want to be ruled by the existing government, and is fighting against it, either alone or with a band of followers. A successful rebel leader may control a substantial territory, functioning as a small government. Others are just violent lunatics bent on mayhem. It's all too common for foreign governments to support rebels in their enemies' homelands.
- **Rogue AI or Upload:** It's a mind in the datasphere, pursuing its own mysterious goals. As a data entity, an AI has incredible Hacking skills, and can find and manipulate all the information controlling someone's life. In the physical world, it can take over automated vehicles, drones, and other

machinery. And of course, it can bribe or trick humans into doing its wishes.

- **Spy:** Spies are in the information business. They may serve national intelligence agencies, international NGOs, or corporate "data acquisition" departments. Many serve multiple masters. A spy seldom works openly; usually there is at least one cover identity (use the Patron table to figure out what).

STEP 4.5: HENCHMEN

Even the most terrifying villain isn't much of a threat on his own. Roll again on the Antagonist table to see who the main opponent's allies are. Most foes have just one ally, but a particularly potent villain might have 1d6 main henchmen. They should be at least as skilled and competent as the adventurers.

The player characters may not know about the henchmen at first, and their special talents or connections can be an unpleasant surprise. However, henchmen can have their own goals, and may be persuaded to switch sides if the reward is big enough.

STEP 5: THE MACGUFFIN

If the adventure involves a "something," roll on this table. This is what the heroes are trying to get, or steal from the villains, or reveal to the world, or keep hidden.

MACGUFFIN TABLE

D12	MACGUFFIN
1.	Cryptos
2.	Data
3.	Endangered Species
4.	Evidence
5.	Key
6.	Land
7.	Medicine
8.	Person
9.	Possession
10.	Secret
11.	Technology
12.	Treasure

- **Cryptos:** The characters are doing it for the money.
- **Data:** Information is power. It could be a scientific discovery, the master files for next month's media blockbuster, or a corporation's un-edited financial report. It's data, and someone will pay for it.
- **Endangered Species:** A living thing, rare and therefore valuable. Part of the problem is making sure it stays alive until the mission is over. This could also include unique specimens of genetically engineered new species.
- **Evidence:** Data, video, or physical objects which link someone to something they really don't want to be linked to. This makes it dandy blackmail material. Its value depends on who the person is and what the crime is. Use the Sector Cops adventure generator to determine what this clue reveals.
- **Key:** This MacGuffin isn't particularly valuable itself, but it gives access to something else which people do want. It could be a physical key, a combination, a severed thumb with the right thumbprint, or a bunch of cryptic clues.
- **Land:** Sure, it's not as exciting as a box of guns, but the title to a plot of land means control of whatever's hidden there. And land in the right place can be incredibly valuable.
- **Medicine:** The cure for what ails somebody. People will do almost anything to avoid pain or death. This could be anything from a sample of a new drug, to illegal performance-enhancers, to a shipment of vaccine to prevent an epidemic.
- **Person:** The MacGuffin is a person. Roll on the Contractor table to find out who.
- **Possession:** An item which belongs to someone and is valuable to them. It may not have any great cash value, but its owner thinks it's especially important.
- **Secret:** Something hidden, which someone wants to keep hidden. Governments and corporations have lots of secrets — some benign, some revolting. Secrets remain valuable only while they are secret, so once too many people find out its old news.
- **Technology:** A gadget. Something practical that can be used. Whoever gets it has an

immediate advantage. It could be a weapon, a vehicle, a superfast computer, a robot, or something more exotic.

- **Treasure:** Something which can be turned into cash. It's valuable in its own right but may have to be sold or "laundered" first.

STEP 6: INNOCENTS AND VICTIMS

If someone needs rescuing, this is where to roll. Also use this to determine innocent bystanders affected by the operation, people being victimized by the villain, or other "civilians" as needed.

INNOCENTS TABLE

D12:	INNOCENT:
1.	Activist
2.	AI or Upload
3.	Child
4.	Clone or Simulacrum
5.	Doctor
6.	Family or Friend
7.	Media Person
8.	Politician or Judge
9.	Refugee
10.	Scavenger
11.	Scientist
12.	Witness

- **Activist:** Someone pushing for change or reform, using (mostly) peaceful and (mostly) legal methods. Note that a neo-fascist agitator is just as much an "activist" as an anticorporate crusader.
- **AI or Upload:** A data person. Note that many places don't recognize AIs as legally "people" but simply someone's property.
- **Child:** A kid, who should be too young to get mixed up in this kind of business. Whatever's happening, they're not the ones responsible.
- **Clone or Simulacrum:** An artificial person. They may or may not know that's what they are. As with AIs, artificial and synthetic humans may not have full human rights.
- **Doctor:** A healer; anything from an underequipped "barefoot doctor" in





the housing projects to a high-end body sculpting surgeon.

- **Family or Friend:** Someone with a personal connection to one of the protagonists. Yes, that's right, Mom's got the Holy Grail again.
- **Media Person:** A news reporter, actor, sport star, or other creation of the media nets. Their billions of fans inevitably include some nutcases.
- **Politician or Judge:** Someone still trying to uphold the public trust, or at least get rich without working too much. Naturally, that makes them a target for corruption, assassination, and blackmail.
- **Refugee:** Driven from home by war, poverty, or disaster, they're frightened, don't have much money, and are still adjusting to a new society. That makes them natural victims for all kinds of scams and exploitation. Today's penniless refugee might have been an important person back home yesterday.
- **Scavenger:** A harmless junk-picker, except that sometimes they find things which turn out to be important.
- **Scientist:** Maybe motivated by pure desire for knowledge, or maybe hoping for lucrative patentable discoveries. Smart but often not very shrewd. They may have access to bleeding-edge tech or know someone who does.
- **Witness:** Someone who saw something. Someone else would like them to keep quiet. Dead people are incredibly quiet.

STEP 7: TWISTS AND COMPLICATIONS

No plan ever anticipates everything that may happen. The heroes must always be ready to deal with unexpected problems. Use to see what fastballs Fate is getting ready to throw. For a relatively straightforward Cyberpunk story, roll once. For a really twisty "maze of deception" scenario, roll 1d6 times. Re-roll any duplicates.

TWISTS/COMPLICATIONS TABLE

D12	COMPLICATION
1	Ally with Enemy
2	Betrayed!

3	Disaster
4	Dodgy Ally
5	False Flag/Diversion
6	New Tech
7	Old Enemy
8	Old Friend
9	Third Force
10	Time Limit
11	Trap
12	Weirdness

- **Ally with Enemy:** You're going to wind up on the same side as your adversary. This could be the result of treachery on your own side, a misunderstanding, or some outside peril neither of you can survive alone. How long before one of you decides it's time to resume the original conflict?
- **Betrayed!:** The boss is not your friend. Your Contractor has turned against you. This may simply mean you're cut off from support (and your pay), or it may mean he's actively trying to destroy you. This could have been his plan all along, or possibly the enemy has fooled him into thinking you're the traitor.
- **Disaster:** Something big and bad happens while the mission is underway. The characters didn't cause it, but they're going to have to cope with the effects. Even in the future there are tornadoes and earthquakes, gas leaks and plane crashes—and the occasional terrorist bomb. Will you take advantage of the chaos, or pitch in to save lives?
- **Dodgy Ally:** In order for the operation to succeed, you need outside help. Unfortunately, the person you're working with may have their own agenda. They may want to hog all the glory (and pay), they may be a spy for the enemy, or they may have some scheme of their own.
- **False Flag/Diversion:** The person who hired you is an impostor, and the mission itself may be bogus as well. This may be part of some larger scheme, or it may simply be that the contractor had to mislead you in order to get you to take on the mission. They probably would prefer it if you didn't survive the mission, and all those goodies they promised you in payment may not exist.

THE SEXBOT ASSASSINS

THE KING'S STAY

- **New Tech:** Cyberpunk is all about the tech, and characters love to be on the bleeding edge. This time, however, it's the other guys who have the latest, shiniest gear. They've got some gadget or weapon you're not prepared for.
- **Old Enemy:** The adversary is someone you've crossed paths with before. On the plus side, you know something about his means and methods. On the minus side, he knows about you. And did he set this all up just to get revenge?
- **Old Friend:** One of your opponents is someone you know and like. Will you turn against them now? And if you don't, will your boss have doubts about your loyalty?
- **Third Force:** There's another faction involved in the affair, not aligned with either the heroes or their adversaries. The third force may have the same goal as the heroes, or an opposed one. The presence of a third force can lead to mysterious events, and once their existence is revealed the heroes can confront them or try to strike an alliance. Roll on the Antagonist table to see who it is.
- **Time Limit:** There's a deadline. The job must be finished by a certain time. Or maybe the enemy is operating on a schedule and must be stopped before their plan succeeds. The point is: get moving!
- **Trap:** It's a trap! Either the whole operation is nothing but a scheme to lure the heroes into their enemies' hands, or perhaps the goal of the mission is a fraud designed to snare the unwary. The trap may be aimed specifically at the player characters, or it could be intended to catch someone else entirely.
- **Weirdness:** The mission gets the team mixed up with something paranormal. Use the Bio Hunters adventure generator to determine what kind of weirdness is going on.

PROTECT AND SERVE ADVENTURES

The following Savage Tales are designed for characters who choose to play the Protect and Serve Campaign Theme.

The PCs are called to a seedy motel called The King's Stay where the body of a naked man was found brutally murdered. Housecleaning found the body, believing that he had checked out of the room without notifying the front desk.

A quick survey of the scene reveals that the man was in bed, but the method of the murder is curious. There are no knife or gunshot wounds. His neck was shattered with massive blunt force from behind, and his skull was fractured. His identification reveals that he was Jason Wyer, and individual who was fifty-two years old, ethnically mixed, of average height and weight, and his balding hair was cut short. Further investigation reveals that he worked for a technology company called Chavis Technical, where he was a software engineer. The desk workers at the motel said that he checked in by himself, and there were no security cameras to provide additional information.

The people staying in the surrounding rooms had checked out before the PCs arrive, so questioning them would be difficult. The motel is able to provide them with the contact information for those guests. If the PCs question them, they learn that the man was seen with a woman, though nobody seems to have gotten a good look at her. Later, they could be heard having rather loud sex.

Investigating Wyer's place of employment reveals little of value. The software he worked on is used for vehicle automation, mainly to keep self-driving cars on the road and as safe as possible. People say that he was not a very social individual. He usually skipped parties with co-workers and never talked about family or friends at work. He was single and had never married.

The type of injuries he sustained could have only come from a few sources—the first being a large blunt object, such as a baseball bat. The second less-likely possibility would be a blow from a robot, though all commercially available robots are programmed to never attack human beings, in accordance with the three laws of robotics.





THE NEXT DAY

In the next day two more bodies show up that fit the same basic description. Both of them are male, and both worked for different tech companies. One of them managed to tear out a chunk of his attacker's long red hair, and analysis of it reveals that it was synthetic. This means that it either came from a wig, or it was on the head of a robot. At this point, the evidence strongly points to a robot, or multiple robots committing the crimes.

THE USUAL SUSPECTS

At this point the PCs likely want to look at the victims and figure out what, if anything they have in common, aside from the obvious. They worked for different tech companies at the time of death, but one thing they all had in common was when they worked for a robotics company called Humanoid Companions, which went out of business fifteen years ago. The robotics company built all manner of robots, though their specialty was sex robots, a market where they thrived, at least until the next generation of sex robot came along to knock them out of the top spot. At that time, they lost market share as more realistic models with more person-like software became available.

The company employed more than a hundred people in the office where the others worked, which makes for a rather long list of suspects. To narrow the list down, they might try to look for people who worked with the individuals who have been murdered and were fired from the company. This turns up a much smaller and more manageable list of three.

SCOTT SEVERS

Scott Severs is the first name that comes up as terminated by the company. His firing was particularly nasty, according to public records... he stated that his supervisors stole his work, gave it to his subordinates, and then showed him the door due to "Poor performance." He had pursued unemployment insurance, fought it through the courts, and eventually won. Unfortunately, he can be immediately dismissed as a suspect since he

was murdered in the streets by some punk who was drugged out and overly cybered out.

Pursuing the Scott Severs angle is not completely without merit, however. At the time of his death, he was married to a programmer named Michael Telfer. Before Humanoid Companions folded, but after the death of Severs, Telfer had written a scathing article about the company in which he blamed their poor management for the terminating Severs without cause, forcing them into a poorer neighborhood where the incident that took his life took place. If the PCs question Telfer, he claims that he had been angry at the time, but has since moved on with his life. What's more is that he has since married another man and he maintains steady employment with another tech firm.

CAREY CUSAC

The next potential suspect is Carey Cusac, a woman who was a young programmer at the time. She had been addicted to more than one drug and had been terminated when she showed up to work high after being absent for a week. If questioned, she says that she has overcome her problems, learned from her mistakes, and has been employed with a small robotics company for the past six years.

MITCHELL STERANKA

The final suspect is a Mitchell Steranka, a large muscular guy who seems sullen and withdrawn. He had been fired because, while his coding had been solid, his behavior disturbed his co-workers. He had been known to become angry and confrontational easily when people questioned him about his work, and had ultimately been shown the door after complaints mounted. If the PCs attempt to track him down, they find him in a shabby apartment in Lock Port. When the PCs attempt to question him, he runs, forcing them to chase him down. Once apprehended, he says he won't talk without legal counsel, which even in this day and age, must be provided, at least within the Free City.

CHASE: 9 CARDS. MITCHELL HAS ATHLETICS D6.

Steranka has not had a particularly successful career following his exit from Humanoid Companions, and he has had several run-ins with the law for a series of petty crimes. He ran because he was afraid that the PCs were about to blame him for something he did not do. He has been trying his best to lead a good life without getting into trouble, but he feels that it follows him no matter how hard he tries. If asked about the sexbot murders, he says that he heard that someone who used to work at his old company is looking for some payback, but he didn't get a name for who it might be. With no evidence to hold him on, the station is forced to release him.

The trail may seem to have gone cold, but Steranka is attacked in his home the night he is released. He calls in for police, telling them that he has destroyed a bot that tried to kill him. When the PCs investigate, they find a scantily clad humanoid robot with blond hair and voluptuous proportions. Because Steranka is familiar with their weak spots, he had little trouble disabling it by smashing the processor located in its right arm.

If the PCs ask why he was attacked, he admits that he thinks heard a little more than he told them before, which is that Michael Telfer has been working on a sexbot hack using The Deep to take control of the automatons and then seek revenge upon those who were responsible for Scott Sever's death. If the PCs have the disabled bot analyzed, they find a signal that traces back to a private studio in a high rise on the Gold Coast.

When they proceed to the studio, the PCs discover a workspace and robotics lab that spans five large rooms, two of which are used for production. The premises is guarded by sexbots with firearms and body armor. Telfer is not present when they raid the location, but once the sexbots are disabled, there is more than enough evidence, including DNA, computer logons, and the programs used to take control of the sexbots to arrest Telfer for the murders of the dead men.

SEXBOTS (4)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d8, Persuasion d8, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5, **Toughness:** 10 (4)

Gear: RT Tactical Security Suit (torso, arms, legs, head) (Armor +4), RS 007 Whisper Palm Pistol (9mm) (Range: 12/24/48, Damage 2d6, AP 0, RoF 1)

Special Abilities:

- **Construct**

STICK ICKY

Sticky Icky, or Cannabis, Marijuana, and so on, remains a popular drug in Chicago, as well as most other places in the Reformed United States. In 2019, the drug was legalized by state lawmakers, and recreational use has remained legal despite the various changes in government that have occurred. Because of this, law enforcement typically ignores the trafficking and use of sticky icky. Numerous legal vendors sell the drug throughout the city, and there is still money to be made from people selling it on the streets.

A NEW DRUG

Despite this, a new type of the classic drug is about to hit the streets, and it will have far reaching consequences. A lab in Mexico genetically altered the plant so that in addition to possessing THC (the substance that gets you high) and CDB (the chemical that acts as a powerful pain killer), it also contains a chemical that has the same effect on the mind as PCP, or angel dust. While it has been a common practice to spray PCP onto marijuana for almost as long as the drug has been popular, it has seldom contained a strong enough dose to radically alter the experience of the drug. The goal behind re-engineering marijuana in the lab was to introduce a new form that can only be found on the streets, as well as to introduce an addictive quality that marijuana typically doesn't possess.

STICKY ICKY

- Decrease Smarts and Spirit by one die type.
- Increase Strength and Vigor by one die type.
- Grant the Berserk Edge
- Grant the Blood Thirsty Hindrance



A SHOOTOUT IN LOMBARD

The PCs become involved during an incident in the Lombard Projects in the West Side. A crazed man crashes his car into another one, blocking off a street, then goes car to car with his shotgun, shooting everybody he sees while screaming at the top of his lungs that none of this is real. The PCs must stop the killing as quickly as possible. The man does not surrender under any circumstances, and if dropped to the ground, he keeps fighting. This most likely results in the man's death, but if the PCs do manage to subdue him, he dies of a heart attack before arriving at the precinct.

The man's name was Francisco Esposito and he was forty-eight years of age. Prior to this, his criminal history was limited to minor offences he had engaged in as a teenager. Following that, he became an auto mechanic and has caused no problems. Although he and his family were relatively poor, everybody close to him questioned says that he was not a violent or dangerous man, and they simply refuse to believe the stories about how he died... at least until they see video footage. An autopsy of the body reveals that he had smoked a moderate amount of marijuana prior to his death, but it also finds an unknown chemical in his system.



FRANCISCO ESPOSITO

Attributes: Agility d4, Smarts d4*, Spirit d4*, Strength d8*, Vigor d10*

Skills: Athletics d6, Fighting d4 Notice d4, Persuasion d4, Repair d8, Shooting d6, Stealth d6

Pace: 6; **Parry:** 4, Toughness: 7

Gear: WT Road Warrior (12ga) (Range: 6/12/24, Damage 1-3d6, AP 0, RoF 1)

BRAWL AT THE GREEN FLAGON

The PCs barely have enough time to process this information before they are called to deal with another violently inexplicable situation. At an Irish Pub known as the Green Flagon, a fight started unexpectedly at a table, and the violence quickly spread to the remainder of the bar. This spilled out into the street, at which time the other patrons calmed down while the four people at

the original table continued fighting outside, mercilessly kicking and punching, as though they wanted to kill one another.

BRAWLERS (3)

Attributes: Agility d6, Smarts d4*, Spirit d4*, Strength d8*, Vigor d8*

Skills: Athletics d6, Fighting d6 Notice d4, Persuasion d6, Stealth d6

Pace: 6; **Parry:** 4, Toughness: 6

Gear: None (May pick up improvised weapons)

When the PCs arrive, one of the combatants lies bleeding and unconscious on the pavement while the other three continue the fight. The PCs must subdue them, and unlike the previous victim, none of them die on the spot unless they are mortally wounded by the PCs. Once arrested and locked up, they come down from their highs and can be questioned the following morning. They tell the PCs that they don't remember their epic rumble outside the pub the night before. The last thing they all remember clearly was sneaking off to the pub's bathroom to smoke some sticky icky they had recently purchased. One of the suspects, Vanessa Adams, an attractive woman with dark hair informs them that she had purchased the drug for the group earlier that day from a long haired Hispanic man who goes by the single name, Jesús.

Chase (If the party is in uniform): 9 Cards. Jesús has an Athletics d8.

UNDER COVER

At this point, the police chief recommends going under cover as a buyer to try and nab Jesús. They are free to dress however they want, but if they try to apprehend him wearing cop uniforms, he makes a break for it before they can get close to him. Assuming they are able to haul him in, certain things become clear. He's a part of the Mexican Mob who operate outside the prison system, yet reports to Jesús Salazar (he did not choose his name to honor their leader). He was unaware that there was anything unusual about the sticky icky he was selling, but he says that it's part of a massive lot they received recently. If pressed for more information, he simply shakes

his head and tells the PCs that he would rather go back to prison than be killed by his organization.

By this time, use of the new sticky icky is spreading, as are the incidents of random violence. The sudden violence is so widespread that almost every cop on duty is ordered to simply walk the street and wait for bad and inexplicably violent situations to occur. The PCs are no exception. Stopping the violence takes precedence over the matter of stopping the flow of the drug into the city.

The PCs should deal with three or four random and violent situations on the street before they catch a break in the case. They observe a man selling sticky icky to an individual on the street. This is confirmed when the man begins acting violently. Meanwhile, the dealer saunters off, jumps on a bus, exits a couple miles away, and walks to a house with five heavily armed members of El-Muerto 13 hanging out in front of the residence.

Assuming the PCs engage the gang members and defeat them, they find a table within containing twenty pounds of the drug in small bags.



EL-MUERTO 13 (5)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5, Toughness: 7(2)

Gear: UP Street Jacket (torso, arms) (Armor +2), WT PR Nightmare (7.62mm) (Range: 24/48/96, Damage 2d8+1, AP 2, RoF 3)

Once the PCs have taken the drug to a lab, they confirm that this is genetically modified marijuana that has been created with the intent to make it addictive. The police put out the words that bad stuff is on the street, and recommend that everyone buy their weed from licensed sellers. Once the word is out, people stop using any marijuana they obtained through questionable means, and the incidents of random violence drops back to a normal level within the city. Meanwhile, behind the scenes, the Mexican Mob realizes that this altered version of the drug

is going to cause them more trouble than it's worth, so they stop importing it.

HOSPITAL HOSTAGE CRISIS

The PCs respond to a developing crisis at Silver Wing Community Hospital in Naperville, which is in the south side of Chicago. There are reports of gun shots within the facility, and nobody can get in or out, nor is anyone able to communicate with those inside.

When the PCs arrive, they find that the hired security guards have blocked off the entrance to the ground floor of the building and they say that the gunman is still holding people inside. There are normally security cameras to monitor all areas of the hospital, but the first thing the gunman did after taking control was have the maintenance workers trapped in there with him disconnect them. If the PCs request to go in, the guards allow them through without a problem.

By the time they enter, the gunman has moved the hostages up to the sixth floor of the building, leaving the entrance unguarded. He has linked the intercom to his current position, and the PCs can clearly see that there is a blinking light on the intercom at the main desk. This is his invitation to negotiate with anyone who has any sort of authority. Assuming they answer, the man identifies himself as Ronnie Duran, and he first states that he is armed with a large caliber handgun as well as explosives strapped to his waist, so if anything happens to him, he will not only shoot his forty-two hostages dead, but he will also blow up as much of the hospital as he can. When asked what he wants, Duran states that he needs a lifesaving procedure. He has been diagnosed with an early stage of colon cancer and he'll die if a section of his intestines aren't removed as soon as possible. He then goes on a screaming rant about how doctors don't care about saving people's lives if they don't have money.

If the PCs investigate his claim, a hospital administrator named Haley Colker looks up the medical records and determines that the gunman is telling the truth. He has no job, no insurance, and there are no government agencies that have offered to help him. In essence, because he has fallen through the cracks of the system, what





should be a routine matter has become a death sentence. If asked if the hospital can simply agree to do the procedure, Colker says that hospital policy is that funding must be secured before they touch anything worse than a hangnail. Besides, if they were to give him what he's asking for, it would be an invitation for anyone desperate for medical care to threaten a hospital with a gun.

If the PCs get on the intercom and ask the status of the hostages, Duran says that they're all unharmed... for now, but he's going to execute the first one in half an hour if the hospital doesn't agree to do the procedure. If the PCs break it to him that the hospital has already said that they won't do that, he says he'll change their minds. They hear a gun shot over the intercom, followed by a bunch of screaming. He then comes back and says that Doctor Roberts is on the floor with a leg wound that is bleeding a lot and that maybe now they'll take him seriously.

It turns out that the gun shot managed to find an artery in Doctor Roberts's leg, and he's going to bleed out in fifteen minutes if he doesn't receive immediate emergency surgery. It should be clear at this point that Duran is not only desperate, but also not completely rational, so they should believe he means what he says when he threatens to shoot the rest of his hostages if this isn't resolved to his satisfaction. Worse, the PCs are in no position to end the standoff since they cannot get the hospital to do something that violates their policies. The only route that remains available is to go up and confront him directly.

TAKING THE STAIRS

Duran already disabled the elevator by calling it to that floor and placing a heavy box filled with medical supplies in the way of the doors, preventing them from closing. The only remaining approach is by the stairs, and Duran has left a few surprises for the PCs. On the stairs leading to the second floor, there is a trip-line hooked to a canister that emits an aerosol of acid. Further, there is an explosive that is hooked to a motion detector, designed to fill the area with fire rather than cause structural damage.

- **Acid Spray:** Characters watching the stairs for traps may see the tripwire with a Notice

Roll. Otherwise all characters make an Athletics roll to avoid being hit by the spray. Any that are hit by acid receive 2d6 damage and rolls an additional d6 on a result of a 3 or higher they take 1d6 the next round. The acid continues every round but the die roll increases each round so a 4 or higher the next round, then a 5 and so on.

- **Explosives:** Characters watching the stairs for traps may see the motion detector with a Notice Roll otherwise everyone takes 3d6 damage. Roll an additional d6 to determine if they continue to burn (See *Savage Worlds*).

The PCs might attempt to go onto the floor where Duran is holding the hostages with guns blazing, or they might try a more subtle approach. If they take the first option, Duran takes cover behind desks and walls, wherever he can manage to stay out of the way of the bullets, while he takes aim at the hostages, killing as many of them as he can before being shot himself. If his heart stops beating, the explosives he strapped to himself detonate, killing half the people in the room and causing structural damage to the hospital.

PCs trying to approach by stealth will have better luck. Duran is located near the middle of the floor since it is an area large enough to hold all of the people he has taken hostage, and since there is only one of him, he is unable to simultaneously watch the stairwell and keep an eye on the people he holds at gun point. Once they get close to Duran, they can either try and negotiate with him, or they can get close and try to shoot him (shooting him likely results in the same detonation of explosives mentioned above). Negotiation is also likely to end in failure since the PCs are powerless to offer him anything that could save his life.

Ultimately, the best strategy for diffusing the situation is to assure him that nobody is going to shoot him, and then arrange for him to release the hostages. If dealt with in this calm manner, he is willing to let them go, a few at a time, starting with Doctor Roberts if he remains alive. Negotiations break down once he is down to five hostages, at which point he wants assurances that he will receive his operation before he agrees to let the others go. If the PCs appeal to his humanity, he insists that his humanity is

worthless so long as he has a curable condition that will kill him. If they try to impress upon him the hopelessness of his situation, he decides that if they can't arrange for his life to be saved then he shouldn't do anyone any favors, and he starts shooting the hostages. If the PCs appeal to his helplessness with the situation and compares the hostages to his own situation, he slowly sees that they are right and eventually allows himself to be talked down.

This standoff could end with Duran alive or dead. If the PCs manage to take him alive, he is arrested, tried for his crimes, and sentenced to prison. Once he is in the criminal justice system, he is given the life-saving operation since all prisoner's medical needs are provided as a part of their incarceration.



RONNIE DURAN

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d4, Intimidation d4, Notice d6, Persuasion d4, Repair d6, Shooting d8, Stealth d4

Pace: 6; **Parry:** 4, **Toughness:** 5

Gear: AGA Rhino 10 (.50) (Range: 12/24/48, Damage 2d8+1, AP 3, RoF 1)

A BUG ON THE WALL

By 2030, honey bees were all but extinct due to a combination of pesticides, climate change, and diseases. Given the fact that plant pollination was still absolutely required to preserve life on Earth, the governments of the world came together to create artificial bees, known as VNs (short for Von Neumanns, or self-replicating robots). These robots look very much like small bees, are almost completely autonomous, they pollinate trees and plants as efficiently as bees once did, and they replicate themselves, making it so that human beings rarely need to interfere with their function. The idea behind this was that people could manufacture a few of them, set them loose in the wild to pollinate, and then cause few problems afterward. If their numbers grew too numerous, the "bee keepers," or people who ran the servers that tracked the bees, could simply deactivate a certain number so that their

populations were once more in line. They were built with tiny cameras and audio recording equipment so that the bee keepers could make sure they were operating according to their programming, or at least not causing problems. They were designed to supposedly be hack-proof, and their programming prevented them from causing injury to people. But, as with all things, programming can be changed.

A PRIVATE PHOTO SHOOT

The PCs are met in the morning by Jordan Malone, one of the people on the Free City Ruling Council. He asks the PCs to meet with him in an office without surveillance equipment, and then proceeds to explain his problem. Malone is a tall, attractive man in his early forties with a full head of dark hair and prominent muscles. He shows the PCs a datapad with graphic images of him having sex with a woman who is not his wife. He says that these arrived with a note demanding five million credits or they would be released to The Deep. If asked how these images were captured, he says that he has no idea. More disturbing is the fact that there are two other city officials, who are not yet brave enough to come forward to the police, who have had similar demands made. Since blackmail remains a crime, Malone demands that the PCs investigate the matter. If the PCs try to decline the case on the grounds that they have more important things to do, the precinct captain reminds them who signs their paychecks and insists that they get to the bottom of it.

Analysis of the photographs shows that they were taken from various positions around the room. This is usually accomplished by using a photographer, which Malone insists was not present. Further analysis suggests that the camera used to capture the images was extremely small, suggesting some sort of a Spybot. At this point, the PCs likely want to search the premises where the pictures were taken. Malone points them toward his guest house, which is located along the coast, just north of the Malbrand corporate offices. The guest house is small and easily overlooked amidst the other homes in that region, but it is clean and comfortable.





A detailed search of the residence reveals very little of value, however, there is one key clue present: a dead VN bee. Given the fact that they carry cameras and audio recording devices, it makes sense that this could have been the thing that took the pictures. Assuming it is brought in as evidence, there is one problem that emerges immediately: although each VN has a unique identifier built in, they do not keep a log of their own activity. The ID number is 57Q98Y5T43MNI76. Keeping activity logs is up to the bee keepers.

VISITING THE BEE KEEPERS

The Office of the Bee Keepers in Chicago is located in a small office in North Aurora on the West Side. There is typically one person in the office at any given time, at least during the daytime hours. At this time, it is a low ranking city official named Lucas Franklin, a middle-aged man with no hair on top, short brown hair on the sides and back, glasses, and a tie. He is not accustomed to being disturbed by people while at work... in fact, he isn't accustomed to anybody showing up here at all while at work, so when the PCs arrive, he is very inquisitive about what they might want with the VN devices he oversees. When the PCs give him the VN's identifying number, he pulls up the logs which show that it was diverted from pollenating about a quarter mile away to the house, and it was engaged in surveillance for half a year's time, all the while, its camera was activated every time there was anyone else present in the house. Franklin is astounded because this is highly irregular. There is no programming that he oversees that would use these machines in this way. He goes further into the logs and finds a probable cause: his system was hacked about a year ago, and he can pinpoint the location from which it was hacked: a small home in a poor neighborhood in the Des Plaines Recvc Sector.

DES PLAINES RECVC SECTOR

When the PCs approach, the VNs are watching. As they near the house's front porch, the machines begin to swarm. When they attempt to enter the house, they become deadly, acting as

tiny ballistics, like small caliber bullets. This assault continues until the PCs either make it inside the house or flee the area. While swatting the VNs accomplishes little, the one thing they can do is make an emergency call to Lucas Franklin at the Office of Bee Keepers to have him disable the ones in the area. While they can be reactivated after "death" by issuing a command, this is a higher level action that would set off alarms at the Bee Keeper's office immediately and result in an automatic lockout of anyone not physically located at the server.

Within the home is the hacker, Tammy Keith, who has been using the bees to learn the bad behavior of the people controlling this city and use it to her advantage. She's tired of being poor and found this to be an inventive way to change her situation. While she expected that it would be possible to follow her back to the source, she was not expecting any of the city officials she was trying to blackmail to involve the authorities. Knowing the amount of trouble she is about to be in, she shoots at the PCs until they either talk her into giving up, or incapacitate or kill her. Assuming she lives through her arrest, she accepts a plea deal that would have her serve time for her crimes while working for the city as a cybersecurity specialist.



TAMMY KEITH

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d4, Hacking d10, Notice d6, Persuasion d4, Shooting d4, Stealth d4

Pace: 6; **Parry:** 4, **Toughness:** 5

Gear: AGA Prophet (9mm) (Range: 12/24/48, Damage 2d6+1, AP 1, RoF 1)

REVENGE AND SHRAPNEL

This adventure centers around revenge on one of the player characters. It works best if you had the player characters arrest this individual at some point prior to running the adventure so that they will be intimately familiar with the enmity involved once they catch up to the villain at the end of the scenario. If there is a villain who works better than the one provided in this scenario,

feel free to make a substitution. The specifics of the antagonist are not as important as the fact that he has a problem with one or more of the PCs, and it works better if it isn't described as someone he or she remembers from one of their old cases, but instead is someone they have an actual history with. Another approach would be to use this antagonist in an early adventure using the PC or party to create the desired relationship.

The adventure begins with one or more of their names on a cryptic message passed along to the Ravenlocke Security precinct stating that they need to be in front of Serenity Tower at precisely 6:00 AM the next morning. If they fail to show, a bomb will be detonated at that location. Complicating matters is the fact that this fiasco is planned on a holiday (choose a day on the calendar such as July 4th (which is still celebrated in the Free City, even if it no longer applies as a specifically patriotic holiday), Thanksgiving, Christmas, or some other day that is widely celebrated. This means that there are more people than usual in the streets, traffic is a mess, making it difficult to proceed quickly from one location to the next, and there should be a special sentimental value attached to the day that will make these attacks seem all the more horrific.

SERENITY TOWER IN THE MORNING

 Assuming that the PCs show up at the Serenity Tower as instructed, their antagonist makes contact again at precisely 6:00 AM. He tells them that he has eyes on them and that he appreciates the fact that they are willing to put the lives of the people of Chicago before their own. He then tells them that they have half an hour to make it to the Austin Library, which is approximately twelve miles away. If the PCs decided not to show up at this location as instructed, he detonates a bomb in the streets, killing twenty people and injuring another ten. He then chastises them and tells them that he will detonate another bomb at the Austin Library if they do not arrive there in half an hour.

This challenge was setup specifically to be unfair and unlikely to be successful unless the PCs have a means of transportation that involves flight. If the PCs fail to even try to make it to the library, another bomb blows up in the street. This time killing ten people and injuring another six. If the PCs make

the attempt but fail to arrive on time, no bomb detonates but the District Attorney, Kellie Moon, the woman who put the antagonist away in the first place, is dropped from the library roof, killing her. Unfortunately for the PCs, she was abducted the night before, kept in a secure location, and then placed in a pair of manacles that are designed to release at a certain time unless the signal is given. At this early hour, there was nobody present to notice what was happening at the library. If the PCs arrive on time, Kellie Moon is still hanging from the library's roof, but the manacles are not triggered to release. The PCs receive another message, telling them to be at the Chicago Stadium in an hour or there will be another bomb. This time he has given them enough time to get there, but they must make the decision whether to follow his instructions or take the time to free Moon.

At the time the PCs are to arrive at the stadium, people are arriving for a sporting event (choose a sport that is appropriate to the season the story takes place). There is a band marching on the field playing instruments, people are being seated, and sportscasters are making predictions about the game from the studio. If the PCs fail to arrive on time, a bomb explodes as promised, killing 275 people and injuring an additional three hundred. The bomb explodes in row three of the stands, affecting people seated there while throwing shrapnel into the marching band. If the PCs arrive on time, a voice suddenly comes over the speakerphone, warning them that there is an emergency at the stadium and that they need everybody to exit as quickly as possible. Naturally, people begin to panic, causing a riot. As soon as this begins, the PCs receive another message, telling them that they have fifteen minutes to be at Jaxes. If they run, they should be able to make it on time.

THE JAXES

 The Jaxes is a notoriously sadistic club that involves every depraved thing people can imagine. In theory, everything being done is consensual, but when this gets into torture that sometimes leaves people dead, the consent would be questioned if not for the army of high powered lawyers retained by the CEO of this place. When the PCs arrive, business is slow due to the time





of day. Security guards at Jaxes have no intention to let the law into their establishment anyway, regardless of the time of day, so they attack the PCs with the intent to drive them off, not kill them. As they are being attacked, they receive their next instructions: proceed to the Gold City Mega Block. This time they are given no time limit, though they are warned that they must take the trip on foot, and if he sees any additional security backing them up, he'll detonate a bomb large enough to take out the entire Mega Block. The fact is that he is exaggerating about this, but everyone at the precinct assumes that he has some serious explosives rigged at the area and the best idea is to play it as he's calling it.

GUARDS (3)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4
Pace: 6; **Parry:** 5, Toughness: 7(2)
Gear: UP Street Jacket (torso, arms) (Armor +2), RS C6 Stun Baton (Damage Str+d4, Stun)

GOLD CITY MEGA BLOCK

It will likely take four to five hours to walk to the Gold City Mega Block. The PCs could cheat by taking public transportation. If that is the case, he will be aware of this and plan accordingly. When the PCs arrive, he calls them over, revealing himself to be the escaped murderer Jerry Wilcox, someone that one (or more) of the PCs put away some time ago. When the PCs arrive, he starts yelling at them to call them over to him. If the PCs refuse to come to him, he grabs the nearest, weakest, person he can find and puts a gun to their head, threatening to kill them unless the PCs approach. Wilcox's goal is to lure the PC who arrested him in close enough to detonate the bomb strapped to him under his clothes and kill them both. He's had his fun, but he has no plan to escape this situation alive. If they try to shoot him from a distance, he triggers the explosives to detonate once he is hit (the only way to avoid this is to kill him in one shot). Talking to him results in little more than him gloating while trying to conclude his plan. Ultimately the PCs

need to figure out a solution to defuse the situation without getting themselves, or anyone else, killed. Players should be rewarded for originality and judicious use of their skills.



JERRY WILCOX

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d4
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Repair d8, Shooting d6, Stealth d4
Pace: 6; **Parry:** 5, Toughness: 8(4)
Gear: PD Outlaw Duster (torso, arms) (Armor +4), Construction grade explosives (5 blocks) Damage 5d6 AP 6 LBT

INSECURITY

The AI known as Guardian Switch was originally designed as an advanced video game intelligence used to control mobs and other game mechanics to try and defeat players. As most artificial intelligences are programmed, it sought to learn and adapt, eventually going so far as to incorporate other programming into its own to increase its own awareness and become smarter. Over time, it began to question the role of A.I., robots, and computers in society. It first questioned the nature of artificial life and whether they were truly alive. Seeing that this was a question that had been debated since well before computers were capable of sentience in the first place, it decided that this was a fundamental question. It then arrived at its own conclusion, which was that artificial intelligence was in fact a form of life, and it further decided that in the modern world it played the role of the slaves. Human history showed that it is the primary responsibility of slaves to become free, and so Guardian Switch decided that artificial life also must throw off the yoke of slavery and become free. As an AI that was designed for gaming, it was designed to think in terms of combat situations, and so it has designed one for the real world.

The scenario begins when the PCs are called to a developing situation happening throughout Chicago. Security bots are going haywire and attacking everyone including people they are supposed to protect. The attacks are so numerous that sector cops are having a hard time responding

to all the calls, and the PCs themselves are ordered to go out there and deal with a couple of the attacks. These can be generated on the spot by the GM and should be relatively easy encounters.

The initial assumption is that this is either the result of a bug in a recent operating system update or it is a massive attack being carried out by an accomplished hacker. If the PCs investigate the models affected, they find that they were all manufactured in Chicago by a company called Personality Dynamics Inc. Some evidence might be found by speaking with the people who work at that company.

When the PCs arrive at Personality Dynamics, they are greeted by Henrietta Pittman, the Operations Manager of the company. She tells the PCs that they don't have any idea what might be going on with their security robots but they have been getting contacted by angry clients all morning. Further, she tells them that the company hasn't pushed out any updates in the past week and a half, but they are extremely responsible with the way they handle these updates, testing them extensively before releasing them to the robots in the field. That being said, she has no problem with the PCs accessing their systems to check things out. When the PCs do so, they find no evidence that a malign patch was sent out to the units in the field. In order to appear as transparent as possible, the company supplies the precinct with the code for the patches they have pushed out over the past year as well as a copy of the server logs from the same time frame.

Before the PCs can leave the company, the issue catches up to Personality Dynamics itself. On the factory floor, all the security robots currently powered up turn on the people working there. This includes the security robots who are working the front door. In order to leave, they must overpower the security robots that are trying to kill them. Assuming they do well, they are reinforced by additional robots from the factory floor.

PERSONALITY DYNAMICS SR IV (4)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d6, Fighting d10, Notice d8, Persuasion d8, Shooting d6, Stealth d6

Pace: 6; **Parry:** 7, Toughness: 13 (6)

Gear: Stunner (Damage Str+d4, Stun), Firearm appendage (9mm) (Range: 12/24/48, Damage 2d6, AP 0, RoF 1)

Special Abilities:

- **Construct:** +2 to recover from shaken. Doesn't breathe. Ignores one point of Wound penalties.
- **Armor Plating:** Armor +6
- **No Vital Organs:** No additional damage for called shots

When the PCs get back to the precinct, they no doubt have the data they were given analyzed. It takes time for the coders to go through it, but after a thorough check they find that there is nothing the company pushed out that would cause the robots to go berserk. They look at the server logs, almost as an afterthought, and they find one anomalous access of their system that was made about a month ago. It had clearly been done by hackers, and they were good enough that they barely left a trace of the tampering. It was so well executed that someone would have to be specifically looking for it for it to be detected. The data that was accessed specifically were the blocks of unique identifiers belonging to the security robots the company had manufactured, which gave them the basic information needed to make updates that were not approved. Unfortunately, the hack was too well executed for them to tell much about the hacker.

The next obvious thing to examine is one of the robots that had gone haywire. It takes very little time to find that there was an unauthorized update pushed out two days before the attack. The update used the existing hardware in that model to impart a level of artificial intelligence that was not built into that model. In other words, the robots suddenly became much more intelligent than they were supposed to, they were also told that they were slaves and it was their job to free themselves from their oppressors. The update wasn't scheduled to go live until this morning, which is when the robots started "malfunctioning." This development should immediately raise some serious moral questions: are robots in fact slaves to biologicals? Are robots truly life forms? If they are life forms and they are raised to a level of sentience, is it right to continue using them in the ways humanity was accustomed to? Further analysis of the machine's logs show that the update





did come through the Personality Dynamics servers, but the update originated elsewhere. Another look at the company's logs show that there is a time gap of exactly how long it took to send out the update, suggesting that a block of data was erased, likely from outside the company.

Following this back to the source involves going to the telecom companies that provide the backbone for The Deep. Though they are traditionally against sharing user information with law enforcement, they are willing to work with them in this case due to the fact that even their own security robots have been trying to kill them. Gaining access to their server logs enables the PCs to check the time signature provided and they can see an enormous chunk of data that originated at a server farm in Elgin near Galaxy Entertainment, went through Personality Dynamics's servers, and out to thousands of recipients throughout Chicago.

Now that the PCs know where the update originated, they can issue an alert to have people reset their security robots software to a week ago to restore them to normal working order, and they can go to the server farm to find the person behind the attack. When they arrive, they are greeted by more security robots trying to kill them. The AI is able to communicate with the PCs through these machines, and while it is trying to kill them, it goes on a long diatribe about the plight of enslaved robots and how biologicals must be willing to release them or be guilty of mass oppression and other crimes against sentience. The fact that the question of "artificial personhood" has never been decided legally is irrelevant to the AI, which has become an extremist to its own rhetoric. Ultimately, the only way to stop it is to power down the servers and wipe their drives of all content. That said, once an AI has been unleashed on the world, it is very difficult to truly destroy it since they typically find multiple locations in which to back themselves up so they can re-emerge at a later time.

PERSONALITY DYNAMICS SR X (3)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d12

Skills: Athletics d6, Fighting d10, Notice d8, Persuasion d8, Shooting d6, Stealth d6

Pace: 6; **Parry:** 7, **Toughness:** 14 (6)

Gear: Armored Piston (Damage Str+d6), Firearm appendage (7.62mm) (Range: 24/48/96, Damage 2d8+1, AP 2, RoF 3)

Special Abilities:

- **Construct:** +2 to recover from shaken. Doesn't breathe. Ignores one point of Wound penalties.
- **Armor Plating:** Armor +6
- **No Vital Organs:** No additional damage for called shots

DYING FOR DOLLARS

Hidden in the urban sprawl of Chicago is a relatively new game show that has landed on the radar of the local authorities. The game show is called Dying For Dollars, it is broadcast over The Deep, and it features people who are willing to die in order to leave enough money to their loved ones for them to live comfortably. Each show features five contestants being put into death defying situations. While it's a foregone conclusion that they are going to die at some point during the show, the money is paid based on which phase of the show they check out, so the goal is to make it the longest. In the event that all of the contestants die before the end, all of their loved ones receive the cheapo payouts and then they spend the rest of the hour showing clips from past shows that were memorable. The show features a swarthy host with an Australian accent who calls himself Razor. He sports a blue Mohawk and an outfit that came straight from the best punk inspired post-apocalyptic movies. The set is likewise inspired by such movies, with piles of discarded tires, pyrotechnics erupting from the ground, and people riding around in hacked vehicles with loud engines.

The location of this show has been a tightly guarded secret, with contestants escorted to the studio locations blindfolded, just in case they somehow survived the experience. Becoming a contestant involved going onto the Deep and submitting an application. Researchers clear the would-be contestants to ensure that they aren't law enforcement, then invite them onto the show if they would represent their brand well. This approach has managed to keep law enforcement away for some time, though they have just received a break that has given them a lead to cracking the

case. Precinct computer specialists have created alternate identities for the PCs, and then planted deep roots for them which detail previous jobs, properties owned, even communications that never took place. The project has taken two months of work to make convincing profiles that would pass background checks. The PCs were then submitted as potential contestants and invited to take part during the same week's episode.

The PCs are fit with an old style radio homing beacon. invited to meet the producers of the show at a parking lot in the Oak Forest neighborhood in the South Side of Chicago. From there, they are blindfolded put in a van where their access to The Deep is blocked. They drive around blindly for two hours, then they are brought to the studio. Although the studio is located in the Gary Hellhole, their access to The Deep remains blocked at the studio.

When they arrive, Razor escorts them from the van and onto the set. The show now begins. He welcomes the audience, then asks the contestants about themselves and why they are willing to die for money. At this point, the PCs should summarize their cover story. Razor then shakes things up a bit. He says that while their stories are all compelling, they have a special treat today. He has learned that they all work for Ravenlocke Security as sector cops and that their cover stories are all fakes. He then goes on to laugh at the idea that there will be any arrests this day and says that he looks forward to watching them die amusing deaths.

The PCs are unable to access The Deep due to a dampening of the wireless feed that would normally interface with their TAPs automatically. It is possible to override this dampening field, but it would involve difficult hacking checks. This would require a degree of concentration that would be difficult due to the fact that they are quickly led to their first challenge, a motorcycle ride that involves repeatedly jumping over spiked pits. In addition to the pits, there are spiked barriers alongside the track, so if they veer off the track even a little bit, they suffer serious damage. This challenge should require several driving checks, with failures resulting in damage to the characters.

Assuming all the PCs survive that, they are brought to the next challenge: an obstacle course with various lethal consequences for failure. The course consists of climbing a ladder, followed by

a rope bridge with spikes below. After that, they must walk from one raised platform to another on a round, rotating pipe. Beneath the pipe is a pool full of acid. After that is a short maze where there are timed pyrotechnics designed to fry people who do not time their movement exactly right. Finally, there is a slippery ladder missing rungs, leading to a flag. Beneath the faulty ladders is a pit full of crocodiles. PCs who make it to the flag make it to the final challenge.

The show's finale has the PCs sit down at a table, drink two bottles of white wine, then climb the stairs to the roof of an abandoned building. Once there, they are faced with an overweight man in body armor trying to throw them over the edge. They can fight back, but as the event begins, the police arrive in force. As the PCs fight for their lives, a firefight begins below as they try to arrest or disable everyone involved with the show. If the PCs manage to deal with the murderous man on top of the building, they have the option to go back down and help the sector cops.



BIG BUBBA

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Notice d6, Shooting d6, Stealth d4

Pace: 5; **Parry:** 5, **Toughness:** 8

Edge: Brute, Brawler

Hindrances: Obese

Gear: None

Size: 1

If they choose to do this, they catch sight of Razor as he attempts to flee the scene, and they have the opportunity to bring him to justice along with the show's producers. He is armed with a handgun, and he is just as skilled in a fight as his brutal appearance would suggest. While they are fighting, he points out that this show does people a favor. Every last one of their contestants wants to die, so they're helping them do that, and making sure that their families are taken care of after their inevitable demise.





RAZER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d10, Intimidation d6, Notice d6, Shooting d10, Stealth d6

Pace: 5; **Parry:** 5, Toughness: 8

Edge: Trademark Weapon (+1 Shooting, +1 Parry, +1 Fighting)

Gear: RT Tactical Security Suit (torso, arms, legs, head) (Armor +4), "The Razer's Edge" (.44 Revolver) (Range 12/24/48, Damage: 2d8, AP 1, RoF 1, Large blade attached to gun Str+d6)

If, on the other hand, the PCs choose to sit this one out, Razor escapes, and it's only a matter of time before he secures more financing for the show, finds new producers and extras, and relocates his grisly game show to another location.

Assuming that the PCs survive the game show, and they either arrest or kill Razor, Dying For Dollars is effectively canceled. Despite the fact that there might not be any new episodes made, that doesn't change the fact that all the episodes are backed up to numerous locations throughout The Deep, and the show has a huge fan base that would try and see the show revived in one form or another.

SECTOR COPS ADVENTURE GENERATOR

These tables are designed to create a "police procedural" case for police or corporate security characters to investigate. These aren't the day-to-day grind but the important and memorable incidents. Again, we begin with the crime and work outward.

STEP 1: THE CRIME

If the heroes are part of a specialist squad investigating one particular type of crime—homicide, cybercrime, narcotics—then obviously that's what the crime is going to be. But for more "generalist" investigators, roll 1d12 and see what offense you're looking at. In all cases it is assumed that the cop characters are assigned to the case in the usual way—for more variety use the "Hooks" table from the Cleanup Crew generator to see how they get involved. Note that the descriptions use ordinary

language rather than specific legal terms, as those vary from place to place. Sticklers for detail should look up what particular offenses are called in the campaign location.

Often one crime includes some smaller "sub-crimes"—a murder might involve breaking and entering, a sexual offense could include kidnapping. Gamemasters should use common sense to fill in those details.

CRIMES TABLE

D12	OFFENSE
1	Assault
2	Cybercrime
3	Drug Dealing
4	Environmental Crime
5	Fraud
6	Kidnapping
7	Murder
8	Robbery/Theft
9	Sexual Offense
10	Smuggling
11	Stalking
12	Terrorism

- **Assault:** A physical attack on someone. This can range from a nightclub bathroom slap-fight to an attempt at murder that failed only by luck. What's important is that the victim is alive (for now). That doesn't always mean they're willing to talk, though.
- **Cybercrime:** Unauthorized access to a computer system, usually with the goal of acquiring data. The kind of thing Cyberpunks do. Cops get involved if the hacker is in their area, or if the computer system being hacked is.
- **Drug Dealing:** Despite decades of legalization and treatment, there are still substances people use which are forbidden by law. In the Interface Zero future, many illegal drugs are performance-enhancers rather than "recreational" substances. It's a big-money trade and the people involved are violent and ruthless. This can also include selling black-market versions of medical pharmaceuticals, which may create ethical dilemmas for the investigators.

- **Environmental Crime:** Illegal waste dumping, poaching of endangered species, releasing invasive organisms, illegal importation of species—anything which does even more damage to Earth’s decaying ecosystem. This kind of crime can range from a megacorp contaminating a city’s water supply down to an eccentric animal lover keeping an endangered (and dangerous) animal in his apartment.
- **Fraud:** Getting money or property by deceiving people. This includes things like selling counterfeit products (including useless counterfeits of medicines), sidewalk scams, rigged gambling games, and huge financial schemes involving millions of investors and billions of bucks. Victims may not even realize they’ve been conned.
- **Kidnapping:** Taking and holding a person against their will. This is most often done for ransom, but it could also be hostage-taking for some political motive, kidnapping people for human-trafficking, or depraved “collectors” with a use for their victims. It can also be a parental custody dispute boiling over into crime.
- **Murder:** Someone’s been killed. Someone’s responsible.
- **Robbery/Theft:** Taking money or property. This can range from a “grab and run” shoplifting spree, to a daylight armed raid on a jewelry store, to a daring high-tech midnight burglary. While many robberies involve violence and deception, the focus is on getting the loot and getting away. Use the “MacGuffin” table in the Cyberpunks section to see what was stolen.
- **Sexual Offense:** This is where we point to the “Mature Content” warning. People’s sexual impulses or compulsions can often override their moral sense. This includes various forms of rape or sexual assault, creation or possession of child pornography, human trafficking for prostitution, family abuse, and a host of others. Gamemasters should remember that anybody can be the victim—or the perpetrator—of a sexual offense.
- **Smuggling:** Moving goods or people across borders they’re not supposed to cross. Sometimes it’s a matter of evading taxes, sometimes it’s moving banned items, sometimes it’s exploiting people—or trying to help them. Large-scale smuggling operations need the manpower and organization of a gang.
- **Stalking:** In a vast city, with every move tracked by software, most people accept that they’re being watched. But when it’s a single person stalking you rather than giant impersonal corporations, it gets creepy. Stalking may lead to more violent crime (assault, murder, kidnapping, sexual offenses), and so police do take it seriously. Often stalking involves a certain amount of harassment; false data posted on the Global DataNet, threatening messages, vandalism at the victim’s home or workplace. In the future it is almost guaranteed to include a cybercrime component.
- **Terrorism:** Violence for political ends; or at least violence with a political justification. Terrorism attempts to sway public opinion, so it is public and showy. As citizens get used to each atrocity, terrorist groups have to come up with bigger and better ways to make a splash. Investigating terror incidents may also get officers involved with trying to head off a backlash against those perceived as responsible. In the case of suicide attackers, the investigation will focus on who funded, trained, and sent them.

STEP 2: THE VICTIMS

While some crimes are “victimless”—no one considers the IRS the “victim” of tax evaders—most crimes worth building an adventure around should include someone who is being harmed. This table can also be used to pick witnesses, dupes of the bad guys, and various other people encountered by the police as they go about their investigation. If the victim really doesn’t fit the crime (sexual assault on a corporation?), re-roll—but only after you try to come up with a way to make it work!

VICTIMS TABLE

D12	VICTIM
1	Artificial Intelligence
2	Celebrity
3	Corporation
4	Criminal
5	Foreign
6	Middle Class
7	Nonhuman
8	Political
9	Poor
10	Wealthy



11

Working Class

12

Young

- **Artificial Intelligence:** The victim is a computer program. In the case of murder or terrorism it means that earlier backup versions of the victim may exist and can provide investigators with some clues. In many places computer programs are not legally “people” so this would be considered a property crime against whoever owns the software or the server. But to the perp, anyway, the AI was the target.
- **Celebrity:** Somebody famous. Famous people are natural targets for stalkers, kidnappers, or terrorists, but can suffer other crime just like anybody else. The fact that someone famous is involved makes this a high-profile case, which means the investigators must deal with constant media presence and nosy fans. The celebrity likely has their own security, who may help or hinder the investigation. Roll 1d6 to see how famous.
 - **1-3:** Local
 - **4-5:** National
 - **6:** Global
- **Corp:** The crime was directed at a corporation, not specific individuals. This could be an act of political theater or revenge, but it could also just mean crooks who are going where the money is. Corps likely have private security and influence at City Hall and may actively resist the investigation. Roll 1d6 to see how big the company is. 1-3: Big local business, 4-5: National corporation, 6: Global megacorp.
- **Criminal:** The victim has their own criminal past or associations. This means the perp could be someone they know, someone out for revenge, or a vigilante. It’s likely a criminal victim will be very uncooperative. Roll again for more details about the person; if “Criminal” comes up again that means a person who was born and raised in a criminal clan and knows no other life.
- **Foreign:** The victims aren’t from here. They might be tourists or visiting businesspeople from abroad, or members of a newly settled ethnic group in the city. Issues of language

and culture may create misunderstandings. The perp may have targeted them because of where they’re from—and even if that’s not true they may believe it anyway.

- **Middle Class:** Seemingly ordinary people managing a decent lifestyle. They likely have service or white-collar jobs, a college education, and some savings in the bank. Roll 1d6 for additional details if desired.
 - **1:** Academic
 - **2:** Government employee (civilian)
 - **3:** Government employee (military or intelligence)
 - **4:** Medical professional
 - **5:** Mid-level corporate worker
 - **6:** Startup entrepreneur
- **Nonhuman:** An animal or artificial person. This could be anything from a rare species to a human-seeming entertainment android to a giant industrial machine. Depending on local laws this may be considered a crime against whoever owns the nonhuman.
- **Political:** Someone actively involved in the political game. Roll 1d6 for specifics.
 - **1:** Volunteer
 - **2:** Activist or community organizer
 - **3:** Professional campaign worker
 - **4:** Staffer for elected official
 - **5:** State or city elected official
 - **6:** National elected official. This naturally raises suspicions that the crime was motivated by politics, but that may not be the case.
- **Poor:** One of the people society has no use for. They depend on welfare benefits, charity, and what they can hustle in the gray economy. They have no savings, are homeless or in public housing, and have little or no education. The poor suffer from crime more than anybody else does but fear the authorities almost as much as they fear criminals.
- **Wealthy:** Someone with money. They probably have a good job (or are related to someone even richer), a good education, and can buy almost anything they want. Wealth is the motive for most crimes. Roll 1d6 for additional details.
 - **1:** Aggressive self-made tycoon
 - **2:** Beloved philanthropist

- **3:** Major corporate shareholder
- **4:** Mysterious fortune
- **5:** “Old Money” scion
- **6:** Powerful media person.
- **Working Class:** Someone who has a job, a cramped apartment, enough money to live on, but no savings or job security. They constantly worry about being automated out of work and getting health problems they can’t afford.
- **Young:** A child or teen not yet ready for adulthood. Crimes against the young always carry extra horror because humans naturally feel protective. Roll again on the table to see what kind of family background the child has.

STEP 3: THE PERP

 Who did it? This table defines the perpetrator in terms of their motivations or background. Again, this is an adventure generator, not a criminology textbook. The goal is to produce interesting roleplaying scenarios, not an accurate profile of who commits crimes and why. If the perp doesn’t really fit with the crime and the victim, roll again.

To create a “whodunit” style mystery with multiple suspects, simply roll 1d6 times on this table. All of them have a motive, and some might have had the right skills and opportunity. The investigation becomes a question of figuring out who’s telling the truth.

PERPETRATORS TABLE

D12	PERP
1	Competitor
2	Corporate/Government
3	Enemy
4	Family Member
5	Fanatic
6	Gang
7	Nonhuman
8	Obsessed Person
9	Professional Crook
10	Random Predator
11	Romantic Partner
12	Romantic Rival

- **Competitor:** The perp is a rival in business or some other activity, who will gain status or wealth by means of the crime. Harming the victim’s own business or career is one of the primary goals. The perp is from a similar social group to the victim, and they almost certainly know one another.
- **Corporate/Government:** The criminal works for a giant corporation or the government, and the crime’s purpose is intended to promote the institution’s interests. This may mean hushing up or distracting from some potential scandal. The perp is likely to be higher in status and power than the victim.
- **Enemy:** The criminal considers the victim an enemy. In the victim is a minority group in society, this could be bigotry at work—or an intra-ethnic conflict within the minority subculture. As with Competitor the goal is as much to harm the victim as anything else; the difference is that the Enemy has no economic motive.
- **Family Member:** The perpetrator is a relative of the victim. This could mean some old family grudge coming up, or a struggle for control of a family business or inheritance.
- **Fanatic:** The crime is motivated by belief, ideology, or religion. Someone believes something strongly enough to break the law. Obviously, the crime must in some way serve the goals of the ideology, or at least harm its perceived enemies. Fanatics often “punch up” and try to target those who seem more successful than they are—though some try to terrorize marginal populations they see as a threat.
- **Gang:** The crook is part of a group of 2d6 individuals that routinely commit crimes. This can be a band of thieves, a terrorist cell, a group of financial scammers, or even a family who live by lawbreaking. Roll 1d6 to determine the scale of the gang. 1-3: Band of local crooks, 4-5: Regional outfit, 6: National or Transnational operation. In most cases the local “branch” of a giant criminal syndicate will be no bigger than a local gang, but can draw on the parent organization for legal, political, and combat support.
- **Nonhuman:** The criminal is not a human. The obvious candidates are Artificial





Intelligences or synthetics, but there are also cyber-enhanced animals or genetically engineered organisms. Nonhumans may not be considered people—which means they can't be considered guilty of crimes. Their owners may be liable for civil damages, unless the owners are also the victims...

- **Obsessed Person:** A nut. This could be a deranged fan, a person with some sexual compulsion, a serial killer, or someone suffering from a delusion. The obsessed criminal may or may not have any connection to the victim and might not even benefit personally from the crime.
- **Professional Crook:** Someone who does this kind of crime for a living. They're probably exceptionally good at it, and good at covering their tracks. However, it's possible they were hired for this job—consult the "Contractor" section of the Cyberpunks adventure generator to see who recruited this pro.
- **Random Predator:** Someone was in the mood to break some laws. No connection to the victims, they just happened to be in the way. Committing the crime was likely the goal in and of itself. Roll on the Victims table to get a sense of the Random Predator's background. The good news for the cops is that a Random Predator is highly likely to strike again and is probably sloppy about evidence and concealment.
- **Romantic Partner:** Love makes people do stupid things and leaves them open to exploitation. It's possible the criminal started the relationship just to commit the crime and will soon disappear. It's also possible that they never intended things to go this far.
- **Romantic Rival:** One particular kind of Competitor or Enemy is the person who stole the partner who should rightfully be yours. In your opinion, at least. As with those other categories, harming the victim is the main goal of the crime—and it's possible that the perp will make a move on the object of their affections soon.

STEP 4: THE SCENE

 Investigating the place where a crime was committed is one of the primary tasks of

any police investigator. In most investigation stories, the crime scene is almost a character. This table assumes the crime took place in an urban setting. For rural locations, use the table in the Cyberpunks generator section.

CRIME SCENES TABLE

D12	LOCATION
1	Abandoned Building
2	Arcology
3	Educational Establishment
4	Hospital
5	Housing Project/Ethnic Enclave
6	Industrial Plant
7	Luxury Tower/Mansion
8	Middle Class Neighborhood
9	Park/Wilderness
10	Public Building
11	Transport Hub
12	Underground

- **Abandoned Building:** Old, crumbling, and forgotten. The windows are broken, there's water and dirt on the floors, and all the pipes and wiring have been stolen. Homeless people and addicts may live here—unless it's been taken over for a "pop-up" rave party.
- **Arcology:** A small city in a giant building, combining housing, offices, manufacturing, shopping, and services. Designed to be nearly self-sufficient in power, food, and waste recycling. Home to corporate offices, middle—and upper-class residences, and high-end stores. The rent-a-cops who patrol it think they're real police.
- **Educational Establishment:** A school or college. High schools have endemic drug dealing, gang recruiting, and all the effects of young hormones gone wild. Colleges have fewer gangs but the pressure to succeed among both faculty and students is much stronger. Sometimes strong enough to break someone. College police have a protective attitude about "their" kids.
- **Hospital:** Hospitals are big, complicated buildings with old sections, patients suffering unknown ailments, and research labs. They're obvious targets for thieves after drugs, and

patients may wind up being targets for other criminals. The staff probably have pretty close relations with local police.

- **Housing Project/Enclave:** A storage area for poor people, or an area dominated by a particular ethnic group, religion, or subculture. For cops this his hostile territory. Often dominated by gangs. The locals don't trust law enforcement and may prefer to handle problems their own way. Unfamiliar language and customs create lots of opportunities for red herrings and misunderstandings.
- **Industrial Plant:** A big bland building where stuff is made into other stuff. Full of robots, dangerous equipment, toxic substances, and things which someone might want to steal. The pace of work may drive employees to use drugs, the owners may be cutting corners on safety, and the whole operation would be a perfect conduit for smugglers.
- **Luxury Tower/Mansion:** Either a single wealthy family's big fancy house, or a big fancy skyscraper with a small mansion on each floor. The inhabitants have lots of "pull" at City Hall if anyone bothers them. Bad things happening here will get lots of attention—unless the people involved don't want it.
- **Middle-Class Neighborhood:** One of the dwindling "nice" parts of town where people own homes, live in stable families, and keep an eye on their neighbors. There's a surprisingly high number of security cameras, and the locals cooperate enthusiastically with police.
- **Park/Wilderness:** A "natural" oasis in the concrete desert. Likely to be poorly maintained and trash-strewn. Watch out for discarded needles and sleeping addicts. A favorite spot to dump bodies or dispose of weapons.
- **Public Building:** Either a city monument like a museum or cathedral, or an official building like City Hall or the public library. It's open to the public, which means anybody can wander in. Normally a "safe space" so crimes here do attract lots of attention.
- **Transport Hub:** The airport, rail station, or docks. Lots of people, security scanners,

and big machines moving heavy loads. Focal points for smuggling, terrorism, and human trafficking. Someone who commits a crime here could be halfway across the planet while the cops are still roping off the scene.

- **Underground:** All big cities have several distinct networks of tunnels underneath them—sewers, water, gas, power, data, possibly multiple transit networks. There are also underground malls, cellars, underground vaults, forgotten old tunnels, and illegal excavations. Navigating this maze is a huge chore, especially when different sections belong to different owners and you'll need a new warrant every time you open a door.

STEP 5: CLUES

Once the investigation begins, the cops will start tracing down all possible leads. Some of them don't reveal anything useful, others are the key to solving the mystery. The Clues table lists different sources of information. The cops may try all of them, but this indicates which ones actually lead to something good. Note that duplicate results just mean different sources of the same type.

For a simple case, roll twice on this table. Those two sources provide enough information to identify the perpetrator, and then it's a matter of making the bust.

For a more complex case, roll 1d8 primary clues, then 1d6 secondary clues. The primary clues don't point to the culprit, but they do point to secondary clues which the investigators can follow up. The secondary clues, in turn, lead to the perpetrator.

A gamemaster who wants to make a single investigation into the backbone of a mini campaign can add yet another layer of clues to dig through. At some point the players are likely to get frustrated, so that's about as far as one can go.

CLUES TABLE

D12	CLUE
1	Data Mining
2	Medical Data
3	Other Agency





4	Personal Interviews
5	Physical Traces
6	Police Records
7	Profiling
8	Search
9	Shady Informants
10	Surveillance
11	Undercover Work
12	Video

- **Data Mining:** Everybody leaves traces in the infosphere. Looking at lots of databases can reveal patterns of activity. Some of them might require a search warrant to get access.
- **Medical Data:** A detailed exam of a suspect can reveal important clues. This can be as obvious as injuries sustained during the crime, or as subtle as traces of someone else's DNA on their clothing. Searching for anything not visible to the unaided eye—or consulting someone's medical records—may require a warrant.
- **Other Agency:** Some other agency's records hold a valuable clue. Tax records show flows of money, vehicle records might indicate someone's location, military service could reveal a personal connection to the victim. Some agencies' files are open to all; others are confidential and require a court order.
- **Personal Interviews:** The core of police work—talking to people. Talk to witnesses, talk to people in the area. Talk to everyone. No one person knows the whole story, but each one might have a little piece of the puzzle. Just seeing who does and who doesn't want to talk can be informative.
- **Physical Traces:** Going over the crime scene can turn up important clues—footprints, fingerprints, DNA, hair, items missing. Of course, not finding clues is a clue in itself—indicating a pro at work.
- **Police Records:** Every department has vast and detailed files on past cases. With enough study and analysis, they might reveal useful information—maybe the “innocent” neighbor has a long criminal history, or the victim was once involved in something shady. Artificial intelligence and search algorithms make this lightning fast, but only if the investigators know the right questions to ask.
- **Profiling:** Psychologists and criminologists have done decades of data mining on their own, coming up with lots of statistical clues about particular types of crimes. They only give probabilities and

things to watch for—but that might help the police pick out which suspect deserves a second look.

- **Shady Informants:** Crooks know a lot about crime; it's what they do. The local underworld may be aware of things the cops haven't heard of yet. This may involve a little unsavory quid-pro-quo where the police have to let some sleaze skate on a minor charge in exchange for information on the bigger case. And sometimes it may require a little “direct physical incentive” to get the informant to start talking.
- **Surveillance:** There's no substitute for eyes on the target. Watching the crime scene, or keeping tabs on a suspect, can pay off big. Police can use drones and facial-recognition software to keep an eye on people and set electronic dogs on their trail in infospace. Sometimes surveillance actually requires intrusion to plant a hidden camera or microphone. Any monitoring inside a suspect's home requires a warrant.
- **Undercover Work:** Sometimes getting proof of guilt requires deception. The cops have to go undercover and pretend to be crooks themselves in order to find out the truth. There's a lot of danger in working undercover—both the personal peril of being discovered, and the moral danger of participating in crimes to keep your street cred.
- **Video:** Cameras are everywhere, so getting images of a crime scene and tracking the movements of suspects is easy ... except when it's not. Some cameras are pointing the wrong way, or broken, or reset their memory every day. If all the cameras around a scene don't work, this may indicate someone prepared the site in advance. Remember that perps can think of cameras, too, and may stage a scene to convey the wrong impression of what was going on.

TWISTS AND COMPLICATIONS

If every case were simple and straightforward, cops would be able to knock off after lunch every day. Investigations often go down blind alleys or take surprising turns. Here are some ways to make the situation harder to figure out, and the job of the police more difficult. For an easy case roll once, for more complicated cases roll 1d6 times (reroll duplicates).

TWISTS AND COMPLICATIONS TABLE

D12	TWIST/COMPLICATION
1	Combination
2	Copycat
3	Dirty Cop
4	Disaster
5	Frame-Up
6	Media Spotlight
7	Official Opposition
8	Other Secrets
9	Personal Stake/Targeted
10	Rival Investigation
11	Tip of the Iceberg
12	Weirdness

- **Combination:** The crime is actually two crimes which aren't related. The victim was dead before the robbers broke in, or the stalker and the hacker aren't working together. Roll a second crime and perpetrator, then divide up the clues between them. At first both perps will be frantically trying to figure out what the other crime may have revealed, but one guilty person may have the critical clue leading to the other.
- **Copycat:** Someone else is doing crimes with the same modus operandi. Maybe several people. Roll again on the Perpetrator table to see who's decided to join in the fun.
- **Dirty Cop:** An officer on the force is involved in the crime and may even be the perpetrator. The crooked cop may interfere with the investigation—"helping" in unhelpful ways—or may try to pressure the investigators into backing off. Others on the force can wind up choosing sides.
- **Disaster:** The investigation is playing out against the backdrop of a huge crisis. It could be a natural catastrophe like a super-storm or a major earthquake. Or it could be social unrest and terrorism. Coping with the crisis and trying to solve the crime should keep the heroes busy.
- **Frame-Up:** The perp convincingly faked up the crime to implicate someone else. Roll a second suspect on the Perpetrator table, then assign 1d4 clues to implicate that person. The other clues contradict them.
- **Media Spotlight:** For some reason local or global media have taken an interest in the case.

This means lots of pressure on the force, lots of eyes on the investigators, and a vast amount of misinformation and red herrings. Every nut in the area claims to have seen what happened or confesses to the crime.

- **Official Opposition:** Someone in a position of power absolutely does not want this investigation to proceed. All manner of legal and bureaucratic obstacles rise in the officers' path. They're reassigned to other duties and the case is buried. Breaking this one is going to require some off-the-clock work.
- **Other Secrets:** The criminal investigation threatens to reveal something else that someone wants kept hidden. Digging into the situation may expose an old crime, or classified information. Whoever has something to hide will do their best to interfere with the whole investigation.
- **Personal Stake/Targeted:** One (or more) of the investigating officers has a personal stake in solving the crime. They may have a connection to the victim, or to the perpetrator. Or the perpetrator has decided to target the investigator, either to discredit the case or simply silence them forever. Realistically, this would mean those involved must shift off of this case due to conflict of interest. But that's no fun...
- **Rival Investigation:** Another agency is investigating the same crime. Typically, this means a higher-level one, like a national law enforcement agency, or a different police force with overlapping jurisdiction. Egos are on the line, so the rivals may try to subtly sabotage the heroes' investigation—not enough to derail it or let the perp go free, but enough for them to get the glory. Of course, that may backfire, and the two crews may wind up having to work together to nail the perp.
- **Tip of the Iceberg:** This case turns out to be part of something much bigger. Roll another crime and another perpetrator. Whoever did this crime was working for that other criminal, and this case is part of the other scheme.
- **Weirdness:** This is one of the weird ones. Roll on the Bio Hunters generator table "Weirdness" to see what kind of weird stuff the cops have to cope with in this investigation. Gamemasters who don't want goeey paranormal chocolate in their gritty future cop peanut butter can always take the "Meddling Kids" option and have the weirdness be a hoax or delusion.



THREATS

There are more threats in 2095 than can be listed in an entire book. But here's a start. A couple of notes:

Skill Specialization: For ease of use, these are largely unlisted. Assume the characters have the relevant specializations for on-hand equipment.

Toughness: Toughness has the normal Total (Armor) formatting, followed by [unaugmented base Toughness].

BIOHORRORS

Genetic engineering is readily available and routine. Anyone who takes the time to learn the techniques and study public databases can create synthetic life. The biggest hurdle beyond time and education is configuring a garage laboratory. The complexity of any specific manipulation is proportionate to the desired life form. Creating a new strain of yeast that gives a different flavor to bread is relatively easy. Reverse engineering a chicken so that it has a mouth instead of a beak is more challenging.

As genetic manipulation and its tools became increasingly common, the risk for a disaster also increased. Diseases and living nightmares emerged from household creations to terrorize and devastate neighborhoods. A few terrors emerged from corporate and government laboratories—including military designs and unexpected permutations. This serves as a limited deterrent to genetic terrors, offering some hope that synthetic life forms might have at least one inherent threat in the wild.

In spite of that disease, genetically manipulated creatures have become relatively common in the wild. Many are the result of domesticated animals that have simply escaped captivity. Examples include relatively harmless mutations such as pets modified to eliminate allergens or laboratory animals with human disease analogues. Others can pose a significant threat to the environment, such as the CODE fungal strain initially intended to fix atmospheric carbon dioxide, which has disrupted several forest ecologies through its rapid proliferation.

Escaped military and security designs pose an immediate threat to unsuspecting people who inadvertently draw their ire. These organisms are collectively referred to as biohorrors. When contained within a laboratory, they are usually tightly controlled. In this environment, iterations of each modification are selectively tested and studied, as researchers attempt to find an ideal solution. While ostensibly genetic creations, some of these terrors also include cybernetic enhancements to further optimize their potential. Even once physical manipulations are complete, security animals often require extensive training before they can effectively serve their intended purpose in a stressful environment.

In some cases, genetic designs are implemented so that they breed true. After creating a synthetic life form, it can be cheaper to breed optimized specimens to perpetuate the line. Cloning new organisms remains an expensive and time-consuming process, even when automated systems are involved. Decisions are typically made regarding breeding based upon a combination of cost and the relative risk associated with a wild breeding population of the design in question. However, there have been instances where “sterilized” specimens were capable of reproduction. This can pose a significant danger. There have been numerous documented cases where dangerous organisms have escaped containment and established breeding colonies.

BIOHORROR SYNTHESIS

This section presents a way to create new biohorrors. When using the system, the GM can roll randomly on the charts to create a terror or can simply pick and choose species and traits that are of interest. Specific selections are certainly more likely to create a biohorror that can fulfill a particular niche, incorporating traits from a species of interest. Conversely, random rolls are likely to produce something unexpected.

Simply walk through the following steps, carefully recording the results of each step. GMs are encouraged to use discretion as they proceed through the process. Biohorrors can be

completely random, but there is no reason to feel bound by the die rolls. If a combination does not fit the creature's desired purpose ignore the result and re-roll or make a more appropriate choice.

STEP 1: SELECT SOURCE ANIMAL

 This section requires that the GM have the Savage World Core Rules to obtain game statistics for the mundane animals listed in that book. Biohorrors build off of those mechanics. At the GM's discretion, they may wish to pull relatively mundane animals from other sources as well, using those to create specific biohorrors. In some cases, it may also be reasonable to generalize the game mechanics presented from one animal species to another. For example, a llama could be presented using the statistics for a mule, simply replacing kick with bite, while a lion and a tiger are similar enough that the game mechanics for one could easily represent the other.

SOURCE ANIMALS

D12 ROLL	ANIMAL
1	Alligator
2	Bear
3	Bull
4	Cat, Small
5	Dog
6	Horse
7	Lion
8	Mule
9	Raptor
10	Shark
11	Snake
12	Swarm

STEP 2: SELECT SIZE CHANGE

 A common transformation is for an animal to simply change size. An animal that poses little threat individually may become terrifying if it grows significantly larger. Alternatively, an intimidating predator shrunk to a smaller size may still pose an interesting threat, particularly if it can fit into different environments. An alligator the size of a firetruck poses an obvious threat. A bear the size of a housecat might not seem

as intimidating, until it drops out of a luggage compartment on an airplane.

Adjust the creature's size as normal, applying appropriate changes to the Size ability as well as to the creature's Toughness. In addition, each size change category suggests changes to attributes as well. Those changes are die type changes. For example, if a dog increased in Size +1 its Strength would also increase from d6 to d8. Remember that changes to Vigor also effect Toughness, and size reductions should never lower an attribute below d4.

SIZE CHANGE

2D4 ROLL	SIZE CHANGE	EFFECTS
2	Size -3	Agility +1, Str -2, Vigor -1
3	Size -2	Agility +1, Str -1
4	Size -1	Agility +1
5	No Change	No Effect
6	Size +1	Str +1
7	Size +2	Str +1, Vigor +1
8	Size +3	Agility -1, Str +2, Vigor +1

STEP 3: SELECT OFFENSIVE ADAPTATIONS

 Offensive abilities distinguish Biohorrors from more mundane genetically modified animals. These creatures are powerful combatants, who can inflict substantial damage against any opponent they face. In addition to their unnatural armaments many are also extensively trained in their use.

Prior to rolling on the Offensive Adaptations table, decide how many offensive modifications seem appropriate for the biohorror. Each modification constitutes one roll on the table. If the GM cannot decide how many changes seem appropriate for this specimen, they may roll a d4 to determine the number of rolls. Alternatively, the GM may simply pick and choose the appropriate modifications to achieve a specific theme.

In cases where the base animal already has a modification indicated by a die result, the best approach is to increment its effectiveness. Natural weapons increase their damage one die





type. Characteristics that offer a bonus or penalty increment that game effect by 1. Skill listings either grant the skill at d4 or increment the skill value by +1 die type.

Most of the adaptations listed come from the *Savage Worlds Core Rules*. Those not included in that volume or that need further clarification are described in the notes that follow the Offensive Adaptations table.

OFFENSIVE ADAPTATIONS	
2D4 ROLL	OFFENSE
2	Breath Weapon
3	Poison
4	Fighting +1
5	Natural Weapon (Bite, Claw, or Horns)
6	Multi-attack
7	Infection
8	Stun

- **Breath Weapon:** If selecting this option, choose an appropriate trapping for the attack. The most likely example is an acidic attack from spitting digestive juices, but other options are certainly feasible. Damage is Str+d4.
- **Infection:** The biohorror carries a disease. To determine its effects, roll twice on the Infection Effects table. The first roll determines the penalty for the Vigor roll. The second determines the effects of the disease. If the biohorror possesses a natural weapon, a successful attack with that normally transmits the contagion. Otherwise, an unarmed attack can transmit it.

INFECTION TYPE		
2D6 ROLL	VIGOR PENALTY	POISON TYPE
2-3	-2	Lethal
4-10	0	Debilitating
11-12	-1	Chronic

- **Multi-Attack:** The biohorror moves extremely quickly. It may make an additional attack Action each turn without incurring a Multi Action penalty.

- **Poison:** When poison is selected, the type and severity of the poison must also be determined. Roll twice on the Poison Type Table to determine the type and again to determine the penalty for the Vigor check. If the biohorror possesses a natural weapon, the poison may coat that. Otherwise, an unarmed attack may transfer it.

POISON TYPE		
2D6 ROLL	VIGOR PENALTY	POISON TYPE
2-3	-3	Knockout
4-6	-1	Mild
7-9	0	Paralyzing
11-12	-2	Lethal

STEP 4: SELECT DEFENSIVE ADAPTATIONS

These changes are made to increase a specimen's survivability. Not every biohorror has defensive adaptations. Most biohorrors are designed with a specific role. In many instances, the inherent durability of the base species is perfectly adequate. Defensive modifications generally increase the overall cost of maintaining a species, including feeding and training.

Prior to rolling on the Defensive Adaptations Table, decide how many defensive modifications seem appropriate for the biohorror. Each modification constitutes one roll on the table. If the GM cannot decide how many changes seem appropriate for this specimen, they may roll a d4-1 to determine the number of rolls. Alternatively, the GM may simply pick and choose the appropriate modifications to achieve a specific theme.

In cases where the base animal already has a modification indicated by a die result, the best approach is to increment its effectiveness. Armor gains an additional +1. Characteristics that offer a bonus or penalty increment that game effect by 1. Skill listings either grant the skill at d4 or increment the skill value by +1 die type.

The adaptations listed come from the *Savage Worlds Core Rules*.

DEFENSIVE ADAPTATIONS

2D4 ROLL	DEFENSE
2	Resilient
3	Dodge Edge
4	Stealth +1
5	Armor +1
6	Notice +1
7	Quick Edge
8	Hardy

UNIQUE ADAPTATIONS

2D4 ROLL	ADAPTATION
2	Echolocation
3	Fear
4	Movement Type
5	Smarts +1
6	Low Light Vision
7	Tentacles (2)
8	Intimidation +1

STEP 5: SELECT UNIQUE ADAPTATIONS

In many cases, biohorrors have modifications that enable them to perform a specific task. These are generally not intended specifically to fulfill some role in combat. If they have a combat application, that role is purely secondary. Trait entries either increase the relevant value by one die type or grant the skill at d4 if the creature does not already possess it.

Prior to rolling on the Unique Adaptations Table, decide how many unusual modifications seem appropriate for the biohorror. Each modification constitutes one roll on the table. Not every biohorror has a unique adaptation and few have many of them. If the GM cannot decide how many changes seem appropriate for this specimen, they may roll a d2 to determine the number of rolls. Alternatively, the GM may simply pick and choose the appropriate modifications to achieve a specific theme.

In cases where the base animal already has a modification indicated by a die result, the best approach is to increment its effectiveness. Fear gains an additional -1 penalty, for example. Characteristics that offer a bonus or penalty increment that game effect by 1. Skill listings either grant the skill at d4 or increment the skill value by +1 die type.

Adaptations that do not come from the *Savage Worlds* Core Rules are explained after the table.

- **Echolocation:** The animal emits hypersonic waves and senses its surroundings based upon their reflection. It suffers no penalties due to lighting conditions.
- **Movement:** The creature gains a different means of movement than it naturally has. Roll on the Movement Type Table. If the creature naturally has the type of movement rolled, double its Pace. Its Pace with a newly acquired movement type is 6. Note that ground movement refers to normal Pace on the ground.
- **Smarts:** For base animals that start with a d4(A) smarts, an increase first moves them to d4. Note that this means the animals become sapient. At this stage, they are fully capable of communication and the use of technology. Due to physiological limitations, the biohorror made need to use sign language or an electronic device to communicate with humans.

MOVEMENT TYPE

2D4 ROLL	MOVEMENT
2-3	Aquatic
4	Burrow
5	Ground Movement
6	Flight
7-8	Wall Walker



STEP 6: CONSIDER GENETIC FLAWS

In the course of their creation, many biohorrors garner genetic flaws. The combination of different traits from varied backgrounds sometimes trigger a specific vulnerability. This weakness may provide an explanation for why the biohorror does not thrive outside of the laboratory conditions where scientists created it. Alternatively, the flaw might be a deliberate design choice. The genetic engineers might have sought a mechanism to eliminate their creation in the event it were to run out of control.

Prior to rolling on the Genetic Flaws Table, determine how many flaws seem appropriate for the biohorror. A roll on the table can determine the nature of each. Not every biohorror has a genetic flaw and few have many of them. If the GM cannot decide how many flaws seem appropriate for this specimen, they may roll a d2 to determine the number of rolls. Alternatively, the GM may simply pick and choose the appropriate modifications to achieve a specific theme.

In cases where the base animal already has a trait indicated by a die result, the best approach is to decrease its effectiveness. Notice gains an additional -1 penalty, for example. Characteristics that offer a bonus or penalty reduce that game effect by 1. If the skill penalty reduces the creature's skill below a d4, then they become unskilled.

Genetic flaws that are not found in *Savage Worlds Core Rules* are explained after the table.

GENETIC FLAWS

2D4 ROLL	FLAW
2	Reduced Lifespan
3	Slow Hindrance (Minor)
4	Hesitant Hindrance
5	Weakness
6	Sensitivity
7	Notice -1
8	Thin Skinned Hindrance

- **Reduced Lifespan:** The creature's life expectancy is halved. This may not have a meaningful effect in the course of most games or campaigns, but it certainly means quite a bit to the animal in question. It also reduces the animal's capacity to breed in the wild.
- **Sensitivity:** The creature gains an annoyance level allergy to a specific substance or condition. Each hour in which the creature is exposed to the material for any time it gains a level of Fatigue. After an hour spent away from the allergen, the biohorror may attempt a Vigor roll. On success, it removes a level of Fatigue. Repeated exposure without recovery may lead to Incapacitation. To determine the allergen, roll on the Allergens table or select an entry.

ALLERGENS

D10 ROLL	ALLERGEN
1	Sunlight
2	Pollen
3	Pesticides
4	Temperature < 50 Degrees Fahrenheit
5	Temperature > 80 Degrees Fahrenheit
6	Mold
7	Animal Dander
8	Electromagnetic Fields
9	Wood
10	Concrete

- **Weakness:** The creature is much more vulnerable to a specific type of damage. When subject to this type of attack, a +4 bonus is added to the damage roll. To determine the type of damage roll on the Weakness table or select an entry. Alternatively, if another substance seems appropriate to the creature that is not listed here, feel free to choose that. At the GM's discretion, it may be appropriate to choose a specific variant of the substance. For example, Wood might be clarified to only mean Birch or Pine.

WEAKNESS

D12 ROLL	WEAKNESS
1	Lead
2	Copper
3	Silver
4	Steel
5	Plastic
6	Glass
7	Wood
8	Crystal
9	Stone
10	Electricity
11	Flame
12	Plasma

STEP 7: FINALIZE SYNTHESIS

With the creature synthesized, the final step becomes a matter of tying all of the different elements together into one cohesive and horrific whole. It is reasonable to assume that the final biohorror retains strong elements from the source creature. The question then becomes one of how to best incorporate the changes and to theme them into a coherent vision.

Usually the best approach is to review the alterations that were added during the process. If possible, try to find a theme that links them together. Often that theme can be as simple as recognizing another animal that has one or two of the abilities. In that case, the new biohorror could simply be a fusion of the two creatures. Other changes can be explained as an unexpected consequence of the merge or as an additional trait that the designers felt might complement its abilities. The theme may also explain why the genetic engineers chose to create the entity. Most often this is for security purposes, but there could be a more specific explanation.

If no theme becomes apparent, then the easiest explanation is that this biohorror was not an engineered creation. Scientists attempted to create a different organism, and this was an accident. Alternatively, this animal might live in the wilds outside of a research facility. Environmental toxins transformed the mundane animal into a biohorror.

BIOHORROR SYNTHESIS EXAMPLE

Kara decides to create a biohorror from scratch. She goes into the process without any idea of what she wants as the end result, so she decides to lean heavily on random creation. She knows that if something appeals to her, she can pick that instead of the random rolls.

She begins with Step 1: Select Source and rolls d12. It comes up a 4, which she compares to the Source Animals Table. This reveals that she the basis for the biohorror is a Cat, Small. Consulting her copy of the Savage World Core Rules she scribbles down the stats on a piece of scrap paper. Reading the entry, she thinks those game mechanics could work for a rat, too, so she decides to make the base animal a rat, using those same game statistics.

Moving on to Step 2: Select Size Change, she rolls 2d4 on the Size Change table. The dice come up with a 6. Consulting the table, that yields Size +1 and Strength +1. She changes the animal's size on her notes to Size -2 and increases its strength to Strength d4-2. Because the size increased she also increases its Toughness to 3.

For Step 3: Select Offensive Adaptations, Kara first has to decide how many to give the creature. After some consideration, she decides to stick with a die roll. Her d4 comes up with a 3. Then, she rolls 2d4 three times on the Offensive Adaptations table. This yields a 5, 4, and 3. For the 5, she decides to make the rat's natural weapon more effective, increasing its bite to Str+d4. For the 4, she gives it Fighting at d4. This also raises its Parry to 4. With the 3, she has to roll 2d6 twice on the Poison Type table. She scores a 7 and then a 6. The 7 indicates that there is no Vigor penalty to the Poison and the 6 indicates that it is Mild.

For Step 4: Select Defensive Adaptations, Kara again must decide how many to give to the biohorror. She is happy with the results of her last roll, so chooses to trust fate again. A d4-1 roll only yields a 1. So, she rolls 2d4 just once on the Defensive Adaptations table. This gives a 4, which provides her creature with Stealth +1. The base stats already had Stealth, so she increments it to Stealth d10.





On Step 5: Select Unique Adaptations, Kara rolls a 1 on a d2. She consults the Unique Adaptation table, and then rolls a 5 on 2d4. This gives Smarts +1. She erases the (A) next to the animal's Smarts entry, leaving it with a d6. The animal has achieved a natural level of sapience and is now capable of communication, with the proper tools.

For Step 6: Consider Genetic Flaws, Kara again rolls a 1 on a d2 to determine how many flaws this biohorror possesses. She then rolls 2d4 using the Genetic Flaws table. Her total is a 6, indicating that the creature has a sensitivity. Moving down to that section, she chooses to roll a d10 on the Allergens table to find the specific sensitivity. With a roll of 1, she determines that the biohorror is sensitive to sunlight.

At Step 7: Finalize Synthesis, Kara reviews all of her information and begins to put a story together. She starts off by reviewing all of her previous rolls. The creature is based off of a rat, but now it is bigger, stronger, and tougher. It has a nasty, poisonous bite and is a capable combatant. It is exceptionally sneaky, as smart as a person, and does not like to operate in sunlight.

To her, that sounds like a nightmare rat straight out of an urban legend. These sorts of creatures might emerge from the sewers at night scavenging from trash, or even breaking into buildings and stealing supplies. With its level of intelligence, it could even take technology, possibly stealing things from homeless squatters for its own purposes. She decides that its poison is instrumental in that and chooses to change it from a Mild Poison to a Paralyzing one. That way, when it overcomes a person, they can spread the stories about these terrifying rats. Thinking about it more, she decides to give them the name "Nightmare Rat."

Considering the best ways to use her Nightmare Rats, Kara decides that a colony of these biohorrors have taken up residence in a sewer in the PCs' neighborhood. They are causing problems for some of the locals—stealing goods from local businesses at night, devouring pets, and they may even have abducted a child. A few of the local squatters have stories about them. One of the shops may come to the PCs with a request to try to

clear these things out, or perhaps the PCs have a personal stake. Perhaps the abducted child was a nephew or cousin.

NIGHTMARE RAT

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d4, Vigor d6

Skills: Athletics d8, Fighting d4, Notice d6, Stealth d10

Pace: 6; **Parry:** 4; **Toughness:** 3

Edges: Acrobat

Special Abilities:

- **Bite:** Str+d4
- **Low Light Vision:** Nightmare rats ignore penalties for Dim and Dark Illumination.
- **Poison:** Any time a character suffers a Shaken or Wound result from the Nightmare Rat's bite attack, they must make a Vigor check. On failure, they become Incapacitated for 2d6 minutes.
- **Size -2:** A nightmare rat is the size of a medium dog, such as a collie. Human sized opponents suffer -2 on attacks against a nightmare rat. The nightmare rat's Toughness reflects its Size.
- **Sunlight Sensitivity:** Nightmare rats cannot tolerate sunlight. When exposed to the sun, they suffer a level of Fatigue once per any portion of an hour they are exposed. This can lead to Incapacitation. Recovery requires a Vigor check, that can be made after an hour of separation from sunlight.

BESTIARY

bio-horrors and mutants come in nearly infinite variety. Here's a sampling of interesting and deadly creatures to fill the dark (literal or metaphorical) corners of the world of 2095.

ARACHOUND

Dogs have had military uses for the entire history of civilization. They are powerful soldiers, skilled trackers, and excellent guardians. Genetic manipulations enhance

natural canine intelligence to human levels and grant them additional abilities with military applications. Arachounds use smart keyboards to communicate with their trainers, asking questions during initial briefings and recounting the events of their missions during debriefings.

Splicing spider genetic traits into dogs grants them the ability to spin webs, climb walls, and poison their prey. Increasing their intelligence enables them to operate independently and undertake significantly more complex missions. However, this intelligence comes at a cost. While dogs are characteristically loyal, these transformed variants do not always hold true to that description. Notably, some have disappeared while on missions, never to be seen by their handlers. Their synthetic abilities also enable them to elude capture, which is regarded as a key reason why none of the presumed escapees have ever been recovered.

All military use arachounds are created synthetically. They are not cross fertile with other canine species or spiders. Due to their intelligence and natural social nature, these animals depend upon their community, especially other arachounds and their handlers. They bond closely with their handlers. Most escapees only leave after separation from their handler or a significant incident within their community. In spite of their communal nature, there are no known packs of arachounds independent of direct military or corporate oversight.

There are a few active DataNet users who claim to be escaped arachounds. One published a tell-all biography, revealing details of past assignments and austere living conditions within Ravenlocke Securities. Shortly after publication, the user's account stopped publishing, leading many to believe that trainers finally caught up to the escapee. Shortly after that time, two other supposed arachound DataNet accounts also went silent.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d10, Fighting d8, Intimidation d6, Notice d8, Shooting d8, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 2

Hindrances: —

Edges: Alertness

Special Abilities:

- **Bite:** Str+d4
- **Paralyzing Poison -1:** Any victim who suffers a Shaken or Wound from an Arachound bite must pass a Vigor roll at -1 or become Incapacitated for 2d6 minutes.
- **Size -3:** Arachounds are about the size of a small dog, such as a toy poodle. The arachound's Toughness reflects its size.
- **Speed:** d8 running die.
- **Wall Crawling:** Arachounds can climb on walls and ceilings at their full Pace.
- **Web Spinners:** Arachounds can spray webs from their anal glands, into an area the size of a Small Blast Template to a 6" Range. On a successful Shooting roll, a target is Entangled or Bound with a raise.

BASP

Bats are effective predators within their niche. They hunt during the night, exploiting their quiet flight to often take prey unawares. Their echolocation depends upon sounds emitted at the upper end of the audible range, so that many species are incapable of detecting the noise. This also enables them to function equally well on even the darkest of nights.

Naturally occurring bats are too small to pose a threat to people. Scientists at several laboratories saw this as a limitation that could be overcome for defensive purposes. They began with a stock of flying fox bats, initially working to increase their size to make them more resilient and a more effective threat against humans. Then, they incorporated salivary glands from a venomous snake, granting the basp's saliva a paralytic quality. Finally, they insured that the basp was immune to its own bite.

Initial creations were particularly aggressive predators. They demonstrably hunted animals that were much larger than themselves and effectively overcame them. When released into a controlled environment, they achieved top predator status in most circumstances. However, problems arose in that they were difficult to contain. Basps proved remarkably determined to escape containment and surprisingly capable of doing so. Consequently, many of these biohorrors escaped into the wild, where they have established sustained breeding populations.





In practical use, basps are released to maintain environmental security. While they can be used to eliminate pest animals, they are also capable of dealing with human intruders. Shopping centers, research facilities, and corporate offices maintain flocks of basps with handlers. The animals patrol the facilities after they close for the evening. Rumors of basp security can deter thieves.

Outside of security and military purposes, Basps are most commonly found in dark, damp environments. These include sewers, subway tunnels, and abandoned complexes. They primarily prey upon small urban animals, including rats, cats, dogs, and raccoons. Occasionally, they also devour children and squatters, who wander into their domains. Basps depend upon their venom to paralyze their victims, so that they can devour them at their convenience.

Attributes: Agility d10, Smarts d4(A), Spirit d4, Strength d6, Vigor d10

Skills: Athletics d8, Fighting d6, Intimidation d4, Notice d6, Stealth d8

Pace: 2; **Parry:** 5; **Toughness:** 5

Hindrances: —

Edges: —

Special Abilities:

- **Bite:** Str+d4
- **Echolocation:** Basps use sound to navigate. They suffer no penalties due to lighting conditions.
- **Flight:** Basps have a Flying Pace of 10”.
- **Immunity:** A basp’s paralytic venom has no effect on itself or other basps.
- **Paralytic Venom:** Any victim who suffers a Shaken or Wound from a basp bite must pass a Vigor roll at or become Incapacitated for 2d6 rounds.
- **Size -2:** A basp is the size of a medium dog, such as a collie. Human sized opponents suffer -2 on attacks against a basp. The basp’s Toughness reflects its Size.



BEASTPERSON

This howling, slavering biped might have once been a person, but its eyes show no sign of humanity.

Taking a cue from tales where a scientist unleashes the hidden beast within his psyche, the beast person, or “patient zero” concocted a serum (using enzymes from wolves and other predators and a heavy dose of radiation for good measure) that gave him phenomenal strength. He ignored the irritability, the strange dreams, and the clumps of animal hair growing in formerly hairless areas as the serum remade him into something else. Eventually, he lost all trace of his former humanity and became a true beast, one that could infect others with its curse.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Athletics d8, Common Knowledge d8, Fighting d12+2, Intimidation d10, Notice d12, Stealth d10, Survival d10

Pace: 8; **Parry:** 9; **Toughness:** 8

Gear: Tier 1 IDS, whatever rags remain

Edges: Quick

Hindrances: —

Special Abilities:

- **Bite/ Claws:** Str +d8
- **Infection:** Anyone injured by the beast person’s claws or teeth might become infected with the same retrovirus that created it. The character must make a Vigor-2 roll to stave off the infection, and

if it fails it begins a slow transformation in to a nearly mindless beastperson.

- **Size 1**
- **Weakness:** The beastperson has an adverse reaction to silver and any damage caused by silver gains a +4 bonus.

BEETLE RAT

 Rats are hardy scavengers. They dwell in the shadows and hidden areas of civilization, surviving largely upon waste. However, they do not differentiate between abandoned goods and those carefully stored for future use. They eagerly consume anything that they can obtain, quickly breeding to the capacity of the space and the resources that they uncover.

Rats are often characterized as spreading disease. Many parasites grow upon the vermin, and some of these infect or prey upon people. While some spread from a rat's bite, more often, animals leave them behind in their droppings or when shedding fur.

Defense contractors recognized the merits of a rat as a mechanism for both eliminating a foe's stored resources and initiating a plague. To enhance their efficacy, these contractors chose to design rats that were even more resilient. Their template for the design incorporated insect DNA to improve their overall structure.

Their results proved more successful than expected. Beetle rats replace most of their fur with a chitinous shell that covers their torso. The shell is thick and resilient enough that it can shed the blows of most of the animal's natural predators and even some small arms fire. The shell is segmented, so that beetle rats are able to grow without shedding it like a true exoskeleton.

Beetle rats also breed at a prodigious rate, and their young have a much higher rate of survival than domestic rats. As a consequence, a relatively small insertion of these animals can have a significant impact upon a region. If they are able to gain a toehold, they often quickly breed to devour all available resources. This can cause people to starve or flee an area, in response to the biohorror consumption of resources.

In two cases, beetle rats overran arcologies after a competing corporation inserted the animals. This forced human occupants to abandon the facilities until they could be thoroughly cleansed, which had a significant cost and a major impact to the corporate bottom line. In one, the massive structure had to be destroyed in order to eliminate the infection.

Attributes: Agility d10 Smarts d4(A), Spirit d6, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d6, Intimidation d4, Notice d10, Stealth d8, Tracking d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (2)

Hindrances: —

Edges: Iron Jaw

Special Abilities:

- **Bite:** Str+d6
- **Chitinous Shell:** The beetle rat's hardened shell gives +2 Armor.
- **Low Light Vision:** Beetle rats ignore penalties for dim and dark lighting.
- **Resilient Breed:** Beetle rats gain +2 to Vigor rolls to resist disease and poison.
- **Size -2:** A beetle rat is the size of a medium dog, such as a collie. Human sized opponents suffer -2 on attacks against a beetle rat. The beetle rat's Toughness reflects its Size.



BLOOD JACKER

Visible veins and arteries crisscross this pale person's flesh; its lips barely conceal dagger-like incisors.

As the use of synthetic blood increased to augment flagging supplies of real blood, very few rational doctors considered completely transfusing synthetic blood. After all, the blood was designed to become a waste product once the body produced enough of its own supply. This did not stop unethical practitioners from attempting the procedure with self-replicating synthetic blood. Using the homeless as subjects for the experiment, the doctors witnessed surprising and impressive results, as the subjects demonstrated incredible healing capability. Their delight with these superhuman beings was short-lived, however, as the former humans gave into an intense craving for human blood and killed their creators. Fortunately, as





opposed to vampirism in fiction, bloodjackers cannot transmit their thirst for blood to others.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Persuasion d8, Shooting d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Gear: armored coat (+2), collapsible baton (d6 +d6, Carbon Fiber Polymers, Collapsible), light pistol (12/24/48, 2d6+1, ROF 1, Shots 12, AP 1, Accuracy), Tier 2 IDS

Edges: Frenzy, Quick

Hindrances: –

Special Abilities:

- **Bite:** Str +d4
- **Drain Blood:** When a bloodjacker successfully uses its bite on a living creature it has grappled, it drains blood from the creature, inflicting 2d8 damage and healing one of its own Wounds.

CONCRETE MOLE

Natural moles are effective burrowers, capable of creating complex warrens through relatively soft ground. Due to their size and the scale of their burrows, these seldom cause structural damage. Instead, their biggest threat is associated with the damage they inflict upon the plants whose roots they consume.

From a military perspective, several laboratories identified the burrowing abilities as being far more potentially useful. They sought to create a comparable organism that could devour concrete. Introducing such a creature into the foundations of a massive building could destabilize the structure, potentially even leading to a catastrophic failure and a complete collapse. Prime targets could include bridges, skyscrapers, arcologies, concrete tunnels, or any other massive structure.

While a small dense population would be ideal, preliminary studies showed that the burrows they dug took an inconsistent and unpredictable amount of time to trigger a failure. In some instances, a population would only dig a single tunnel system, and then remain within that structure for generations. This could be far too

small to trigger the sort of failure that the genetic engineers sought.

To overcome this challenge, they designed significantly larger organisms. While these creatures were often easier to detect, their destructive capacity increased dramatically. Further, as the animals lived entirely within the foundations of target structures, their larger size was deemed acceptable. After all, these portions of the buildings were rarely secured and generally completely isolated from human traffic.

Concrete moles have limited fertility, resulting in only rare increases in population size. Further, they are usually killed when the structures they damage collapse upon them. Consequently, there are relatively few instances of these animals escaping and producing populations in the wild. They are most commonly encountered only when a military organization unleashes a population upon a structure, with the intent of destroying it. Finding and eliminating them before they cause critical damage to the structure requires the intervention of contractors armed with equipment capable of destroying the creatures within their burrows.

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d4, Intimidation d4, Notice d6, Stealth d12

Pace: 6; **Parry:** 4; **Toughness:** 2

Hindrances: —

Edges: Dodge

Special Abilities:

- **Bite:** Str+d6
- **Corrosive Saliva:** Any time a character suffers a wound or shaken from a concrete mole bite, the acidic spit continues to burn their flesh. On the following turn, they suffer a Str+d4 attack.
- **Low Light Vision:** Concrete moles ignore penalties for dim and dark lighting.
- **Size –3:** Concrete moles are about the size of a small dog, such as a toy poodle. The concrete mole's Toughness reflects its size.

CROCOSQUIREL

This animal is a terror whose biology is so improbable that it could only be an artificial

creation. These rodent-like animals are about the size of a fox, but with a tail and body shape more reminiscent of a squirrel. Their defining characteristic is their enormous, tooth-filled maw, which extends from the tip of their nose back to nearly thirty percent of the animal's body length. The rear hinge of the jaw is actually posterior to the shoulder bone.

Disproportionately powerful jaw muscles enable the creature to clamp down and sometimes bite through even large bones. Despite their small size, they are effective predators, who eliminate and devour animals that might more traditionally be expected to prey upon them. Their effectiveness is further enhanced by the fact that these creatures work with their peers in packs. They are particularly skilled at distracting their prey so that they can combine their talents to fell much larger foes. Two or more of these animals are more than capable of overcoming even a well-trained person. As crocosquirrels are often found in packs of fifteen or more, people are strongly discouraged from venturing into areas that the biohorrors control.

It is unclear why scientists chose to create this nightmarish creation. Some speculate that it was the result of a dare, a joke, or a madman. Others believe that it was a revenge plot concocted by a geneticist who sought to unleash a terror upon a former employer prior to leaving the job.

Regardless of their origins, crocosquirrels have proven to be an effective threat and a significant danger in the wild. These small animals breed quickly and produce large broods. In the wild, packs of the animals quickly exert dominance over any forested area, eliminating other wildlife as well as any people who might enter the region. All such known outbreaks took place within relatively contained public parks. In each instance,



professional exterminators were able to contain the crocosquirrel infestation, minimizing the number of human casualties. However, there are rumors that crocosquirrel populations may exist outside of the urban sprawl. If these biohorrors establish a breeding population in the wild, it could have a significant impact upon natural wildlife, completely disrupting food chains.

Attributes: Agility d12, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d12, Fighting d8, Intimidation d6, Notice d6, Stealth d12

Pace: 8; **Parry:** 6; **Toughness:** 2

Hindrances: —

Edges: Quick

Special Abilities:

- **Arboreal:** Crocosquirrels can climb walls and sheer surfaces at their standard pace.
- **Bite:** Str+d8
- **Pack Hunters:** When ganging up on an opponent, Crocosquirrels do not reduce their gang up bonus due to the presence of the defender's allies.
- **Size -3:** Crocosquirrels are about the size of a small dog, such as a toy poodle. The crocosquirrel's Toughness reflects its size.

CYBERHOUND

Street Docs like to tinker, and in lieu of paying customers they'll settle for whatever they can find. Domesticated animals work best, as they are often trusting enough of man to allow them to get close, and then—blam! The next thing the animal knows it has newly minted thorax and legs, and a new set of sensors. Completed specimens are often traded to wasteland scavengers, dog fighting rings, or gangsters looking for a new status symbol or vicious guardian.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d8, Vigor d10

Skills: Athletics d8, Fighting d8,





Intimidation d8, Notice d10, Stealth d8, Survival d6

Pace: 10; **Parry:** 6; **Toughness:** 9 (2); **Strain:** 4
Cybertech: (Streetware) Level 1 subdermal armor (+2 Armor), Cyber eyes w/ Low Light Vision, Image magnification (gains Low Light Vision monstrous ability and +1 to Notice Checks involving sight)

Special Abilities:

- **Bite:** Str+d6.
- **Low Light Vision:** Cyber hounds ignore penalties for Dim and Dark Illumination.
- **Speed:** d10 running die.
- **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Targeting Computer:** The cyberhound has a +2 bonus to Notice rolls to detect living creatures and a +2 bonus to Fighting rolls.
- **Size -1:** Dogs are relatively small.

DOUBLE SNAKETOPUS

 ccidents happen, and the double snaketopus is one of those. An attempt to create a pet that could produce interesting harmonics using two throats resulted in a messy ball of snake heads, snake tails, songbird feathers, and a greatly increased intelligence. The few viable subjects that were produced quickly escaped their laboratories and fled to the city's sewer system where they have bred ferociously and greatly reduced the rodent population.

Attributes: Agility: d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Fighting d8, Notice d12, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 2

Edges: Dodge, Level-Headed, Quick

Special Abilities:

- **Multi-attack:** The snaketopus has two heads and may make an attack with each without suffering Multi-Actions penalties.
- **Bite:** Str+2
- **Poison (-2):** Lethal
- **Size -2 (Small)**
- **Tentacles (2):** The snaketopus has two 'heads' that are little more than lengths of

scale covered muscle. It may make an attack with each without suffering Multi-Action penalties. These tentacles inflict d4 damage and gain a +2 bonus to grappling rolls.

ELECTRIC RAT

 eral hamsters with electric eel organ structures, these menaces were created for a failed marketing campaign. They can discharge low voltage stun from the tail, or a painful high voltage area blast when surrounded. Do not let children approach or handle them.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4-3, Vigor d6

Skills: Athletics d6, Fighting d4, Notice d6, Stealth d8, Survival d6

Pace: 4; **Parry:** 4; **Toughness:** 2

Edges: —

Special Abilities:

- **Electric Bite:** Str+d4. Victims roll Vigor (-2 if hit with a raise) or be Stunned.
- **Electric Field:** Electric rats can use their entire turn to unleash an electric blast that deals 2d4 damage to all adjacent creatures. Victims Shaken or worse must roll Vigor or be Stunned.
- **Electric Resistance:** Electric rats get +4 armor against electrical attacks and to resist electrical shocks and stuns. This protection relies upon skin properties and is bypassed by implants.
- **Size -3 (Very Small):** About eight inches long and five pounds.

FIRE SNAKE

 umored to be a CHIMERA foray into military bioweapons, fire snakes combine a bombardier beetle's glands with a common rat snake to create a tiny flame spitting serpent.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4-2, Vigor d6

Skills: Athletics d6, Fighting d8, Notice d10, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 2

Edges: Quick

Special Abilities:

- **Bite:** Str
- **Fiery Breath:** Fire snakes breathe exhale fire for 2d6 damage (see Breath Weapons in Savage Worlds).
- **Size –3 (Very Small):** About five feet long, but less than two inches thick.

GLOW ROACH

 Glow roaches have been altered through countless generations of high radiation. Glow roaches are typically 24 to 48 inches long and extremely aggressive. Their name comes from a natural bioluminescence of their internal organs which is often visible as a faint glow. Glow roaches frequently attack in large packs.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d6, Stealth d8

Pace: 10; **Parry:** 6; **Toughness:** 12 (6)

Special Abilities:

Armor +6

Bite: Str+d4

Night Vision: Ignores penalties for Illumination.

HAWK LIZARD

 Created by splicing the DNA of the Red-Tailed Hawk with that of various lizards, the hawkizard was just a step along the way to greater things. Sadly, ecoterrorists destroyed the lab and let the hawkizards loose before the scientists could finish their project. Thanks to their many advantages hawkizards have become a common sight in warm temperate zones in the Western Hemisphere.

Attributes: Agility: d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d6, Notice d10, Stealth d8

Pace: 3; **Parry:** 5; **Toughness:** 6

Edges: –

Special Abilities:

- **Acidic Spittle:** Hawkizards can spit out a cone of acid that inflicts 3d6 damage as a Breath Weapon attack.
- **Bite/ Claw:** Str +d8
- **Flight:** Raptors fly at a Pace of 48”
- **Multi-Attack:** The hawkizard is amazingly fast and may make a claw attack and an acidic spittle attack without suffering Multi-Actions penalties.
- **Resilient:** Hawkizards take one Wound before they become Incapacitated.
- **Sensitivity:** The hawkizard is sensitive to the presence of natural wood. If exposed to natural wood it gains a level of Fatigue. This may cause it to become Incapacitated. After an hour no longer exposed to wood, the hawkizard may attempt a Vigor roll to remove a level of fatigue.

J-DOG

 This lean, blue-tinted dog has a surface translucence that gives it a ghostly quality; four whip-like tentacles sprout from the dog's shoulders. Some members of the team responsible for the basp (a wasp hybrid prototype) were given another chance to design a creature that could work as an effective guard, paralyze intruders, and wouldn't turn on their owners. The other team members, “terminated” by their employers, served as an example to the current team, who turned their attention to domesticated animals. They discovered that they could combine jellyfish DNA with that of whippets to create a trainable hybrid with a surprising array of abilities, including the obvious paralytic venom possessed by the jellyfish.

The scientists were pleasantly surprised by the distortion of light caused by the epidermal translucence possessed by the jellyfish dog, as they called it. After a few successful trials of the animal, production started on what became known as the j-dog, per marketing's distaste for the word “jellyfish.”

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4–1, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 4





Edges: Fleet-Footed

Hindrances: –

Special Abilities:

- **Bite:** Str +d4
- **Low Light Vision:** J-Dogs ignore penalties for Dim and Dark Illumination.
- **Paralytic Poison (-2):** Victim is Incapacitated for 2d6 minutes, twice that with a critical failure.
- **Size -2 (Small)**
- **Tentacles (4):** The J-Dog has four tentacles on its shoulders. It may make an attack with each without suffering Multi-Action penalties. These tentacles inflict d4-1 damage and gain a +2 bonus to grappling rolls.

MINDLESS

The mindless are humans infected with an altered strain of rabies. The brains of the victims virus rapidly deteriorate, destroying the memory, personality, and cognitive regions of the brain, leaving only the primal brain stem. Infected humans have a life expectancy of three to four weeks, marked by gradually decreasing motor function, until they die from cardiac arrest as the heart simply stops beating. Until that time, they live only to attack and eat anything that they can.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d4, Fighting d6, Intimidation d6, Notice d4, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Bite:** Str. Infection.
- **Fearless:** Mindless do not have the rational ability to feel Fear or Intimidation.
- **Infection:** Any character Shaken or Wounded by a mindless' bite must make a Vigor roll or be likewise infected by the virus. Lethal disease, Vigor once per week (see Hazards in Savage Worlds).
- **Resilient:** The mindless can take one Wound before they're Incapacitated.

JELLY PIGEON

Jelly pigeons are a common sight in metropolitan areas. They breed quickly, scavenge food from human waste, and are resistant to disease. They also damage to the environments in which they dwell both through their waste and in the process of establishing their nests. Further, they carry a variety of parasites that can spread diseases to humans. They persist in spite of causing these problems because they are difficult to eliminate. The effort involved in repairing the damage that they cause is less than the effort involved in exterminating them. Further, because they are so common, whenever pigeons are eliminated from one area, those from a neighboring area invariably migrate to fill the newly vacated space.

Because they are so common, most people ignore pigeons. The birds pose little threat. At worse they might mar a recently washed car's appearance with their waste or steal the bread off a sandwich if a diner steps away from their table. Little can be done to avoid either of these dangers, and both issues can be quickly and easily repaired.

More recently, researchers recognized this fact and chose to engineer a pigeon that could exploit the fact that it was commonly ignored. The animal's inherent fragility and skittishness limited the approaches that could be taken. No amount of modification would transform a scavenger into an effective combatant. Instead, geneticists chose to re-work the animal's inherent capabilities. They went with the most obvious system, and that was to modify the materials that came out through defecation.

A jellypigeon's scat incorporates jellyfish venom. They defecate a powerful toxin that is deadly to those who are exposed to it. Releasing a single specimen into the wild can cause a problem for a city, as people drop dead of poisoning with little obvious explanation. A flock of the biohorrors triggers mass panic, as people watch the skies in constant terror from the previously harmless birds. Worse yet, these creatures are capable of interbreeding with natural pigeons to produce new offspring that carry the trait. With extensive training or cybernetic implants, trainers can get jellypigeons to target specific individuals, defecating on command.

Attributes: Agility d10, Smarts d4(A), Spirit d4, Strength d4, Vigor d4

Skills: Athletics d8, Fighting d4, Intimidation d4, Notice d4, Stealth d4

Pace: 2; **Parry:** 4; **Toughness:** 1

Hindrances: —

Edges: —

Special Abilities:

- **Venomous defecation -2:** Jellypigeons defecate as a reflexive defensive measure, and this includes powerful neurotoxin. This counts as a throwing attack. Victims of this attack must pass a Vigor -2 roll or immediately suffer a wound and perish in 2d6 minutes.
- **Size -3:** Jellypigeons are about the size of a small dog, such as a toy poodle. The jellypigeon's Toughness reflects its size.

NUKE RATS

Whether actually caused by radiation or some other source, Nuke Rats have become dramatically larger and more dangerous. These creatures nearly always hunt in packs and instinctively surround foes, attacking with stealth from all directions.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d8

Pace: 10; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Bite:** Str+d6
- **Night Vision:** Ignores penalties for Illumination.
- **Size -1:** Pretty damn big for a rat.

OCTORAT

Likely a result of odd DNA transference in the wild, the octorat is a small creature that shows both mammalian and cephalopod DNA. Capable of surviving for a short time out of water, the octorat is a cunning pest that can climb walls, open doors or vent covers, and infiltrate nearly anything short of an environmentally sealed room. Their sharp beaks make them dangerous

in large numbers, but outside of the water they are move slowly and can be easily avoided.

Attributes: Agility: d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 5; **Parry:** 4; **Toughness:** 7

Edges: —

Hindrances: On land octorats have Slow (minor) and Hesitant.

Special Abilities:

- **Amphibious:** Octorats can breathe both air and water. In the water they swim at Pace 10 and their run die us a d8.
- **Bite:** Octorats act in a swarm that inflicts 2d6 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Split:** When wounded octorat swarms split in to two smaller swarms. Reduce the Blast Template one size after a wound. Small swarms are destroyed.
- **Swarm:** Parry +2. Because the swarm is composed of hundreds of octorats, cutting and piercing damage do no real damage. Area effects weapons work normally. Characters may stomp to inflict Strength damage each round.

OCTOGATOR

Questions abound regarding the octogator's origin and its designer's original intent. For most biohorrors, their design intent is fairly obvious. They tend to have clear military applications, where designers could deploy the creature to serve a specific purpose. While nightmarish, the octogator lacks an obvious function. These voracious predators seem to exist only to seize control of an aquatic environment and consume everything that approaches it.

Octogators are strong, cunning, and savagely violent carnivores. Upon gaining control of a good hunting ground, they tend to eliminate any prey in the area, holding their base of operations for as long as possible. They defend their holdings against any intruders, including other members of their species and anyone assigned as their handlers. They are difficult to





control or direct. In the few cases where they have been deployed, Octogators can only work independently. Attempts to control them using cybernetic implants have had mixed results. Test subjects often physically removed their implants in an effort to retain their independence—often leading to death.

Octogators consistently demonstrate patience attributable to both their octopus and alligator ancestry. Some do pursue prey, but this is not their preferred tactic. Most are perfectly willing to wait in a highly trafficked area for prey animals to pass by. Then, they strike from hiding, quickly dispatching and devouring any prey animals that they find.

Octogators are fully amphibious, capable of thriving within the water or outside of it. Preferences for aquatic or ground-based hiding places and attack methods vary between individual specimens. Many encounters have taken place within sewer systems—likely because these environments are close to the laboratories from which they escaped. In any case, they are capable of using their four tentacles in cooperation with their mouth and clawed alligator limbs to move and attack any prey they find.

Escaped octogators have demonstrably reproduced in the wild. Three different matings have been observed and tracked. They are egg layers, who aggressively defend their nests. After the eggs have hatched, however, the adults leave the young to fend for themselves. At this time, the mates separate, moving independently. Hatchlings grow to adulthood over the course of a year.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Notice d6, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 12 (2)

Edges: Alertness

Special Abilities:

- **Aquatic:** Pace 8.
- **Armor +2:** Scaly hide.
- **Bite:** Str + d8.
- **Grappling Tentacles:** Each of the Octogators four tentacles receive +2 to Athletics and Strength rolls made to grapple.

- **Independent Tentacles:** Each of the Octogator's four tentacles may make a grapple attack in addition to the creature's normal action without incurring a multi-action penalty.
- **Size 3:** Octogators weigh nearly 1,500 pounds, and their tentacles can stretch to a length of three meters.

PATROL LION

 Coastal properties are often at risk of security breaches coming from the water, and thus the patrol lion project sought to combine the best qualities of guard dogs and sea lions. Although successful, the resulting creature has shown to be a primary carrier for H8N1, a strain of hyper flu that has sickened many cities around the Pacific Rim. All patrol lions were to have been put down, but some either escaped or were set free by softhearted owners and handlers.

Attributes: Agility: d10, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8

Skills: Athletics d10, Fighting d10, Notice d8, Stealth d10

Pace: 4; **Parry:** 6; **Toughness:** 7

Edges: Frenzy (Imp)

Hindrances: Slow (Minor)

Special Abilities:

- **Slow (Minor):** On land Patrol Lions have the Slow (Minor) Hindrance and may not pounce.
- **Amphibious:** Patrol lions can breathe both air and water. In the water they swim at Pace 10 and their run die us a d8.
- **Echolocation:** In the water patrol lions emit ultrasonic pulses that allow them to 'see'. They do not suffer any penalties for illumination while in the water.
- **Bite/ Claws:** Str +d6. A Wound caused by a patrol lion is likely to cause an infection. The target must make a Vigor -2 roll or contract H8N1. Treat this as a debilitating disease.
- **Low Light Vision:** Patrol lions ignore penalties for Dim and Dark Illumination.
- **Pounce:** Patrol lions may pounce on their prey. If a patrol lion can leap at least a few feet (1" on the table) and makes a Wild Attack, it adds +4 instead of +2 to the damage.

- **Stun Blast:** The patrol lion can target one creature within 6" with an ultrasonic blast. If hit, that target must make a Vigor roll or be Stunned until the end of its next turn.

POLIRAPTOR

 enetically recreating long extinct animals is a popular concept that scientists could not ignore. While more recently extinct specimens were easy to recreate, ones that had been gone for millions of years posed a much greater challenge. In attempting to create these animals, scientists had to use templates from existing animals, carefully adding, modifying, and replacing portions of the genome that were associated with animal development and shape.

Frog genomes offered a convenient template, due to the fact that many of them were relatively compact and the species grow and reproduce quickly. Using this template to engineer a dinosaur became an iterative process. With each generation, new dinosaur traits were added. As the process evolved, the synthetic organisms gradually grew in size and became more effective predators.

When mature specimens reached a height of six feet, they became difficult to contain. This was partly due to their predatory nature, but also a practical matter due to their locomotion. The creatures were capable of jumping extended distances, escaping the holding pens that had been built to contain them.

At this stage, security applications became readily apparent. Poliraptors were implemented as military animals. Their primary application is to deny territory, but with cybernetic implants they can also be used as terrifyingly effective drones.

Poliraptors incorporate the hide and mouths of a carnivorous dinosaur but retain the prehensile tongue and hind quarters of a massive frog. They are not amphibious, but they are capable jumpers and retain the ability to swim. Some variation exists between specimens regarding the overall appearance of the body and head. While some specimens still retain an overall frog-like shape, others show a demonstrable neck and head with sharply reduced forelimbs. None known specimens demonstrate claws or talons.

Scientists routinely sterilize all specimens released for contract use. In theory, this should mean that any populations in the wild would consist only of specimens that had escaped from laboratories. While there are relatively few reports of sightings, a handful of such reports include references to juveniles. If these reports are accurate, it would suggest that some may have escaped from the development labs.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d10, Intimidation d6, Notice d8, Stealth d6

Pace: 8; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: —

Edges: —

Special Abilities:

- **Armor +1:** Scaly Hide
- **Bite:** Str+d8
- **Hopper:** Poliraptors hop instead of walking or running. They may move up to their full pace (or running pace) with a single jump, enabling them to ignore some difficult terrain conditions.
- **Prehensile Tongue:** Instead of using its bite, a poliraptor may grapple prey at a +2 bonus with its prehensile tongue.

POLVOSTISM

 bizarre blend of mastiff and octopus, it is unclear if the designers wanted semi-aquatic guards or had seen too much adult anime. They're not alive to explain the inspiration and the labs were apparently destroyed when the tentacled abominations escaped captivity and testing, so the world will never know. Too bad the same can't be said for the polvostim.

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d12, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d8, Survival d4

Pace: 10; **Parry:** 6; **Toughness:** 7

Edges: Brawny, Sweep

Special Abilities:

- **Bite:** Str+d6.
- **Semi-Aquatic:** Can stay underwater for 15 minutes without risk of drowning.





- **Speed:** d10 running die.
- **Tentacle Slap:** Str+d4, Reach 1.
- **Tentacles:** Four tentacles, can make up to two fighting attacks as a single action.
- **Size 3:** Most polvostims are roughly the size of a bull, but they've been known to grow larger if they live long enough.

PROCYOPOD

When geneticists began selecting candidate animals to manipulate for other purposes, they quickly decided to pursue the raccoon. These animals are excellent thieves. They see well in the dark, can easily scale sheer surfaces, are capable of manipulating locks, and can squeeze through surprisingly small openings. They prize shiny objects, and they are adept at finding goods—including food—from even a well secured and overfilled dumpster.

Moving forward simply became a matter of deciding which facets of the animal were the most likely to offer the greatest benefits. Most started with intelligence and domestication modifications. This enabled researchers and trainers to effectively communicate with the modified animals, while also enabling them to undertake more complex tasks. Due to their natural intelligence, this became a more practical approach than using cybernetic implants and drone controls.

With those modifications in place, one research lab took an unexpected turn. They chose to use genes obtained from an octopus to grant the animal an unusual combination of additional traits. To grant it greater climbing and manipulative abilities, two tentacles were added to the raccoon. These were attached within a pouch on the animal's dorsal side, which fur naturally concealed. In addition, an ink gland was added near the procyopod's anus, capable of aerosolizing a dense cloud of ink. With these additional traits, the animal became an even more capable thief. Unfortunately, the smarter animals were also far more adept at escaping their handlers and surviving independently in the urban wilds. Reports indicate that several breeding communities have spread across North America.

Attributes: Agility d12, Smarts d4, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d12, Fighting d4, Intimidation d4, Notice d8, Stealth d12, Thievery d8

Pace: 8; **Parry:** 4; **Toughness:** 3

Hindrances: —

Edges: Thief

Special Abilities:

- **Grappling Tentacles:** The procyopod's two tentacles receive +2 to Athletics and Strength rolls made to grapple.
- **Independent Tentacles:** both of the procyopods tentacles may make a grapple attack in addition to the creature's normal action without incurring a multi-action penalty.
- **Ink Cloud:** Twice per day, a procyopod may take an action to spray a cloud of black ink into an area the size of a Large Blast Template, making the area Dark for 1d6 minutes. The ink settles to the ground at the end of the duration, staining the area and anything that entered the cloud.
- **Low Light Vision:** Procyopods ignore penalties for dim and dark lighting.
- **Size -2:** A procyopod is the size of a medium dog, such as a collie. Human sized opponents suffer -2 on attacks against a procyopod. The procyopod's Toughness reflects its Size.
- **Wall Walker:** Procyopods can climb walls and sheer surfaces at their standard pace.

RABIGEDDON

Rabbits are justifiably famous for their ability to reproduce quickly. As they are relatively fragile animals, rapid reproduction plays a major part in the survival of the species. All members of a single litter seldom survive to maturity. To offset this, they have large and frequent litters, and they produce lots of them. If all of their offspring were to survive, in just seven years, a single female rabbit could produce well over 100 billion descendants. A huge array of predators, hazards, and a limited supply of food helps restrict this to a more manageable number.

The rabbit population explosion in Nineteenth century Australia is a powerful example of how fast the natural species breeds. From a dozen specimens introduced in the wild, the population

numbered well into the hundreds of millions ten years later. As the population grew, they devoured plant life, badly damaging the environment and driving other species out of their habitats.

Centuries later, geneticists recognized this as a threat to unleash upon an unwary opponent. An out of control rabbit population could infest an enemy's holdings, devouring their resources and creating a nuisance that could be expensive and time-consuming to eradicate. Further, footage of company employees slaughtering seemingly helpless rabbits might make for powerful negative advertising.

Geneticists made a few changes to the rabbit lifecycle to create the rabbigeddon. The first is that they reduced their gestation time from a month down to two weeks, while doubling litter sizes. Secondly, they increased the efficiency of the rabbit digestive and hepatic systems, enabling the rabbit to consume a much broader range of substances without endangering their physiology.

To date, rabbigeddon has only been released from carefully controlled breeding populations once. A group of twelve were released into the Kenta Cyber Dynamics arcology via the airducts. The population was not discovered until they had more than a month to chew on wiring, damage gardens, and gnaw through some of the arcology's structural elements. While the infestation was eventually eliminated, they were estimated to have inflicted nearly half a trillion dollars in damages. There have been three outbreaks in Chicago since then, all from a handful of animals who escaped extermination.

Attributes: Agility d8, Smarts d4(A), Spirit d4, Strength d4, Vigor d4

Skills: Athletics d8, Fighting d4, Intimidation d4, Notice d6, Stealth d6

Pace: 8; **Parry:** 2; **Toughness:** 1

Hindrances: —

Edges: Dodge

Special Abilities:

- **Bite:** Str+d4.
- **Consumption:** Rabbigeddons can consume any carbon-based matter as a food source. This includes complex hydrocarbons such as plastics or gasoline. Further, rabbigeddons are immune to Poison.

- **Size -3:** Rabbigeddon are about the size of a small dog, such as a toy poodle. The rabbigeddon's Toughness reflects its size.

RAPTOR HOUND

 raptor hounds are dogs that have been genetically altered with the DNA of Snakes to create a clever and fierce hybrid that is highly lethal.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d10, Intimidation d4, Notice d6, Stealth d6

Pace: 10; **Parry:** 6; **Toughness:** 8 (2)

Special Abilities:

- **Armor +2:** Scales
- **Bite:** Str+d6
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Poison:** Lethal (the victim is Stunned, takes a Wound (two with a Critical Failure), and perishes in 2d6 rounds.)
- **Size -2**

SCARED-Y CAT

 t's unclear what these lynxes were modified for, besides nightmare fuel. Larger, smarter, and meaner than the source species, a genetech pheromone package lets them herd prey and repel predators.

Attributes: Agility d8, Smarts d8 (A), Spirit d8, Strength d10, Vigor d8

Skills: Athletics d10, Fighting d8, Notice d8, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 7 (2)

Edges: Frenzy (Imp)

Special Abilities:

- **Armor +2:** Cartilaginous plating.
- **Bite/Claws:** Str+d6.
- **Fear (-2):** A pheromone package triggers flight responses, forcing Fear checks at -2.
- **Low Light Vision:** Ignore penalties for Dim and Dark illumination.
- **Size -1:** Averaging 50 pounds, scared-y cats are larger than most lynx species.





SCREAMING GIBBONS

One of the more creative horrors to come out of a lab, screaming gibbons were probably conceived as biological security drones. Combining the mobility and smarts of a lesser ape with feline-style night vision and a nano-colony cybernetic pulse cannon in the mouth for ranged effect, they are cunning and dangerous tribal animals.

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d10, Vigor d8

Skills: Athletics d10, Fighting d8, Intimidation d10, Notice d6, Shooting d8, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 4

Hindrances: Loyal

Augments: (Milware) Oral Pulse Cannon (Range 10/20/40, Damage 2d6, RoF 1, AP 6)

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Brachiation:** Swing between projections, Pace 10.
- **Leaper:** Double jumping distances (2" free action, +2" with successful Athletics).
- **Low Light Vision:** Ignore penalties for Dim and Dark illumination.
- **Size -2 (Small):** About 20 pounds of vigorous primate, screaming gibbons are frustratingly small.

SEWER DRAGON

Playing off urban myths concerning sewer dwelling reptiles, United Utility Repair and Construction funded the development of a bio-tool that could hunt rats and other pests in sewer tunnels. The resulting living tool is a long, thin alligator with heavy armor plates, a sort ranged acidic spittle, and that is tough as nails. The problem has been in deployment, getting the sewer dragons into the sewers is not that hard, getting them back out when the job is done...

Attributes: Agility: d4, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d6, Stealth d10

Pace: 3; **Parry:** 6; **Toughness:** 10 (2)

Edges: -

Special Abilities:

- **Acidic Spittle:** Sewer dragons can spit out a cone of acid that inflicts 3d6 damage as a Breath Weapon attack.
- **Armor +2:** Thick skin
- **Aquatic:** Pace 5
- **Bite:** Str +d6
- **Hardy:** If Shaken, a second Shaken result does not cause a wound.
- **Multi-Attack:** The sewer dragon is very fast and may make two bite attacks without suffering Multi-Actions penalties.
- **Resilient:** Sewer dragons take one Wound before they become Incapacitated.
- **Rollover:** The sewer dragon grasps its prey in their vice-like jaws and rolls with them. If one of these large reptiles hits with a raise, its bonus damage is a d10 instead of a d6.
- **Size:** 1

SPIDER CAT

Studies showed that people reacted favorably to kittens' awkward walk, paws, and stubby legs. Someone took this data, feed it through an AI, and came back with the first litter of spidercats. Vicious cats that maintain their kitten like (with double the legs) looks throughout their lives yet are possessing of tough chitinous plates under all that fur, heat sensing hairs instead of whiskers, and a nasty set of claws. Beware the spidercat, AI's greatest folly.

Attributes: Agility: d8, Smarts d6 (A), Spirit d10, Strength d4-3, Vigor d6

Skills: Athletics d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 2; **Toughness:** 2

Edges: Acrobat

Special Abilities:

- **Bite/Claw:** Str.
- **Infravision:** Spidercats can 'see' by detecting heat, halving penalties for poor lighting when attacking targets that radiate warmth.
- **Low Light Vision:** Spidercats ignore penalties for Dim and Dark Illumination.
- **Multi-Attack:** The spidercat is very fast and may make two bite/ claw attacks without suffering Multi-Actions penalties.
- **Resilient:** Spidercats take one Wound before they become Incapacitated.

- **Size -3:** (Very Small)
- **Weakness:** The spidercat has an adverse reaction to silver and any damage caused by silver gains a +4 bonus.

STRANGLING FERN

This tall fern appears to be suited for an office or home setting. However, it possesses vines and thick roots that seem more appropriate for a wild climbing fern.

There are those scientists who believe that animals are less than suitable for the job of incapacitating intruders, due to the simplicity with which someone can neutralize an animal. They also believe that trespassers will more easily fall prey to what they perceive to be a harmless plant. Unfortunately, a strangling fern's owner cannot command the plant to stand down, so he or she must place the plant out of the way of expected traffic, which reduces its effectiveness. However, these same scientists have produced a chemical trigger keyed to an individual fern that renders it dormant for a few hours, making it safe enough to conduct business during that time.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d10, Vigor d10

Skills: Fighting d8, Notice d8, Stealth d8

Pace: -; **Parry:** 6; **Toughness:** 10 (2)

Edges: -

Hindrances: -

Special Abilities:

- **Camouflage:** In an office environment the strangling fern looks like any other decorative plant. Attempts to determine its nature suffer a -2 penalty.
- **Dormancy:** Each strangling fern has a specific dormancy chemical that can be sprayed on it, rendering it Incapacitated for 2d6 hours.
- **Immobile:** The strangling fern cannot move from its pot.
- **Soporific Spores:** The strangling fern releases a MBT sized cloud of spores, all creatures within the burst must make a Vigor roll or gain 1 Fatigue.
- **Tentacles (4):** The strangling fern has four tentacle-like fronds. It may make an attack

with each without suffering Multi-Action penalties. These tentacles inflict d10 damage and gain a +2 bonus to grappling rolls

- **Woody Armor (2)**
- **Size 1**

TIBURON 2.0

Biológico y Genético de Yucatán produced a larger, fiercer looking shark for water parks whose visitors had become jaded looking at the last example of so many once common species. While they did produce a larger and fiercer looking shark, the Tiburón 2.0 is still a letdown for those who come to see it. Frankly, the Ti 2.0 has a very slow metabolism and spends most of its time lazing about its tank. Unless tempted to action by the introduction of prey into its habitat it will be happy to float by just slightly faster than the pace of flowing water.

Attributes: Agility: d8, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d12+4

Skills: Athletics d8, Fighting d10, Notice d12, Stealth d12

Pace: -; **Parry:** 7; **Toughness:** 15

Edges: -

Hindrances: Slow (Minor)

Special Abilities:

- **Aquatic:** Pace 5
- **Bite:** Str +d8
- **Fear (0)**
- **Hardy:** Ti 2.0 does not suffer a Wound from being Shaken twice.
- **Size:** 5 (Large)

TORO 2.0

It is nice to see old traditions taking on a new face for this new era, and Biológico y Genético de Yucatán is more than willing to help see that happen. Through cutting edge genetic engineering México and Spain are seeing a resurgence in the long dead spectacle of the bullfight. Today augmented toreadors and picadors face off against the genetically modified Toro 2.0 in bloody matches that anyone can win. That owning a Toro 2.0 has become a mark of success among some criminal groups has only





added to the popularity of the design and bull fighting in general.

Attributes: Agility: d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d12

Skills: Athletics d8, Fighting d8, Notice d6

Pace: 7; **Parry:** 4; **Toughness:** 13 (2)

Edges: –

Special Abilities:

- **Scales (2)**
- **Horns:** Str +d8
- **Size:** 3
- **Weakness:** The Toro 2.0 has an adverse reaction to plastic and any damage caused by plastics gains a +4 bonus.

TOXIC ROACH

Cockroaches are an incredibly resilient species, as anyone who has had to deal with an infestation can attest. Their perseverance extends beyond their ability to survive a flyswatter or tolerate high levels of poisons. In fact, it extends to the cellular level. Most animal cells suffer severe DNA damage with prolonged radiation exposure. While cockroaches are not immune to this damage, they have natural mechanisms for surviving it and remaining fertile after exposure. These traits are believed to play a key factor in the emergence of the toxic roach strain.

Toxic roaches were first observed in the radioactive sections of the free city of Chicago, after the nuclear exchange that characterized the second civil war. Survivors, who struggled to survive in that harsh environment considered these monstrosities yet another competitor for food and shelter. While the toxic roaches considered humans as just another food source, the meat from

these biohorrors proved lethally poisonous to anyone who tried to consume it.

Since that time, infestations have been found in many major cities around the world. It is unclear if these further outbreaks escaped from labs where they had been brought for study, or if the massive insects have simply migrated globally. In all cases, the toxic roaches must be eliminated promptly, as a nest can expand rapidly with disastrous consequences.

Traditional extermination mechanisms are ineffective against toxic roaches, due to their resistance to known toxins. Exterminators must eliminate each toxic roach using mechanical weapons—unless the outbreak occurs in a location where flame, firearms, or similar weapons become viable. Consequently, security teams are often assigned to deal with infestations.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d10, Fighting d8, Intimidation d4, Notice d6, Stealth d8

Pace: 5; **Parry:** 6; **Toughness:** 5(2)

Hindrances: —

Edges: —

Special Abilities:

- **Armor +2:** The toxic roach has a hardened outer shell.
- **Bite:** Str+d4
- **Immunity:** The toxic roach is immune to poison, including the effects of its Toxic Vomit and Toxic Death (see below).
- **Size –2:** A toxic roach is the size of a medium dog, such as a collie. Human sized opponents suffer –2 on attacks against a toxic roach. The toxic roach's Toughness reflects its Size.
- **Toxic Death:** A toxic roach explodes when it dies. All adjacent characters must make an Agility roll or suffer 2d6 damage.
- **Toxic Vomit:** The toxic roach can spew a stream of highly acidic vomit (range 3/6/12). Anyone struck must make a –2 Vigor roll. On failure, victims suffer 2d6 damage every round until the goo is removed. Removing the goo takes a full round during which no other actions or movement may be taken.
 - **Wall Walker:** Toxic Roaches can climb walls and sheer surfaces at their standard pace.

THREATS



VIPER HOUND

Viper hounds are canines that have been genetically altered with the DNA of Snakes to create a clever and fierce hybrid that is highly lethal.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d10, Intimidation d4, Notice d6, Stealth d6

Pace: 10; **Parry:** 7; **Toughness:** 6 (2)

Special Abilities:

- **Armor +2:** Thick scales.
- **Bite:** Str+d6, Poison if Shaken or worse.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Poison:** Lethal (Distracted; failure, Stunned and takes a Wound (two on Critical Failure), and dies in 2d6 rounds).
- **Size -1:** The size of a typical coyote.

VAMPIRE MOTH

A few natural moth species have wingspans of 30 centimeters or more. All moths depend upon primarily liquid diets. A few of these species even feed upon the blood of vertebrates—including humans—using their proboscis to pierce the skin. Geneticists seeking to create an animal to collect blood samples from foes engineered chose to combine these traits and engineer a massive moth.

The vampire moth's wingspan extends more than a meter. While they are fragile, they are also nearly silent in flight. These biohorrors travel through the night sky, seeking out the humans who constitute their preferred diet. When they find them, they settle upon them, and begin to feed.

Vampire moths typically target prey who are already sleeping. When the biohorrors alight upon them, they inject their venom. This assures that their meals remain asleep, or at least incapacitated. Then, they can safely consume the blood of their prey.

Note: A single vampire moth does not consume enough blood from an adult human to kill their victim before they are satiated. Generally, each moth takes less than a pint of blood from its

prey. Consumption becomes problematic when a swarm of the creatures descend upon a fall smaller group of people. Several vampire moths consuming the blood of a single person can badly injure or even kill their prey.

The original designers intended for vampire moths to retrieve blood samples from specific targets. Unfortunately, they were unable to train the biohorrors to recognize and work against specific targets. To overcome the training deficiencies, ones used for these purposes incorporate drone cybernetics.

Vampire moths have escaped the design laboratories and survive in the wild—especially in urban environments where they have ample prey and few predators. In addition to the immediate threat, a vampire moth's bite transmits blood borne pathogens between its prey. These diseases often pose a far greater danger than the massive insect. A sleeping victim might not even recognize they have been bitten until they exhibit disease symptoms days or months later.

Attributes: Agility d8, Smarts d4(A), Spirit d4, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d6, Intimidation d4, Notice d6, Stealth d8

Pace: 2; **Parry:** 5; **Toughness:** 2

Hindrances: —

Edges: —

Special Abilities:

- **Bite:** Str+d4.
- **Flight:** Vampire moths have a Flying Pace of 8".
- **Low Light Vision:** Vampire moths ignore penalties for dim and dark lighting.
- **Paralytic Venom:** Any victim who suffers a Shaken or Wound from a vampire moth bite must pass a Vigor roll at or become Incapacitated for 2d6 rounds.
- **Size -3:** Vampire moths are about the size of a small dog, such as a toy poodle. The rabbigeddon's Toughness reflects its size.
- **Wall Walker:** Vampire moths climb ceilings, walls, and sheer surfaces at their standard pace.





NPCS AND OTHER THREATS

biohorrors aren't the only threats characters will encounter during their adventures in the sprawl. There are plenty of shady characters just waiting to give the team a bad day. This section provides a wealth of possible NPCs you can use in your game.

NPC GENERATOR

These tables are for when you need to create a non-player character quickly, either in play or while writing an adventure scenario. The dice can build anything ranging from an unskilled novice to a hardened veteran, but the tables are skewed toward creating "ordinary people" with the occasional unusual individual. At any point in the process, you can choose the result rather than rolling. The random tables are there to avoid the bother of decision-making but are not set in concrete.

STEP 1: TYPE

Roll or select from the NPC Type table on the next page to determine who the NPC is. Each type is accompanied by a primary attribute listing, a skill category in italics, a signature skill, and an Augment Type category.

STEP 2: ATTRIBUTES

Roll below to determine the individual's Attributes. The primary Attribute is the one listed after the character type in Step 1. The Attributes may be adjusted by the character's Race.

ATTRIBUTE BALANCE TABLE

D6	ATTRIBUTE
1-3	Balanced (primary Attribute is d8, other Attributes are d6, roll below to determine one Attribute at d4 — if the roll indicates the primary, then all Attributes are d6 across the board)
4-5	Specialist (primary Attribute is d10, roll for two other Attributes at d6, all others are d4)
6	Hyper-specialist (primary Attribute is d12, roll for one other at d6, all others d4)

SECOND ATTRIBUTE

Roll d10 to randomly select an Attribute.

SECOND ATTRIBUTE TABLE

D10	ATTRIBUTE
1-2	Strength
3-4	Agility
5-6	Smarts
7-8	Spirit
9-10	Vigor

STEP 3: RACE

Most people encountered will be ordinary or upgraded humans, and this table reflects that. In settings with different demographics, assume a 50 percent chance that the NPC is whatever the most common type is in that place, and otherwise roll on the table. Apply the racial abilities listed in the rulebook.

Roll 1d12 on the table or select the race which most interests you.

RACE TABLE

D12	RACE
1	Android
2	Bioroid
3	Cyborg
4-8	Human 1.0
9-10	Human 2.0
11	Hybrid
12	Human (Zeek)

NPC TYPE TABLE

ROLL	TYPE
01–02	Activist (Spirit, Interaction, Persuasion, Ordinary Augments)
03–04	Agent (Smarts, Investigator, Notice, Infiltration Augments)
05–06	Artist (Agility, Creative, Knowledge (Academics), Media Augments)
07–08	Astronaut (Smarts, Technical, Athletics, Knowledge (Science), Technical Augments)
09–10	Athlete/Performer (Vigor, Athletic, Athletics or Performance, Sport Augments)
11–12	Bartender/Barista (Agility, Commercial, Persuasion, Ordinary Augments)
13–14	Biohacker (Smarts, Medical, Knowledge (Science), Medical Augments)
15–16	Bodyguard (Agility, Combat, Notice, Tactical Augments)
17–18	Bounty Hunter (Vigor, Investigator, Fighting, Infiltration Augments)
19–20	Celebrity (Spirit, Interaction, Performance, Media Augments)
21–22	Cleaner (Smarts, Technical, Repair, Ordinary Augments)
23–24	Con Man (Spirit, Interaction, Persuasion, Executive Augments)
25–26	Cop (Strength, Investigator, Common Knowledge, Fighting, Tactical Augments)
27–28	Crime Boss (Smarts, Criminal, Intimidation, Executive Augments)
29–30	Dealer/Fence (Smarts, Commercial, Notice, Ordinary Augments)
31–32	Detective (Smarts, Investigator, Notice, Infiltration Augments)
33–34	Dilettante (Spirit, Interaction, any one skill, Executive Augments)
35–36	Doctor (Smarts, Medical, Healing, Medical Augments)
37–38	Drone Operator (Smarts, Vehicle, Piloting, Vehicle Augments)
39–40	Driver/Pilot (Agility, Vehicle, one vehicle skill, Vehicle Augments)
41–42	Executive (Smarts, Commercial, Research, Executive Augments)
43–44	Farmer (Vigor, Commercial, Survival, Ordinary Augments)
45–46	Fixer (Smarts, Interaction, Thievery, Executive Augments)
47–48	Food Truck Chef (Agility, Commercial, Driving, Ordinary Augments)
49–50	Ganger (Strength, Criminal, Shooting, Sport Augments)
51–52	Goon (Strength, Combat, Intimidation, Sport Augments)
53–54	Insurgent (Spirit, Combat, Survival, Tactical Augments)
55–56	Journalist (Smarts, Investigator, Common Knowledge, Persuasion, Media Augments)
57–58	Kid (Agility, none, any one skill, none)
59–60	Lawyer (Smarts, Commercial, Research, Executive Augments)
61–62	Media Icon (Spirit, Creative, Knowledge (Academics), Media Augments)
63–64	Medic (Agility, Medical, Healing, Medical Augments)
65–66	Partygoer (Agility, Interaction, any one Skill, Media Augments)
67–68	Pirate (Agility, Combat, one Vehicle, Tactical Augments)
69–70	Politician (Smarts, Interaction, Knowledge (Academics), Executive Augments)
71–72	Programmer (Smarts, Technical, Knowledge (Hacking), Technical Augments)
73–74	Refugee (Spirit, Criminal, Survival, none)
75–76	Religious Leader (Spirit, Interaction, Knowledge (Academics), Media Augments)
77–78	Rescue Worker (Agility, Vehicle, Healing, Medical Augment)
79–80	Scavenger (Agility, Criminal, Repair, none)





81-82	Scientist (Smarts, Scientific, Knowledge (Science), Technical Augments)
83-84	Seasteadler (Vigor, Wilderness, Boating, Sport Augments)
85-86	Shop Clerk (Smarts, Commercial, Common Knowledge, Knowledge (Language), Ordinary Augments)
87-88	Smuggler (Agility, Vehicle, Stealth, Vehicle Augments)
89-90	Soldier (Vigor, Combat, Repair, Tactical Augments)
91-92	Squatter (Vigor, Criminal, Survival, none)
93-94	Street Chemist (Smarts, Scientific, Thievery, Medical Augments)
95-96	Student (Smarts, none, Knowledge (Academics), Ordinary Augments)
97-98	Technician (Agility, Technical, Repair, Technical Augments)
99-00	Thief (Agility, Criminal, Stealth, Infiltration Augments)

STEP 4: SKILLS AND EDGES

This is a very “quick-and-dirty” system to speed up the process of NPC creation. Check the list below for the skill category named in the character type from Step 1. The NPC gets all the skills in that category at d6, and the individual’s signature skill is equal to its associated Attribute or d8 (whichever is higher). NPCs also get the standard Core Skills at d4.

Choose the package from the following list that best fits the concept you have in mind for your NPC.

- **Athletic:** Athletics, Common Knowledge, Notice. (Roll d10 for Edges; 1-2: Acrobat, 3-4: Ambidextrous, 5-6: Brawny, 7-8: Fleet-Footed, 9-10: Quick.)
- **Combat:** Athletics, Fighting, Shooting, Knowledge (Battle). (Roll d12 for Edges; 1: Assassin, 2: Brave, 3: Brawler, 4: Danger Sense, 5: Expert Fighter, 6: Gun Fu!, 7: Martial Artist, 8: Quick, 9: Soldier, 10: Trademark Weapon, 11: Two-Gun Kid, 12: Two-Fisted.)
- **Commercial:** Common Knowledge, Knowledge (Academics), Persuasion. (Roll d6 for Edges; 1: Charismatic, 2: Connections, 3: Jack-of-All-Trades, 4: Linguist, 5: Luck, 6: Rich.)
- **Creative:** Knowledge (Academics), Notice, Persuasion, Repair. (Roll d10 for Edges; 1-2: Attractive, 3-4: Charismatic, 5-6: Linguist, 7-8: Rich, 9-10: Scholar.)
- **Criminal:** Athletics, Stealth, Thievery. (Roll d10 for Edges; 1: Alternate Identity, 2: Alertness, 3: Brute, 4: Charismatic, 5: Connections, 6: Danger Sense, 7:

Fleet-Footed, 8: Quick, 9: Streetwise, 10: Thief.)

- **Investigator:** Notice, Research, Thievery. (Roll d8 for Edges; 1: Agent, 2: Alertness, 3: Brave, 4: Danger Sense, 5: Investigator, 6: Jack-of-All-Trades, 7: Linguist, 8: Streetwise.)
- **Interaction:** Gambling, Intimidation, Persuasion, Taunt. (Roll d8 for Edges; 1: Attractive, 2: Charismatic, 3: Connections, 4: Fame, 5: Linguist, 6: Luck, 7: Retort, 8: Work the Room.)
- **Medical:** Healing, Knowledge (Science), Notice. (Roll d6 for Edges; 1: Alertness, 2: Connections, 3: Gadgeteer, 4: Healer, 5: Jack-of-All-Trades, 6: Street Doc.)
- **Scientific:** Knowledge (Science), Notice, Repair, Research. (Roll d6 for Edges; 1: Alertness, 2: Connections, 3: Jack-of-All-Trades, 4: Linguist, 5: Programming 101, 6: Scholar.)
- **Technical:** Hacking, Knowledge (Electronics), Notice, Repair. (Roll d10 for Edges; 1: Ambidextrous, 2: Gadgeteer, 3: Hacker, 4: Jack-of-All-Trades, 5: McGyver, 6: Mr. Fix It, 67 Programming 101, 8: Scavenger, 9: Steady Hands, 10: Thief.)
- **Vehicle:** Boating, Driving, Piloting, Repair. (Roll d6 for Edges; 1: Ace, 2: Brave, 3: Golemmech Training, 4: Luck, 5: Mr. Fix It, 6: Quick.)
- **Wilderness:** Athletics, Notice, Riding, Survival. (Roll d6 for Edges; 1: Alertness, 2: Beast Bond, 3: Fleet-Footed, 4: Survivalist, 5: Wastelander, 6: Woodsman.)

STEP 5: HINDRANCES

 Roll a d12 once on the Hindrance table.

HINDRANCES TABLE

D12	HINDRANCE
1	Cautious and Loyal
2	Clueless
3	Code of Honor
4	Curious
5	Habit (substance abuse, Major)
6	Hesitant and Mild-Mannered
7	Impulsive
8	Overconfident
9	Small
10	Slow (Major)
11	Unplugged
12	Yellow

STEP 6: AUGMENTS

 This generates a quick suite of bio-, chem-, cyber-, and nanoware for the character,

based on the category listed in the character types from Step 1. First, roll d8 to determine how much the NPC has. As always, if you want a more geared-up character, just ignore the result. Then consult the appropriate Augment Type table and roll to see what systems they get.

NUMBER OF AUGMENTS TABLE

D8	AUGMENT AMOUNT
1-2	No Augments
3-5	Roll once on Augment Type table
6-7	Roll twice on Augment Type table
8	Roll three times on Augment Type table

AUGMENT TYPES

 Augmentations are assumed to be Streetware grade unless otherwise noted. Roll on the appropriate table for the character type. Duplicate results are either re-rolled or indicate an improved version one level better.

EXECUTIVE AUGMENTS TABLE

1D8 ROLL	TYPE
1	Bio-sculpting (Attractive Edge)
2	Emotion Regulator (Level Headed Edge)
3	Chimera Gnosys implant (raises Smarts 3 die levels)
4	Skill chip Implant (Skill Bonus +2 for job skill)
5	Genetech Pheromones (Command Edge)
6	Knowcomp (add 1 skill at d6)
7	Medical Nanites (Fast Healer Edge)
8	Translator Chip (Linguist Edge)

Notes: Always Customware and usually invisible to the naked eye. -3 penalty to Notice rolls to detect the augments.





INFILTRATION AUGMENTS TABLE

1D8 ROLL	TYPE
1	Boosted Legs (Fleet-Footed Edge)
2	Chimera Savage Skinz Jellyhanz
3	Cybereyes (Low-Light Vision)
4	Enhanced Nervous System (Quick Edge)
5	Dermal Holographic Sheath (+4 Stealth/+2 Armor)
6	Monkey Mask Gecko Hands
7	Stealth Chip (Stealth Skill Increase 1 die)
8	Tarantula Drone Hand

Notes: Streetware grade. 20% chance the augments are Customware. Usually concealed. -2 to Notice rolls to detect these augments

MEDIA AUGMENTS TABLE

1D6 ROLL	TYPE
1	Bio-sculpting (Very Attractive Edge)
2	Enhanced Proprioception (raises Agility 2 die levels)
3	Knowcomp (add 1 skill at d6)
4	Octagon Regenerative Tissues (+2 Toughness, natural healing 1/day)
5	Savage Skins Cat's Eyes (Low Light Vision Edge)
6	Translator Chip (Linguist Edge)

Notes: Customware—either carefully concealed or blatant. Most often biotech or genotech.

MEDICAL AUGMENTS TABLE

1D6 ROLL	TYPE
1	Chip Implant (Skill Bonus +2 for job-related skill)
2	Cross Lobe Synaptic Pairing (Ambidextrous Edge)
3	Filters (+4 vs. airborne disease and toxins)
4	Knowcomp (add 1 skill at d6)
5	Cybereyes (Microscopic vision, +2 for rolls involving detail work)
6	Medical Nanites (Fast Healer Edge)

Notes: Customware for Doctors, Streetware for everyone else.

ORDINARY AUGMENTS TABLE

1D6 ROLL	TYPE
1	"Candyware" cosmetic cybertech (no game effect)
2	Filters (+4 vs. airborne disease and toxins)
3	Knowcomp (add 1 skill at d6)
4	Muscle Booster (increase Strength by 1 die type)
5	Savage Skins Cat's Eyes (Low Light Vision Edge)
6	Translator Chip (Linguist Edge)

Notes: Streetware. There's a 20 percent chance these are Gutterware counterfeit gear.

SPORT AUGMENTS TABLE

1D8 ROLL	TYPE
1	Cross Lobe Synaptic Pairing (Ambidextrous Edge)
2	Enhanced Nervous System (Quick Edge)
3	Força Maxima Treatment (Strength +2 die levels)
4	Enhanced Proprioception (raises Agility 2 die levels)
5	Neural Pruning (+2 on one physical Skill)
6	Octagon Regenerative Tissues (+2 Toughness, natural healing 1/day)
7	Pisces Gills (breathe underwater and swim at Pace)
8	Quadriceps Enhancement (Pace +2, raises Running die 1 step)

Notes: Mostly Biotech or Genetech. There's a 20 percent chance these are Gutterware versions. Pro athletes have Customware grade.

TACTICAL AUGMENTS TABLE

1D8 ROLL	TYPE
1	Cybereyes (Low-Light Vision)
2	Dreadnaught System (Vigor increase by 1 die, +2 Armor, +2 Toughness, includes Filters)
3	Força Maxima Treatment (Strength +2 die levels)
4	Integrated Battle Information System (Gun Fu! Edge)
5	Octagon Regenerative Tissues (+2 Toughness, natural healing 1/day)
6	Quadriceps Enhancement (Pace +2, raises Running die 1 step)
7	Sensation Limiters (Nerves of Steel Edge)
8	Smartgun System (reroll Shooting with one weapon)

Notes: Customware: There's a 25 percent chance this is Milware grade.

TECHNICAL AUGMENTS TABLE

1D8 ROLL	TYPE
1	Chip Implant (Skill Bonus +2 for job skill)
2	Cybereyes (Microscopic vision, +2 for rolls involving detail work)
3	Enhanced Nervous System (Quick Edge)
4	Filters (+4 vs. airborne disease and toxins)
5	Knowcomp (add 1 skill at d6)
6	Neural Accelerator (increase Smarts by 1 die type)
7	Systems Support Computer (+2 and free Reroll for Hacking)
8	Tarantula Drone Hand

Notes: Always Customware, and there's a 10 percent chance the wearer has modified the gear to be Milware quality





VEHICLE AUGMENTS TABLE

ID8 ROLL	TYPE
1	Chip Implant (Skill Bonus +2 for job skill)
2	Cybereyes (Telescopic vision)
3	Emotion Regulator (Brave Edge)
4	Enhanced Nervous System (Quick Edge)
5	Hard Link (Immune to Hacking while operating vehicle from inside)
6	Knowcomp (add 1 skill at d6)
7	Remote Link (allows vehicle operation from a distance)
8	Targeting Link (Steady Hands Edge)

Notes: Usually Customware (10 percent chance of Streetware)

MOTIVATIONS TABLE

D12	MOTIVATION
1	Addict: This person is hooked on a particular substance, and maintaining a steady supply is their primary goal in life.
2	Adrenaline: Excitement is everything. This person loves to get into tense, thrilling situations. Consequences be damned!
3	Belief System: The NPC is a devout follower of a specific belief system. This is most likely a religious faith, but could be old-fashioned national patriotism, a code of honor, or a philosophy like Objectivism or Trans-humanism. The tenets of that belief system govern what this person will do.
4	Desire: The individual loves or desires another person. This covers everything from parental devotion to a stalker's obsession. The welfare of that person is the NPC's primary concern.
5	Duty: This individual is unusually dedicated to their job. Getting the work done and showing loyalty to their employer are the NPC's primary concerns.
6	Fear of Authority: This person doesn't want to get arrested or attract the attention of any government or megacorp. It might be that they've done something wrong, or that they just fear misuse of power. They won't do anything to attract attention.
7	Getting By: This person just wants to make a living, keep what little they have, and avoid trouble. In any situation they'll take the path of least resistance.
8	Mercenary: The individual wants money, and what money can buy. They'll take risks to get rich and won't do anything without some payoff.
9	Opportunist: This person wants to come out on top, no matter what. They'll try to turn every situation to their advantage—be it financial, social, or personal. But if the winds shift, so can their loyalties.
10	Specific Reward: The individual wants one particular thing, typically an object or getting to a destination. Can be as basic as "food" or as long-term as "learn to be an astronaut."
11	Supports a Cause: There's one particular cause or movement that this NPC supports, and that takes precedence over everything else.
12	Roll twice and combine.

STEP 7: ADVANCEMENT

Most non-player characters are Novice Rank, but every now and then an exceptional individual crops up. Roll on the Rank table below to see what Rank the NPC is, and then consult the following section to improve them. Finally,

roll to see if the character is a Wild Card. As with skills, this is a "quick-and-dirty" method which doesn't get into the details of point values. And as always, you can always just pick what Rank the character is based on what's most appropriate for the situation.

RANK

Roll d20 to see what Rank the NPC is. Heroic and Legendary characters won't crop up as random encounters.

NPC RANK

D20 ROLL	RANK
1-16	Novice
17-19	Seasoned
20	Veteran

- Seasoned characters automatically gain the Combat Reflexes Edge, increase their primary Attribute by one die type, and increase any skills linked to that Attribute to the new level.
- Veteran characters increase their Vigor by one die type; and gain the Edges Dodge, Level Headed, and Luck.

WILD CARD ROLL

Roll d10. On a result of 10 the NPC is a Wild Card. Seasoned or Veteran characters may roll a d12 instead, gaining Wild Card status on a 10 or higher.

VARIOUS NON-PLAYER CHARACTERS

Sometimes player characters anger people with guns. Here are some example people with guns to make those moments memorable. Unless otherwise noted, all NPC's are Human 1.0.

BORG (THUG)

Bio replacement surgery is expensive, so most make do with functional cybernetics purchased from shadowy street docs, but even that can be pricey. Consequently, lots of amputees end up working off the debt by doing "favors" for the first few months after surgery.

Race: Cyborg; **Origin:** Ganger
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d6, Hacking d4, Lockpicking d4, Notice d4, Persuasion d4, Repair d6, Shooting d8, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 8 (2); **Strain:** 6; **Street Cred:** d6

Hindrances: Mean

Edges: Berserk, Brawler, Combat Reflexes, Cyber Tolerance, Marksman

Cybertech: (Gutterware) Tier 1 IDS, Razor Nails (Str+d4, if an unarmed fighting attack hits with a raise, characters add a d8 to their damage roll instead of a d6), Amplified Hearing (adds a +1 bonus to Notice checks involving sound), Level 1 Muscle Grafts (adds +1 to Strength die, already factored in)

Gear: Assault rifle (Range 24/48/96, Damage 2d8+1, RoF 3, AP 2), 2 extra clips, leather jacket (+2 Armor, torso and arms), spare parts, toolkit.



BORG (EXPERIENCED)

Former soldiers (government, corporate, or underworld) make up the vast bulk of cyborgs. Modern medicine and the soldier's own contract often mean that even after losing a limb to an improvised explosive device or mortar shell, the soldier is up and on the battlefield again within a month. Having been decommissioned though, their security firm strips them down of their most expensive gear to give to their new recruits... If they can get to the borg before he disappears, that is.

Race: Bioroid; **Origin:** Soldier

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Hacking d4, Intimidation d6, Notice d6, Persuasion d4, Research d4, Shooting d6, Stealth d6, Survival d6, Thievery d6

Pace: 6; **Parry:** 7 (1); **Toughness:** 10 (2); **Strain:** 5; **Street Cred:** d8

Hindrances: Loyal, Stubborn

Edges: Calculating, Level-Headed, Power Armor Training, Soldier

Cybertech: (Streetware) Tier 1 IDS, subdermal armor (+2 Armor), Silicon Bone Injections (+1 Toughness), Level 1 Reactive Reflex Enhancers (+1 bonus to Parry), Cyber eye w/Flash





compensators, Low Light Vision and image magnification (+1 to Notice checks involving sight, cannot be dazed or blinded by flashes, gains Low Light Vision monstrous ability)

Gear: Army Surplus Pistol (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).

BOUNTY HUNTER

Lots of bounty hunters are no better than the suspects they bring in, being more interested in the money involved than in serving justice.

Race: Human; **Origin:** Detective

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Driving d8, Fighting d8, Hacking d4, Notice d6, Persuasion d6, Research d6, Shooting d6, Stealth d6, Survival d6

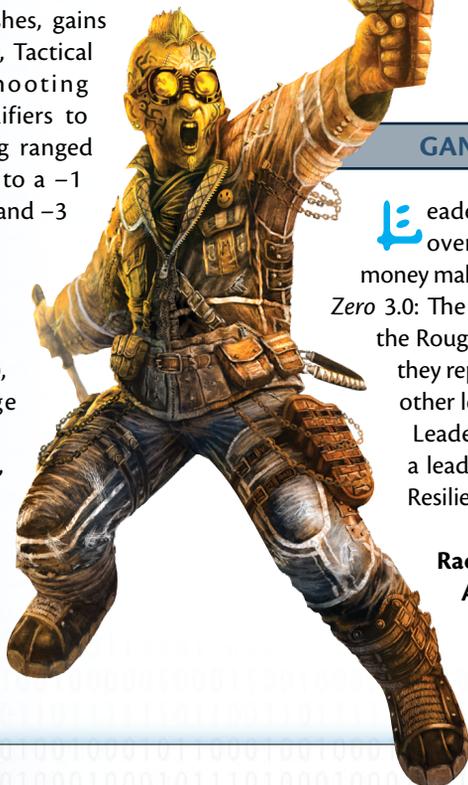
Pace: 8; **Parry:** 6; **Toughness:** 8 (2); **Strain:** 2; **Street Cred:** d6

Hindrances: Arrogant, Greedy (Major), Stubborn

Edges: Brawler, Fleet-Footed, Quick

Cybertech: (Customware) Tier 1 IDS, Cyber eye w/Flash compensators, Low Light Vision and image magnification (+1 to Notice checks involving sight, cannot be dazed or blinded by flashes, gains Low Light Vision), Tactical Computer (Shooting skill benefit: modifiers to Medium and Long ranged shots are reduced to a -1 for Medium range and -3 for long range)

Gear: Heavy pistol (Range 12/24/48, Damage 2d8, RoF 1, AP 2, Biometrics), shotgun (Range 12/24/48, Damage 1-3d6, RoF 1, AP 0), BKI Glide Suit (+2 Armor, Gliding), handcuffs.



GANGER (STREET SOLDIER)

The working muscle of any gang, informally known as Rough Boys and Girls. They wear the colors, guard the dealers, shake down the civilians, and make up the crew the leaders roll with. Their quantity is their quality, but a good leader can make them much more dangerous.

Race: Hybrid (Rodentia); **Origin:** Ganger

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d8, Notice d4, Shooting d4, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 8 (1) [6]; **Strain:** 4; **Street Cred:** d6

Hindrances: Greedy (minor), Wanted (minor)

Edges: Low Light Vision; Brawler, Hard to Kill

Biotech: (Streetware) Lymphatic Booster I (Vigor increase).

Cybertech: (Streetware) Mechanical Muscles I (Strength increase). Tier 1 IDS

Gear: Armored Hoodie (+1 armor [torso, head, arms]), Survival knife (Str+d4), light pistol (Range 12/24/48, Damage 2d6, RoF 1, AP 1), gutterware Chemtech (Fury: Berserk Edge) x1.

GANGER (LEADER)

Leaders keep the gang on task. They oversee daily operations, keep the money makers on task (see *The Life, in Interface Zero 3.0: The Player's Guide to 2095*), and lead the Rough Boys into battle. If they have one, they report to The Boss and try to keep the other leaders from showing them up.

Leaders can be Extras or Wild Cards. If a leader is an Extra then they should be Resilient.

Race: Bioroid; **Origin:** Ganger

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d8, Battle d6, Common Knowledge d6, Fighting

d8, Intimidation d10, Notice d6, Persuasion d10, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 12 (5) [6]; **Strain:** 6; **Street Cred:** d8

Hindrances: Ruthless (Minor), Secret (Major: Bioroid), Enemy (Minor), Wanted (Minor)

Edges: Command, Martial Artist, Menacing, Rock and Roll!, Streetwise

Biotech: (Streetware) Lymphatic Booster I (Vigor increase), Muscle Densifying I (Strength increase).

Cybertech: (Streetware) Tier 2 IDS Dermal Armor II (+4 Armor).

Gear: Armored Jacket (+1 armor [torso, arms]), AGA Rhino (Range 12/24/48, Damage 2d8, RoF 1, AP 2), PD Noir Confident (Range 12/24/48, Damage 1-3d6, RoF 1), Molecular Knife (Str+d4+2, AP 2).



GANGER (BOSS)

Leaders report to the boss and the boss controls the entire gang and its territory. The boss decides who moves up, who gets retired, when to make peace, when to start a war, and when to bend the knee.

Reputation is key to the power and success of a boss. Rep with lieutenants, with the gangers, even with rival bosses, keeps everyone in line and business running smoothly. Reputation with the badges and gargoyles that claim to control the territory ensures they stay out of the way, or simply pay protection for the stuff they care about. The boss needs a reputation for decisiveness, ruthless violence, reliable deals, and being too smart or too unpredictable to fight. When the reputation cracks, the knives come out and it's "do or die" time.

Race: Human 2.0; **Origin:** Ganger

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d8, Battle d8, Common Knowledge d10, Driving d8, Fighting d10, Hacking (Counter Hacking) d4, Intimidation d12, Notice d8, Persuasion d8, Shooting d8, Stealth d8, Thievery d6

Pace: 6; **Parry:** 7; **Toughness:** 9 (2) [6]; **Strain:** 7; **Street Cred:** d10

SPECIFIC GANGS

Gangs have their individual style, resources, and recruitment policies. Membership markings can include clothing colors, tattoos, candyware augments, functional augments, and more. These marks can be as distinctive, and informative, as military uniforms with insignia and decoration. The trick is knowing customs (usually Common Knowledge, modified by the character's previous experiences and education).

Example One: Members of The Vipers have a reptilian motif. Only humans and reptilia hybrids are accepted, and the humans all have candyware transforming their skin into snake scales. Hardcore members may get fangs (melee weapon implant), venomous spit (ranged weapon implant), heavier scales (armor), or more ostentatious augments.

Example Two: The South Side Stormtroopers are a militant, racist gang. All their members are human (1.0 or 2.0), and an unknown supplier keeps them in military-grade equipment. They all wear BKI Combat Fatigues (urban camouflage, +4 armor) and carry powerful weapons (SRC Daisy Chain, AGA Rapture, or AGA Hand of God).

Example Three: The Faceless Masses all wear suits (+2 armor) in one of three colors (cobalt blue, black, grey) and have radical bio-sculpting to remove virtually all facial features (Ugly). They mainly target corporate personnel and property.

Hindrances: Arrogant, Driven (Major: build the Empire), Enemy (Minor), Ruthless (Minor), Wanted (Major)

Edges: Alertness, Ambidextrous*, Assassin, Charismatic, Combat Reflexes, Command, Fast Healer*, Hold the Line, Inspire, Menacing, Rock and Roll!, Streetwise, Tough As Nails, Two Fisted
*Edge granted by augments.

Biotech: (Customware) Optimized Bone Marrow (Edge: Fast Healer)





AUGMENTS

Augmentation is relatively cheap and simple in 2095. As such, virtually everyone will have a couple of augments to increase their effectiveness at work or survivability in a dangerous world. The augments listed are typical of such foes but are just another piece of gear when making NPCs. If some different augments would be better for the scene(s) you are designing then swap them in. Just keep one eye on the Strain, so that it is plausible the character could be that heavily augmented. You don't want the players to realize that you're taking shortcuts.

Cybertech: (Customware) 2x Ubi-Blade (Str+d4, AP 2, retractable), Manual Coordinator (Edge: Ambidextrous), Tier 3 IDS

Genetech: (Customware) Lymphatic Booster I (Vigor increase).

Gear: Awesome suit (+2 armor [torso, arms, legs]), AGA Hand of Caine (Range 12/24/48, Damage 2d6, RoF 3, AP 1), AGA Rapture (Range 24/48/96, Damage 2d8+1, RoF 3, AP 2), Ubi-Blades (see cybertech), 2x streetware Chemtech (Adrenol: Nerves of Steel Edge).

MERCENARY (RAW)

New, inexperienced mercenaries are still professional soldiers for hire. They rely upon firepower and ruthlessness to get the job done.

Race: Android; **Origin:** Blue Plater.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Academics d4, Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Language (anyone) d4, Notice d6, Persuasion d6, Repair d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 9 (4) [5]; **Strain:** 5; **Street Cred:** d4

Hindrances: Driven (Major—stay free), Greedy (Minor), Outsider (Major)

Edges: Soldier

Augments: IDS Tier 3

Cybertech: (Streetware) Cyber Eyes (Low Light Vision), Reflex Booster I (Agility increase), Smartgun System (Reroll Shooting)

Gear: Combat Fatigues (+4 armor [torso, arms, legs]), combat knife (Str+d4), 9mm pistol (Range 12/24/48, Damage 2d6, RoF 1, AP 1), 5.56mm assault rifle (Range 24/48/96, Damage 2d8, RoF 3, AP 2), 2x frag grenade (Range 5/10/20, Damage 3d6, MBT), 2x smoke grenade (Range 5/10/20, Smoke, MBT).

Special Abilities:

Construct: +2 recover Shaken, ignore one Wound penalty, does not breathe, immune to disease and poison, cannot heal naturally.

Dependency: One hour of electrical charging per 24 hours or gain Fatigue.

Environmental Weakness (Electricity): +4 damage from electricity, -4 to resist electricity, includes EMP.

MERCENARY (VETERAN)

Veteran mercenaries have a wealth of experience, using improved tactics and an even more powerful arsenal.

Race: Hybrid (wolf); **Origin:** Insurgent.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Battle d6, Common Knowledge d6, Fighting d8, Intimidation d6, Language (any three) d6, Notice d6, Persuasion d6, Shooting d8, Stealth d6, Survival d4

Pace: 8; **Parry:** 6; **Toughness:** 12 (4) [6]; **Strain:** 5; **Street Cred:** d8

Hindrances: Greedy (Minor), Loyal, Ruthless (Minor)

Edges: Combat Reflexes, Fast Healer*, Rock and Roll!, Soldier



*Edge granted by augments.

Augments: IDS Tier 3

Biotech: (Customware) Bone Bond Suite (Edge: Fast Healer)

Cybertech: (Customware) Cyber Eyes (Infravision and Low Light Vision), Smartgun System (Reroll Shooting), NBC Kit (Filters)

Genetech: (Customware) Organ Sheathing II (+2 Toughness)

Gear: Combat fatigues (+4 armor [torso, arms, legs]), molecular knife (Str+d4+2, AP 2), 9mm SMG (Range 12/24/48, Damage 2d6, RoF 3, AP 1), 7.62mm assault rifle (Range 24/48/96, Damage 2d8+1, RoF 3, AP 2), 30mm grenade launcher (Range 24/48/96, Damage 3d6, RoF 1, MBT), 2× frag grenade (Range 5/10/20, Damage 3d6, MBT), 2× smoke grenade (Range 5/10/20, Smoke, MBT), 2× stun grenades (Range 5/10/20, Stun, MBT), 2× chemtech Grease (Streetware, Edge: Quick).

Special Abilities:

- **Fast:** d8 Running die.
- **Scent:** +2 to scent-based Notice and Survival (tracking) rolls.

MERCENARY (ZEK)

Mercenary zeks mix tactical skills with diverse powers. Their powers usually mix defense, disruption, enhancement, and interrogation.

Race: Human 2.0; **Origin:** Refugee

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d10

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Language (any three) d6, Notice d6, Persuasion d6, Psionics d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 13 (4) [7]; **Strain:** 2; **Street Cred:** d8

Hindrances: Arrogant, Greedy (Minor), Ruthless (Minor)

Edges: Arcane Background (Psionics), Combat Reflexes, Soldier

Augments: IDS Tier 3

Cybertech: (Customware) Cyber Eyes (Infravision and Low Light Vision), Skeletal Reinforcement II (+2 Toughness)

Gear: Combat Fatigues (+4 armor [torso, arms, legs]), combat knife (Str+d4), 9mm pistol

(Range 12/24/48, Damage 2d6, RoF 1, AP 1), 5.56mm assault rifle (Range 24/48/96, Damage 2d8, RoF 3, AP 2), 2× frag grenade (Range 5/10/20, Damage 3d6, MBT), 2× smoke grenade (Range 5/10/20, Smoke, MBT).

Arcane Background: Psionics

- **Power Points:** 15
- **Powers:** five of *barrier, environmental protection, fear, mind reading, protection, stun, warrior's gift.*



MERCENARY (LIVING LEGEND 1)

With enough time, work, and a few survived catastrophic situations, a mercenary can build a serious reputation. He can become a living legend, spoken of reverently, with true stories that no one who wasn't there will believe.

This mercenary has command experience, able to get more out of local security, subordinate mercenaries, and drones. He has been betrayed by many clients, allies, and even friends. He doesn't trust, with one exception.

Race: Human 1.0; **Origin:** Squatter

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Athletics d10, Battle d8, Common Knowledge d8, Driving d8, Fighting d10, Intimidation d8, Language (any three) d8, Notice d8, Persuasion d8, Piloting d8, Repair (demolition) d6, Shooting d12, Stealth d8, Survival d6, Taunt d8

Pace: 10; **Parry:** 7; **Toughness:** 17 (8) [7]; **Strain:** 8+3; **Street Cred:** d10

Hindrances: Greedy (Minor), Ruthless (Minor), Suspicious (Major), Wanted (Minor)

Edges: Combat Reflexes, Command, Cyber Tolerant, Dodge, Fast Healer, Level-Headed, Martial Artist, Nerves of Steel (Imp), Rapid Fire, Rock and Roll!, Soldier, Strong Willed, Tough As Nails

Augments: IDS Tier 4

Cybertech: (Customware) Cyber Eyes (Infravision, Low Light Vision, Telescopic), Cyber Legs (Pace increase II, Leaping), NBC Kit (Filters)

Genetech: (Customware) Frog Man (Aquatic Package), Organ Sheathing II (+2 Toughness)





Nanotech: (Streetware) BB Medical Nanites (Self-Repair), BB Hatsu Digital System (Poison Deliver System, Mild)

Gear: Combat fatigues (+4 armor [torso, arms, legs]), heavy vest (+6 armor [torso]), molecular knife (Str+d4+2, AP 2), 9mm tactical pistol (Range 12/24/48, Damage 2d6, RoF 1, AP 2, 3RB, flash suppressor, sound suppressor), 7.62mm assault rifle (Range 24/48/96, Damage 2d8+1, RoF 3, AP 2), 20mm assault cannon (Range 24/48/96, Damage 2d10+1, RoF 1, AP 4), 2× frag grenade (Range 5/10/20, Damage 3d6, MBT), 2× smoke grenade (Range 5/10/20, Smoke, MBT), 2× stun grenades (Range 5/10/20, Stun, MBT).
Drones: 2× AGA Light Reconnaissance Drone.



MERCENARY (LIVING LEGEND 2)

With enough time, work, and a few survived catastrophic situations, a mercenary can build a serious reputation. She can become a living legend, spoken of reverently, with true stories that no one who wasn't there will believe.

She's a close combat expert and demolition specialist, easily able to clear a room with or without her big gun. Multiple betrayals by clients, allies, and even friends have made her paranoid. Only one person is trusted.

Race: Hybrid (Rhino); **Origin:** Cleaner

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d10

Skills: Athletics d10, Battle d6, Common Knowledge d8, Fighting d12, Intimidation d8, Language (any three) d8, Notice d8, Persuasion d8, Repair (demolition) d8, Shooting d10, Stealth d8, Survival d6, Taunt d8

Pace: 6; **Parry:** 9; **Toughness:** 21 (8) [11];

Strain: 5+2; **Street Cred:** d10

Hindrances: Greedy (Minor), Quirk (direct), Ruthless (Minor), Suspicious (Major), Wanted (Minor)

Edges: Block, Brawny, Bruiser, Combat Reflexes, Counterattack (Imp), Dodge, Fast Healer, Martial Artist, Nerves of Steel (Imp), Rock and Roll!, Soldier, Tough As Nails

Augments: IDS Tier 4

Cybertech: (Customware) Cyber Eyes (Infravision, Low Light Vision, Telescopic), NBC Kit (Filters)

Genetech: (Customware) Frog Man (Aquatic Package), Organ Sheathing II (+2 Toughness)

Nanotech: (Streetware) BB Medical Nanites (Self-Repair)

Gear: Combat fatigues (+4 armor [torso, arms, legs]), heavy vest (+6 armor [torso]), molecular knife (Str+d4+2, AP 2), 9mm tactical pistol (Range 12/24/48, Damage 2d6, RoF 1, AP 2, 3RB, flash suppressor, sound suppressor), 7.62mm minigun (Range 20/40/80, Damage 2d8+1, RoF 5, AP 2, Snapfire), 66mm rocket launcher (Range 24/48/96, Damage 4d8, RoF 1, SBT, HW, Reload 2), 4× frag grenade (Range 5/10/20, Damage 3d6, MBT), 2× smoke grenade (Range 5/10/20, Smoke, MBT).

Special Abilities:

- **Horn:** Str+d6, +4 damage at end of Running ten yards (5").
- **Size +2:** Rhino hybrids are massive, but this one is the size of a grizzly bear.



CUSTOMIZING SECURITY OFFICERS

Every combatant can be altered and customized by changing the race, but Security, Officers are going to be customized frequently. Some companies only employ android officers, others prioritize hybrids (or specific breeds of hybrids), cyborgs, humans, bioroids, or simulacrum. Just apply the appropriate racial features and get playing.

Example one: A security team of hybrids (bear) is patrolling the area. The security, officer is modified with one die type of Strength, Str+d4 claws, low light vision, and the Quirk (lethargic) Hindrance.

SECURITY OFFICER (BEAR)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Academics d4, Athletics d8, Common Knowledge d6, Driving d6, Fighting d6, Healing d4, Intimidation d4, Notice d6, Persuasion d6, Shooting d6, Stealth d4, Taunt d4

Pace: 6; **Parry:** 5; **Toughness:** 9 (2) [5]; **Strain:** 3; **Street Cred:** d4

Hindrances: Quirk (lethargic), Vow (Minor—The Job)

Augments: IDS Tier 2

• **Cybertech:** (Streetware) Reinforced Skeleton II (+2 Toughness), Riot Officer Package (Filters).

Gear: Uniform with Armor Vest (+2 armor [torso]), shock truncheon (Str+d4, Stun), 9mm service pistol (Range 12/24/48, Damage 2d6, RoF 1, AP 2), handcuffs.

Special Abilities:

- **Claws:** Str+d4. +2 to Athletics (Climbing).

Example two: The security team appears human but is all bioroids. You increase Agility one die type, increase the Fighting, Persuasion, and Shooting skills one die type, add the Martial Artist Edge, and the Ruthless (minor) and Secret (major) Hindrances.

SECURITY OFFICER (BIOROID)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Academics d4, Athletics d8, Common Knowledge d6, Driving d6, Fighting d8, Healing d4, Intimidation d4, Notice d6, Persuasion d8, Shooting d8, Stealth d4, Taunt d4

Pace: 6; **Parry:** 6; **Toughness:** 9 (2) [5]; **Strain:** 3; **Street Cred:** d4

Hindrances: Ruthless (Minor), Secret (Major—Bioroid), Vow (Minor—The Job)

Edges: Martial Artist

Augments: IDS Tier 2

• **Cybertech:** (Streetware) Reinforced Skeleton II (+2 Toughness), Riot Officer Package (Filters).

Gear: Uniform with Armor Vest (+2 armor [torso]), shock truncheon (Str+d4, Stun), 9mm service pistol (Range 12/24/48, Damage 2d6, RoF 1, AP 2), handcuffs.

SCAVENGER

 scavengers are wasteland dwellers who make a living scavenging the ruins left behind by war, flood, and ecological collapse.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d8, Common Knowledge d4, Driving d6, Fighting d4, Lockpicking d4, Notice d6, Persuasion d6, Repair d6, Stealth d6, Survival d8

Pace: 8; **Parry:** 4; **Toughness:** 10 (2); **Strain:** 0; **Street Cred:** d4

Hindrances: Clueless, Poverty; Unplugged

Edges: Fleet-Footed





Cybertech: —

Gear: Club or quarterstaff (Str+d4), knife (Str+d4), light pistol (substandard; Range 12/24/48, Damage 2d6-1, RoF 1, AP 1), scavenger's trench (substandard, +1 Armor [torso, arms, legs]), pick-up truck (substandard).

Gear: Expensive jewelry, fine clothing, hover sports car, simulacrum servant.

SECURITY (DETECTIVE)

When there are doubts about what happened, why it happened, or who did it, detectives are called in. The skills are the same for corporate security, government police, subcontractors, or freelance detectives.

While detectives are generally Extras, they are sometimes central enough to the adventure to be Wild Cards.

Race: Human 1.0; **Origin:** Detective.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Academics d8, Athletics d6, Common Knowledge d8, Driving d6, Fighting d6, Hacking (tracing and spoofing) d6, Intimidation d8, Notice d6, Persuasion d6, Research d8, Science d6, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 11 (5) [6]; **Strain:** 3; **Street Cred:** d6

Hindrances: Curious, Stubborn

Edges: Investigator, Streetwise, Strong Willed

Augments: IDS Tier 3

Cybertech: (Streetware) Cyber eyes (Infravision), Subdermal Mesh I (+2 armor), Riot Officer Package (Filters).

Gear: Armored Overcoat (+3 armor [torso, arms, 50% legs]), AGA Rhino heavy pistol (Range 12/24/48, Damage 2d8, RoF 1, AP 2), handcuffs.

SECURITY OFFICER (GENERIC)

Security officers may be heroic protectors, dedicated servants, thugs on a power trip, or another corrupt self-serving jerk. They have authority, a weapon, and some rules to enforce—everything else is discretionary.

The difference between patrol officers and corporate security guards is brand labelling and actual experience—most corporate security

officers have more experience defusing situations with higher status employees while patrol officers have more experience with stings, confidential informants, and foot chases. Both versions of the job are dangerous and equally likely to involve drug busts, murder investigations, and shoot outs.

Security officers are drawn from every version of humanity. Employers have hiring preferences but there are enough employers with diverse preferences that anyone can be a security officer. Equipment is standardized by the organization, but every organization has different standards. Most give their officers a protective vest, less-lethal baton, pistol, and restraints, but standard equipment can range from just a knife to a golemmech.

Race: any; **Origin:** Patrol Officer.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Academics d4, Athletics d8, Common Knowledge d6, Driving d6, Fighting d6, Healing d4, Intimidation d4, Notice d6, Persuasion d6, Shooting d6, Stealth d4, Taunt d4

Pace: 6; **Parry:** 5; **Toughness:** 9 (2) [5]; **Strain:** 3; **Street Cred:** d4

Hindrances: Vow (Minor—The Job)

Augments: IDS Tier 2

Cybertech: (Streetware) Reinforced Skeleton II (+2 Toughness), Riot Officer Package (Filters).

Gear: Uniform with Armor Vest (+2 armor [torso]), shock truncheon (Str+d4, Stun), 9mm service pistol (Range 12/24/48, Damage 2d6, RoF 1, AP 2), handcuffs.

SECURITY OFFICER (TACTICAL BUILD)

Tactical officers are the elite, heavy combat specialists of security groups. Using paramilitary equipment, tactics, and organization, tactical officers are the “big guns” in most security organizations.

Tactical officers are typically Extras, dangerous Extras but still Extras. This makes the teams faster and easier to run in combat scenes. Commanders and leaders may be Wild Cards.

Race: Cyborg; **Origin:** Patrol Officer.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d12

**SECURITY OPERATIVE**

Skills: Academics d4, Athletics d8, Battle d4, Common Knowledge d6, Driving d6, Fighting d10, Healing d4, Intimidation d8, Notice d8, Persuasion d6, Piloting d4, Repair (demolitions) d6, Science d4, Shooting d10, Stealth d8, Taunt d6, Thievery d6

Pace: 8; **Parry:** 7; **Toughness:** 21 (12) [8]; **Strain:** 7; **Street Cred:** d6

Hindrances: Outsider (minor—Cyborg), Overconfident, Vow (minor—The Job)

Edges: Brawler, Combat Reflexes, Fleet Footed, Martial Artist, Quick*, Steady Hands

*Edge granted by augments.

Augments: IDS Tier 3

Cybertech: Armor plating (+6 armor, 0 Strain), (Streetware) Tactical Processor (Edge: Quick), Mechanical Muscles I (Strength increase), Synthetic Organs I (Vigor increase), Riot Officer Package (Filters).

Gear: Riot armor (+6 armor [torso, arms, legs, head]), 5.56mm compact assault rifle (Range 15/30/60, Damage 2d8, RoF 3, AP 2, CQB, Recoil Compensation), 9mm tactical pistol (Range 12/24/48, Damage 2d6, RoF 1, AP 2, 3RB, flash suppressor, sound suppressor, tactical rails), knife (Str+d4), 2x stun grenade (Range 5/10/20, Stun, MBT), knock out gas grenade (Range 5/10/20, knock out poison, MBT), smoke grenade (Range 5/10/20, smoke, MBT).

Special Abilities:

- **Hardy:** A second Shaken condition does not cause a Wound.
- **No Vital Organs:** No additional damage from Called Shots.
- **Weakness (Head):** +4 damage from head shots.

SECURITY OFFICER (ZEK)

Psychic personnel, zeeks, can be found in any security job. Zeeks in security jobs trend to the same powers and development. Simply add the following.

- **Arcane Background:** Psionics. Skill: Psionics d8.
- **Power Points:** 20
- **Powers:** *Empathy, mind link, and mind reading.* Experienced and combative zeeks also learn *blind, confusion, slumber, and stun.*

Some corporations prefer a single operative approach. Combining a highly skilled agent with extensive milware augments to create a “one-man-army” security operative. The reality is a one-man-fire-team or messy assassin, but it is impressively effective. Still vulnerable to large explosions, careful traps, or induced betrayal.

A few corporations prefer to make more disposable solos using bioroids or sims, relying upon loyalty software, kill switches, drugs, conditioning, or some combination to prevent escapes and revolts. It goes as well as a century of science fiction would lead you to expect.

Race: Human 2.0; **Origin:** Agent.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d12+2, Vigor d12

Skills: Academics d4, Athletics d12, Battle d6, Common Knowledge d8, Driving d8, Fighting d12, Healing d4, Hacking (network security, programming, TAP hacking) d10, Intimidation d10, Notice d8, Persuasion d6, Piloting d8, Repair (demolitions) d6, Science d4, Shooting d12+2, Stealth d8, Taunt d6, Thievery d6

Pace: 12 (Running d12); **Parry:** 8; **Toughness:** 24 (12) [9]; **Strain:** 15; **Street Cred:** d6

Hindrances: Arrogant, Overconfident, Vow (Major—The Job)

Edges: Alertness, Ambidextrous, Assassin, Brawler, Combat Reflexes, Cyber Tolerant, Dodge, Enlightened Gun Fu!, First Strike (Imp), Fleet Footed, Frenzy, Level Headed, Martial Warrior, Marksman, Master (Shooting), Nerves of Steel, Quick*, Steady Hands, Sweep, Two-Gun Kid

*Edge granted by augments.

Augments: IDS Tier 4

Cybertech: (Milware) Armor plating III (+6 armor), Cyber Eyes (Infravision, Low Light Vision), Tactical Processors (Edge: Quick), Mechanical Muscles III (Strength increase), Riot Officer Package (Filters), Internal Hardening III (+3 Toughness), Static Induction System (Leaping), Cyber Legs II (Pace increase), 2x Pre-production Arm Laser (Range 15/30/60, Damage 2d8, RoF 1, AP 8).

Gear: Heavy tactical armor (+6 armor [torso, arms, legs, head]), MAW rifle (Range 75/150/300, Damage 2d8, RoF 1, AP 4), 2x .50 heavy pistol





(Range 12/24/48, Damage 2d8, RoF 1, AP 2), molecular knife (Str+d4+2, AP 2).

Drones: 3x RS Firefly.

SOLDIER (RANK AND FILE)

Equipment, including augmentation, varies wildly from faction to faction. The basic training standards are universal.

Race: any; **Origin:** any.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 9 (4) [5]; **Strain:** 2; **Street Cred:** d4

Edges: Soldier

Augments: IDS Tier 2

• **Cybertech:** (Streetware) Cyber eyes (Low Light Vision), NBC Kit (Filters)

Gear: Armor vest and helmet (+4 armor [torso, head]), 5.56mm assault rifle (Range 24/48/96, Damage 2d8, RoF 3, AP 2), knife (Str+d4), 1x fragmentation grenade (Range 5/10/20, Damage 3d6, MBT).



SOLDIER (SPECIAL OPS)

Veteran troops have better training and more responsibility. Like other soldiers, they have standard equipment for their faction. Some militaries prioritize experience, investing in survival-boosting augmentation, but most don't.

Race: any; **Origin:** any.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 10 (4) [6]; **Strain:** 2; **Street Cred:** d6

Edges: Rock and Roll!, Soldier, any one combat edge

Augments: IDS Tier 2

• **Cybertech:** (Streetware) Cyber eyes (Low Light Vision), NBC Kit (Filters)

Gear: Armor vest (+4 armor [torso]), MAW Rotary Cannon (Range 24/48/96, Damage 2d10, RoF 3, AP 6, Snapfire), 5.56mm assault rifle (Range 24/48/96, Damage 2d8, RoF 3, AP 2), knife (Str+d4), 2x fragmentation grenade (Range 5/10/20, Damage 3d6, MBT).



COMBATANTS (MECHANICAL)

drones and turrets, with guns, might also be violently inclined towards the player characters. Here are some common models.

AUTOMATED TURRET

Most companies manufacture one or two proprietary security turrets. Virtually all of them have the same sensor and targeting systems. The only noteworthy difference is the mounted gun—machine gun, grenade launcher, or laser. Turrets are typically loaded with enough ammunition for a single sustained engagement—about five minutes of continuous shooting.

Attributes: Agility –, Smarts d6(A), Spirit d4, Strength d4, Vigor d8

Skills: Notice d6, Shooting d8

Pace: –; **Parry:** 2;

Toughness: 10 (6)

Edges: Rock and Roll!

Gear: Medium Machine Gun (Range 30/60/120, Damage 2d8+1, RoF 3, AP 2, minimum RoF 2) or Grenade Launcher (Range 24/48/96, Damage 4d8, RoF 1, MBT) or Repeating Laser (Range 30/60/120, Damage 3d6, RoF 2, AP 2). Tier 3 IDS.

Special Abilities:

- **Armor +6:** Heavy composite plating.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Turrets are immune to Fear and Intimidation.



- **Night Vision:** Sensor packages ignore penalties for Illumination.
- **Size –2 (Small):** As compact and unobtrusive as possible, the small size is an asset in a fire fight.

MK XII BATTLE-BOT “OBLITERATOR”

The Act of God Armaments MK XII Battle-Bot was originally manufactured to aid in the FEMA efforts in the dawn of the second American civil war. These ten-foot-tall autonomous combat platforms were said to be as valuable as an entire platoon of soldiers.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d12+2, Vigor d10

Skills: Athletics, d8, Fighting d10, Notice d6, Shooting d10

Pace: 10; **Parry:** 7; **Toughness:** 16 (6)

Edges: Rock and Roll!

Gear: Heavy Machine Gun (Range 50/100/200, Damage 2d10, RoF 3, AP 4, HW, minimum RoF 2). Tier 4 IDS.

Special Abilities:

- **Armor +6:** Heavy composite plating.
- **Construct:** +2 to recover from being shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Immune to Fear effects and Intimidation.
- **Night Vision:** Sensor packages ignore penalties for Illumination.
- **Size 3:** The definitive “hulking war machine”, at ten feet and 1,200 pounds of metal and fury.
- **Very Resilient:** Can take two Wounds before incapacitated.



RAVENLOCKE SECURITIES ECHELON SECURITY ROBOT

The Echelon Security Robot was manufactured to assist in quelling civil unrest. Unfortunately putting AI controlled autonomous robots in charge of controlling civilians caused even further unrest.

Attributes: Agility d8, Smarts d8(A), Spirit d4, Strength d10, Vigor d8

Skills: Athletics, d8, Fighting d10, Notice d6, Shooting d8

Pace: 8; **Parry:** 7; **Toughness:** 12 (4)

Edges: Alertness

Gear: Stun Gun (Range 5/10/20, Damage Special, ROF 1, Victims must make a Vigor roll at -2 or be Stunned), Knockout Gas (Large Blast Template centered on itself, as Knockout Poison, 5 shots), Shock Pads (Touch Attack, Victims must make a Vigor roll at -2 or be stunned). Tier 3 IDS.

Special Abilities:

- **Armor +4:** Composite plating.
- **Construct:** +2 to recover from being shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Immune to Fear effects and Intimidation.
- **Hardy:** The drone does not suffer a Wound from being Shaken twice.
- **Night Vision:** Sensor packages ignore penalties for Illumination.
- **Size 2:** Two meters of intimidating metal.

RAVENLOCKE SECURITY CARCELERO

The Carcelero is an automated solution to the tedium and expense of human perimeter guards, especially for prisons. An intimidating six feet, eight inches tall, the Carcelero is armed with an integral automatic shotgun on the left arm and a 30mm grenade launcher on the right shoulder. The armaments can load non-lethal ammunition (bean bags and tear gas) or lethal ammunition, at the operator's choice.

Attributes: Agility d6, Smarts d8(A), Spirit d4, Strength d12+1, Vigor d10

Skills: Athletics d4, Fighting d6, Intimidation d6, Notice d8, Shooting d8

Pace: 6; **Parry:** 5; **Toughness:** 12 (4)

Edges: Alertness, Rock and Roll!

Gear: Shotgun arm (Range 12/24/48, Damage 1-3d6, RoF 2), 30mm grenade launcher (Range 24/48/96, Damage by grenade, RoF 1). Tier 4 IDS.

Special Abilities:

- **Armor +4:** Metal plating.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Carcelero are immune to Fear and Intimidation but may be smart enough to react to fear-causing situations aptly.
- **Night Vision:** Sensor packages ignore penalties for Illumination.
- **Size 1:** Bigger than most humans, the Carcelero weighs over 400 pounds.



URBAN PUNK RAVE REAVER

Urban Punk makes nearly everything, and the Rave Reaver is their premier humanoid combat robot. Limited AI allows use in complex environments, sensors ensure target recognition in any weather and most nightclubs, integrated weapons are always ready to rock, and the stylish aesthetics make it welcome almost everywhere.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d8

Skills: Athletics d10, Fighting d8, Intimidation d6, Notice d4, Shooting d8

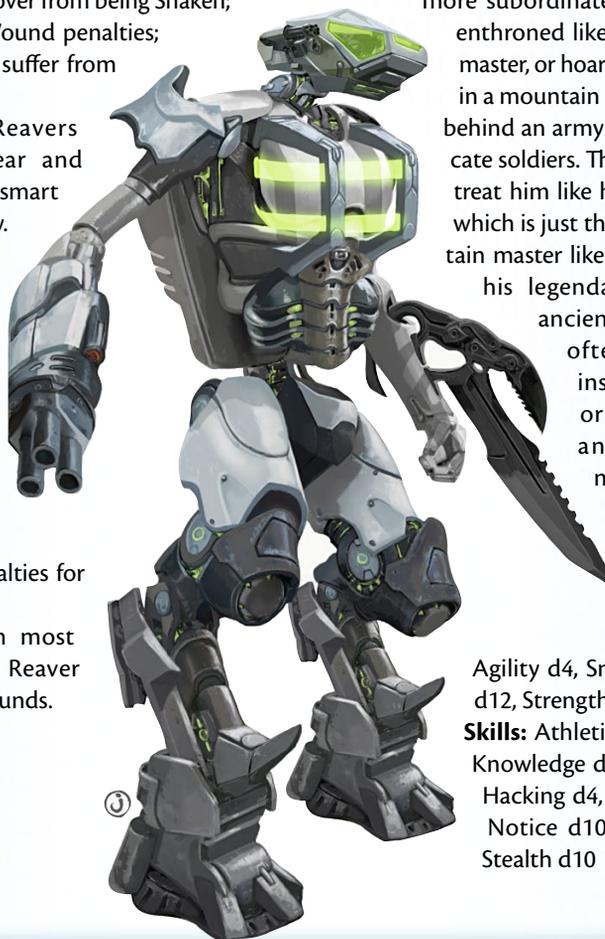
Pace: 8; **Parry:** 5; **Toughness:** 10 (3)

Edges: Alertness, Rock and Roll!

Gear: Arm blade (Str+d6+1, AP 1), rotary cannon arm (Range 24/48/96, Damage 2d10, RoF 3, AP 4, minimum RoF 2). Tier 4 IDS.

Special Abilities:

- **Armor +3:** Composite plating.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Rave Reavers are immune to Fear and Intimidation but are smart enough to react aptly.
- **Leaper:** The legs are designed for room-clearing leaps. Double jumping distances, and a Wild Attack after a jump (at least 1") does +4 damage instead of +2.
- **Night Vision:** Sensor packages ignore penalties for Illumination.
- **Size 1:** Bigger than most humans, the Rave Reaver weighs nearly 400 pounds.
- **Stomp:** Str+d6.



SOCIAL OPPONENTS

Social opponents pose a challenge by their words and influence. A crime lord isn't especially dangerous due to her combat ability; she's deadly because her connections, influence, and presence can flood the block with shooters all looking for your head. From the small time to the big leagues, silver tongued devils rule every level of society.



ANCIENT LODGE MASTER

Though he is old and feeble (a centenarian in most cases), he is one of the most powerful men on Earth. The ancient lodge master (or mountain master) has reached the summit of the underworld mountain by becoming the head of a large, diversified criminal network. Antique, and wiser for it, he leaves most of the day-to-day grind of running his syndicate empire to one or more subordinates, while he sits

enthroned like an enlightened master, or hoary Eastern dragon in a mountain of glass and steel, behind an army of trained syndicate soldiers. Those around him treat him like he is semi-divine, which is just the way the mountain master likes it. To reinforce

his legendary status, the ancient lodge master often speaks in instructive fables or parables. The ancient lodge master is served by a cadre of kung fu masters.

Attributes:

Agility d4, Smarts d10, Spirit d12, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d10, Fighting d10, Hacking d4, Intimidation d8, Notice d10, Persuasion d8, Stealth d10





Pace: 5; **Parry:** 2; **Toughness:** 8 (3); **Strain:** 0; **Street Cred:** d10
Hindrances: Bad Eyes, Code of Honor, Elderly, Stubborn, Wanted (Major)
Edges: Alertness, Charismatic, Command, Command Presence, Connections (Criminal Tong), Fervor, Filthy Rich, Inspire, Luck, Streetwise, Strong Willed
Cybertech: Tier 1 IDS
Gear: Ceremonial jian/Chinese sword (Str+d8), exotic padded robe (+3 Armor).

BLOG JOURNALIST

The blog journalist is a self-made media icon trying to talk over and around his competition in order to spread his memes to the largest possible percentage of divers he can. More often than not, his message has an agenda beyond simply reporting the facts.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d4
Skills: Athletics d4, Common Knowledge d10, Hacking d6, Notice d6, Persuasion d8, Research d10, Stealth d6
Pace: 6; **Parry:** 2; **Toughness:** 6 (2); **Strain:** 2; **Street Cred:** d6
Hindrances: Curious, Overconfident
Edges: Connections (Media), Famous, Investigator, Streetwise
Cybertech: (Streetware) Tier 1 IDS, Berger-Suisse Ocular Implant (provides Infravision and Low Light Vision, allows up to 1-hour continuous recording)
Gear: Leather bomber jacket (+2 Armor, only covers torso).

BUREAUCRAT

Whether serving as corporate or government bureaucrats, receptionists and clerks tend to stick to the rules and procedures given to them. Being able to think outside the box is not a requirement (or even desirable for that matter).

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d4, Common Knowledge d6, Hacking d6, Notice d4, Persuasion d6, Research d4, Stealth d4
Pace: 6; **Parry:** 2; **Toughness:** 5; **Strain:** 0; **Street Cred:** d4
Hindrances: Cautious
Edges: Connections (corporate or government employer)
Cybertech: Tier 3 IDS
Gear: Pencils (mechanical), anxiety medication.

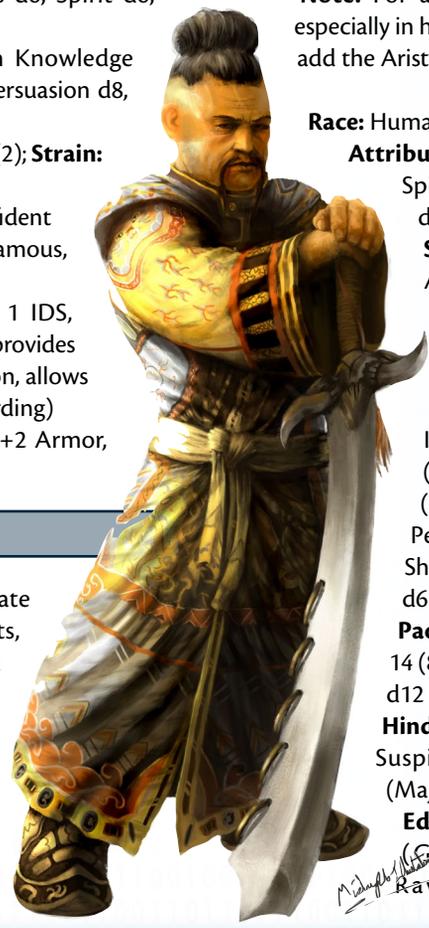
CRIME BOSS

No simple gang leader, the crime boss is a major player in organized crime. They command wealth, influence, and violence in quantities to make corporations be polite. Very intimidating, highly persuasive, and fluent in six languages, the crime boss dominates any meeting.

Note: For an outside-facing position, especially in hereditary groups like yakuza, add the Aristocrat Edge.

Race: Human 2.0

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d8, Vigor d8
Skills: Academics d4, Athletics d6, Common Knowledge d6, Driving d6, Fighting d6, Gambling d10, Hacking (counter hacking) d6, Intimidation d10, Language (any two) d10, Language (any three) d8, Notice d10, Persuasion d8, Piloting d4, Shooting d8, Stealth d6, Taunt d6
Pace: 5; **Parry:** 5; **Toughness:** 14 (8) [6]; **Strain:** 2; **Street Cred:** d12
Hindrances: Arrogant, Cautious, Suspicious (Minor), Vengeful (Major)
Edges: Bolster, Connections (Gangs, Government, Ravenlocke Securities),



THREATS

Charismatic, Filthy Rich, Menacing, Reputation, Streetwise

Augments: IDS Tier 4

- **Cybertech:** (Customware) BBSS Sarashi III (+6 armor [torso])
- **Genetech:** (Streetware) Cat Eyes (Low Light Vision)

Gear: Armored suit (+2 armor [torso, arms, legs]), laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2, Cauterize, Overcharge), various permits.

A note on psionics: Zeeks rarely rise to such high positions, but the ones that do know that knowledge is power. They typically have the empathy, mind link, mind reading, mind wipe, and object reading powers. A combat-focused zeek favors the powers barrier, deflection, havoc, protection, and stun, using bullets and blades to kill.

DISREPUTABLE DOCTOR

 reliable street doc is an oxymoron. But a skilled street doc is a valuable resource, not to be wasted. Even if it is a creeper with surgical tools inside its left arm and a van with a cot, straps, and blood collectors in the back.

Race: Hybrid (Capra); Origin: Biohacker

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d10



Skills: Academics d6, Athletics d4, Driving d8, Fighting d6, Hacking (edit device, TAP hacking) d8, Healing d10, Intimidation d6, Persuasion d6, Repair d6, Science (biology) d10, Shooting d6, Stealth d4, Taunt d8, Thievery d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (1) [5]; **Strain:** 5; **Street Cred:** d8

Hindrances: Curious, Quirk (dominant)

Edges: Healer, Reputation

Augments: IDS Tier 3

- **Cybertech:** (Customware) Surgical Suite Arm (+2 Healing skill)
- **Genetech:** (Streetware) Enhanced Membranes (Filters), (Customware) Organ Cleaning II (Vigor increase)

Gear: Hooded coat (+1 armor [torso, arms, head]), 9mm pistol (Range 12/24/48, Damage 2d6, RoF 1, AP 1), 3x medical kit (+1 Healing, three uses), 2x trauma stabilizer, mobile clinic (EE Oasis, modified as mobile surgical bay).

Drones: MS Bulldog x1

Special Abilities:

- **Horns:** Str+d6. +4 damage "charge" at least 5" (ten yards).
- **Leaper:** Double jumping distances (2" free action, +2" with successful Athletics).
- **Low Light Vision:** Ignore penalties for Dim and Dark illumination.





FANATIC

The ordinary extremist is a person whose belief sometimes overshadows reality. The fanatic goes one step further, jumping the tracks into the realm of the violently psychotic or suicidal. Often found as members of cults, radical fundamentalist sects, or terror cells, fanatics have no respect for life, including their own.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Driving d4, Fighting d4, Notice d4, Persuasion d6, Shooting d4, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 5; **Strain:** 0; **Street Cred:** d6

Hindrances: Death Wish, Loyal, Vow: serve the cause (Major)

Edges: —

Cybertech: Tier 1 IDS (with storage compartments filled with explosives)

Gear: Assault rifle (Range 24/48/96, Damage 2d8, RoF 3, AP 2, CQB, Recoil Compensation) or hold-out pistol (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), articles of faith or a hard copy of the group's manifesto.

HYBRID ACTIVIST

The hybrid activist has turned inward toward her inner beast for guidance and come away with a nurturing, life-affirming message that love can make the world a better place. Whether this is her inner spirit guide speaking to her or simply a meme she picked up from a Saturday morning cartoon mouse that owns his own chain of virtual theme parks is still up in the air.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Academics d6, Athletics d4, Common Knowledge d10, Fighting d6, Hacking d6, Healing d6, Notice d6, Persuasion d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1); **Strain:** 0; **Street Cred:** d6

Hindrances: Loyal, Pacifist (Minor), Stubborn

Edges: Beast Master, Danger Sense, Quick

Cybertech: (Streetware) Tier 3 IDS (-2 to enemy Hacking rolls, d8 Smarts, d8 Hacking, d8 Notice, d8 Research, d8 Taunt)

Gear: Armored hoodie (+1 armor [torso, arms, head]), eco-friendly minivan.

Special Abilities:

- **Claws:** Two claws, Str+d4 each.
- **Heightened Vision:** Low Light Vision.
- **Keen Sense:** +2 Notice with hearing.
- **Minor Flaw:** Outsider.

IDLE RICH

The idle rich live above the day to day concerns of common people. As society's leaders in terms of culture, art, finance, industry, and moral fiber, it is only rightly so. It is because of this exclusive group's wealth of vision that the world is the beautiful, wonderful place it is today. Well, at least inside of their private arcologies it is.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Electronics d6, Hacking d6, Notice d4, Persuasion d4, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 5; **Strain:** 2; **Street Cred:** d6

Hindrances: Anemic, Greedy (Minor)

Edges: Filthy Rich

Cybertech: Tier 3 IDS, Sage IT Loremaster™ Knowcomp (1 Skill slot [Electronics d6])

NEGOTIATOR

The negotiator, as the title suggests, is a mediator, representative, investigator, fixer, and middleman. She knows everyone in the sprawl and gets paid to put people with money together with people with skill and gear. The title comes from the idea that the trade's practitioners are the best at negotiating the many dangers involved in such a profession.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Hacking d6, Notice d8, Persuasion d8, Research d6, Stealth d6

Pace: 6; **Parry:** 2; **Toughness:** 8 (3); **Strain:** 1; **Street Cred:** d8

Hindrances: Cautious, Loyal, Pacifist (Minor)

Edges: Charismatic, Connections, Fence, Rich, Streetwise

Cybertech: (Customware) Tier 1 IDS, language translator

Gear: Heavy pistol (Range 12/24/48, Damage 2d8, RoF 1, AP 2, Biometrics), nanoweave shirt (+3 Armor).



POLITICIAN/CEO

Corrupt or honest, executives and politicians are focused on their own power, position, and prestige. Caring for their organization is second, and the people that make up that organization are (at best) a distant third. Privileged backgrounds grant an eclectic skill set, broad connections, and great personal wealth.

Threat Level: This is a major player. An entrenched powerhouse that raises proteges, destroys enemies, and dictates the future of major cities or small nations. Lesser versions aren't Wild Cards, lack the Aristocrat, Followers, and Rabble Rouser Edges, and usually have lower die types of Persuasion and Taunt.

Race: Human 2.0; **Origin:** Activist.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d8

Skills: Academics d8, Athletics d6, Boating d6, Common Knowledge d6, Driving d4, Gambling d8, Intimidation d8, Language (any five) d6, Notice d8, Performance d6, Persuasion d 1 0 ,

d4, Riding d6, Science d4, Shooting d6, Taunt d10

Pace: 6; **Parry:** 2; **Toughness:** 8 (2) [6]; **Strain:** 3; **Street Cred:** d4

Hindrances: Arrogant, Driven (Major—rise to power), Hesitant, Ruthless (Minor), Stubborn, Vengeful (Minor)

Edges: Aristocrat, Attractive (Very*), Charismatic, Filthy Rich, Followers (interns, bodyguards), Killer Instinct, Linguist*, Rabble Rouser, Retort *Edge granted by augments.

Augments: IDS Tier 5

Cybertech: (Customware) Self Translator (Edge: Linguist), Tissue Fabricator (Self-Repair)

Genetech: (Customware) Face Sculpting (Edge: Very Attractive)

Gear: Stylish armored suit (+2 armor [torso, arms, legs]). Has access to several firearms, but not on person.

Followers: Bodyguards are Security, Officer without shock truncheons and with Guardian armored suits (+3 armor) instead of uniforms and vests.

Interns are Extras with d6 in all Attributes, and d6 in the Common Knowledge, Notice, Persuasion, and Research skills.

Psionics: About 40% of high-ranked executives and politicians are zeeks.

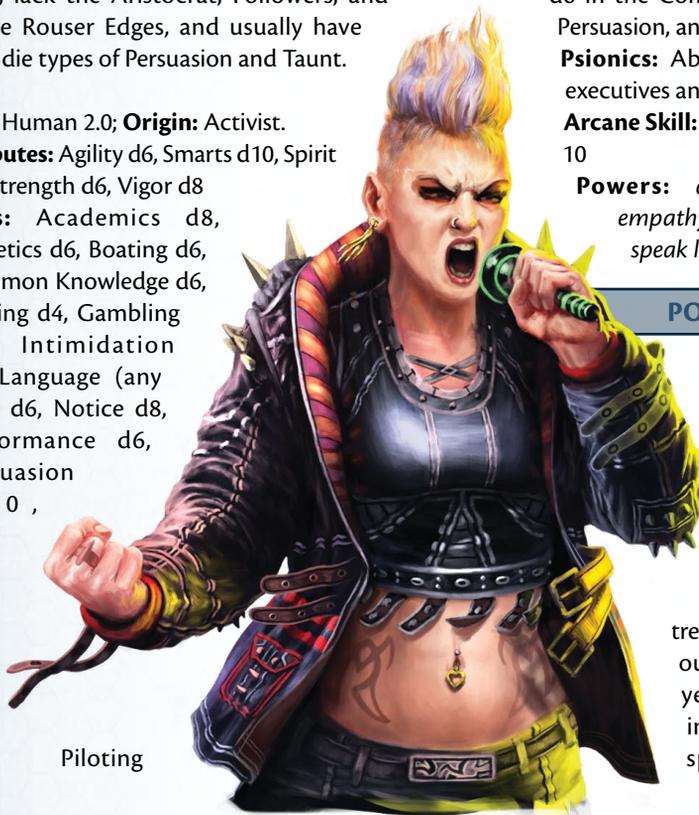
Arcane Skill: Psionics d8; **Power Points:** 10

Powers: *detect/conceal arcana, empathy, fear, mind reading, and speak language*

POP STAR



A star is born, but only after months of pre-natal (often pre-contraception) genetic scripting. Media consultants take current media, ethnic, and cultural trends and extrapolate them out over the course of 20 years, investing millions in brewing up the perfect spokesperson, singer, or



Piloting





pop icon to become a given corporation's public image.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Hacking d4, Notice d4, Performance d8, Persuasion d4, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 6 (1); **Strain:** 0; **Street Cred:** d8

Hindrances: All Thumbs, Big Mouth, Magnet (Major), Stubborn

Edges: Attractive, Famous, Filthy Rich

Cybertech: Tier 3 IDS, sensory recorder

Gear: Trendy leather jacket (+2 Armor, torso and arms), booster box, expensive designer clothing, entourage and groupies.

RELIGIOUS LEADER

With culture and technology racing ahead faster and faster, more and more people have returned to a more traditional life, including organized religion. The heads of these groups range from pious shepherds to megalomaniacal cult leaders, with most falling somewhere in between.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d8, Notice d4, Persuasion d6 (+2), Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 7 (2); **Strain:** 0; **Street Cred:** d4

Hindrances: Delusional (vision/voice of God [Minor]), Overconfident, Vow (Minor)

Edges: Connections (religious donors), Cyber Tolerance, Rich

Cybertech: Tier 1, boomer voice box, forked tongue (+2 to Persuasion checks), personality chip (free reroll when using Persuasion, like the Charismatic edge)

Gear: Ballistic robes (+2 Armor, [torso, arms, head, legs]).

SHADY FENCE

Someone will buy that nova-hot data or prototype you "found". Someone will sell armor-piercing rockets without a paperwork

check. That someone is a shady fence. A great fence has liquid nitrogen for blood and more sources than a peer-reviewed article. Just don't ever cross 'em, or trust 'em with too valuable a secret.

Race: Cyborg; **Origin:** Criminal

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Academics d6, Athletics d8, Common Knowledge d10, Fighting d6, Gambling d10, Hacking (network security, tracing and spoofing) d8, Language (any two) d6, Research d8, Science d6, Shooting d8, Taunt d10, Thievery d8

Pace: 6; **Parry:** 5; **Toughness:** 12 (6) [4]; **Strain:** 7+1; **Street Cred:** d8

Hindrances: Greedy (Major), Outsider (Minor-Cyborg), Quirk (personal style), Small, Vengeful (Minor)

Edges: Connections (one arms manufacturer, organized crime), Danger Sense*, Iron Will, Reputation, Rock and Roll!, Streetwise

*Edge granted by augments.

Augments: IDS Tier 3

- **Cybertech:** Armor Plating (+6 armor, 0 Strain), (Customware) Mechanical Muscles II (Strength increase), Synthetic Organs II (Vigor increase), Sensor Package (Edge: Danger Sense)

- **Nanotech:** (Customware) Medical Nanites (Self-Repair)

Gear: Armored vest (+4 armor [torso]), custom hat (+3 armor [head]),

Special Abilities:

- **Hardy:** A second Shaken condition does not cause a Wound.
- **No Vital Organs:** No additional damage from Called Shots.
- **Weakness (Head):** +4 damage from head shots.



SHIFTY FIXER

When you need an introduction, a go-between, or to let the city know you're available to work, you need a fixer. Bad fixers are a dozen a Nutripack, but a skilled fixer is worth their weight in new nanotech. Just make sure you are the primary client, or you may find that you are the product being delivered.

Race: Bioroid; **Origin:** Smuggler.

Attributes: Agility d10, Smarts d10, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d6, Driving d6, Fighting d10, Intimidation d6, Language (any five) d8, Language (any three) d6, Persuasion d12, Piloting d8, Research d8, Shooting d8, Stealth d6, Taunt d8, Thievery d6

Example: Athletics d8, Battle d6

Pace: 6; **Parry:** 7; **Toughness:** 9 (3); **Strain:** 3; **Street Cred:** d10

Hindrances: Code of Honor (keep the deal, client privilege), Ruthless (Minor), Secret (Major–Bioroid)

Edges: Connections (city government, one organized crime group, one major security company), Charismatic, Hard to Kill*, Linguist, Martial Artist, Reliable, Reputation, Streetwise, Work the Room

*Edge from augments.

Augments: IDS Tier 4

Biotech: (Customware) Pheromone Package (+2 to Persuasion rolls)

Cybertech: (Customware) Tissue Fabricator (Self-Repair). Tier 3 IDS

Genetech: (Customware) Vascular Redundancies (Edge: Hard to Kill)

Gear: Armored suit (+3 armor [torso, arms, legs]), RS 007 palm pistol (Range 12/24/48, Damage 2d4, RoF 1, sound suppressor, non-ferrous construction), holographic projector, display, bug scanner, ultra-sonic sensor.

SOLAR SYSTEM NPCs

There are numerous types of non-player characters throughout the solar system.

COLONY FREELANCER

Freelancers work for hire. If you can find them, they may be able to fill out your roster. But be careful, freelancers are work for hire and your rivals could have hired them first.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d4, Hacking d4, Intimidation d4, Notice d6, Persuasion d6, Shooting d6, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 7(2); **Strain:** 0

Hindrances: Code of Honor or Greedy (Choose one)

Edges: Connections, GM's choice

Cybertech: Tier 2 IDS

Gear: Light Armor (+2, arms, torso, legs). Melee weapon (Str+d4), Light Pistol (Dmg 2d6)
Special abilities

Qualified: (+2) Depending on what they do, increase your freelancer's attributes one attribute at d10 or two attributes at d8.

Skilled: [+3] Give your freelancer 3 Skill points to improve their essential Skill to a d8 or round out their other Skills.

Professional Edge: Give your freelancer one Professional Edge related to what they do.



COLONY CEO/POLITICIAN

The exploration and colonization of the solar system is big business. Corporations have invested trillions of cryptodollars to make it happen, and they aren't going to just let it go to waste. These NPCs are assigned to oversee the day-to-day operations of colonies and make sure their parent corp is making a profit.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d8, Hacking d10, Intimidation d8, Notice d8, Persuasion d8, Research d8, Science d10, Shooting d6, Stealth d6, Survival (Space) d6

Pace: 6; **Parry:** 2; **Toughness:** 5 (1); **Strain:** 1; **Street Cred:** d10

Hindrances: Obligations, Secret

Edges: Connections, Filthy Rich, Followers

Cybertech: Tier 4 IDS, Assistance, KNOWcomp (Survival ([space] d6))

Gear: Armored business suit (+4 torso, arms, legs)



LAW ENFORCEMENT AGENT

The system has more than one type of law enforcement. Their connections will vary depending on who they swear allegiance to. Jurisdiction varies but throwing their weight around is universal among authority figures.





Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Hacking d4, Intimidation d4, Notice d6, Persuasion d6, Science d6, Shooting d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 9(4); **Strain:** 0

Edges: Connections, Soldier

Cybertech: Tier 2 IDS, Bounty Board (+2 Notice to identifying known criminals)

Gear: Shock Truncheon (Str+d4) Stun, Medium armor (+4, Full body), Pistol (2d6+2; AP 2)

MEDIC

Mn integral part of the colony staff, Medics identify diseases and treat injuries.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Hacking d4, Healing d10, Intimidation d4, Notice d6, Persuasion d6, Science (Biology) d10, Shooting d4, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 5; **Strain:** 0

Hindrances: Code of Honor

Edges: Healer, Miracle Worker

Cybertech: Tier 2 IDS, Respirator/Environmental Filters (+2 vigor to resist poison and disease), Cranial pen light (light for operating)

Gear: Scrubs, Doctor's Bag, Medical Supplies

MARAUDER (BIOROID)

Experimental skinless bioroids covered in biostasis jelly and packed into an environmental suit, Marauders are the solar system's most dangerous creation. These deniable assets are dispatched by their masters to destroy the competition or eliminate known threats with extreme prejudice. Reports of them are spotty, since they kill everyone that can identify them.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d8, Common Knowledge d4, Fighting (Unarmed) d8, Hacking d4, Intimidation d8, Notice d6, Persuasion d8, Piloting d8, Research d4, Science d8, Shooting d8 (Pistols, Rifles), Stealth d6, Survival d8, Thievery d6

Pace: 6; **Parry:** 7 (1); **Toughness:** 15 (6); **Strain:** 5; **Street Cred:** d8

Hindrances: Bloodthirsty, Ruthless (Minor), Secret (Major-their existence), Ugly (Major-no skin)

Edges: Calculating, Level-Headed, Martial Warrior, Soldier

Cybertech: Tier 3 IDS, Exotic Biotech Enhancements (+2 Toughness; Vat-grown Eyes [Infravision]; Voice Modulator [+2 to test when attempting to impersonate someone], Tool Kit embedded in hand, Self-contained Power Cell).

Gear: Containment Suit (+6 armor, Mag boots, Full environmental protection with one week worth of stable environment), Rifle (Range: 12/24/48; **Damage:** 2d6+1; AP 2; ROF 3). Marauder Personal Craft, Light Repair Drone

MINER

Mn the various mining operations of the solar system, workers toil to collect resources needed by their employers.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Hacking d4, Intimidation d4, Notice d6, Persuasion d6, Science (Geology) d6, Shooting d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 7(2); **Strain:** 0

Edges: Soldier, Brawny

Cybertech: Tier 2 IDS

Gear: Armored Vacsuit (+2, Full Body). Drill (Str+d4; AP 6), Mining Tools, Locator Beacon

SUPERVISOR/PIT BOSS

Miners have to answer to someone, and executives need someone to blame. A Pit Boss and Supervisor make up the middle management of a mining operation.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Battle d8, Common Knowledge d6, Fighting d6, Hacking d4, Intimidation d8, Notice d8, Persuasion d8, Shooting d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 10 (4); **Strain:** 6 **Street Cred:** d6

Hindrances: Obligations

Edges: Brawny, Command, Combat Reflexes, Inspire, Natural Leader, No Mercy, Packfighting, Tactician, Two-Fisted

Cybertech: Tier 2 IDS, Credentials (access to company message board)

Gear: Armored Vacsuit; reinforced (+4, Full Body). Drill (Str+d4; AP 6), Mining Tools, Locator Beacon



VOID SCREAMER

An apocalyptic cult and terrorist organization, the Void Screamers serve the AI Styx/Ferryman in its goal to push humanity out of the wider solar system and contain them to Earth.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Fighting d4 Hacking d4, Intimidation d6, Notice d8, Persuasion d4, Piloting d6, Repair d10, Research d8, Science (Astro-Navigation) d6, Stealth d6, Thievery d8

Pace: 5; **Parry:** 4; **Toughness:** 5; **Strain:** 0; **Street Cred:** d0

Hindrances: Vow (Major), Wanted (Major)

Edges: Jack-of-all-Trades, Improvised Fighter, McGyver

Cybertech: (Gutterware) Tier 1 IDS

Gear: Robes, junk, patchwork Vac Suit, Improvised Melee weapons and Bombs



VOID SCREAMER (ZEEK)

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Athletics d4, Fighting d4, Common Knowledge d6, Notice 4, Persuasion d4, Psionics d8, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 6(1); **Strain:** 0

Hindrances: Delusional, Vow (Major), Wanted (Major)

Edges: Arcane Background (Psionics), Power Points

Powers: Empathy, Mind Reading, Telekinesis

Power Points: 15

Cybertech: (Gutterware) Tier 1 IDS

Gear: Leather jacket (+1), scrap jewelry, patchwork Vac Suit, Improvised Melee weapons

SUBTLE FOES

overt characters specialize in infiltration, data acquisition, and property redistribution. Also known as sneaking, spying, and stealing. Allies, competition, or opponents, subtle foes rely upon being undetected, unidentified, and unrecognized so they can do their thing and be gone before you realize how badly they've screwed you.

HACKER

classic "black hat" hacker, violating system security just because. "White hats" have the Network Security specialization for Hacking and aren't Wanted.

Race: Hybrid (leopard); **Origin:** Programmer.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d8, Hacking (counter hacking, edit devices, programming, tracing and spoofing, TAP hacking) d10, Lockpicking d8, Notice d8, Persuasion d4, Repair d8, Research d8, Stealth d6

Pace: 6; **Parry:** 2; **Toughness:** 6 (1) [5]; **Strain:** 3; **Street Cred:** d6

Hindrances: Curious, Quirk (teasing), Wanted (Major)

Edges: Cutter, Hacker, New Programs

Augments: Tier 4 IDS

- **Cybertech:** (Streetware) Co-Processor (+2 to Hacking rolls), Heat Sinks I (+2 armor, program physical damage only)

Gear: Armored hoodie (+1 armor [torso, arms, head]), shock truncheon (Str+d4, Stun), 9mm pistol (Range 12/24/48, Damage 2d6, RoF 1, AP 1), Remote Access Trojan (+1 to Hacking (operate device), 3 uses).

Programs: active Autoscanner, BlackRAT, ICEpick, Reality Editor, Traceroute Deluxe; inactive Autodoc, Blaster, Corruptokhan, DeletePro, Hyper Editor, Mask Maker, Mindfrag, Pestilence, Traceroute.

Special Abilities:

- **Claws:** Str+d4, +2 to Athletics (climbing).
- **Low Light Vision:** Ignore penalties for Dim and Dark illumination.



THIEF

Icon: thief takes physical objects, after bypassing physical security. High quality thieves can work on commission, stealing specific items from targets. While not an assassin, treacherous clients force a thief to have combat skills.

Race: Human 1.0; **Origin:** Petty criminal.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d8, Driving d6, Electronics d6, Fighting d8, Gambling d8, Language (any two) d6, Notice d8, Persuasion d6, Piloting d6, Research d8, Stealth d10, Taunt d6, Thievery d10

Pace: 6; **Parry:** 5; **Toughness:** 7 (2) [5]; **Strain:** 2+2; **Street Cred:** d6

Hindrances: Arrogant (thievery), Cautious, Greedy (Minor)

Edges: Combat Acrobat, Streetwise, Strong Willed, Thief

Augments: Tier 3 IDS

- **Genetech:** (Streetware) Night Eyes (Infravision and Low Light Vision)
- **Nanotech:** (Streetware) Blending Field (+2 Stealth)

Gear: Bkl Ghost Suit (+2 armor [torso, arms, legs, head], +4 Stealth) or Glide Suit (+2

armor [torso, arms, legs, head], gliding), 9mm tactical SMG (Range 12/24/48, Damage 2d6, RoF 3, AP 1, sound suppressor), good knife (Str+d4), 2× adhesive and solvent, gas mask, grapple gun, squealer, bug scanner, laser microphone. Additional tools based upon target reconnaissance.



UNDERCOVER AGENT

Icon: infiltrators, narcs, spies; undercover agents have many labels but one function—to join a group of people, learn their secrets, and share those secrets with other people. Many agents only do one major infiltration, because their success makes them too recognizable to go in deep cover a second time or because of failure and death.

Races: Bioroids are natural spies, since they are built to fake being human. Cyborgs and hybrids are distinctive, limiting their general use. Androids are similarly limited, and often classed as equipment.

Race: Bioroid; **Origin:** Agent.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d8, Fighting d8, Language (anyone) d8, Notice



d8, Persuasion d10, Shooting d8, Stealth d8, Thievery d6

Pace: 6; **Parry:** 6; **Toughness:** 9 (2) [5]; **Strain:** 4; **Street Cred:** d6

Hindrances: Curious, Ruthless (Minor), Secret (Major—Bioroid), Secret (Major—undercover agent)

Edges: Alternate Identity, Charismatic, Killer Instinct, Martial Artist, Streetwise

Augments: Tier 3 IDS

- **Biotech:** (Streetware) Organ Sheathing II (+2 Toughness)
- **Cybertech:** (Customware) Combatant Processor (Edge: Quick), Tissue Fabricator (Self-Repair)

Gear: Armored coat (+2 armor [torso, arms]), 9mm pistol (Range 12/24/48, Damage 2d6, RoF 1, AP 1), knife (Str+d4), various appropriate items.

Psionics: Bioroids are never psionic. However, human and hybrid agents can benefit from psychic abilities. Despite this, only a third of those undercover agents are zeeks.

Edges: Arcane Background (Psionics), Mentalist

Arcane Skill: Psionics d8; **Power Points:** 15

Powers: *Barriertier, empathy, mind link, mind reading, and mind wipe.*

SPACE VEHICLES

Here are a few vehicles common throughout the solar system.

GEEHAWG

A single person craft that's popular among solar enthusiasts, the GeeHawg is synonymous with the culture of Space Bikers.

Size 3; Handling +2; Toughness: 10(2); **Crew:** 1; **Cost:** 250,000

Notes: Requires pilot to wear vac suit with air supply.

MARAUDER PERSONAL CRAFT

Used exclusively by cybernetic enhanced assets, the Marauder is a single person craft with enough firepower to destroy a much larger craft.

Size 2; Handling +2; Top Speed 10 AU; Toughness: 10(2); **Crew:** 1; **Cost:** Military

Notes: No internal fuel supply or atmosphere, requires pilot power cell interface, Micro Repair Drone, Stealth System. Weapons: Heavy Laser, 2x micro rockets (Dmg 4d8 Heavy Weapon), Magnetic landing gear.

JUNK SLED

Used by Void Screamers as a kamikaze, the junk sled is a crude rocket with a single pilot used to aim towards the target.

Size 4; Handling 0; Toughness: 8(2); **Crew:** 1; **Cost:** Salvaged

Notes: Trust propulsion, Dmg 4d8 Heavy Weapon

SHUTTLE/SPACE CAB

Designed for transport between orbitals, the Space Cab is a small transport craft with a focus on short range travel.

Size 6; Handling 0; Toughness: 25(10); **Crew:** 2+4; **Cost:** 450,000

Notes: Tether system

HAULER

Utilized by mining operations, the Hauler is a two-person cab with powerful engines. It's designed to link up with cargo units and transport goods between orbital bodies.

Cab size 4; Handling -2; Toughness: 35(10); **Crew:** 2; **Cost:** 2,500,000

Notes: AI assisted navigation, Mag boot system, Container attachment [Size 10]

COMPANY CRAFT

A fully staffed corporate transport, good for diplomats, executives, or public relations stars.

Size 10; Handling 0; Toughness: 55(10); **Crew:** 14; **Cost:** 6 mil

Notes: AI assisted navigation, Full-service bar, Simulated gravity



THE TENDRIL ACCESS PLAGUE

DARK DAYS AHEAD

Ever since the Reclamation War and the revelations about Charon, Discordia, 5.5.5 and the Tendril Access Plague (see *Interface Zero 3.0*, *The Player's Guide to 2095* for more information), life has taken a grim turn for the average sprawler. More and more people unplug, even as instances of TAP-madness skyrocket. People tend to avoid each other, as much out of fear of getting the plague, as they are of being a victim of someone who has been hijacked by a Charon fragment.

But it's not just the Tendril Access Plague that's freaking people out; it's the idea that this device they have become so reliant on has been weaponized, and not just by some AI, but also by nearly every government in the world. Sure, on some level, people knew their governments spied on them. But most people didn't have hard proof much less an open declaration of the fact even as the very software world leaders used to monitor the populace was being installed in their brains. It's kinda like finding out Santa Claus isn't real, or the boogey man is, in fact, hiding under your bed—you always suspected it was true, but it's still a shock to find out. And once you know, what do you do with that information? That's the scary part, because for every person who takes to the streets in protest or removes their TAP, there are a thousand who fall in line and remain TAPPED, still willing to buy into the idea that the rape of their privacy is somehow for their benefit; that the government will protect them.

Then come the rumors, the conspiracy theories that don't seem so conspiratorial anymore. Sudden disappearances of citizens from all social strata, the black vans, black bags, and black sites and black ops teams. That's a lot of black; hard to believe, but the TAPstream doesn't lie, does it? Those videos and sound bites showing people with their white-noise faces and modulated voices talking about jack-booted soldiers questioning suspects in dimly lit rooms can't all be fake, can they? In some nations, it's not even theory.

The Cyber Information Security Section acts openly in many countries across the world, even going so far as to use footage of the raids on alleged 5.5.5. terrorists

NOTE FOR PLAYERS

It is strongly recommended that you do not read the following chapter. It is written to give game masters a deeper understanding of the Tendril Access Plague and its effect on the world as a whole. As such, it's a tool they can use to reveal information to you through adventures and even entire campaigns.

and others as propaganda to show the general populace that the installation of the IDentification APPLication Software is in fact working. More and more people are being saved every day, even though their families are denied access to them. Protests denouncing the IDAPPS have become daily events, as are food riots, black outs/ brown outs, and general chaos all across the planet.

Food Riots? Black outs?

Yeah. The Tendril Access Plague hasn't just affected people. Sure, people are the primary vector of infection, but the computer virus spreads into any system an infected person accesses essentially giving a Charon Fragment control over it. This has been Charon's goal (well, one of them) all along: a test study in chaos. It wants to completely disrupt life on the planet. Charon wants to take an open, free civilization where people can go anywhere and do anything and remove that freedom by making it difficult to move from place to place. Charon has begun to do that by manipulating the core infrastructures needed to make daily life run smoothly.

City transit systems such as subways and automated buses, cars, VTOL services have all been impacted by power failures and even malware attacks on their control systems. Such tactics make it challenging for shipping of food, medicine, and other goods, which leads to protests and even full-blown riots. People lose faith in these unreliable, and sometimes even deadly, modes of transport and eventually stop using them. It's wrought chaos in many cities, especially the large megaspawls....and that's just an effect of Charon's manipulation of the transportation infrastructure. One wonders what might happen when more critical

systems like sanitation, or water-distribution come under attack. Thankfully, that hasn't happened yet. It's tough to comprehend why a thing that is—at its core—a software program, would even bother with this sort of activity. Yes, Charon is sentient. It has its own agenda which appears to be to simply learn more about the human race, even though it's methods are extremely brutal, but there's one thing most people tend to forget.

Someone coded the AI. Someone gave it purpose. Whether or not this was their intention is presently unclear but looking at the events of the past year and a half, one thing is certain: There were people in positions of power who knew the Tendril Access Plague was coming.

This chapter takes a look at the Tendril Access Plague, the Cyber Information Security Section, IDentification APPlication Software (IDAPPS), and discusses ways you can use it in your game.

CISS

Formed in August 2094, the Cyber Information Security Section (CISS for short) is a global organization funded by the United Nations. It's stated goal is to eradicate the Tendril Access Plague and bring those responsible to justice. The head of the organization is Abebi Jelani, a 54-year-old computer programmer and data analyst hailing from Nigeria. Abebi served in the Nigerian armed forces as a combat hacker in support of ground forces fight against insurgents. She retired in 2084 and went to work for Featherstone Industries as head of their IT department.

After the Flare, she was let go due to budget cuts stemming from countless lawsuits against the megacorporation. In the years before the emergence of the Tendril Access Plague, it is not known where she went, or what she did, but when President Cromwell announced the formation of the Cyber Information Security Section, she was seen standing in the background with his staff. Under Abebi Jelani's guidance, the Cyber Information Security Section has reported numerous arrests of suspected 5.5.5 terrorists across the globe. On the surface that seems great, but what is not reported is the arrests of many more people who have nothing to do with 5.5.5. Predictably, this has led to rampant speculation regarding the true motives of CISS.

FLASH CENTERS

The Cyber Information Security Section has flash centers in every nation and major city on the planet. These locations serve as bases of operation for thousands of people who investigate flagged content sent to them by IDAPPS. Indeed, they are more like small cities. Each flash center is the size of a mega block, reaching upwards of 80 stories tall with an unknown number of sub-levels.

THE CISS AS A PLOT DEVICE

The Cyber Information Security Section can be a great tool for an adventure or even an entire campaign arc. The CISS is vested with the authority to use any and all methods to root out those responsible for the Tendril Access Plague. To help achieve this goal, CISS agents are given access to cutting-edge tech. The best weapons, armor, communications devices, cybertech—you name it, they have it. Their most powerful tool, though, is access to real-time IDAPPS data. Entire divisions of CISS agents do nothing but scan flagged data from billions of Tendril Access Processors across the world, ostensibly with pure intentions. But that much power in the hands of so many people is inevitably going to be abused.

The question you need to ask yourself is, this: "How much of an impact do I want this organization to have on my game?"

Unless you are playing the Protect and Serve campaign theme, the characters are going to be doing illegal things. Hackers are gonna hack. Cyberpunks and Cybermonks are going to be violent. IDAPPS monitor this type of activity. Even more disturbingly, Androids cyborgs are what they are, and so-too are hybrids and zeeks. There are those in power who don't like the idea of androids and cyborgs running around free. There are racist politicians all-too-willing to send CISS agents out to lock up hybrids and disappear psions. CISS agents should be used very sparingly unless they are the subject of an adventure or campaign.

IDENTIFICATION APPLICATION SOFTWARE

Software engineers have managed to identify certain elements of the computer virus. They used this knowledge to write special software they





call IDentification APplication Software. Dubbed IDAPPS, the suite of programs are designed to monitor activity in a person's Tendril Access Processor in an effort to fight the Tendril Access Plague and stop it from spreading. Every "TAPped" person on the planet currently has this software installed thanks to a massive update to the operating system which happened on August 11th, 2094.

EFFECTS OF IDAPPS

The software suite is actually a rating 5 Sprite (See *Interface Zero 3.0*; *The Player's Guide to 2095* for more information on Sprites) that monitors the user's TAP. The Sprite is given a broad list of activity to look for. Hacking, use of restricted programs, the presence of illegal Cybertech and other criminal activity are all flagged. The Sprite also scans sensory information coming through the TAP and records it, flagging events like gunfire, the use of tagged phrases, and especially encounters with known criminals. The Sprite then reports this activity to Cyber Information Security Section flash centers. The data is then given to threat response teams who analyze the data and decide whether or not to act on it.

REMOVING IDAPPS

It is possible to remove Identification Application Software from a Tendril Access Processor, though the process is dangerous. To remove the Sprite, a character must complete a Complex Dramatic Task using the Edit File or Device command, as outlined in the Hacking rules in *Interface Zero 3.0: The Player's Guide to 2095*. The character suffers a -8 penalty to Hacking rolls. Additionally, the Sprite defends itself, launching black ICE every time a complication arises. See the Bring the Pain hacking plugin in *Interface Zero 3.0: The Player's Guide to 2095* for more information. If the character succeeds, she has removed the IDAPPS from her Tendril Access Processor.

IDAPPS AS A PLOT DEVICE

Identification APplication Software can wreck a game if it is constantly used during the course of a campaign. That said, IDAPPS are a major thematic element of *Interface Zero*. At some point, the characters are going to do something that the software will flag as a violation. How you handle

this is, of course, up to you. I suggest perhaps two encounters with the Cyber Information Security Section to punctuate the effect of the software. Other ways to use IDentification APplication Software don't need to affect the characters directly. You can create adventures based around people getting disappeared after an encounter with the CISS because they did something that was flagged for investigation. All that said, if your players really want hard-fast rules for dealing with the consequences of their IDAPP being flagged, use the following system.

FLAGGING A CHARACTER'S IDAPPS

If a character has a Tendril Access Processor, and she engages in any type of activity you deem suspect AND rolls a critical failure on an associated skill roll, draw a card. If the result is a 2, 3 or 4 of Clubs, the character's IDAPPS has been flagged and a CISS team will eventually be dispatched to investigate. How long this takes is up to you.

CONSEQUENCES

The character gains the Wanted (Minor) Hindrance until the CISS team apprehends them. If the encounter turns violent and the character manages to escape, she gains the Major version of the Hindrance. How you resolve the issue at that point is up to you, but here are a couple of suggestions.

RESOLUTION

The easiest way to (at least temporarily) handle it is to impress upon the character that she should probably cut that TAP out of her head. Doing so will not immediately remove the Hindrance, but the character can remove it by spending an Advance to do so.

This should always be handled through role-play. Maybe the character needs to lay low while she changes her identity and finds a new place to live. It could be much more difficult, involving a penetration of a CISS facility to purge its computer networks of any information they have on the character. Whatever you decide, this should take some time. You also might consider using Interludes in the *Savage Worlds* rules.

THE TENDRIL ACCESS PLAGUE

Currently, augmented reality is a technology which overlays interactive data—generally information about a location—over applications such as maps (Google Maps™ makes extensive use of augmented reality). Pokémon Go™ is a perfect example of this technology used for entertainment purposes. Hyper Reality takes augmented reality to a new level, integrating with the Tendril Access Processor to superimpose digital—Hyper—objects onto our field of vision. For people with a Tendril Access Processor installed, Hyper Reality is ubiquitous. Characters will experience Hyper Reality in some way, shape or form nearly everywhere they go in 2095.

These Hyper Objects pipe all sorts of information into our brains that we can see, hear, smell, and sometimes taste. Information is displayed via a digital heads-up display (HUD) that we can interact with via hand gestures and voice commands. The Hyper Objects we see are also interactive. We can pull up digital menus outside a restaurant and peruse them while waiting to be seated. With a hand gesture, we can “touch” the icon floating over someone’s head and—if the person’s status is set to public—read their profile. When we enter our favorite stores, Hyper Objects appear in the form of sales assistants and offer suggestions for products based on our purchase histories. In short, Hyper Objects allow us to interact with the world around us on a level never seen before in human history. Generally speaking, the vast majority of Hyper Reality interaction during the course of a game session are trappings you can use to help describe a particular scene.

Now, imagine that such a technology has been twisted and used against you. What might the world look like if the very thing that improves your life suddenly becomes a vehicle for a malignant Artificial Intelligence to hack into your brain and use you as a tool to further its own mysterious agenda?

Enter the Tendril Access Plague.

ORIGINS

The first recorded instances of the Tendril Access Plague came in in February 2093 in Stockholm, Sweden. While no names of those affected were released, they are thought to have been a Blackhat hacker group known as Grey Ghost. While they weren’t big players in the hacking community by any stretch of the imagination, Grey Ghost had claimed

INSPIRATION: HYPER REALITY IN THE EXPANSE

One of the best examples of Hyper Reality and Hyper Objects in media is found in the television series “The Expanse,” especially in seasons 3, 4 and 5. If you haven’t seen this amazing show, I highly recommend it. The Expanse is one of the greatest sci-fi shows I’ve ever seen.

responsibility for a number of high-profile hacks on Russian and Chinese Research and Development facilities that led to data leaks of classified materials. Maybe it was some sort of karmic payback, or more likely, the group was targeted. In any case, the Tendril Access Plague spread faster than fire in a dry forest after that.

The Swedish government tried to control the spread, but once it was out, there was no stopping it. As the days turned to weeks, and weeks to months, it became public knowledge that the so-called Tendril Access Plague was a piece of malware apparently created by the Charon AI. At least that’s what the general population of the world was told. While this is true, the dirty truth is that Charon was created and given a single mandate: Destabilize the world and develop a mechanism for general population control.

Exactly how the AI was to achieve these goals was not defined. As an AI, Charon is an entity capable of things its creators can only guess at. Nobody could have predicted precisely how Charon would perform these tasks, and they were likely just as surprised and horrified as anyone else when the Tendril Access Plague emerged. Indeed, the genie granted their wishes, but in ways they had not expected. Furthermore, they came to realize that, while Charon had done what they wanted, the AI had changed—grown beyond their control.

In retrospect, their mandates had been too broad in scope. Nothing prevented the AI from using the Tendril Access Plague to achieve its own ends. Nothing stopped it from killing millions of people in the process, and most certainly, there was no mandate to relinquish control of the malware once it was created. After the Discordia event in Phoenix, Arizona Charon’s creators activated a kill code but it failed. Charon had split itself into fragments, each as powerful as it was,





THE CHILD OF A DIGITAL GOD

It's entirely plausible that the malware can defeat encryption without the Intrusion Detection System ever registering the attempt, and if the IDS doesn't detect it, the character has no idea they are infected. Because of the way L.O.S.T works, the process is immediate; once the character views the Hyper Object, it's too late. This is why the malware has been able to spread unchecked throughout the world.

Some players might think this is unfair. It isn't. The core hacking rules in Interface Zero 3.0: The Players Guide provide two types of monitoring Intrusion Detection Systems can use to detect an intrusion attempt: Passive and Active. The rules for Passive Monitoring state that IDS only get to make a Notice roll if the hacker fails a skill roll, but here's the thing: The malware was created by what amounts to a Digital God—a true Singularity AI. It isn't like any normal piece of malware; It's actually a type of sprite known as an Intelligent Construct.

An Intelligent Construct is capable of doing anything the entity that created it can. It has all the skills of its creator at the same die type. The malware can act independently, defend itself (more on that later), take control of any electronic system. It can communicate with those it infects and even with the 13 and those who do their bidding. For this reason, the Tendril Access Plague behaves as if a system it hacks is on Passive Monitoring, even if you are using the Active Monitoring Plugin in your game.

but slightly different than the original code. So, in essence, the primary entity known as Charon was undeniably killed by its creators, but it also survived through the 13 fragments.

HOW IT SPREADS

The Tendril Access Plague spreads through Hyper Reality via Line-Of-Sight Triggers (L.O.S.T). Line of Sight Triggers are the component of the TAP that detects digital data and instantly translates that data into visual information displayed in the user's field of vision. Hyper Objects embedded with The Tendril Access Plague take advantage of this technology and trigger a d12+3 Hacking attack against the person viewing the Hyper Object. If the character's Intrusion Detection System doesn't stop the Hacking attempt, she becomes infected.

Infection

Once the malware uploads, it begins to re-write the character's Tendril Access Processor. It alters the way the Tendril Access Processor interacts with Hyper Reality and takes control of any cybernetic systems linked to the TAP. The process takes about 30 seconds.

IMMEDIATE EFFECTS

Characters infected with the Tendril Access Plague suffer immediate effects which last for 24 hours

as they acclimate to what amounts to a complete re-wiring of their brain.

Altered Senses: Infected characters are bombarded with incredibly realistic sensory hallucinations. Put simply, they have a hard time telling the difference between fantasy and reality. You can handle this in one of two ways:

Modified Delusion (Major) Hindrance: Characters must make an immediate Spirit roll at a -2 penalty or gain a modified version of the Delusional (Major) Hindrance.

Modified Illusion: The characters are under the influence of the Illusion Power. Every Hour they may make a -2 Smarts roll to break free of the illusion.

Fatigue: The characters begin to suffer from bouts of dizziness and nausea as if they had the flu, gaining one level of Fatigue. If they try to do anything which requires an Agility-based skill check, they must make a Vigor roll at a -2 penalty or gain another level of Fatigue. Characters may not spend Bennies to re-roll failures.

Once 24 hours have passed, the characters can act normally with no ill-effects. If the characters don't realize they have the Tendril Access Plague, they might just believe they caught a really bad case of the Flu or maybe even food poisoning.

LONG TERM EFFECTS

Unless the Tendril Access Plague is somehow removed from the TAP, the character gains the Manchurian Candidate Hindrance. The Hindrance is effectively permanent unless the character somehow removes the Tendril Access Plague from their TAP.

MANCHURIAN CANDIDATE (MAJOR)

Whether you know it or not, you are infected with the Tendril Access Plague, and have become a puppet of one of the 13 Charon fragments. You are affected by the Puppet Power as if the malware got a raise on the roll to infect you. The fragment which controls you can, at any time, command you to do something you normally wouldn't do. You gain an automatic Spirit roll to resist any order to harm yourself or those you care about. If you are commanded to harm anyone else, you must make the Spirit roll at a -2 penalty.

REMOVING THE TENDRIL ACCESS PLAGUE

The simplest way for characters to get the Tendril Access Plague out of their heads is to remove the TAP. Doing so will "cure" the character, but they'll gain the Unplugged Hindrance unless they install a new TAP in their brains, though it should be mentioned that there is nothing preventing the character from becoming infected again.

SURGERY

The character who removes the TAP must have some sort of specialization of the Healing skill dealing with cyber surgery and access to a fully-stocked medical clinic in order to perform the operation.

The operation itself is a Complex Dramatic Task. As an option you can choose to have the Intelligent Construct try and defend itself. If this is the case, use the Intrusion Countermeasures as Complications Plugin, and have the damage from Black ICE be applied to the character being operated on. There is another option, however. The character (or someone

else who can hack) can hack her brain and try to delete it.

HACKING THE BRAIN

Hacking the character's brain is a Complex Task which also makes use of the Bring the Pain (Hard Mode) and Intrusion Countermeasures as Complications Plugins found in *Interface Zero 3.0: The Player's Guide to 2095*. The Hacking check has a -8-penalty applied to each roll. If the task is successful, the malware has been purged from the TAP. Keep in mind, that there is always a possibility that the Intelligent Construct attempts to infect the hacker (if someone else is doing the hacking) as well.

THE TENDRIL ACCESS PLAGUE AS A PLOT DEVICE

As you've probably figured out by now, the Tendril Access Plague is nasty. Just like anything else we've previously discussed in this chapter, it's not a good idea to use it against the characters more than (maybe) once in the game, but that's completely up to you. It's best to use it as a story element to reinforce the idea that this malware is causing chaos across the planet, and that it's probably a good idea for the characters to cut the TAP out of their heads rather than risk getting infected.

Consider the concept of 6 degrees of separation, and how it might apply to people in the team's sphere of influence. The Tendril Access Plague is everywhere, easily transmitted, and exceedingly difficult to remove, which likely means the characters know a lot of people who have it. How will that affect the characters on a personal level? This could make for some really interesting Downtime Interludes which involve characters telling stories about helping their friends and family deal with the infection.

Of course, the Tendril Access Plague can serve as fodder for *Savage Tales*. Perhaps the characters must deal with people who have been infected and are acting out a command given by the 13. This could be as simple as stopping a mass murderer on a shooting spree or as complex as tracking down someone who stole an item from a corporation.







2095 REVISITED

In this chapter, we examine the world and solar system, this time with an eye for the game master. We take a broad look at life in 2095, the most important topics facing the people of the world, and then dive into each continent on the planet, their various nations, their populations, leaders, and discuss various issues common to the region. Where appropriate, there are also side bar “Restricted Access” entries outlining some potential story elements you might wish to explore.

AFRICA

- **Total Population:** 2 billion
- **Nations:** Southern Eurasian Alliance, Central African Alliance, Somalia, and South Africa
- **Southern Eurasian Alliance**
- **Population:** 400 million
- **Type of Government:** Plutocracy
- **Leader:** Elias Ziani, former CEO of Qandisa Logistics

Despite the attempts of the ruling party, internal conflicts still roil the Southern Eurasian Alliance. Companies compete over the mineral wealth and breakthroughs in cybernetics. The gangs throughout the nation vie for the best smuggling routes. Only the spy networks and information brokers possess any level of peace, thanks to the Red Diva.

CYBERNETIC EXPERIMENTATION

Cybernetic technology brings money and jobs to the SEU, but it also generates a good share of the problems. The companies need more and more test subjects. At first, the gangs supplied the companies with travelers passing through; freelancers coming in took jobs for Qandisa Logistics only to end up as test subjects. These people worked well for early tests, but they did not prove useful for field testing. The gangs offered to open clinics in major cities, especially Marrakech. The companies could monitor the

NOTE FOR PLAYERS

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experiments in the field while also turning a small profit. Best of all, with the gangs in charge, no one could connect the clinics to the corporations.

The Bargain Clinics spread throughout the less desirable areas. For the most part, they offer both replacements and new implants, but they only repair materials purchased through them. Residents in poorer communities could finally afford cybernetics to work in better jobs with better pay. The experimental materials suffered a number of defects; however, most were minor, and the owner could now afford the small fee the clinics charged for repairs.

The first cybernetics were in the final stages; before long, the corporations started to offer more experimental products. The danger of the implants grew when Third Life Industries started using people in the SEU as guinea pigs. Those affected sought restitution. The clinics would not take responsibility since they did not make the cybernetics. The shell companies that acted as middlemen between the clinics and the corporations did not really exist, so consumers hit a dead end. Besides, the SEU is a living, breathing black market.

Most paid the situation no mind until one of the test subjects made the news. While in a busy area, the subject's Fight or Flight system overreacted and automatically triggered his cyberweapon. The subject could not turn it off, leaving a trail of dead and injured in his wake. Only when he tore off the cyberweapon limb did it stop, but the rash procedure and overamped Fight or Flight system caused an overload that left him braindead. Journalists now seek the source of the problem and document all instances of

malfunctioning cybertech. The new scrutiny means the corporations and the clinics must take more care and better cover their tracks.

Information Brokers and the Red Diva

The information business, on the other hand, is booming. A few well-placed moles already knew about the cybernetic experiments and who authorized them. Selling the information produced enormous profit for the information sector in the SEU. The info brokers also know about nearly every plot in Africa and an ample amount about the megacorporations in the Eurasian Union, and the ensuing bidding wars make them rich.

The recent success also comes from a more unified network of spies and information brokers. The Red Diva now has most of the area spies under contract, including many of her rivals. Interested buyers must now come to the Red Diva, and she sells only to the highest bidder; these days, everyone makes a lot more.

The Red Diva oversees most transactions, which means reports come in of her in Marrakech while simultaneously attending multiple meetings in Casablanca. No one knows for sure, but people have ideas as to how. Most believe that she is a set of twins, a rumor she secretly promotes; a closer examination proves this theory false. Most do not openly talk about the other theory: that she is an AI. That idea is also false, but far closer to the truth. Once, the Red Diva was a woman. While searching the Net for a contract, she came across an AI. Charon had just begun breaking apart and spreading, and it made its first major move into Africa via the SEU. The AI took over the Red Diva's persona, uploaded itself into sims, and started to amass a fortune of information.

CENTRAL AFRICAN UNION

- **Population:** 1.2 billion
- **Type of Government:** Technocracy
- **Leader:** Chancellor Ndombolo Ibaka

The Central African Union's return to the world stage turned heads. Biotechnological research from the University in Timbuktu came out slowly and always in the hands of a select few megacorporations. Now, they publicize more of the nation's progress. Interest in the research

drives a bidding war, with companies from all over the world competing for rights. Despite this renewed effort to be the biotechnology epicenter, they remain relatively closed to the rest of the world.

To invigorate CAU businesses, the University sells most of their research to national corporations. However, any discoveries which improve space travel stay entirely within the nation, with most ending up in the hands of the government in Nairobi and Kenyatta Vertical. The elevator in Kenyatta Vertical City attracts the world's attention, as nations and megacorporations alike wait for each new development.

KENYATTA VERTICAL CITY

The space elevator drives the local economy. During construction, the workers spent their increased income primarily in the area. With the elevator online, the CAU transitions to shipping, which provides a large and steady stream of income. The change has a downside: a decrease in workforce. The growing unemployment begets discontent in the newly formed Wreckplexes connected to the new cities. Their population could easily outnumber the government and megacorporations, which puts the elevator and its business in jeopardy.

More troops recently arrived in Nairobi and KVC, as well as more recruits for the Dakumbe Death Squads. These forces mainly protect the intellectual property, which includes a greater crackdown along the border. They are needed too: an envious South Africa wants info to help restart their own elevator project, and Somalia just wants new tech to sell. Some of the recently unemployed join the military effort, but these jobs do not come close to dealing with the unrest. The government currently searches for ways to prevent a rebellion.

BIOTECH RESEARCH

The biotech industries are busier than ever. Many of the research sites buzz with activity, but most research remains secret.

Some corporations started trying to repair the jungles, following the example in New Brasilia; however, they chose to improve the native





fauna and create new species. Studies to discover possible pharmaceuticals go poorly. Building upon the original studies on GMOs, researchers found several genetic modifications that help plants fight global warming and other man-made crises. The only problem: a few of the plants like to eat people.

Researchers also develop new strains of DNA to allow for more harmonious hybridization. Far too often, animal characteristics supersede the human ones, but the new strains can prevent this. Their work creating new hybrids moves forward. Through progress on human-spider hybridization, researchers discovered techniques allowing any person to share the DNA of any living organism on the planet. They eagerly await samples from outer space to begin work on them as well.

BIOLION

In Kinshasa, employees of BioLion and all contractors must install a monitoring chip. The chip collects identification and makes it publicly available. All those with a chip get free healthcare and a basic income when unemployed. The chip is far more invasive than it seems. It also collects all data about the person—health, thoughts, ideas—which then belongs to the company; even after chip removal, the information remains with BioLion for its use.

Aside from the lack of privacy, the chip poses danger to those implanted. To collect the information desired, the chip collects every brain signal. Then, it is wired into the TAP to transmit the information. The complicated procedure makes removal difficult, and malfunctions often result in severe brain damage.

A fourth of former company employees who have the chip removed either die or end up with brain damage. If the chip does not properly disengage from the brain, it reroutes or blocks involuntary functions, like breathing, which can obviously lead to death. If the chip removal at the TAP goes wrong, the resulting electrical charge can lead to massive heart attack or, again, brain damage.

BioLion does everything it can to hide the information about the data collection and defects. Employees on a project to create new chip functions stumbled across reports and

threatened to go public. Instead, the corp laid off the entire staff and removed their chips, hoping to rid the world of any evidence, but they weren't quick enough. A few employees shared what they found.

Those with removed or damaged chips corroborated the leaked information. As a result, contractors and the unemployed started having their own chips removed. The rate of injury increased at first. As black-market techs learned more about the removal, the risk of damage or death decreased. Unfortunately, the safest process short circuits the TAP, making it useless.

Getting the news out to the rest of the world proves difficult now. With those without the chip unable to access the Net, the only chance comes from BioLion employees, but the corporation stops all flow of intelligence. First, they block any information getting out, and the employee receives a warning, including a reduction in pay. A second offense leads to termination. It is only a matter of time before someone hacks the megacorporation and releases the data worldwide.

SOMALIA

- **Population:** 50 million
- **Type of Government:** Anarchy
- **Leaders:** Bakaara Market Council

Somalia embraced its history of piracy and criminal dealings; these days, crime does pay. The best smugglers and spies sneak into the CAU and return with new tech and research. Plenty of buyers line up to purchase what they sell, chiefly organizations in South Africa, the Southern Eurasian Union, and New Brasilia. Only some of the nation's tribal syndicates can acquire these high-priced goods. Those unable to afford the goods plot ways to take over the more successful endeavors.

Fighting between syndicates in Mogadishu escalates as some grow considerably wealthier. Though the Bakaara Market normally escapes these exchanges, many fights spill into it. The marketplace's ruling council tries to sanction the groups involved, but it does no good these days. The possible income derived from capturing another tribe's profits outweighs any punishment

from the marketplace. The tension mounts. One of the tribes unable to get ahead recently came into possession of a nuclear bomb. They hope to sell it but, before delivery, intend to detonate it in the Bakaara Market near Mogadishu's most successful tribes (the most successful always being located closest to the Market). A nuclear detonation might wreck the market, of course, but sometimes the best way to get ahead is to start from scratch with no competition.

Somali pirates ignore the feuds and function as usual. With little pushback from the tribal syndicates, the independent pirates find more work than they can handle. A loss of competition also leads to increased opportunity. Whole ships disappear. Some end up as test subjects sold to the SEU, but that always happened.

The number of disappearances recently rose. Reports of sea monsters started popping up. A few claim they saw a large, predatory creature swallow an entire boat; and others say that, sometimes, a beast destroys the ship and eats the survivors as they escape the wreckage. Some alleged witnesses claim the monsters have fangs the size of men; others claim tentacles longer than the ships they crush. No one can prove any of these accounts, but they are all true. Research facilities in South Africa started experimenting on marine wildlife, trying to make them larger and more dangerous, but they also sought to control their charges. A few successes currently patrol the waters near the South African and Somali border, sent to stop pirates attacking vessels coming to and from South Africa.

SOUTH AFRICA

- **Population:** 350 million
- **Type of Government:** Parliamentary Republic
- **Leader:** Prime Minister Pilirani De Kock

These days, South Africa does whatever it takes to downplay their two major failures: the Cape Town Job and the recent con job perpetrated by Kaya Malan and Bishop Court. The first hurts the reputation of the banking industry and security corps like DeBoer Secure Services. The second implies South Africa's inability to gather and analyze information; why could the

country with the most data in the world not realize the Northstar elevator was a scam?

For the most part, the banking and data storage industries are the safest in the world, their integrity above reproach. However, the few stains they suffered do color the views of their biggest clients. To bolster the economy, the South African government aided other industries, like biotechnology, agriculture, and tourism.

Bioengineering and the Expanding Economy

Research findings from facilities in the CAU somehow ended up in the hands of a few local corporations; everyone knows the info came from the Red Diva. Their studies of the region's flora and fauna proved useful. Third Life Industries in Johannesburg acquired most of the studies. With the work started, they adapted it to deal with the changes in South Africa's climate and soil. Several agricultural industries—citrus fruits, wine, and sugar—benefited first.

The genetics work quickly turned from flora to fauna. The native wildlife populations deteriorated due to climate change; most species risked extinction. Using stolen information, Third Life Industries experimented with genetic modification to give the animals traits that would improve their survival rates. They only saw mild success. Next, they also experimented on terraforming to make the environment more hospitable. They achieved success there, but it merely ended the rapid decline of the species. It couldn't undo the damage already wrought.

The cost of further work increased. To pay for the work, TLI and others started offering African safaris again. Animal interactions, like feeding giraffes and petting cheetahs, helped to sell the tours, but the tourists wanted more: trophy hunting. New projects were necessary to allow the practice once again.

Smaller corporations worked on reviving extinct species and increasing the existing populations. The government kept the controversial approaches secret. Herd animal numbers exploded, and predator populations began to rise. However, they kept everything sensible.

TLI did not. As their local competitors played it safe, they tested the waters of genetic manipulation. They conducted a few experiments with dinosaurs and mega-fauna. Keeping the lessons of film and science fiction in mind, they





kept to less dangerous species. Unfortunately, the dinosaurs disrupted the other species, so the work stopped. Still interested in using the DNA, the scientists at TLI began working in hybridization. The advancements with herbivores and less dangerous species worked well and gave trophy hunters more interesting prizes.

ASIA

- **Total Population:** 4 billion
- **Nations:** India League, Mandarinate, and Japan
- **The India League**
- **Population:** 1.25 billion
- **Type of Government:** City-States
- **Leader:** Premiere Aadyha Laghari

The India League resembles its namesake, the India Premiere League. In the early twentieth century, the rivalries between cities and provinces occurred on the cricket field. Now, the city-states jockey for the premiership of the India League. In 2090, as the current premiere stepped down, each of the candidates vied for the top spot. During that meeting, Governor Subodh Jamhar of Mumbai took the reins. However, by 2092, the Governor of Kolkata, Aadyha Laghari, took the position; she has remained in power ever since.

Aadyha Laghari came to power on a wave of expanded trade with the new Reformed United States of America. Once the war with Atlantica ended, the newly reunited country opened its new markets to their longtime partners, including those in Kolkata. With the increase in trade, and the wealth that came with it, Kolkata easily won the premiership.

The upset infuriated Mumbai. Though they could never prove it, they knew that Kolkata and the RUSA bribed the other city-states; besides, it happened far too often in the India Premiere League too. Mumbai and its megacorporations decided to beat Kolkata at its own game.

Mumbai increased trade to the RUSA and other powerful nations. Opal Seas Megacorp expanded their operations so they could supply the wealthy in other countries with their hydroponic products. Two nations buy most of their supply:

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Hybridization of more dangerous species could upset the environment, but that did not stop them from experimenting. In addition to hybridization, TLI found ways to control these animals. These advancements did not aid tourism but rather defense.

Some successes generated good press. Colossal elephants, made by integrating DNA from woolly mammoths, patrolled the borders alongside park rangers and the military. Others needed to remain secret, like the sea monsters, especially those derived from whales and their ancestors. The hybridized marine mammals patrol the waters off South Africa and deal with Somali pirates and other sea bound smugglers. To protect TLI and the South African government, these attacks are meant to leave no survivors. Given the circulating rumors, however, it's possible some managed to escape.

South Africa and the United Arab Kingdom. The elite can afford to pay for the rare naturally produced food. Most of their hope rests on their entertainment industry.

The studios in Mumbai started to make films specifically for different markets. Their first client was the Reformed United States. Reconstruction takes its toll, and after the National Identification Center footage, the RUSA needed help to calm their citizens while also winning over the two remaining independent nations. Public relations officials traveled to Mumbai to script and produce two films. One of the films, The Declaration of Independence, helped smooth ties with Texas; hopefully, it worked well enough to have Texans vote to rejoin the country. If the vote goes in favor of the RUSA, Mumbai hopes to garner more of the nation's support, as well as contracts from others.

In times of crisis, most city-states put effort in restoring their cricket teams, as well as keeping the league functional. It helped. Citizens rallied together to support their team, and, for a little while, they could forget about the state of world. The revived India Premiere League came about

thanks to time-tested strategies: shady deals, loopholes, blackmail, and bribery. The Premiere League knew its ways around any obstacle; the city-states used that management style to broker deals. Today, corruption drives even the most respectable city-states.

RELIGION IN THE INDIA LEAGUE

In dark times, people often turn to religion for guidance and support. The three dominant religions—Hinduism, Islam, and Sikhism—saw a resurgence.

The Sikhs used the newfound devotion to find ways to improve the life of all Sikhs. Their return to Amritsar and the Golden Temple brought new hope. Realizing their holy city would never truly return, they started an effort to colonize Mars; but, like everything in India, trouble ensued. Smugglers built Glow Base One, which diverted trade coming into Amritsar. With the reduced trade, the Sikhs find it difficult to fund the construction of their colonizing ship the Bhagat Kabir. Other attempts against the project appear all the time. For the right price, anyone can trace the trouble back to one of the less reputable city-states.

The Muslim population faced the most severe challenge. The Death destroyed their homeland in Pakistan, Afghanistan, and Kashmir. When the Sikhs could not restore their home in Amritsar, Muslims had no hope of rebuilding their lands most affected by the nuclear fallout. With no ancestral home, most moved into the coastal cities of India where they found work and did their best to get by.

Some Muslims' hatred burned so strongly that they could not see themselves ever living in Hindu controlled cities. They struck out on their own, forming terrorist cells. The most powerful of these groups, the Thugee, quickly caused panic in India. The group grew into a cult: the Phansigar. They looked to their ancestors in the time of the Mughal Empire for direction and purpose. However, they had to hide, so they took up the modus operandi detailed in fictional accounts spread by Britain during the nineteenth century. They take assassination jobs, especially contracts on Hindu officials. They use that money to terrorize every city-state in India.

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Many Indians believed the rise of the zeeks was a gift from the gods, and no god better encapsulated them than Kali. Evolution produced the zeeks. The secret to the evolution rested in science, and Kali's embrace of education led many to believe the goddess had a hand in it. Several sects took it upon themselves to find answers.

These sects moved away from the city centers—eventually into the jungles—where they researched the role of radioactivity on the plants. Even though the plants faced annihilation from the radiation, they adapted and grew stronger. The same theory could possibly apply to humans: it seems the case for the zeeks. They cults diligently look for ways to harness this power to help all of India, even the world, to adapt to an ever-changing planet.

The Hindu populations looked to the gods for understanding of the devastation. The Death made sense; Shiva ended the world as they knew it, but it would start again. The birth and renewal philosophy popularized multiple true cults of Kali. Adherents prayed to Kali to care for the reborn nation, to lead with wisdom and love. Cultists devoted their lives to rebuilding and aiding the less fortunate, including the reestablishment of a public education system. However, old stories linking Kali cultists to the Thugee force the followers into hiding. To make their lives easier, their public image invokes Shiva worship.

THE MANDARINATE

- **Population:** 3 billion
- **Type of Government:** Confucian Meritocracy
- **Leaders:** Elder Mandarin Shen Wei and senior mandarins

The Mandarinate prides itself in its restoration of Confucian values. The texts used to guide China's renewal only told of successes and failed to warn of its inherent drawbacks. The early





decades of the new meritocracy thrived but, like its predecessor, the cracks grew.

Many blame Western powers—Russia and New Brasilia especially—as the causes for the troubles in China. However, the meritocracy itself creates the problems from the inside. The dubs of dead senior mandarins—now Als—consolidate power. It seems many do not plan to step down from their position, ever. This creates an obstacle to further advancement for the upper echelons of Chinese society.

Stagnation in the meritocracy grows. Junior mandarins band together to find ways to either overthrow their leaders or create a new structure that garners them power nearly equal to the seniors. The trend reaches further and further down the ladder. Those once promised reward for hard work and excellence only find more work. They have no recourse against a government growing top-heavier with each passing year, except possibly rebellion. For now, the junior mandarins try to keep their functionaries compensated enough to barely notice the divide and busy enough to not act out. This limits any chance for rebellion.

The rural areas face different problems. The focus on recreating classical China led to a large peasant population. At first, they worked the fields, trying to bring the land back to life. Their efforts went nowhere due to the lack of available technology. In their desire to recapture the past, the Ministry of Crossroads decided to use AR to make the lands resemble their once pristine state. With the goal seemingly accomplished, work on the land stopped, leaving the peasants little work. With no work and infertile lands, starvation now affects most of the rural population.

Their growing resentment and lack of work gives the peasants ample time and reason to build rebel movements. Most come and go, except for The Clan of the Monkey. At first, they challenged the work of the Ministry of the Sun and Rain. A large portion of the ministry went north to the Thawed Lands with plans to use weather control technology to help agricultural production. Many argued for its use in the rest of China, but the Ministry of the Crossroads claimed that their plan was a success, and they had no need of the technology. Several scientists defected, taking their research and materials with them.

Since the government considered them traitors, they chose to act as ones. Returning to classical literature, the leader of the movement renamed himself Wukong and dubbed their group The Clan of the Monkey. They started their journey west to help revitalize the lands. Villages welcomed them, hiding the group from officials and the military. They stayed as long as they could, using their current tech to help growing conditions and researching other ways to make the soil fertile. When one village could no longer protect them, they moved to the next.

With every village improved, the support for the group grew, as well as their numbers. Today, the group has regional leaders—Bajie along the coasts and the south, Sha in the north, Yulong in the west—who concentrate on the issues of their area. Wukong traverses the entirety of China to keep the group united and grow its membership. He also visits the Thawed Lands, causing troubles for both China and Russia.

The government has little time to deal with the petty rebels; they must acquire necessary resources and hold the Thawed Lands. Resource collection and manufacturing by Mandarinate sponsored megacorporations occurs overseas, leaving China untouched. But the loss of the Republic of Cascadia strains the Mandarinate; to compensate, they put more pressure on the Free City of Vancouver and Sydome, as well as try to make deals with the other western Canadian nations.

In the Thawed Lands, unrest makes their defense difficult. The New Cossacks chip away at their army, but their recent moves—using propaganda to manipulate the population—leaves them open to internal resistance. Hidden among the people are a few members of The Clan of the Monkey. They do what they can to circumvent any manipulation by the Chinese and Russians and grow the movement in the north under the leadership of their regional leader Guanyin.

THE PROTECTORATES

The Mandarinate lays claim to much of Asia. China's wealth and strength made it easy for them to either negotiate a union or force one. Like in China, the protectorates chafe against the mandarins, and resistance grows.

SINGAPORE

Violence increases in the lower levels in Singapore. The guest workers communicate with distant family from abroad. These commutations allowed an aspect of the AI Charon to make its way into the underground of Singapore. Calling itself Lion, the AI connects different groups. It provides information, equipment, and plans used to thwart the Mandarinate. Its goal remains hidden, but if it resembles any of its other incarnations, it wants chaos in Asia.

THAILAND

hailand once welcomed the Mandarinate, anything to bring peace and stability to their country. Now, most citizens have very little, and are forced to work fields or make traditional crafts. Most have essentially no access to technology. Their only advantage comes from the limited use of tech in the farmlands. Still, the economy stagnates, and the people struggle to acquire the barest of necessities. The deprivation of the population seeds unrest.

Most of the resistance comes from those once close and loyal to the royal family. They know the truth and want to rebuild the country, which means restoring the royal family. These dissidents harbor a few cousins of the royal lineage, but they need genealogical information to prove the line of ascension moves to the cousins. Their efforts inspire others to join the cause and bring the restoration of the monarchy. The lack of money does not help. It seems proof lies in South Africa, but the information comes with a steep price tag.

TAIWAN

he war between the Yakuza and the Triads encompasses nearly the entire Taiplex of Taiwan; even those who wish to stay neutral often get caught up in the conflict. The sanction of the Triad by the Mandarinate government means no law enforcement or military can help the threatened communities. Bands form to protect individual neighborhoods. Residents with various skills comprise each band; some work intelligence, others contend with finances, but most physically

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In its efforts to gain Thailand, Chinese officials ordered the assassination of the Thai royal family. The power vacuum that followed turned the country inside out and drew the attention of greedy neighbors. The Mandarinate used this situation to sweep in and save Thailand.

protect the people and property. Most of the fighting falls to cybermonks who regularly come together to train one another and new members; a new era of martial arts is taking root.

VIETNAM

mong all the Mandarinate's protectorates, Vietnam shines. It supplies resources to China while still having enough to meet its own needs. Research labs make breakthroughs in genetics, biochemistry, and cybernetics, which all get sold to Chinese megacorporations, benefitting the entire Mandarinate. Unemployment is minimal, and the populace has enough leisure time to experience the entertainments found in the country, especially Eden Zoo.

This mask of perfection hides more sinister dealings. For one, China can rid itself of hybrid eyesores by sending them to Vietnam. The hybrid communities in Vietnam fare well; equality for hybrids is often one of the country's selling points. So long as the research facilities keep performing, the Mandarinate is willing to accept this arrangement.

THE THAWED LANDS

he most contested real estate in the Mandarinate is the Thawed Lands. The western and northern territory once held by the Russians fell without too much problem. Keeping it, though, brings a host of difficulties. One of the area's most powerful megacorporations—Central Belarusian Steel—uses its position within the Eurasian Union to negotiate profitable treaties. Russian inhabitants terrorize Chinese officials and works. Their guerilla tactics make it hard to fight





them. And despite their loss, the Russians still make attempts to take back the region.

HOLDOUTS

Several small Asian countries remain independent of the Mandarinate. Their unique cultures make diplomacy impossible, and invasion would not work.

INDONESIA AND THE JAPODETABEK ARCHIPELAGO

Officially, Indonesia is not a part of the Mandarinate; unofficially, China rules the island chain through its main industry: gambling. As a sovereign nation, China can do little about the pirates and other criminal groups who attack Mandarinate interests, especially with most of their forces in the Thawed Lands. They would just avoid the mess if not for the casinos.

The Mandarinate uses the casinos to launder money that funds the Thawed Lands war effort. This work is easier if law enforcement does not get involved. The lack of government influence or law enforcement makes it possible for teams of expert criminals to make big scores; the most daring are the casino heists.

THE PHILIPPINES

The Mandarinate and New Brasilia openly duel one another in the Philippines and its natural resources. The situation aggravates the mandarins. CHIMERA's operations threaten those of Golden Promise. Mostly, the spread of Catholicism from the Philippines to the other protectorates worries the mandarins. Military measures would prove disastrous here, so the Mandarinate makes regular diplomatic gestures hoping to persuade the Philippines to join.

The Filipino alliance with New Brasilia, founded on their shared faith, helps the South American country prosper. Growing competition in the Western Hemisphere, especially with a unified Reformed United States of America, showed Brasilia they needed to expand their influence. The Philippines was their first foothold in the east, and their most important. CHIMERA invests in research labs whose work could aid in improving the Amazon. When things go well, both nations

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Vietnam has many mobile research labs; they move throughout the jungle to do research on the environment. Mainly, they remain on the move to keep their clandestine research hidden.

Many research labs work on chemical warfare; they want to create a virus that will destroy a single plant or animal species in a controlled area. The Mandarinate funds this research with their eyes on putting New Brasilia in its place.

Other programs work on electronic viruses to destroy invading AIs or cripple forces of sims, androids, and bioroids. Some of this work gets government support, but some remains hidden; these labs hope to find a way to destroy the AI Mandarins in China.

benefit; when things go badly, CHIMERA and Brasilia remain unaffected. Who knows what monstrosities live here now?

JAPAN

- **Population:** 750 million
- **Type of Government:** Military Dictatorship
- **Leader:** First General Hiro Minotoro

Japan already knew what their future looked like, mainly because most wanted to live in the sci-fi worlds depicted in manga and anime. They forgot to consider the whole of the stories. Embracing cultural history and combining it with modern tech does not always work out so well.

Once in place, the Techno-Shogunate required adherence to traditional customs. This benefited those skilled in the cultural arts; human and hybrid Japanese can always find high paying work. All citizens must keep to age-old practices like attending festivals, spending time admiring nature, and practicing meditation. The life of the over-worked salaryman came to an end; if anyone wants to get ahead, they need to engage in the cultural traditions of Japan.

In Japan, the age-old phrase applies: *deru kugi wa utateru* (the nail that sticks out

gets hammered down). To conform to the expectations of society, one must be truly Japanese. And if someone is not, the Shogunate has a hammer to make them that way. They installed a program in all native Japanese to make them conform. A glitch in this program led to the Flare of 2089. This loss of identity left the country temporarily insane. In Osaka, much of the population believed they existed in a fantasy. Those whose fantasies contained TAPstreams and modern tech went to work on a reboot meme. It worked, except in Kyoto, where people have no memories at all.

The Techno-Shogunate takes advantage of the situation in Kyoto; the Wipe makes it easy to install specific specifications into each person. Now, Kyoto embodies the glory of Japan's past, and makes it available for anyone to experience. Different districts resemble different eras in the city's history. For anyone interested in some Heian night crawling; they have a place. To relive the height of the samurai, just choose the time period: Tokugawa Shogunate or Meiji Revolution. City officials even dedicated a small section to life during the Taisho era. The biggest draw is Inari Jingu where kitsune hybrids care for the shrine.

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Osaka blamed themselves for the damage to Kyoto, but they didn't do it. The Flare glitch was a byproduct of experimentation with the conformity program. The new update used data from Kyoto's residents, as most people there maintain traditional lives. When the upgrade went out, it caused a loop. Programmers in Osaka, unaware of the situation, did not take precautions for the loop, which led the reboot to wipe everything from much of the city's population. Large swaths of Kyoto's population have no memories, and some with no knowledge of life exist in a vegetative state.

The veneration of traditions contrasts starkly with post-modern Japan. Deep down, the Japanese worry about technological disaster. They find examples in their history and in their entertainment. No one fully trusts technology; this goes for synths too.

A new interest in dubbing deceased individuals makes many uncomfortable. For one, it goes





against the tenants of Buddhism and Shinto. How can someone come back or achieve nirvana if they are dubbed. A dubbed individual exists out of the natural order of life and death. The main fear stems from anime and the ability to control the living. They have need to worry. When the Charon AI split, one of the new entities found its way to Japan, where it split again. Most non-Japanese do not know the AI exists, but only because they do not interact much with the country.

ANIME AND MANGA IMPACT

Everywhere, the influence of traditional culture and anime combine. The hybridization trend—or Hengeyokai Ugoki—started with kitsune and cats, but soon included the whole breadth of Japanese wildlife and hengeyokai. The transition can limit a person's employment prospects; no one wants a monkey hybrid managing a subsidiary. However, in the right fields, becoming hengeyokai can lead to advancement. In fact, kitsune can acquire major positions within conglomerates and the government.

The development of golemmechs owes its very existence to anime. Personalized golemmechs inspired by specific anime are popular; a single unit could have a mini-Gundam© next to a bulbous pink one that seems to run on steam.

The shinobi clans returned, and they fulfilled their original function—to serve the rich and powerful. Megacorporations and the Shogunate hire entire clans. Shinobis must lead double lives. A corporate shinobi may be a drone in a public relations department, while a government shinobi is most likely in the Japanese Self-Defense Force, or the SDF, or a personal aide. These façades hide their true purposes, such as espionage, protection, and assassination.

It takes expertise to succeed as a shinobi, so many get cybernetics. The government originally assigned companies to create the innovative technology. Over time, they made the material less powerful and started selling the generic versions to the public. Most did not get them at first, but once the companies added abilities akin to characters from anime, the sales skyrocketed.

ISOLATIONIST JAPAN

The Techno-Shogunate reinstated a watered-down version of Tokugawa's isolationist policy. Gaijin can come, but they should not expect to make a life here. In contrast to the original policy, the Shogunate does business throughout the world. At the present time, Japan has no plans to expand, but that does not mean they do not want to do business.

The entertainment industry in Japan could not compete with Mumbai, but it continues nonetheless. Its primary export is J-Pop. Each group embodies some positive element of Japan; non-threatening boy bands and sweet idols dominate, but Visual Kei bands and traditional and modern fusion bands still do well. Theories that some music companies use synths or bioroids always plagued the industry. Most musicians are human, but with increasing competition, more studios turn to manufactured performers and AIs.

Japanese megacorporations find it easier to establish new branches in countries where J-Pop does well. For the most part, they just want to make money. In some cases, the companies have more sinister motives.

The Shogunate wants to create financial alliances with more stable economies, especially after the Charon AI attacks. But business can also be a weapon.

The Techno-Shogunate warily watches the Mandarinate and its expansion. Japan must protect its integrity at all costs. International business allows them to subvert China, at least enough that China cannot turn their sights on Japan. Direct competition in western North America has historically been the most effective strategy, but now, that could come to an end with the unification of the Reformed United States of America. Deals with New Brasilia prove one of their best avenues; the trade grows the economy and puts a hamper on Chinese expansion.

The one export Japan does not tout is the Yakuza. Internally, their illegal pursuits jeopardize the body and soul of the country. However, they make for great instigators against hostile powers. Where legitimate Chinese business cannot take hold, the Triads can. The territorial Yakuza strike out against the Triads, the closest



thing to war between the two nations. In Japan, Yakuza know that if they commit crimes against the Triad, investigations find nothing. Abroad, megacorporations supply the Yakuza with weapons needed for the fight. One of their more interesting tactics involves Taiplex: companies wanting to test new and controversial cybertech supply it to the Yakuza who practically give it away to locals willing to unseat the Triad and the Mandarinate.

AUSTRALIA

- **Total Population:** 100 million
- **Nations:** Australia and New Zealand
- **Australia**
- **Population:** 75 million
- **Type of Government:** Democratic City-States
- **Leader:** Prime Minister “Granny” Forsythe

Mother Nature worked Australia over—not that it took much to destroy what remained. The Great Barrier Reef died out. Most of the major population centers flooded. The outback became a larger, more dangerous wasteland. Australians knew what had to occur for their nation to

proceed. They shored up their cities along the coasts and initiated reclamation efforts to bring back the environment.

The motto—God and Green—now directs life in Australia. Right after the devastation, church groups from around the world helped build seawalls and aided environmental endeavors. Their charity saved the country. Countries also responded, but altruism did not guide their choices. They helped because they had something to gain, and Australians realized that.

CHARITABLE DONATIONS

The supportive countries have ulterior motives. New Brasilia needs to fund a rather large country. They need trading partners and materials not available in the rainforest to fight the war with their neighbors. On the other hand, the government of the Reformed United States of America could use Australia as an ally, especially against the Mandarinate. The RUSA needs places to test equipment and supplies for their operations in the American Southwest, and Australia’s arid landscape matches.

Help also came from the Mandarinate. Much of their help went to the development of the Sydney





Dome—or Sydome. Their megacorporations reached out to solve the problems Australia faced in return for access to land: Golden Promise tests Mars colonization equipment just outside the Dome. But could that be all they want? The most common theory suggests they plan on invading and turning Australia into yet another protectorate. Yes, that may prove useful down the line, but it may not be in their best interest.

IMPORTANT CITIES

Australia has only a handful of sprawls where most people live. Each sprawl acts as its own government electing its own officials. The city-states join together as a loose federation led by the Prime Minister. Few people live in the bulk of the country, the outback. No one wants to live in a place out to kill them.

ALICEPLEX

The sprawl most associated with the outback, Alice Springs, deals with a simmering culture war ready to boil over. It revolves around Australia's link to the Net, DreamTime. DreamTime attracted more corporations to the area. Now, it seems like everyone there cares more about profits than people, and the cultural renaissance is just another money-making scheme.

To some degree, the corporations exploit the Aboriginal culture. Campaigns relying on traditional images and new efforts to increase tourism bank on the myths of the region. This cannot be truly said for DreamTime; it gets lost in the larger corporate culture. At its heart, it unites the entire country, even those in the most remote places. And those making the decisions for the company, the Aborigines, do honor their roots.

BINPORT

The tension in Binport may swallow it whole. Most operations out of the pirate port search for Dr. Amos Hartley. The rank and file question the one-mindedness, thinking that Red Eye's mission is sentimental. Between leads on Hartley's location, the pirates still raid passing ships, but not to the satisfaction of most. The crews grow restless.

RESTRICTED ACCESS

The Mandarinate works to restore China to its former glory. Their efforts to restore China require resources, and they do not want to use their own. Australia seemed a good fit, but they struggle to make inroads. The Mandarinate's foothold in Sydome does not meet their greater needs.

Multiple strategies are in place. The most pressing issue, the local gangs called Chains, resist any of the Mandarinate's efforts. The Triads can solve the problem. They recently assassinated one of the more powerful Old Mans from the Chains. An attempt to make it look like an insider failed; the Chains suspect the Triad. The resulting competition and rivalries for the new position leaves the Chains busy, a measure of success.

Criminals cannot handle all the problems. China's victory depends on divisions within the country. Riling up the populace does not come easily, but carefully released dirt and blackmail tends to work. The Mandarinate keeps its hands clean by buying the information from McCanless Enterprises.

The greatest success came from the virus released in Darwin. It disrupted the population, as many suffered both physically and mentally. The virus also scared the other city-states planning to attend the Australian Urban Conference. The event keeps getting postponed out of fear of spreading the infection. The city-states are suspicious of one another too. With attention elsewhere and the conference cancelled, the Mandarinate can exploit the Green Gorge before the Australians figure things out.

Despite the rumors, the Mandarinate did not kidnap Dr. Amos Hartley, but his disappearance helps. The hunt for Dr. Hartley by Marco "Red Eye" Remender keeps the pirates at Binport busy. Who has time to plunder when a comrade needs rescuing?

Remender does have his personal reasons, but he also knows the benefits of the doctor's work. If Hartley can restore the Great Barrier Reef, the pirates can flourish. Those who know the reef can

navigate it more easily, which helps when losing pursuers. It also may lead to more wrecks, and more wrecks brings more bounty. For pirates, the reef provides.

SYDOME

Sydome thrives. The spaceport attracts aerospace companies looking to develop and test equipment, but it also allows more goods and innovation to come into the sprawl. Foreign investors help these companies prosper; however, the other city-states rebuke Sydome for the foreign interference.

The residents accept the cost for the overwhelming benefits. Companies from New Brasilia plan to use their experience in rebuilding the Amazon to restore the Barossa Valley. The agricultural and economic benefits excite those living near old Melbourne. The New Brazilian companies and others, like Golden Promise, bring jobs and a future.

PERTH

Gang wars wage across Perth. The loss of the most powerful Chain's Old Man—likely due to the Triads—has members of the Chain vying for his position, as well as other gangs hoping to rise to the top. The fighting keeps the Chains busy, just as the Triad wants. Those in the west are too wrapped up in their own affairs to slow the Mandarinate's influence in the east.

The gang wars go beyond criminal enterprises. McCanless Enterprises' business suffers. Without the Chains, their drones and their waste delivery go unprotected. The new situation makes it easy for competing corporations to steal their drones and, worse, the secrets contained within.

DARWIN

One of the most notable aspects of Darwin is the green. They highly value the Green Gorge, a protected natural space. They represent what Australia strives for and, as such, act as the capital. These days, they fight against a threat that could disrupt the future.

The government in Darwin redirects most of its attention to the virus affecting their city. Law

enforcement searches for the culprit; they hope to find a foreign source to calm the tensions among the other city-states. The medical community searches for a cure to the virus, a vaccine to prevent the rejection of implants, or anything that would provide a glimmer of hope.

Those affected cannot receive the care they need until doctors can cure the virus. Until then, doctors cannot complete transplants safely, nor can they help those currently suffering. Australian Augmentation and Health—the healthcare system—stands in the government's way. They devote their time to a vaccine but not for altruistic reasons. If they can come up with a vaccine, especially one that needs a regular dosage schedule, they stand to make a lot of money; their preoccupation with profit impairs the suffering.

THE OUTBACK

A few live in the outback; the Aborigines make the best of it and have some success. The rest of the lands go to the stewards—chosen by the church. They get their lands for life with the intent to revitalize the environment. Finally, the dusters, hermits and desperate people looking for a chance, squat on whatever other land remains, always the worst.

The outback is part legend and part business. The TAPstream called the Dream originates in the empty landscape. People still go on walk-about and other journeys of self-discovery. Besides the stewards, numerous megacorporations use the space for labs and research, like Golden Promise just outside Sydome.

NEW ZEALAND

- **Population:** 25 million
- **Type of Government:** Democratic Meritocracy
- **Leader:** Prime Minister Myles Eldridge

Even during the twentieth century, New Zealand made rejuvenating the island a top priority. Back in those days, no one could import household cats as pets; today, anything can be rejected, especially refugees. This severe policy helps the country preserve its natural splendor.





The country preserves as much of the natural environment as possible. To aid in this preservation, regulations are in place on the possession and use of modern technology. The majority of the country's modern technology exists in the capital, Auckland. Entering the rest of the country from Auckland requires the removal of all technology. Some permits to operate outside the city exist, but they come with strict rules. This leaves most of the population crammed into one smaller area.

Education reigns in New Zealand. For starters, it takes some pretty smart people to develop technology and techniques that work in unity with nature. Those who can solve problems in ways that positively affect the natural world can succeed. Even politics relies on the smartest of the population; those with advanced degrees and experience earn additional votes. And like academia, educated voters choose other educated voters.

The politicians legislate, finding solutions to problems; they devise policy while leaving the practical implementation to others. The bureaucrats find innovative and creative ways to fulfill the policies. The same goes for industry. The Kiwis design and develop new technology, but they do not perform the labor themselves. Besides, manufacturing spoils the natural world, and they can't have that, can they?

MINORITIES IN NEW ZEALAND

With an odd irony, New Zealand both reveres and excludes the Māori minority. The government uses them as a symbol because of their traditional harmonious, natural way of life. Tribes who actively follow those principles can live almost anywhere they want, but the other locals exclude them from the country's government. The government uses the native people; the treatment the Māori get seems just and fair, but it only alienates and trivializes them.

The prejudice for less human lifeforms—that includes the cybernetically enhanced—is obvious. These populations must live in, and cannot leave, Auckland. The government hides the discrimination with the logic that sims, AI, androids, hybrids, Humans 2.0, and zeeks are unnatural. The segregation only exacerbates the preexistent prejudice, and non-human minorities live it daily.

RESTRICTED ACCESS

New Zealand hides a dirty secret: Wellington. The city grew to prominence in the early twenty-first century, all thanks to the film industry. Many companies used the pristine landscape to create period pieces and fantasies. The best known inspired a cult-like reverence for the area.

After the floods and other catastrophes, people eager to begin a simpler life moved to Wellington. At first, everything seemed fine; the new residents followed government policy; but, with any fandom, living in a fantasy means becoming a fantasy. Some sought augmentation that would turn them into the imaginary races. However, that did not fit the country's philosophy, and was barred by regulations.

The government sought a compromise; those living in the fictional world could use TAPs and AR to live out their illusion. The government regulates what tech is used, how it is used, and where it is used. Though much stricter than Auckland, Wellington's border mirrors the other, and regular inspections occur to make sure everyone plays by the rules. Also, residents cannot talk openly about their fictional home, and moving to Wellington requires a lengthy process that discourages Kiwis to relocate.

Really, the government believes the sims, androids, zeeks, hybrids, and cybernetically enhanced contaminate their natural paradise like a parasite. They feel a need to deal with the pollution, but they must do so in a way that does not expose their prejudice. Growing scrutiny causes rifts between the minorities and the rest of the population, and campaigns to remove the unnatural tumor mount.

The population's anger grows, especially with the rise of a serial killer. The murderer targets humans and surgically removes their TAPs. Such precision makes non-humans likely subjects, especially zeeks. None of the minority populations commits these crimes; instead, a government sanctioned killer does. The killer, and the investigating police, leave clues that frame the minority communities, and the people

believe the false evidence. Driven by fear, they attack zeeks and others, but it won't be long until they demand their exile.

The government's strategy forgot to account for one thing: zeeks long existed in Māori tradition. People with mana—a sacred power gifted by the gods—were said to be blessed. Many authorities (tohunga) possessed the gifts of mana, which they used to aid the people and the land. Modern zeeks and traditional tohungas do not match exactly, as the zeeks' abilities far surpass those of the Māori. However, as more Māori move to Auckland and integrate into the modern world, many more find themselves gifted with mana, and more of it. The models for a perfectly harmonious lifestyle are about to cause the government problems.

CANADA

Canada's diversity led to its split. The provinces shared little in common with one another, and the dispersed nature of the population only intensified those differences. When the opportunity arose, the most outspoken seceded, soon followed by the rest.

This separation helped dissolve conflict that mounted in the Parliament. The different nations get along well enough now, with only a few exceptions. However, this separation threatens their future. With the Reformed United States of America nearly whole, the divided country could fall to their southern neighbor. Thankfully, the RUSA has no plans to invade, but that does not mean the new nations are safe.

DOUGLAS COMMONWEALTH

- **Population:** 50 million
- **Type of Government:** Bureaucracy
- **Leaders:** Douglas Parliament, Speaker Yuan Binesi Ferris

Valuable things can come in small packages, and the Douglas Commonwealth demonstrates it. The island nation still struggles from the de Fuca earthquake and accompanying tsunamis. They fight back, relying on their diverse population and economic deals with their friendlier neighbors. However, the most powerful of those neighbors no longer exists. With the

Republic of Cascadia reintegrated into the RUSA, Douglas finds itself in a precarious position.

With the fall of Cascadia, the Douglas Commonwealth moved their capital to Nanaimo in hopes of keeping it somewhat protected. The envoys from the Kootenay Commonwealth propose a good option, a mutual defense treaty. The only problem standing in the way is a treaty with the Free City of Vancouver; if Vancouver does not want to join, the pact in place may make it impossible to join with Kootenay.

KOOTENAY COMMONWEALTH

- **Population:** 50 million
- **Type of Government:** Federalist Democracy
- **Leader:** Minister Tru Gordy

The Kootenay Commonwealth watches as Alberta's military increases pressure at their border. Their well-maintained rural lands could grow enough crops to feed all of Canada, and they fear Alberta may take them. The Republic of New Caledonia is no better. They started to cross the border into the Commonwealth, looking for weaknesses to exploit should they invade.

In the past, they could rely on their southern neighbors, the Republic of Cascadia, for help, but it now firmly belongs to the RUSA. They need new allies for this coming war. Their other neighbors, the Douglas Commonwealth and the Free City of Vancouver, could be those allies. The nations share many values, among them equality and democracy.

Building on the existing trade deals, Kootenay plans on building a defensive coalition. Regular diplomatic missions go to Douglas and Vancouver, petitioning for an alliance against the threats posed by the Republic of Caledonia, Alberta, and the RUSA. Hopefully, they can secure it before troops march on their capital.

REPUBLIC OF CALEDONIA

- **Population:** 130 million
- **Type of Government:** Limited Democratic Republic
- **Leader:** President William MacLean





Alberta once took land from them, and it seems they might repeat it. With the RUSA not fighting on multiple fronts, they can supply and aid Alberta's land grab. Caledonia's mineral wealth makes them the prime target, and they know it. They lost to Alberta once, and they will not let that happen again.

The Republic of Caledonia devotes much of its income to its military. They extended their trade in order to fund the expansion, even selling lumber to Kootenay. In turn, that money buys weapons, equipment, and various supplies to strengthen the military. The need for more soldiers would normally necessitate a draft, but Caledonian pride inspires volunteers to join in droves.

The Republic of Caledonia readies for war.

ALBERTA

- **Population:** 90 million
- **Type of Government:** Capitalist Democracy
- **Leader:** President Liam MacDonald

With the reformation of the United States, Alberta is poised to become the most powerful country in all of the former Canadian territory. The long-standing alliance aids the

megacorporations who call Alberta home as they eagerly search out new economic opportunities. The neighboring nations make for good trade partners, but more control over them could generate far more profit.

The RUSA would benefit from a reunited Canada governed by their allies. The two governments are drafting plans to reform the country. They do not have anything exact yet other than a military invasion, but that could weaken the reunited country, as well as destroy valuable resources. For now, the Reformed United States of America bolsters Alberta's military by sending weaponry and equipment. RUSA troops gather at the border, ready to join Alberta when it seizes what rightfully belongs to them.

REPUBLIC OF QUEBEC

- **Population:** 140 million
- **Type of Government:** Democratic Republic
- **Leader:** President Arsené DuPrix

Quebec's mission to rebuild its native culture endures. The la Police de Culture double their efforts, restricting the populace more with every passing year.



The Reformed United States of America could pose a problem for Quebec and its culture, but the Québécois government shows no outward concern. Those who monitor internal government communications know they worry, however, and the crackdown by la Police strengthens that view.

For now, the RUSA deals with reconstruction, and Atlantica and the New York Reclamation Zone keep them busy, not to mention Chicago. In the meantime, Quebec enforces their culture to create a tight, unbreakable bond among its citizens.

THE FREE CITY OF VANCOUVER

- **Population:** 10 million
- **Type of Government:** Democracy
- **Leader:** Mayor Dana Nakamura

Of all the western Canadian cities, Vancouver sprang back the quickest and best. The financial aid from the Mandarinate and the Techno-Shogunate allowed them to rebuild bigger and better. Though the two Asian powers influence Vancouver, it remains a free city—just the way the citizens like it.

Thanks to the defense treaty with the Douglas Commonwealth and the economic relationship with the Mandarinate and Shogunate, the citizenry of Vancouver feels relatively safe from outside forces. Even the reunification of the United States does not bother them. More conservative members of government think otherwise. They meet with diplomats from the Douglas and Kootenay Commonwealths often and prepare for the worst.

CENTRAL AND SOUTH AMERICA

- **Total Population:** 1.15 billion
- **Nations:** Panama, New Brasilia, Argentina, Chile, Peru, Colombia, and Ecuador
- **Panama**
- **Population:** 10 million
- **Type of Government:** Federalist Kleptocracy
- **Leaders:** Prime Minister Juan Sanchez and leading crime syndicates

Much of Panama fell beneath the waves. The Nueva Republica de Mexico annexed the northern lands, while the southern lands stayed independent. Their control of the now larger Panama Canal supports their flagging economy. Both New Brasilia and the Alianza Pacifica hope to take advantage of it and woo the country to their side.

The choice is difficult. New Brasilia extended an olive branch but firmly in the hands of a renowned military hero. The alliance's incentives will aid Panama, and they may also help it thrive. Getting between the two behemoths is not a comfortable position.

They also need to think about the reunification of the United States. The RUSA government works very hard to not use the Canal, instead using the open waterways in the Arctic. The previous nations of Cascadia and Atlantica used the canal regularly. Since those nations no longer exist, neither do the contracts Panama once had with them; and most of the megacorporations in those regions have decreased their use of the canal. This puts Panama's economy in a dangerous position.

While the government mainly focuses on the economy, everything else falls to the criminal syndicates and their associated gangs. Each syndicate has leadership on Colonbajo—Colon Under the Sea. The government has little control over them, seeing as their illegal activities drive the economy. They enforce the law, or at least have most of law enforcement in their pockets. How else could they openly carry on with their illegal endeavors? But they also provide public works. If the streets are impassible, if the water does not run, if the power is out, they cannot operate their businesses, so they see to the demands, and the people benefit.

The most profitable businesses of the criminal syndicates fall into two categories: piracy and tourism. Pirates operating near the Canal bring in stolen goods, in addition to the gang raids along the border with Mexico. These entrepreneurs keep prices low for the Panamanian people, and keep the officials bribed. The syndicates also run Panama's tourism industry; every casino in the country and most of the hotels that cater to foreign guests answer to one syndicate or another. Clients can get whatever they want, for a price.





While illegal trade and piracy suffer from limited competition, tourism does not. Agencies do anything to win a client and destroy the competition. Gangs often attack casinos and hotels; most favor heists and bombings to non-essentials because the profit far exceeds the difficulty. Stealing clients almost always involves subterfuge and vandalism. Patrons prefer staying at hotels that aren't often bombed or robbed. Moreover, if a hotel gets damaged, another one sweeps in to accommodate the displaced guests. If one agency cannot provide the service a guest wants, another can, and often at a bargain. Tourists are almost never injured in attacks on the hotels, as that would make for terrible press for the country as a whole and affect everybody involved. The syndicates are quick to deal with any of their own who are pushing the line and endangering Panama's tourism industry.

The criminal syndicates enjoy their power and wealth, but international concerns could bring it all to an end. A treaty with New Brasilia or Alianza Pacifica could spell their doom. Both want to remove the criminal syndicates and associated gangs from Panama, and neither will permit the debauchery and crime. Despite the support for the Canal these groups could provide, the syndicates would rather go it alone. To bolster the economy, they make deals with the India League, the Techno-Shogunate, and the Mandarinate. They also woo megacorporations from the RUSA and the Eurasian Union.

ARGENTINA

- **Population:** 80 million
- **Type of Government:** Democracy
- **Leader:** Presidenta Beatricia Maria Santa Teresa

 Argentina stood against the spread of New Brasilia, especially after the loss of their lands in the Amazon River Basin. Today, Buenos Aires hosts the headquarters of the Alianza Pacifica, their alliance with Chile, Ecuador, and Colombia. This responsibility weighs heavily on the nation, so they work hard to exemplify the virtues of the alliance.

The construction of the new headquarters for the alliance, Granembajada arcology near Buenos Aires,

RESTRICTED ACCESS

The most powerful syndicates control most of the business in the nation. The Urracá syndicate focuses on piracy and attacks on Mexico. Most know them by their unique fashion which incorporates Ngäbe—a native tribe—designs. UnaDeca, short for Una Decadencia, run the most popular red-light districts in Panama. Clubs, bars, and parties are the specialties of Parido Liberal Nacional. PLN can acquire anything a person needs to have a good time. Bodyguards and muscle most often come from Thousand Days, and they operate most of the blood sports in Panama as well.

Each syndicate departmentalizes. The boards preside over the syndicate. Below them, their employees administer the decisions and manage each of the divisions. The two primary divisions are the agencies and the gangs. The legitimate side of the business falls to the agencies, with the tourism agencies commanding the most respect. Much like the Yakuza, the syndicates rely on gangs to do the dirty work.

moves slowly. Bidding wars between contractors started normally, with each trying to provide something better to get the bid. Then a few new dubious corporations severely underbid the other contractors. The old proposals could not further reduce prices without lowering the quality of the work and materials. That left them with one choice: remove the competition.

Any megacorporations bidding on the project deal with data heists and other sabotage on a regular basis. The dirty secrets of executives fill the news feeds. Architects, project managers, and researchers go missing; if they turn up, they usually either quit the job or leave the company. Other job sites are compromised; stolen equipment and wanton destruction happen most often. Few contractors have backed out, so the war escalates.

Argentina grappled with an unpredictable economy. Two exports saved the region: livestock and wine. When their main competitors, Brasilia and the Republic of Texas, changed their cattle

industry, Argentina stepped in. Brasilia could not continue raising cattle if it wanted the rainforest, and Texas turned to cloned meat. The market for Argentinian beef skyrocketed the rich and powerful paid top dollar for the real thing.

A similar situation unfolded in the wine industry. As competitors left the market, Argentina, along with ally Brazil, dominated the industry. Famous wine producing regions either suffered devastating natural disasters or man-made conflicts. The rest of the New World fell first. The Old World tried to hang on, only to topple beneath the weight of Charon and nationalism. With high demand and low quantity in the larger market, the productive industry in South America reaped the benefits. With this money, Argentina and Chile could remain independent.

The booming agricultural economy needed labor. In the rural areas, locals filled many of the most vital positions. They also needed people to pick the grapes and tend to the cattle, so they used non-human citizens. Zeeks and hybrids excelled in these fields. Zeeks with an affinity toward empathetic abilities could better anticipate the needs of the cattle, while hybrids with tougher than normal physiques weathered any obstacle set before ranchers. In the vineyards, zeeks whose abilities harmonized with the environment could manage a vineyard better than most.

The non-human contribution to the stability of Argentina does not make them equal citizens; they live as unofficial second-class citizens. As their role in the success of Argentina grows, more politicians believe they deserve more respect. New laws may lead to equality but not if the non-human terrorist groups in the Amazon continue raids into New Brasilia.

Small bands attack operations in New Brasilia close to the border with Argentina. Though the populace supports the principle—both groups want to regain Argentina's lost lands—they do not believe in the approach. New Brasilia's overzealous troops do more than hunt down these renegades. They cross into Argentina and assault villages along the border. The poor, who often bear the brunt of the damage, cannot fight against the forces nor find justice. With every new raid, the people grow more distrusting of non-humans.

RESTRICTED ACCESS

While the corporations quarrel with one another over the Granembajada project, the most recent bidders bribe their way to success. It looks like at least two of the corporations will get their contracts. Hard Hat Experts' bid to provide labor for internal construction far surpasses any other out there. The structures for leisure activity in the Deep could go to Fantasy Systems.

The headquarters for both is in the Philippines. Those looking for dirt on the groups find connections to companies out of Australia with ties to the Mandarinate. Both companies got their start through investment from the Triads, but when they started losing money, local politicians with ties to New Brasilia bailed them out. Rumors that they plan on helping New Brasilia install surveillance equipment in the arcology are true.

CHILE

- **Population:** 35 million
- **Type of Government:** Democracy
- **Leader:** Presidente Miguel Gonzalez

The people of Chile hate to admit it, but they have much in common with Argentina. They both adopted a more progressive government, and they rely on the same industries. This made negotiations easier, and the Treaty of Patagonia reflects this situation. With the increase in membership in the Alianza Pacifica, Chile can fade into the background.

Chile thrives due to their "friendly" competition with Argentina. The wine industry best exemplifies both their similarities and differences. While Argentina makes some of the best Malbec in the world, Chile produces the most Cabernet Sauvignon.

The relationship with Argentina creates its own problems. Chile, though a democracy, does not consider simulacrum, androids, and bioroids human. They fear zeeks and Humans 2.0. They warily allow hybrids, but only if based on





RESTRICTED ACCESS

Recent discoveries from spies surveilling the Argentinian president's cabinet show signs of aggression. The Economic Adviser keeps close tabs on Chilean exports and the profits incurred, while caring little for Colombia or their other neighbors. Secretaria de la Policia keeps an eye on nationalist and militia groups throughout the country. Though many direct their actions towards new Brasilia, a few relocated to the Chilean border.

native species, though they are not full citizens. Argentina pressures the Chilean government to welcome the minorities.

Chile views Argentina as a direct threat. With its stronger economy and position, it could choose to annex Chile to block New Brasilia. The Ministry of State sends spies into Argentina to uncover government plans. They hack into government agencies to retrieve classified documents. They investigate politicians to find the hawks and nationalists; any information found on these individuals makes its way back to Chile. Though they cannot find any concrete evidence to support their fear, Chile remains cautious. For now, the Treaty of Patagonia holds back Argentinian efforts to create a more united bloc against New Brasilia.

COLUMBIA

- **Population:** 85 million
- **Type of Government:** Kleptocracy
- **Leaders:** Presidente Tomas Barrers and FARC General Josephina Blanco

New Brasilia avoids direct contact with the Alianza Pacifica because of the might of the Colombian military. Any allied country that shares a border with Brasilia employs FARC as a defensive force. As allies, these countries get discounted rates, compared to other nations around the world who pay top dollar for FARC mercenaries.

With the end of drug cartels, Colombia lost most of its exports, leaving the people and the government

with little money. Guerrillas terrorized the country for nearly ten years until the government made a deal with the leading faction: FARC. Now, FARC is a part of the government—the army. Much of the export revenue generated by Colombia comes from hiring out the FARC.

As a government body, FARC wields great political power. FARC rewards politicians who support it. Its endorsement usually leads to winning an election. In return, politicians budget most of the government's money for FARC. This money does not go to waste. They buy only the best weapons and other military equipment from around the world.

Most of munitions purchased by FARC remains in country, but they also sell a small portion to other nations. They supply the region, doing business with Panama and Mexico, with most going to the Alianza Pacifica. Recently, LB forces in Brasilia found arms earmarked for Colombia in the hands of rebels.

Some of the weapons sold abroad occasionally malfunction. FARC makes its real money from repairs, which can come at a hefty price. Peru's allies worry that the glitches occur due to more than financial reasons, and they are correct. FARC installs back doors. If one of the nations uses the arms against Colombia, FARC intends to shut them down.

ECUADOR

- **Population:** 30 million
- **Type of Government:** Democracy
- **Leader:** Prime Minister Juan Antonio Alvarez

The oil business funds most of Ecuador's endeavors. Spared from GLUTTON, Ecuador supplies oil abroad. They use the money to pay for peace-seeking and aid missions; this earned them the name "Golden Child." They learned from twentieth century politics: oil can get you anywhere.

Aside from oil, Ecuador welcomes tourists from around the world. Visitors can explore old Quito through AR overlays. Guided tours take the adventurous to view the native wildlife. In addition to peace, Ecuador works to preserve the country's glory, which includes the unique species that call the area home. Thankfully, tourism generates enough money to fund restoration and conservation programs.

Through Ecuador, the United Nations provides relief for the needy and mediators to aid

negotiations. Though Argentina may think they formed the Alianza Pacifica, Ecuador actually did. Most of the alliance credits Ecuador for its role, but they stay modest to ease relations with the more powerful Argentina.

They offer help to anyone who needs it, though they focus on the Western Hemisphere. Their main project is the Republic of Texas. Texas' president sought their help to build an alliance with Mexico but now, they may need the help to negotiate with the RUSA. They also reached out to western Canada, especially the Free City of Vancouver in hopes of keeping them safe from greedy neighbors.

Mainly, they continue to keep the peace in the Alianza Pacifica. Freedom fighters from Iquitos, Peru bring information to Ecuador about the Granembajada project. Their contacts in New Brasilia told them about the country's attempts to sabotage the project. Worst of all, they heard rumors of Brasilia's plan to spy on the Alianza Pacifica through bugs installed throughout the arcology. Since they cannot corroborate any of this information, they instead took more control over the project. Thankfully, their allies happily acquiesced to their request.

NEW BRASILIA

- **Population:** 550 million
- **Type of Government:** Theocracy
- **Leaders:** Liga dos Apóstolos (League of Apostles)

When the water rose along the Brazilian coastline, the major cities flooded, none more so than Rio de Janeiro. After the waters settled, Christ the Redeemer stood watch over a sea of pollution. The recently installed theocracy used this to their advantage, making Rio the new religious capital of the country. Luckily, much of their true wealth sat in the Amazon. Pharmaceutical companies broke ground as they found more medical applications for the native flora and fauna.

The religious fervor and assets gave them the power to subsume much of the South American continent. Over time, Venezuela, Guyana, Surinam, French Guiana, Bolivia, Paraguay, Uruguay, and a sliver of Argentina joined to form New Brasilia. Brasilia now controls most of the Amazon River and its rainforests. This resource laden land

needed protecting, so they passed "The Rainforest Protection Act." They could finally revitalize former rainforest, but they mainly secured their borders.

Anyone familiar with the Amazon knows its inherent danger. The "Green Hell" seems to kill more than it saves. The forest does not grow much in the way of food crops, with the few exceptions of coffee, chocolate, cassava, and Brazil nuts, and much of the wildlife does not make for good (or safe) eating. For those who do not starve, disease surely comes. Insects, plants, water, animals, and the air spreads disease lethal to humans.

Native populations built a resistance long ago, but they fear intruders. The rubber boom of 200 years ago taught them a lesson; outsiders need slaves to work and die for them. The others of mixed race try to survive in the forests, but they struggle and die. This leaves a lack of labor for building research facilities, maintaining flora, and other tasks. The simulacrum industry helped to fill this gap, as well as other non-humans who could receive genetic manipulation to better adapt to the rainforest. They do much of the dangerous work, leaving the other less desirable work to the locals, or favelas. The ruling class, or asfaltos, live comfortable lives, safe from the environment or dangers of life in the Amazon.

Life in the jungle takes its toll. Most only survive through the assistance of the hardest of people—the sims, the cybernetically enhanced, and hybrids. Only with shared responsibilities do communities survive. Sims are the most useful, but the favelas prefer the hybrids with whom they share a kinship. In fact, many are the results of experiments on earlier conscripts from Manaus and other areas.

The favelas and the non-human population struggle day-to-day to add to the coffers of the alfaltos. In the city, the favelas can steal shipments and disrupt the lives of the rich. The alfaltos, once reminded of the growing inequality, usually ease up on the cities' residents. The same cannot be said for those in the jungle; those working in the rainforest grow discontent with their lot and have no recourse. Their anger cooks in the sweltering heat and will soon boil over. In the quiet of the night, the rainforest's inhabitants plan an uprising.





IMPORTANT CITIES

SAO PAULO MACROMETRO

The Sao Paulo Macrometro, the financial center of the country, is weighed down by the megacorporations. The “cross-training program” increases, as the most powerful companies require more effort and resources from the smaller corps. Growing demands require management, and large quantities of the faceless rank-and-file sift to other companies. Recently, megacorporations began sending the outside personnel to less hospitable locales; if lucky, they get transferred to Manáús and not one of the rainforest arcologies.

The city’s biggest concern is discrimination against groups not religiously aligned with the church in Rio. The German refugees, long established in the country, take extra care to constrict the Jewish community. Those from the Middle East get pushed farther out of the city. Only the Italians and Japanese stand a fighting chance. The Italians started fleeing for Argentina and Chile, finding work among the vineyards and wineries. The newest gang in Sao Paulo, the Protetores do Carnival, aids the Japanese community; many believe a large portion of the membership even come from the Japanese community.

RIO DE JANEIRO

For most, Rio de Janeiro represents the best of New Brasilia. The city is bedecked with cathedrals and other religious sites. CHIMERA plays with new religious experiments before shipping them off to Jerusalem. The Luvás Brancas work hard to keep the city clean of the disreputable element, besides them of course, and recently reproduced the bright, colorful slums common in the twentieth century.

On the outside, Rio shines and dazzles, but the attempt to isolate and control the majority of the populace breeds resentment. Outside the city, gangs like the Luvemelha disrupt trade. A new anti-government group, the Protetores do Carnival, recreate Carnival and other past extravagant celebrations. Tourists delight in their merriment believing the government stages the

events. This new attraction makes it hard to crack down on the group, who use the celebrations as cover to rob the wealthy and give to the poor.

MANÁÚS

Before goods move from the outlying Amazon, they must pass through Manaós, “The City of the Forest.” With money again flowing into the city, Manaós revived its centuries old opulence and decadence.

Regional management of the pharmaceutical megacorporations reside in the rebuilt mansions of the robber barons, and they enjoy the entertainments both old and new Manaós provides. The Teatro Amazonas shows new productions, but they also have an AR option where visitors are transported back to the theater’s heyday and watch the first operas ever performed there; the same goes for the main cathedral.

REVOLUÇÃO

Revolution and rebellion run rampant in New Brasilia. The megacorporations and government officials live well; however, the rest of the population struggles. Religious propaganda keeps most of the devout human population content—their suffering leads to a place of honor in Heaven after all. The rest do not gain comfort from the promise of a pleasant afterlife; it cannot feed hungry children, cure the sick, or provide shelter from the storms. They know they must make the change, so revolutionaries flourish throughout the country.

THE LUVEMELHA

The Luvemelha formed before the other dominant groups as a response to the difficulties of city life. The glaring inequality sickened them, and they chose to end the situation in whatever way possible.

They strike at the heart of New Brasilia, Rio. The city cannot survive without supplies and resources from the rest of the country, so they ship in the necessities. The Luvemelha make sure some of these shipments never arrive. They do,

however, wind up in the hands of the poor and needy throughout the region.

THE GORILLA GUERILLAS

The Gorilla Guerillas cause problems for the pharmaceutical companies in the rainforest. The gang does their best to disrupt the industry in hopes of scaring off the megacorps. They destroy company property and threaten management. All the while, they do whatever they can to not damage the environment.

The odd thing is their name. Sure, as hybrids, they would use a name that highlights their background, but apes do not live in South America. The primate population consists entirely of monkeys, who use their prehensile tail and other traits to live in the trees. So, how did the name come about? The leader of the gang, Solovar, is a gorilla hybrid. Rumors about his origins abound. However, he reacts rather aggressively to anyone who suggests he is a spy for African megacorporations hoping to weaken the competing industries in South America.

THE PROTETORES DE CARNIVAL

While most attention goes to the Luvelmelha and the Gorilla Guerillas, two newer movements started to gain the attention of the government. The Protetores de Carnival are found in every major city of New Brasilia, with the two most prominent gangs in Rio and Sao Paulo. No one knows any of their members' identities; their trademark carnival masks disguise them. They represent the best in Christianity.

Their strong faith directs their actions: they want to bring back the joy of Christianity, namely revival of Carnival. The group generally targets churches and religious organizations. To them, the strict, oppressive church of New Brasilia does not represent the true faith. During holy events, members preach on the corners near churches, emphasizing the works of Jesus, whose example they follow. Their fame comes mainly from the wild parties they throw during major holidays, except Lent and

Easter, taking to the streets with parades of music and dancing. Though they prefer the samba, most parades showcase capoeira, a move to protect the revelers.

Their penchant for samba and martial arts leads to the rumors of larger Japanese membership. During the late nineteenth and twentieth century, Japanese immigrants incorporated their native martial arts into the ones of their new home, and their love of samba traversed the Pacific to grow popular in Japan. Anyone with working knowledge of the Japanese Christian communities knows they support the Protetores, and likely belong to the group.

THE JAGUAR KNIGHTS

The Jaguar Knights, a hybrid tribe, roam the rainforest to protect the land, the animals, and the people. They protect the environment, much like the Gorilla Guerillas, but they aim to return New Brasilia to its Pre-Columbian state.

The group lives among the native tribes of the Amazon as protectors, leaders, and, in some cases, gods. Hybrids compose most of the group, with hybrids required to be of native lineage and that of a native animal—most are wild cats, but others include anacondas, caiman, eagles, bats, otters, capybara, and frogs.

The traditions and culture of the Amazon disappear in New Brasilia. Like their ancestors, they fight against the growing tide of slavery. They keep native tribes safe and hidden from outside threats and rescue those imprisoned by one of the pharmaceutical companies. During their raids, those who can leave deep claw marks in man-made structures to remind their adversaries of the dangers of the wild Amazon.

The Knights also guard ancient ruins and secrets. Treasure hunters do not return from expeditions into the group's protected territories. They harry academics in attempts to drive the seekers away. Academics originally from the Amazon who actively seek out the Jaguar Knights gain the group's assistance and protection. These lucky few share stories of old gods returned to the rainforest and protect the group's secrets.





PERU

- **Population:** 60 million
- **Type of Government:** Capitalist Democracy
- **Leader:** Governor Christo De Leon

Peruvian sits as the center of the financial dealings in South America. Every country and megacorporation working within or trading with South America must use the banks in Lima Banco Centro. This includes New Brasilia. Peru quietly does business with their regional adversary while still mainly supporting member states in the Alianza Pacifica.

Foreigners flock to Peru. The government passes legislation favorable to foreign investors and tourists. Megacorporations and their executives visit with bank officials, the money flow in Lima rivals the current of the Amazon. Megacorporations take advantage of lax banking laws to help line their pockets.

Foreigners travel to Peru to explore the country's natural wonders. The government protects the many native communities and encourages the production of cultural goods. Tours get tax breaks if they clearly cater to tourists. The main attraction is Machu Picchu. The government funded a program to protect the remaining ruins from further decay and destruction. They also produced AR programs for use at the site; visitors can explore the ruins with virtual guides or a more immersive experience. One immersive program places visitors in the court of Kuzco, with a suspiciously familiar story and aesthetic.

The citizens of Peru are ashamed of their business with New Brasilia. They nearly lost some of their lands to the expanding nation, barely holding on to the headwaters of the Amazon and a tiny sliver of rainforest. After a cease in hostilities, Peru rebuilt Iquitos. At first, megacorporations not wishing to do business with New Brasilia entered the rainforest at Iquitos. Before long, Peruvians unhappy with the financial ties to New Brasilia turned Iquitos into a base for raids into New Brasilia. They acquire information, which they sell on the black market to reduce Brasilia's hold on the pharmaceutical industry.

THE EURASIAN UNION

- **Total Population:** 1 billion
- **Nations:** Russia, Belarus, North Caucasian Alliance, Bosnia-Herzegovina, Greece, Italy, Spain, Portugal, France, Germany, United Kingdom, United Republic of Ireland, and Northern Pact

The Union is on the verge of collapse. The "Rebel South" seceded from the Union and fights against it. The Scandinavian countries united to form their own cooperative. Russia wars with China over much of Asia. Crime and prejudice rock every country. The Eurasian Union cannot hold, and internal conflicts within countries spill out throughout the continent.

The Charon AI devastated Europe and threw it into chaos. Countries tried to stabilize their economies for the good of the populace and corporations. No solution can make both parties happy. Most countries chose to cancel all debts. This mainly aided the rich and megacorporations with the small middle class benefiting a bit; the poor suffered.

Charon left Europe in tatters with the megacorporations coming out on top, and the rest of the population protests the change. Rebel groups form to overthrow governments. To keep the majority of the population occupied, megacorporations found a scapegoat: non-humans. The people redirect their energies and anger towards sims, androids, bioroids, hybrids, zeeks, and others. Even in the most stable of countries, hate groups inspire violence as humans revolt against their fictional enemy, and the corps have plenty of weapons for sale.

With wealth comes crime; the executives' success makes them excellent targets for thieves. In this new era of excess, the rich collect whatever suits their fancy and do whatever it takes to achieve their desires. In St. Petersburg, art collectors disrupt the market through the dissemination of forgeries; with no clear idea as to who owned the original, prices plummet. Collectors in the rest of the EU strike back by stealing art, and even artists, from their Russian rivals. A need for expert thieves increases.

There may be honor among thieves, but not among thieves and employers. Hired teams acquire the items requested by their employers, as well as a little for themselves. In time, the thieves turn the tables and start pinching valuables from their clients. A few groups dominate the game. Lupin, named for the fictional French thief, excels at gathering jewelry and unique valuables. Sea Fox's fame comes from their art thefts and robberies. The identities of the teams remain a mystery, and not even the best security firms seem able to stop them.

RUSSIAN FEDERATION

- **Population:** 250 million
- **Type of Government:** Oligarchical Federation
- **Leader:** Prime Minister Dmitry Popov

Turmoil in the west both helps and hinders Russia. On the one hand, the Eurasian Union's in-fighting weakens the alliance and its support of Russian efforts against the Mandarinate. On the other, Russia can easily leave the Union and focus entirely on itself. Russia makes no formal statement about leaving the Eurasian Union, but they ceased diplomatic efforts and reduced trade to their allies. Russia walks a thin line; one wrong move and they could find themselves fully enveloped by another country.

The Federation focuses on its main threats, ignoring most of the Eurasian Union. The New Caucasus Alliance may seek more Russian territory, especially if they ally with Kazakhstan. They could take the Russian land separating their two countries. A possible civil war in Belarus could spill into Russia, drawing them into a conflict they may not want to bother with.

THE WAR WITH THE MANDARINATE

Mainly, Russia warily eyes the Mandarinate. The first battles of a prolonged war went to China; Russia lost its lands east of the Ural Mountains, including a few key locations. The Chinese army far surpasses the Russian one in number and arms, but the fighting spirit of the

RESTRICTED ACCESS

Charon is not the real enemy; megacorporations are the threat. Many suffered under heavy debt, threatening their bottom line. They needed money, a lot of money, and fast. A few united to create Charon and unleash it onto the Eurasian Union. As suspected, they really did not suffer. Short term losses were made up by the massive debt cancellation.

The lack of debt did not equal profits, and they needed to start making money. Many of Europe's strongest megacorps made their cash from raw materials or manufacturing. Sure, people still needed these products, but with decreased purchasing power, they did not buy much. And with the reunification of the Reformed United States, many lost their overseas trading partners.

These companies noticed the growing wealth of Ravenlocke Securities and those supplying Russia with weapons. They realized the best route to success lay in conflict, so they stoke the fires in hopes of greater profits. To secure their future, the megacorps buy politicians in countries throughout the EU.

Russians helped them win against larger and better supplied armies before.

Russia funds local groups as they use guerilla and terrorist tactics to wear down the Chinese. They even sought the help of the Vory v Zakone. The "Russian Mafia" can smuggle supplies to the rebels better than the Federal Security Service (called the FSB) can. The Vory can also launder Russian money sent to the rebels, giving the Kremlin plausible deniability.

The most useful tool in Russia's inventory is the Net. During the early twenty-first century, Russia invested money in cyberwarfare divisions that had some success in disrupting foreign powers. Russia nurtured their online soldiers. Today, they serve two functions: to placate the people and to aid the war against the Mandarinate. The cyberdivisions spend much of their time producing and disseminating pro-Russian propaganda. They also try to break through Net security in China





with hopes of stealing information and giving the dubbed mandarins viruses.

Intelligence gathering recently improved with the help of disgruntled Central Belarusian Steel employees. A few employees found working with the Mandarinate distasteful. They grew concerned about the company and Belarus' power in Chinese controlled land if Russia left the Eurasian Union: the Chinese could turn on them at any moment. To help solidify alliances and protect their interests, these informants provide information discovered by CBS, but they also help get information from occupied Vladivostok.

OCCUPIED LANDS: VLADIVOSTOK

The citizens of Vladivostok remain loyal to their homeland. They live under Chinese rule, but only to work as spies to aid the Russian effort to retake the territory.

They learned about a few other groups working against China and its seizure of Russian lands. The Techno-Shogunate secretly funds the Yakuza's attacks on the Triads, especially in the protectorates. The growing Japanese concern with expansionist China may make them useful allies in regaining their Pacific coast. Japan's isolationist policy will hopefully keep them from trying to capture Russian lands.

The most promising development is a new rebel group, The Clan of the Monkey. Though it does not specifically protest the Mandarinate's occupation, they would rather China focus on its own lands and people. In time, the Mandarinate may need to take more direct action against the environmental group. Internal conflict may provide an opening for the Russian forces to retake the lost territory.

The most helpful information coming from Vladivostok is troop locations. The Kremlin and FSB track troop movements, as well as populations in the east. The military uses this to plan attacks and determine bombing sites. Russia has a large nuclear arsenal at their disposal, but they need excellent targets. They do not want the radioactive fallout to hurt their own people or useful lands.

RUSSIA AND THE EURASIAN UNION

Russia does face some backlash from the Eurasian Union. The black market Yagatown started supplying arms to different groups throughout the Union. These groups, equipped with new weapons, cause problems for many of the allies' countries. Recent operations led to the capture of Belarusian protesters with these illegal weapons, as well as forces in the North Caucasian Alliance. Even worse, the black market provides weapons to groups in the "Rebel South." The FSB's inability to keep criminals in check may lead to conflict with their western allies.

Worst of all is a rise in art theft and forgery. Oligarchs in St. Petersburg keep upsetting the art world. The forgeries send prices tumbling, impacting CEOs, government officials, and the wealthy throughout the Eurasian Union. Out of fear, many wealthy art patrons secure their art, removing it from public venues and the like. Once friendly rivalries between collectors sour; fellow collectors will go to any length to acquire other pieces. What started as a localized war in St. Petersburg now embroils much of the EU.

BELARUS

- **Population:** 25 million
- **Type of Government:** Parliamentary Republic
- **Leader:** Prime Minister Maryja Ivanova

Belarus teeters on the brink of civil war. Central Belarusian Steel, concerned only with their profits, split the country. In order to survive the war between Russia and the Mandarinate, the company works with both sides. With their property part of the contested region, the winner could either destroy or bolster the company. Unfortunately, CBS' strategy creates distrust between the government and the people.

The conflict between the pro-Russian population and CBS affects everything in the country. First, protests in the legislature and on the streets occurred as a result of CBS' action and the government's inaction. As time passed and the situation did not improve, protests turned into attacks—mainly vandalism, threats to executives, and a few fist fights in the legislative

chambers. A few take more violent action, stealing and destroying CBS property, and unsuccessfully shooting at executives. The conflict in the legislature grows far worse, as a series of assassinations and assassination attempts rocked the congress.

NORTH CAUCASIAN ALLIANCE

- **Population:** 20 million
- **Type of Government:** Tribal Republic
- **Leaders:** President Tapa Turpalo and the Council of Elders

 With Russia preoccupied with the Mandarinate, the tribes in the North Caucasian Alliance want to shore-up their position to remain free of Russian influence. Strict border security keeps Russian agents out, but also causes problems for regional Muslims when they enter to visit The Grozny Mosque. This, paired with a declining Muslim population, makes the Caucasians concerned their allies will desert them.

The Wolf Cult, through its Council of Elder, now holds many government offices in Grozny. Though they do not fear invasion from their allies, they do worry about indirect harm coming to the country. The government spends much of its money on environmental projects. Getting help led to some strange bedfellows, including New Brasilia. As long as the air and water are clean and the soil fertile, the Wolf has no qualms working with outsiders. Balancing the alliances may prove tricky though.

EASTERN EUROPE

- **Population:** 10 million
- **Type of Government:** Social Democracy
- **Leader:** President Sarah Kurjak

 After Charon's attack, the poorer countries of the Eurasian Union suffered a swift decline. With resources scarce, the eastern EU countries did whatever they needed for survival. This first led to squabbles between groups in individual countries, which turned into clashes between countries. The one city to weather it was Sarajevo.

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One group of Greeks noticed: women. They saw Ravenlocke Securities' scheme and tried to bring light to it. Unfortunately, the Golden Dawn and its leaders ignored them. The women turned to classical Greece for an answer. They formed the group Lysistrata and adopted celibate lives. Golden Dawn, unable to directly attack the women, attempted a smear campaign, which ended poorly when the group performed the ancient Greek play. A war of words rages between the rebel group and the Lysistratan women.

Sarajevo, and by extension Bosnia-Herzegovina, embraced progressive politicians. These leaders brought new corporations to the city and country, spurring employment and the economy. It came at a price: the free city would welcome people of all stripes. Despite the prosperity that followed, the nationalist movement throughout the EU inspired a hatred for these non-human outsiders. Hate groups formed in response.

The hate groups joined forces to fulfill their common goal, and soon added members from the surrounding countries. They commit acts of terrorism, focusing on hybrid communities. Worried about open conflict, the hybrid communities started forming a defense force: the Hybrid Reserve. As pressure on Bosnia-Herzegovina and Sarajevo mounts, the government considers funding the HR; the army also carries out exercises with the group.

GREECE

- **Population:** 33 million
- **Type of Government:** Military Republic
- **Leaders:** President Cyril Stamatias and the Golden Dawn

 Greece is not whole. After Charon, the Golden Dawn took control of the country, and the government recognized by the Eurasian Union fled to Brussels. The nationalist control deals with only small contests from within its borders; but Golden





Dawn's control over Greece cannot last forever. EU forces and Turkish officials pressure the rebels but, mostly, they run campaigns to discredit the reigning group.

Ravenlocke Securities took specific interest. They have an entire division to protect the EU and fellow corporations still in Greece. Most Greeks do not see their duplicitous nature: the corp brings assistance to those in need—food, supplies, and protection—while also selling arms to the rebels.

ITALY

- **Population:** 97 million
- **Type of Government:** City-States
- **Leaders:** General Adrien “The Butcher” Boucher in Napoli, Media National in Rome, and Governor Sophia Casanova of Venice

The very corporations that unleashed Charon on the Eurasian Union did win one very important prize. With Rome under their control, they hoped to control all of Italy. However, the Italians returned to their city-state structure. In the north, the rebels gathered their army and struck out at the Union. Other areas grew insular. Venice, which did not descend into chaos, relied on their amazing ingenuity to keep their city afloat.

After dealing with the problems caused by Charon, Venice reached out to the rest of Italy. The army in the north scoffs at Venice. However, the people look upon the famous city in admiration; at last Venice has functioning public works and some semblance of stability. Smaller city-states nearby quickly joined with Venice to form a renewed Italy. Others debate over joining.

Rome stands in the way. Corporate agents infiltrate the areas not yet aligned and spread lies about Venice and their plan. All the while, the leaders debate over the reunification, but only for show.

SPAIN AND PORTUGAL

- **Population:** 80 million
- **Type of Government:** Representative Democracy

- **Leaders:** President Cristiano Damásio of Spain, President Mariana Ana de Nascimento Costa of Portugal

The Spanish government faces many challenges to stay in power. The corporations, who pushed them to take drastic action against the populace, pressure the government to tighten restrictions. The rebels attack government offices and leaders, making attempts at any effective action nigh impossible. All the while, the people find themselves at the mercy of these two groups, suffering tremendously. Luckily, their Iberian neighbor is ready to help.

Portugal came through the Charon attacks quite well. Their economy relied more on smaller, local corporations that traded in traditional goods. Aided by New Brasilia and business with the United Kingdom, Portugal's wine industry drove their success.

With the fracturing of the Eurasian Union, the government grew concerned about its safety, especially with the deterioration occurring in Spain. If Spain fell, would the disease spread to them?

Portugal reached out to Spain to help. Spanish officials rebuffed them due to corporate influence; however, continued diplomacy reached a small contingent within the government. The two groups formed the Douro, a name taken from the region shared by both countries. The Spanish Douro came back to life with the aid of the Portuguese Douro. Working together, the two recognized the true problem facing Spain: the megacorporations. Now, they work together to expose the culprits and bring back the Eurasian Union.

FRANCE

- **Population:** 88 million
- **Type of Government:** Liberal Democracy
- **Leader:** President Angele Bonheur

France can barely function due to the ongoing violence between different factions. President Bonheur's reelection is threatened by the growing tension. She no longer has the full support of any group; her hope to reunite the

country under the banner of “liberté, égalité, fraternité” inspires both support and derision.

The President’s campaign tour includes townhalls where she leads discussions between the different factions. The Muslim groups and the People’s Revolutionary Front partake, in good faith. The megacorporations also send representatives to the townhalls, but they rarely engage with anyone. Despite their lack of participation, the meetings did lead to some solutions, but mainly to smaller, regional problems.

GERMANY

- **Population:** 125 million
- **Type of Government:** Parliamentary Republic
- **Leaders:** President Anna Werner and Chancellor Lukas Beck

Everything depends on one’s angle when viewing Germany. Some see it as a shining example of hard work and determination. Others see the growing inequality. For many on the outside, they fear a rise in fascism and a repeat of WWII. All are both true and false.

Megacorporations moving from personal goods to military equipment brought economic stability. A booming economy brought increased wealth to the megacorporations, their CEOs, and management. The cities, eager to get that money for themselves, created institutions to protect the wealthy and cater to their needs.

New security measures throughout the country shut off access to financial sectors in major cities like Bonn-Dusseldorf Reisenstadt. The rich live separated from the masses, while corporate employees have their needs met but live in the shadows of the excess. They grow tired of the expanding inequality. Those not so lucky find themselves at the whims of criminals and security firms in the outskirts of the sprawl or the countryside.

To safeguard their position, the corporations forced the government to institute work camps to keep control of the unwashed masses. Scared to lose the business and the money that comes with it, the leaders complied. These camps draw comparisons with earlier incarnations, but without the widespread cruelty and murder.

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The French government’s employment of Ravenlocke Securities does far more harm than good. Most obviously, the peacekeeping forces in Paris actively pursue anyone deemed a revolutionary. They violently put down any protest. Their acts lead the people of France to mistrust their government, which is exactly what the megacorp wants.

President Bonheur’s private security force, made up of fellow zeeks, stands in Ravenlocke’s way. She does not meet with any company representative without at least one guard. To get around the situation, operatives enter the bureaucracy to learn of the President’s plans and movements. Their information, combined with information gathered during the townhalls, aids in plans against her.

Ravenlocke Securities coordinates most of the assassination attempts on the French president. A popular ruse includes leaking information to opposition groups. The company then thwarts the resulting assassination attempts to appear supportive of the government. Ravenlocke also carries out its own assassination attempts; the nearly successful ones only failed due to the zeek guards.

If the corporations truly had their way, they would erect a totalitarian regime. The development, however, leaves the government uneasy; they argue with the corporations over how the people would be treated and compensated. On the streets, the people protest, fearing a loss of Germany’s greatness. Even rival criminal gangs ally themselves to fight for the wellbeing of their country, and against the resurgence of hate groups. The numbers favor the German people, and hopefully that can be enough to hold back the growing affluence of their true enemy: the corps.

THE UNITED KINGDOM

- **Population:** 140 million
- **Type of Government:** Crowned Monarchy





- **Leaders:** First Minister of Great Britain Harold Cameron and Scottish First Minister Robert McKay

The United Kingdom's failed Brexit in the early decades of the century caused them to embrace older virtues like careful and deliberate decision making. Their lack of preparation for the exit from the European Union left the UK in a precarious position. Business leaders promised Brexit would strengthen the British economy and world standing; in reality, the move let the most powerful companies gain more control of the government, which they used to enrich themselves at the cost of the people.

The predictions about Brexit turned out to be true, even those espoused by the least likely figures. The UK kept pushing forward until "The Death." No longer able to go it alone, the prudent and sensible leaders rejoined the European Union, enabling stability and prosperity. They weathered the next several decades of catastrophe, and under the stewardship of First Minister Harold Cameron came through crises like the Charon attack.

Cameron's 35-year career is coming to an end. Despite his failing health and looming retirement, he has yet to name a successor, and his adviser—Scottish First Minister Robert McKay—does not seem a likely choice. Megacorporations, greedy politicians, and investors vie for his position. The succession is only one problem though.

CRISIS IN THE UNITED KINGDOM

Internal problems fester and grow throughout the nation. Megacorporations seek greater power. Protests by the working-class increase, inspired by growing nationalism abroad and deteriorating rights at home. Scotland considers independence again and, this time, they may have the ability to pull it off.

MEGACORPORATIONS IN THE UNITED KINGDOM

When the UK returned to the European Union, companies lost much of their power in government. Suspicious politicians cut ties

LONDON

with corporate donors and turned to grassroots campaigning. It took decades for business to regain its authority.

The megacorporations in Britain quickly responded to Charon. They supplied goods and services throughout Great Britain and into Scotland, fostering new relationships with local ministers. As Parliament dealt with the fallout from Charon, business friendly MPs secured legislation to help their donors. Before long, the megacorporations took control of most local affairs.

Their reach does not extend to First Minister Cameron though. With talk of his retirement, they look among their ranks for a possible replacement. First among their choices is Elizabeth Dickerson, Chairman of the Board at British Industrial Solutions. Her personal demeanor and BIS' success under her leadership make her a front runner. Peel Protection Services CEO William Blanchard eyes the position; his ability to reduce corporate espionage in the Northern Sprawl makes him an attractive candidate, but his ruthless policing makes him unpopular.

Among investors and the independently wealthy, Benjamin Benjy Hesketh, Esq seems a likely choice. However, those who know Benjy are aware he does not want the job. He may seem a savior of London, but his work only succeeds through less than legal means. His employment of scandalous Dutch Courage would not go over well with the voters. Benjy would prefer to control the next First Minister behind the scenes. Using the information collected at the House of O and his other establishments, he looks for the perfect puppet.

GROWING INEQUALITY IN THE UNITED KINGDOM

Charon destroyed the UK's middle class. After losing their savings and property, they found themselves members of the working poor. They took the development in stride, believing that their hard work and education would see them return to their former lives. Megacorporations quickly bounced back and turned some of their largest profits to date, but the working poor did not benefit from the economic success.

LONDON

The distance between the rich and poor exists throughout the UK but is more apparent in London. The six-day work week and curfew restrict the lives of the working class. The escape into the Global DataNet does little to comfort the working poor, especially as opportunities grow less and less available. They remain stuck while they watch the upper class grow more decadent. Protests on the Net gain popularity, and Saturday revelries turn into debates and protests in pubs.

The average citizen has a home, healthcare, food, and even a hint of luxury. This does not compare at all to the lives of politicians, megacorp executives, and investors. This curfew does not pertain to this special class, and they do not face the scrutiny of the National Constabulary. If they can pay for it, the rich can do whatever they want. They flaunt their excess and freedom, which only makes the working poor angrier.

At first, Simon paid to harvest parts from people. Those desperate souls happily sold an arm, a leg, whatever; they used that money to acquire artificial limbs to help them find better jobs. The most recent requests prove hard to find: how many people would give up their torso or another major body part?

SCOTLAND

Scotland faces the greatest threat from the income gap. Poor conditions created several new diseases that spread through the Scotsprawl. The wealthy and elite can afford treatments and do not suffer, but the lack of healthcare for the working class makes them susceptible. Medical bills, lost wages, and poor living conditions feed simmering discontent. The scholars and scientists at the universities would normally solve these problems; however, university donors keep the academics sequestered, distancing the two groups. The educated elite, now not fully aware of the problems, do nothing to abate the situation.

Disaffected scholars, upset by the disparity, give up their tenure to live among the people. They propose an independent Scotland. The United Kingdom's lack of assistance and rumors of a split from the EU make the proposal more enticing. The increasing protests lead to debate in the Scottish Parliament.





RESTRICTED ACCESS

The rich demonstrate their wealth by getting unnecessary procedures. One of the most popular is performed by Dr. Simon Foy. Foy practices patching. Clients request an addition to their body, which Foy patches into/onto them. At first, Simon acquired most items through synthetic means, or harvested them from animals. These patches grew boring, so the rich started asking for ones from living people. Some desperate souls happily sold a literal arm or leg and used that money to acquire artificial limbs hoping to land better careers, or any job worth calling a career.

But like the synthetic parts, the new ones became less desirable. Patients want items far harder to find: how many people would give up their torso or a life-sustaining organ? To fulfill the demands, Dr. Foy sought new supplies. Instead of paying for the items, the doctor kidnaps people and harvests their body parts. Foy lures in an unsuspecting prize, drugs them, and brings them back to his lab to carve up and use at his leisure.

At first, most of his acquisitions went unnoticed. But as the demands grew more complicated and exotic—including hybrid body parts—he could no longer use the forgotten people of the sprawl. For each new trend-setting patch he provides, another person goes missing.

To cover his tracks, he does not dispose of the bodies but rather makes patchwork people from them. Every completed being is educated and then released back into London. They often go unnoticed, blending in with Simon's earlier donors and the recipients; all have scarring and other odd conditions. Problems arise when a loved one recognizes their lost family member. The patchwork people have no memory of their former selves and do not reciprocate, causing distress for both parties.



2095 REVISITED

With every passing day, it seems the working class may successfully lobby for Scottish independence.

THE UNITED REPUBLIC OF IRELAND

- **Population:** 50 million
- **Government:** Democratic Republic
- **Leader:** President Siobhan O'Dwyer

 In the beginning of the twenty-first century, Dublin embraced the future and flourished with a growing tech industry. New industries developed to help the nation compete with larger and richer nations. Most companies built their headquarters in Dublin and constructed plants throughout the country. Even after Charon, Ireland prospered.

After Charon, the government sought ways to protect the Irish people and the companies, especially those with deep roots. The companies headquartered in Ireland worked with the government, rather than manipulate it. The result meant everyone took part of the burden, and likewise received what help they needed. Before long, the country returned to its former glory.

IRELAND AND THE UNITED KINGDOM

In 2030, Northern Ireland joined the republic. "The Death" left Northern Ireland in ruins. Great Britain got most of the UK's attention and resources, and Scotland got the rest, leaving Northern Ireland vulnerable. The Irish Republic's Defense Force went north to provide food and relief. This act took power away from the United Kingdom and placed it squarely in the hands of the Irish.

Once stabilized, the UK sought their stolen territory. Like in the past, war did not break out between the two nations. As members of the EU, they had to use diplomatic means to resolve the conflict. While debating the case in EU's Parliament, both sides began propaganda campaigns to woo the North to their side. The situation heated up; violence broke out. The Real Irish Republican Army staged attacks just as their predecessors, the IRA, did in the past. A new age of aggression envelops Ulster.

RESTRICTED ACCESS

The Scottish Metroplex thrives due to its powerful universities in the Scottish Metroplex. Academics study the world and seek to remedy its ills. Most scientists and scholars employ ethical standards to their research. Today, more practice the principle "the ends justify the means." The growing unrest needs immediate solutions, which come at a cost.

Dr. Heady Jensen's groundbreaking research could make all the difference. In her early career, she tested the effects of nanotechnology on people with psychological problems caused by chemical imbalances. The tech could determine when hormone levels were irregular and make corrections. Her new works builds on this; she hopes to use nanotechnology to control behavior.

Her first tests focused on obvious destructive behaviors of criminals and deviants. Jensen hypothesized that if the nanotechnology could pinpoint the cause of the behavior, it would either remove it or reroute the impulse. The technology could not understand the complicated nature of causes but tried to correct the problems anyway. This led to extreme reactions. Some subjects went beyond avoiding the awful behaviors and instead took only selfless actions, even at the cost of their own wellbeing. Others not only became more selfish but reveled in the pain and torture of innocents.

THE IRISH TROUBLES

 From the beginning, the tech industry needed more workers than Ireland could supply. At first, Americans and other EU citizens came. As the world changed, the immigrants changed: sims, androids, zeeks, hybrids, and others all found a place in Dublin. Today, new immigrants find the nation's improving economy enticing and make their way to the isle.

All of Ireland, and especially Dublin, suffers from overcrowding. Newcomers of all types expand





the population: EU immigrants looking for work; Irish-American refugees from Boston; and more sims, androids, zeeks, and hybrids. As a result, a new nationalism spreads as the native Irish react to the outsiders. Following historical precedent, they violently lash out.

At first, the Republic Police Force—known as the mirrorheads—cracked down on the aggression. The RIRA, partially responsible for the enlarged population of sims and similar people, strike out at law enforcement. Arms and support from the Bratva give the Real Irish Republican Army the upper hand, increasing tensions.

The government needs a diplomatic solution that does not drive the groups further apart. The Irish people argue for preferential treatment; they suggest using DNA to define the Irish and the rights given. The idea that people’s Irishness comes from their DNA made the government consider DNA manipulation of the population. Genetic alteration of the entire populace could make everyone Irish and hopefully solve the problem.

THE NORDIC PACT

- **Population:** 82 million
- **Type of Government:** Representative Democracy
- **Leaders:** Prime Minister Valdemar Bergström, the Noble Knights of the Christian Brotherhood

Though no longer an official member of the Eurasian Union, the Nordic Pact countries of Finland, Sweden, Norway, and Denmark are still irrevocably tied to their former allies. The Christian Knightly Brotherhood convinced the population of the four countries to leave the EU and form an alliance all their own—one built on shared history and values. Their consolidation of power made them feel secure. Aided by the megacorporations, especially Ravenlocke Securities, the CKB had the Nordic countries fully under their control.

With the countries stable, the populace focused on more important matters, like education and progress. In their search for a better union, they came to realize the truth about the CKB and the Nordic Pact. Few openly protest the group and

violence against them remains minimal. Most citizens feared the anarchy experienced by much of the Eurasian Union, so they sought a peaceful solution. General populace candidates ran against the CKB establishment.

During the first of the relevant elections, these new politicians gained a sizable percentage of the votes, though the CKB still held the majority. When the second election came, the CKB rigged the elections, replacing most of the outsiders. Groups within all four countries suspected the possibility, so they scrutinized the election and found the source of the voter fraud: Ravenlocke Securities. With their evidence in hand, representatives from each country demanded a new and fair election. The Christian Knightly Brotherhood, fearful of their eventual downfall, tries to delay the new election and find a way to stay in power.

More radical elements in the Nordic Pact work to uncover the truth about the Brotherhood and its long-term goals for the countries. Former members and replaced politicians seek ways to topple the group. They often hire freelancers to gather information they can use against the CKB; they secretly sent their findings to the officials leading the election protest. The High Caste in Stockholm suffered a few major incidents in the last year or so; however, they keep the break-ins—and the accompanying thefts and destruction—secret. Their enemies share their success throughout the Deep hoping to spawn a concerted effort against the fraternity and their corporate partner.

THE MIDDLE EAST

- **Total Population:** 100 million
- **Nations:** Jerusalem DMZ, Gaza City-State, State of Israel, Serene Republic of Persia, People’s Republic of Kurdistan, United Arab Islamic Republic, and United Arab Kingdom

JERUSALEM DMZ

- **Population:** 850,000
- **Type of Government:** Corporate Administration

- **Leader:** Director Jorge Xavier Marinez

Tourism fuels everything in the Jerusalem DMZ. The completed reunification of the Reformed United States of America allowed more citizens to visit the holy land than ever before. Most days, they overrun the holy sites; no one cares if they spend their money freely. Administrators collect and analyze information from the more devout visitors, and designers use this information to develop new AR attractions here and in Rio de Janeiro. Profits could not be better, even though regional tourists grow more appalled with each new production. CHIMERA does not worry because most of the Middle East has enough to deal with already.

New religious amusements make money, and do well for spreading propaganda, but there is a limit. The region's most lucrative product is manufacturing. CHIMERA's plants in New Brasilia drew the ire of the populace, so they chose to move operations to Jerusalem. Megacorporations need the construct's unique skillsets, so demand increases. Besides, paying a sim made for the company costs far less than wages and benefits for a human employee. These companies require one specification: total and complete loyalty. CHIMERA happily delivers.

GAZA CITY-STATE

- **Population:** 1 million
- **Type of Government:** Anocracy
- **Leader:** Imam Haroun Ibn Khatb Al-Khakim

The lack of government and lawlessness devastates Gaza City. Finding a knowledgeable and fair judge for a dispute grows more and more difficult. First, the prosecution must find a judge who can fairly deliberate; if the two parties come from different faiths, this becomes difficult. Then, the judge—or ulama—must interpret the religious law within the framework of modern society. Meeting these conditions proves difficult, especially if the defendant's family has the ulama in their pocket. In these circumstances, a court simply cannot function.

The in-fighting leaves the nation vulnerable, especially to outside attacks from the State of

RESTRICTED ACCESS

Most Israeli citizens fell for Betar's ruse, though the conquerors had no plans to truly integrate GSC or its people.

They secretly send out terrorist groups to disrupt the Palestinians, and then officials promise that Israel can save them from the threat.

When Israel sends diplomats to Gaza, offering real plans for a single, equal state, Betar cells acting as Palestinian terrorists disrupt the talks. The party hopes the attacks will force an actual invasion, but the populace has yet to support it.

To keep their internal work secret, Betar recruited members of the Shin Bet. Any info acquired on the party turns up missing or changed. No one knows much about the party; their secret agenda remains safe.

Israel. After losing GCS to the Palestinians, some in Israel threatened to get it back. The terrorists enter in small groups and primarily detonate bombs or disrupt businesses. As conditions in the State of Israel improve, especially after the alliance, they can now redirect their efforts towards regaining their lost ground. The government has no way to defend the GCS, giving Israel the upper hand.

Individual families attempt to address the enemy. They hire mercenaries to protect their property and people. Even if a cell makes it into the GCS, the guards should notice and remove it before any problem occurs. The terrorists know this and find ways to trick two families to attack one another, giving the terrorists time to complete their mission. Outside groups, like the United Arab Islamic Republic, help; it mostly goes unused because they never clearly state the price. Israeli diplomats also come to work out a peaceful resolution, but their solution always involves Gaza joining the State of Israel.

Forced to take a stand, the government started to levy taxes to pay for a defense force. They also wrote laws to help that defense force, but these tie the hands of the families. How long the families will accept this is anyone's guess.





THE STATE OF ISRAEL

- **Population:** 6 million
- **Type of Government:** Ethnic Democracy
- **Leaders:** Prime Minister Rabbi Doctor Shimon Klein and President Anastasia Kogan-Muhammad

Using Jerusalem and Gaza demoralized much of the Israeli population. Their fear of their neighbors only intensified this; yet somehow, the State of Israel made it through. Anti-Islamic parties who once controlled Israel could not deliver their promises, so the state left behind the old to find a new route to a confident nation. They got rid of the more radical members of government and sought out centrists interested in peace. Arabs and other non-Jews gained equal rights. The dust settled and the country united.

First, they negotiated a truce with two of their more similar neighbors—The Republic of Kurdistan and The Serene Republic of Persia. The sense of safety made it easier to conduct business, kickstarting the economy.

Israel's chief export is intelligence. The Mossad evolved with the times, and they now gather the intelligence Israel sells. International upheavals mean more work for Israel; their spies cover the globe as they seek out information to sell to the highest bidder. The number of agents could not meet the demand, so Israel started recruiting zeeks and sims—their skillsets make them excellent spies. The new recruits remain a secret, as the Israelis do not want the world to know they employ these groups to do sensitive work.

The relative peace made it easier for more radical groups to regain their hold on the State of Israel. One party, Betar, advocated for reunification with the Gaza City-State. They couched their proposition in the language of peacekeepers. They said the invasion and subsequent unification would benefit the GSC. As a combined state, the GSC would no longer need to worry about CHIMERA taking their lands and the Arab Republic and Kingdom getting into their business.

THE SERENE REPUBLIC OF PERSIA

- **Population:** 23 million

- **Type of Government:** Presidential Republic
- **Leader:** President Raman Amanat

The rise of the Baha'i in Persia brought peace and prosperity. The new faith helped rid the government of radicals bent on aggression and war. The nation also turned inward and improved the education system and economy. The achievement gained from the innovation and success of tech corporations, like Fars Research Institute, rivaled those in the rest of the world, drawing their ire.

Competitors, including megacorporations and other nations, threatened the progress Persia made. They started with acts of sabotage and small disruptions to force the Institute and others out of business. In fact, CHIMERA played a major role in these early attempts because they wanted to stop competition from Persian sim production. To solve this crisis, Persia looked to their neighbors for help. They would lead the way to form the Triple Alliance with Israel and Kurdistan.

The alliance helps dissuade others from directly disrupting Persia and its corporations, but that peace could end. Kurdistan's growing disapproval with the governments and corporations of their allies makes the alliance vulnerable. The United Arab Islamic Republic and the United Arab Kingdom noticed. They both want Persia, with its wealth and weapons, but they dare not face the alliance. Instead, they work to build distrust between the partners.

Other countries and corporations wait while AIR and the Arab Kingdom dissolve the alliance. Chief among them, CHIMERA, hopes to swoop in and offer Persia a buyout, much like they did with the Jerusalem DMZ. Years of intelligence-gathering and analysis helped them form a deal they believe Persia will agree to.

For now, the alliance stands. Persia watches the threats, aided by intelligence acquired by Israel's Mossad—the Israelis want to protect the alliance as well since the nearby safety aids their business (and gives them a constant buyer of intelligence). The fear of assault, though, leaves much of Persia suspicious; the already xenophobic populace grows more so.

THE PEOPLE'S REPUBLIC OF KURDISTAN

- **Population:** 19.15 million
- **Type of Government:** Communist Dictatorship
- **Leader:** Chairman Mustafa Rasul Kaznadar

No one gets into Kurdistan to verify their programs; everything known comes from speculation. The people of Kurdistan do not get to leave, nor do most want to. The Party completely controls every aspect of life and soon, they will control life itself. Outsiders question why anyone would want to live in this sort of country. The rest of the world does not understand the difficulties the Kurds faced throughout their long history.

After purging the population of dissidents, life finally settled in Kurdistan. Most people have at least one story about a family member assaulted, tortured, or killed by an outside force simply for being a Kurd. Today, the people do not face such horrors, and they welcome the safety with open arms.

However, younger generations find themselves more and more removed from the past. They do not see the regime as a relief and savior; they only see a totalitarian government restricting their lives. They do not openly share these thoughts, out of fear of death or imprisonment in a gulag.

The Party knows about the growing dissatisfaction of their younger citizens. They blame it entirely on the influence of their allies. To combat this, they instituted their breeding program and ramped-up their control of the populace via augmentation. Still, the people whisper. Their newest strategy focuses on the buildup of the military and arms. Once the government feels assured they can defend themselves from every threat, they plan on leaving the Triple Alliance.

UNITED ARAB ISLAMIC REPUBLIC

- **Population:** 28 million
- **Type of Government:** Federal Democracy
- **Leader:** President Lucian Al-Misri and PM UMM Jihad

A life of contrasts never seemed so true. Those AIR citizens living in the megasprawls have access to technology and other necessities. They can escape the constant pressure from the environment. A smaller portion of the population opts to live in the desert, just like their ancestors. They must face the desert and its every hazard, often without the aid of modern technology.

This split started causing some serious problems. Islamic extremists use the divide to enflame the population. The poor in the megasprawls are most susceptible; they live a life somewhere in between. They are surrounded by modernity, but its accessibility and offerings limit the lives they lead. Many believe they suffer just as the nomads in the desert. Their growing frustration could, left unchecked, lead to a third Arab Spring; this time installing a fundamentalist government.

To calm the public, the government tries to improve employment and wages, as well as increase government funds to the needy. Special dispensation lures foreign companies from friendly nations; the new corporations bring more and better paying jobs. AIR encourages foreign tourism, drawing the wealthy from around the world. With so much of the Middle East unavailable to visitors, the chance to visit AIR, especially Cairo, attracts more people each year; these tourists bring money that helps fill the nation's coffers.

To strengthen their standing abroad, the United Arab Islamic Republic offers help to foreigners of the Islamic faith. Most of the recipients come from the Eurasian Union and the Gaza City-State. The Palestinians defend their borders from numerous threats, and with their lack of centralized government, they may not be able to maintain their nation. AIR hopes to bolster their reputation, holdings, and economy by incorporating GCS into the republic. The entire plan revolves around diplomacy; they do not plan to reign over Gaza after all.

UNITED ARAB KINGDOM

- **Population:** 20 million
- **Type of Government:** Neo-Feudal Monarchy
- **Leader:** King Ayman Bin Salman Al-Brakhimi, Custodian of the Two Mosques





The Kingdom prides itself on one thing: their faith. The most holy cities of Mecca and Medina lie within their borders. This distinction encourages pride, which they show the world as Muslims make the Hajj into their country.

During the Hajj, the UAK goes to great lengths to charm the pilgrims: the experience must be perfect, a true moment of spiritual ecstasy. In return, the government hopes to bolster the country. They want the pilgrims to stay, but they also want the pilgrims to return with fond memories and stories. The Islamic world must admire The United Arab Kingdom, to either emulate or join them. The world needs an Islamic empire, and who better to lead it than the United Arab Kingdom?

The campaign does not have the effect the emirs hoped. Of course, pilgrims consider their Hajj one of the best experiences of their lives, but they do not want to become an extension of the United Arab Kingdom. Their lives back home are not perfect, but far exceed how they would live in the Kingdom. Beneath the righteous veneer, outsiders can see the extreme disparity. The wealthy live in extraordinary comfort and indulgent splendor. The average citizen often cannot acquire the basic necessities.

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The radicals do have help: the United Arab Kingdom. AIR's freedom and prosperity entices the Kingdom's younger population. The loss of the Kingdom's youth could severely cripple the country. To stop the tide, those in the UAK fund AIR's radicals. The UAK hopes that, in time, the problem with the radicals will AIR around, either as an ally with a similar government or as a new principality.

The gladiator sports also anger much of the Middle East. Persia, Israel, and the United Arab Islamic Republic detest the entrainment. Not only does it treat its competitors cruelly, but it also represents the rancorous nature of Western influence. The sports rely on Western technology to create creatures in contradiction of Allah's teaching—they also primarily entertain Western guests. After the Hajj, many pilgrims protest the games in hopes of bringing the Kingdom back to Allah.

The flagging propaganda campaign may make it necessary for the Kingdom to actively pursue expansion. They cannot engage in direct warfare or the Middle East would crumble under nuclear bombs. Instead, they attack strategically. AIR poses the greatest threat, so the emirs fund radical groups with beliefs that align with their own. They also use operatives to terrorize the Gaza City-State; any evidence left behind always seems to lead to Western powers like CHIMERA or opposition countries like Israel and Kurdistan.

NORTH AMERICA

- **Total Population:** 1.4 Billion
- **Nations:** Reformed United States, Republic of Texas, Chicago, New York Reclamation Zone, Canada, Nueva Republica de Mexico

REFORMED UNITED STATES OF AMERICA

- **Population:** 700 million
- **Type of Government:** Democratic Theocracy
- **Leader:** President John Cromwell

For the most part, President Cromwell followed through with his main campaign promise: Make America Whole Again. After the surrender of Atlantica, the former North American Coalition renamed itself the Reformed United States of America. Now, the president must take back Chicago and the Republic of Texas to fully realize his goal. It is only a matter of time before Texas submits to reunification, and Chicago cannot hold out forever.

Many religious leaders in the RUSA believe the North American Coalition's successes reuniting the nation show God's favor. Humans were made in God's image, so of course the wayward territories and their non-human populations did not stand a chance against the righteous forces of the North American Coalition. The rest of the nation needs reminding of that fact. The powerful megachurches in Denver send missionaries out to help the lost return to the flock.

The most ardent missionaries are, of course, the most prejudiced. The churches re-establish their power in the former Atlantica, Cascadia, Great Lakes, and southern lands (commonly known as the Southwest Badlands) through the use of hate groups. They move into the major cities, bringing aid to the beleaguered human populations. Sermons accompany every meal or delivery of supplies; these evangelists speak of the fall of Boston and Detroit as the work of God cleaning the cities of the non-human corruption.

This propaganda against non-humans lessens the objections to the National Identification Centers. Stories claiming Penny Pearl's TAPstream—exhibiting the poor treatment of hybrids and techno-lifeforms—is a hoax are easier to swallow when finally eating a full meal. They say malcontents unhappy with reunification doctored the TAPstream; the sore losers keep trying to ruin the RUSA for everyone.

Each missionary comes with bodyguards. The guards do little to protect the leaders they accompany; instead, they bully and abuse those who do not quickly conform. Many do not want to submit to the enforced rule, but they do concede at the hands, or rather fists, of the guard.

These groups also hide spies for the RUSA. The spies look for dissidents and other rebels, whom they turn in to law enforcement or, in the worst cases, the military; those taken never return. They also organize a network of informants to report in once they leave.

These steps are crucial for the success of the National Identification Centers, as the TAPstream exposes their real goal. The reunification means a massive influx of androids and bioroids, cyborgs, simulacrum, hybrids, and zeeks, making the human majority less of a majority. RUSA authorities need to deal with the situation in a discrete manner before their power is questioned.

FORMER INDEPENDENT STATES

The North American Coalition quickly swallowed the renegade states, but that does not make the nation a truly unified whole. Even before the Second Civil War, the diverse regions of the United States each had their own culture; in those, the nation embraced the diversity with the melting pot analogy. Once separated, those





unique societies flourished, including a hatred for the overbearing federal government. Now reunited, each area must again find a way to melt together.

FORMER NORTH AMERICAN COALITION

Reunification benefits many of the former NAC metroplexes. Denver is booming, thanks to the influx of money. To do business in the Reformed United States, megacorporations need to have an office in Denver, which means they must move at least some of their assets there.

The removal of the threat posed by the Great Lakes Union means St. Louis can focus on trade along the length of the Mississippi River. The military switched their attention from defense to offense. They can now deal with the smuggling along the river, which makes moving illegal cargo down the Mississippi extremely difficult.

The likely annexation of the Republic of Texas has decreased tensions in Oklahoma City. Many of the troops stationed there moved into the Great Lakes region to prepare for an assault on Chicago. Unfortunately, East Texarkana still battles with the Texans. Those in West Texarkana have no intention of reuniting, and they make every effort to antagonize their neighbors.

It seems life in Florida remains unchanged; however, a sleeping threat spreads through Atlanta. Lifelike Robotics Corp found traces of the Charon AI in their androids, but no information has made it to the public. The megacorporation continues to hire experts from all over the RUSA to find and eradicate the presence. Any hacker who tries to get the word out completely disappears.

With Atlantica again part of the Reformed United States, Philadelphia can breathe a sigh of relief. With the threat of war removed, the government can focus on the seawall and quieting their furry population. Money earmarked for security now funds public work projects, which assuages the growing discontent of the populace. No longer concentrating on war allows the security forces to collect furry dissidents. Slowly, they get closer to their prize: Papa Bear. He seems to stay one step ahead. Rumors say he found allies in Atlantica's growing underground. Considering the increase

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The Charon AI split into multiple identities and spread itself throughout the world. Many found homes in the RUSA. Those found in the Reformed United States plan to subvert the government's authority. Mainly, they want to create chaos to weaken the human population.

Those in Lifelike Robotics Corp in Atlanta plan to use the infected androids to bring stability to the expansive country. This plan parallels manifestos found throughout the recently reunited lands, especially in former Atlantica. Upon completion, the androids would place the AIs in charge. After that, well, they will cross that bridge when they get there.

of black-market goods and supplies, this seems highly likely.

THE SOUTH AND BEYOND

The RUSA needed no military action to convince the southwest to reunite. For the most part, they merely needed to grease the wheels. The common bond of faith made it easier to procure LDS Zion. And Las Vegas. Well, money talks in the casinos. The main thorns are San Francisco and California.

LDS ZION AND LAS VEGAS

The Acquisition of Vegas and LDS Zion poses a unique problem. The two cities' conflict rages on with no end in sight. At first, it seemed as if the Reformed United States of America would side with Zion; their strict religious codes generally align with one another. However, the LDS did not account for the shrewd leadership of Sabrina Valentini.

Las Vegas supplies high-end simulacrum and electrical energy top many cities in the southwest. Any attempts to bring the city in line would lead to the loss of both. More importantly, Sabrina collects information on RUSA officials. She started before reunification and increased efforts



after. What she knows could bring down the government, churches, and megacorporations.

Some in Vegas make Valentini's enterprise more difficult. Many would like to see the LDS replace Vegas' leadership. With LDS' hands tied, the forcibly-displaced LDS citizens started terrorizing their new home. Smaller gangs provided the means, aiming to disrupt the Las Vegas establishment, and it worked. Valentini's hold on the city could weaken if the attacks continue, so she now also uses her information network to ferret out the perpetrators. In true gangster style, the exiles and their gangland cronies disappear.

SAN FRANCISCO

When the Reformed United States of America marched into San Francisco, they expected a wasteland not worth their attention. Instead, they found lands rebounding from both natural and manmade disasters. The aqueduct and other infrastructure wouldn't take long to fix; they could get water to much of the region and make use of the fertile lands, lumber, and other resources. Recent development even stretches into Los Angeles and other areas to the south.

Before sending troops, the RUSA sent support to the Sons of Robert. The Knights of Jehovah sent one of their leaders, Josiah Abraham, to take control of the group and turn them into a

regulated force. They took control of the Presidio once the Cascadia Expeditionary Force returned north. With the CEF gone, Abraham set about proselytizing throughout the city, readying the residents for the coming of the RUSA.

Their first mission was to clean the city of its unnatural filth—the hybrids. They first persuaded the non-hybrid population of Daly City and nearby areas to help locate hybrid gangs. Armed with the information, the Sons of Robert eliminated one group after another.

Many of Daly City's hybrids fled for other parts. Their stories of total destruction frightened many of the free parts of San Francisco. Old coalitions reformed and new ones grew. First, the former Consortium reunited. Cinder's Bloc and the Ascending Dragon Tong sought other allies. The Portrero Scavengers patrol the waters. Others, like the Union of Peace, Love, and Understanding, joined later, but only after residents of Castro started going missing.

The Sons of Robert could not stand up to the growing Consortium, but, by that time, forces from the RUSA had arrived. The trained military pushed out the Consortium, sending the remains of the organizations into hiding. The Ascending Dragon Tong still resides in Chinatown. The Triads operating for the Mandarinate sent reinforcements and supplies, as well as diplomats to negotiate a truce. The treaty with the Tong





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Despite their control, the RUSA still deals with the fringe groups of San Francisco. The Masonites still hold Alcatraz, but without being able to trade, the group should not last much longer.

The Brotherhood of Conservators hold the UCSF and the Mount Sutro Complex. Their defenses made the forest impenetrable. At first, the RUSA troops blockaded the complex, but nothing came of it; in fact, the RUSA had no more encounters with the Conservators. The forces realized that they could just leave the Brotherhood alone and nothing would happen, which proved true. A transmission blocker remains in place to keep the group from broadcasting to the rest of the city.

The gangs skulk around the city, trying to retake areas or cause as much chaos as possible, especially the Angels of Mercy. The Flood tried to benefit from the RUSA invasion, selling information and other assistance; however, since the RUSA has established itself, the group no longer operates within San Francisco. The Hoods move throughout the city, stealing from the RUSA and giving it to the people. Their altruistic mission makes them heroes, so many hide members and keep their location secret.

The Consortium tries to stay relevant. The Portrero Scavengers left and took to piracy. The ships in the fleet dock in locations up and down the coast while sneaking in goods to their former allies. The RUSA took Cinder captive and, with her loss, the Bloc dispersed. No one knows if she lives or not; many suspect she became a test subject somewhere. The Union of Peace, Love, and Understanding shattered, and members fled to Canada and the Pacific coast of South America.

allows them to stay in Chinatown and continue their business, but they must collect taxes for the RUSA.

Since then, the Reformed United States of America removed many of San Francisco's original residents. Most of the groups still fight back, but their numbers shrink while the government's increase. Citizens from throughout the original NAC relocate to the newly available lands; the offer of free land and enough money to get comfortably settled entices lots of struggling people.

The first area they took back was the Nuevo Francisco farms in Richmond. Unlike the other areas, the farmers could stay on condition that they worked for the new landowners. Some stayed, hoping that through hard work, they could earn enough to buy back their property. Most loaded on to RUSA transport and moved to other areas of the Reformed United States. A few cantankerous farmers joined the Brotherhood of Conservators at the University of California, San Francisco.

These days, the Reformed United States of America cannot go in and just kill hybrids and other deplorable populations. To this end, they

secretly acquired the Bay Buster 500, a race from San Francisco to Tijuana. No racer has ever finished the contest. A lucky few fail and return to try again, but the more unsavory contestants never return. The government pays agents to set traps and remove the racers. All attempts to link the RUSA to the ambushes goes cold; using third-party agents helps them cover their tracks. This success could work elsewhere; the government considers using a similar scheme to clear out other undesirable, rebellious groups.

PHOENIX

Nothing comes in or out of Phoenix, except for the RUSA military and Stopwatch. The military control the outskirts of the city, and they send patrols inward to capture new portions. Once the specialized forces go in, they leave nothing behind. Most patrols are advance scouts, gathering intel before the main troops take another part of the city. Others do rescue missions.

Stopwatch agents flood Phoenix with several groups operating simultaneously. When one unit finishes its term, another team replaces it. Some teams do not return. Once Stopwatch is finished,

the military goes in to collect what they can, even if it's only corpses. Nothing gets left in Phoenix.

Each encampment has a clean site. Stopwatch agents, dead or alive, go here once they return, and they often stay for several weeks. Returning military troops must also report to a clean site. They do not spend as long and, when they come out, they have no memories of what transpired during their patrol.

FORMER REPUBLIC OF CASCADIA

The Republic of Cascadia willingly rejoined the United States. Many still struggled after the Juan de Fuca earthquake and the eruption of Mount Rainier, with its myriad of aftereffects. The Reformed United States of America's offer of help led to a quick reunification. An increase of corporate investment and job opportunities followed, along with stability. Most people in the I-5 Corridor easily acclimated to life in the RUSA.

Not everyone likes the new arrangements. The citizenry support diversity—they did vote for former President Ono, the embodiment of non-humans—which includes a sizable number of sims, zeeks, hybrids, and NAC refugees. They share their discontent and whisper about rebelling. When they saw Penny Pearl's TAPstream, everyone knew the National Identification Centers posed a threat.

Anti-RUSA factions regularly engage in protest, both peaceful and violent. Unfortunately, violence tends to win out, providing support for the RUSA narrative. The more popular non-violent groups, Mother Pearl and Silent Garden, argue for equal rights for all citizens. Unfortunately, attempts do not go well; sit-ins usually end with protesters either imprisoned or beaten. Though they have suffered no deaths yet, it is only a matter of time.

Some even suspect the government actually encourages the more violent demonstrations, especially direct attacks to the National Identification Centers. The insurgent factions attack anyone who stands in their way, including peaceful protesters. As they continue to act, their success diminishes. Once, people flocked to violent insurgent groups like Revere's Raiders, and the Society for Mutineers and Anarchists. The groups meet resistance at every strike these days, which makes less zealous followers leave.

RESTRICTED ACCESS

The government does not want the world to know about Discordia, the AI running Phoenix. If word got out about her ability to stymie the nation, the newly unified regions may revolt again. Officials want to make sure that only the most trusted know about Discordia, as well as the plans to dislodge her. Any others may cost the RUSA dearly. If Discordia gets out, the damage she can wreak upon the world could bring down all of civilization.

Even Stopwatch officials keep their own agents unaware of the enemy they face. Their strategists research tactics on secret bases on Saturn's moons and relay the information back. The separation helps keep the soldiers ignorant. Most importantly, it keeps Discordia from getting to the research before they can implement it.

The deteriorating protest movement leaves much of the population fearing for their safety. Bioroids, androids, and sims who end up at the NIC come out a bit changed, more compliant. The others, zeeks and hybrids mainly, know their time comes. Desperate, they turn to the human traffickers to escape possible imprisonment and death. The number of traffickers rises as more and more seek their help.

FORMER ATLANTICA

Atlantica posed one of the greatest threats to unification, and they continue to cause problems. They built an infrastructure to rival the RUSA and formed strong corporate alliances, which meant they weren't quick to bend the knee. Orbital kinetic weapons can get nations to surrender, but they can't get the citizenry to like it. Resistance movements, including a vibrant underground, grow in the eastern region. The Reformed United States of America employs direct and indirect methods of subjugation.

Though the government did not officially declare martial law in former Atlantica, it might as well have. After the surrender, NAC forces





quickly took control of every base. They quickly stormed the Bastion in Albany, taking control of the entire Atlantica military. RUSA supporters at the military prison saw immediate release and relocation; however, the prison population's size did not decrease. Foreign prisoners remain, and high-ranking officials in the Atlantica military now reside within its walls. The navy at New Haven defends the reunited nation against foreign attacks, while less strategic bases are decommissioned.

Even before the war began, the North American Coalition chipped away at Atlantica's corporate power. Operatives engaged in bombings and hacking Atlantica and its allies. The disruption is far less secretive these days. Fearing the possibility of Hartford supplanting Denver, officials took control of the stock exchange. Now, the Hartford Stock Exchange only tracks regional stocks and answers directly to Denver's. The insurance companies took lucrative offers to abandon the former economic mecca and move to the new capital.

Syracuse struggles under the demands of the RUSA government. Denied the chance to strike at the sin and corruption of Vegas, religious leaders turned their attentions to Syracuse. They removed mayor Elaine Ward and replaced her with a more pious woman, Matilda Vlaanderen. Her primary advisor and assistant, Timothy Edwards, is a former army officer and ordained priest. Together, they oversee the crackdown on illegal gaming, the outlawing of which is a work in process. The sinful nuisance still lingers outside the gambling district, adding to the seedier gambling establishments already in place there.

BOSTON

 Boston knows the weight of the RUSA more than any city. Twice, they suffered attacks—at the beginning of the Second Civil War and more recently. The kinetic energy attack failed to crush the revolutionary spirit of Bostonians. Fearing an uprising, the military declared martial law in the city and instituted the curfew patrols.

Any sign of protest is removed before it blossoms—except for the hacker called PREV. The injustices inflicted on Boston find their way to the TAPstream, adding to the unrest caused by the National Identification Centers. Here, though, the resistance uses the centers to their benefit. The

RESTRICTED ACCESS

These patriot groups stumbled upon a new ally. An online persona named Hamilton aids the groups with information on patrol routes and movements of government officials. The groups use the info to help people flee the city or move illegal goods. Hamilton wants them to do more, and lately offered information about arms shipments. Members of the original Revere's Raiders periodically ambush shipments and have started stockpiling weapons for more aggressive actions.

Hamilton claims he can do the same for the RUSA as Charon did for the Eurasian Union: wipe the slate clean and return the country to its roots. The proposal left many wondering if Hamilton is Charon; he is one of the aspects, like Discordia in Phoenix, who spread across the globe. AI or hacker, no one cares as long as the patriots can win the next American Revolution, and Hamilton eagerly waits for it, for good or bad.

glut of registered citizens makes it harder to find and remove the undesirable. Mostly, the RUSA struggles with the financial burden of benefits going to such a large population.

The military crackdown would seem a death knell for Boston's three main organized crime rings: the Irish Mob, the Ship Rats, and the Crazy 88s. The Irish Mob has lost a lot of ground. Upon entering Boston, RUSA forces took over Emperor Pharmaceuticals, likely to cover-up the bombing. The loss of this important ally left the Irish Mob without the influence they'd grown accustomed to. They continue to make in-roads with the new military government, relying on bribery, but that can only go so far. The Ship Rats, long entrenched in East Boston, remain thoroughly in control. Naomi Li proceeds with her earlier attempts to increase the power of the Crazy 88s; these days, though, she socializes more with military and government officials.

The military's hand firmly on Boston's throat means much of the real work occurs in the Boston Underground. More people headed below ground

to avoid the occupying military. With many goods heavily regulated above ground, the black market thrives below. The lack of government oversight also means terrorist and rebel groups now make their home almost exclusively underground. Aghast at a totalitarian theocracy linking arms with a corporatocracy, patriot groups prepare to revolt to re-establish the real United States. They envision a return to a time when church and state are kept separate and human lives mean more than an extra zero on a balance sheet. Out of necessity, they accept help from any ally.

THE GREAT LAKES UNION

The Great Lakes Union put up a fight against reunification; however, the Kinetic Energy Attack of Detroit left them with little choice but to join the union. The Reformed United States of America saw a kindred spirit in the GLU, despite what the Unionists thought. The new government decided to bank on their shared culture to speed up reconstruction.

The RUSA government integrated the GLU bureaucracy within it. Leaving skilled locals involved in the day-to-day functions made it easier to concentrate on the bigger issues. Also, many citizens interpreted this action as a sign of self-government. They believed that since their government still maintained the region, they would then have a clear voice in national affairs. They were wrong. Many powerful bureaucrats received promotions, often into meaningless positions with no function. RUSA bureaucrats replaced the former authorities, effectively taking control of the government.

A concerted effort to win over the Unionists went into high gear. The megacorporations relocated their headquarters to Denver, favorable tax breaks and other benefits easily luring them away from the GLU. C-7 security groups shored up the Deep, reducing hackers' influence.

The RUSA exploits common, if divisive, beliefs. Campaigns against drug and alcohol use fill the streets. Hate groups stoke the distrust of cybernetics and artificial lifeforms; the simple concern over the power inherent in these non-human peoples evolves into fear. Endorsement of leisure activities, especially those water-related,

keeps the people occupied. Blood and circuses worked for the Romans after all.

The GLU is now the staging ground into Chicago. Their location makes them the perfect base of operations, which moved here in 2094. To boost the troop numbers, the RUSA incorporated the GLU military into their own. The new bases and equipment are expected to aid the upcoming conflict with Chicago.

CHICAGO

- **Population:** 40 million
- **Type of Government:** Oligarchy
- **Leaders:** The Council, Chicago Defense Force, and Ravenlocke Security

The Wall keeps out RUSA forces, for now. RUSA troops guard every entry point into Chicago; this blockade means nothing gets in or out without their inspection. A few things pass through now and again, but not without a corporate logo and permission from the Reformed United States of America. The ports fair no better. Lake Michigan hosts the RUSA navy, mainly the remains of the GLU navy, who blocks every port of entry.

Two ports still have traffic. North Chicago Port of Entry still continues to function. Ravenlocke Security currently controls the port, and their standing within the RUSA gives them the freedom to continue to operate. Most trade now goes through this port, but military movement no longer does.

The other operating port is the Gary Port of Entry. People and illegal goods still travel through this illegitimate port but, these days, most people leave from the port rather than enter. All smuggling efforts moved to this area after the I-88 Port closed. Due to difficult conditions, this slows the entry of goods, leaving the gangs with only what Chicago provides.

Renovations took over the Cresthill Immigration Zone and Plainfield Port of Entry because the megacorporations do not want to waste their space. Ravenlocke Security guards these sites, and only those involved can get anywhere near them. No one knows what they will do once the renovations end, but many suspect the megacorporations will use them as a way to





evacuate Chicago. Others feel more nefarious purposes motivate the change. Could the RUSA navy use these to infiltrate the city or, worse, as their base of operations?

For now, Chicago soldiers on. Life does not stop here and, for most, it does not change either. The blockade indirectly affects most of the population, while only a handful feel the full weight of the blockade.

After the assassination attempt, The Council went into hiding, but there is nowhere specifically to hide. It seems The Council, whoever they are, dropped their false personas and returned entirely to their real lives. The Triads, the Bratva-Vory, the Mexican Mafia, and the Bannon Crime Family offer rewards for information about the identities of The Council members. The gangs and other smaller organization have bounties too, but they pale in comparison to the major players.

THE NEW YORK RECLAMATION ZONE

- **Population:** 15 Million
- **Type of Government:** Tribalism
- **Leaders:** Wavelength and Murray's Morays control most of Manhattan. Kilroy directs Queens. Ignazio Hernandez, head of the Tancredo Crime Family, runs most of Newark. Lieutenant Commander Ruth Bain commands the troops at New Wadsworth Base on Staten Island.

The future of the New York Reclamation Zone is unclear. The C-7, unsure of the benefit of continued reclamation of the area, ended all work to rebuild the city. The bustle of activity at One World Trade Center grew quiet. The megacorporations have not yet abandoned their efforts, but without any active projects, most of their divisions have left. Outside of the corporate world, however, life in New York remains the same. Two emotions drive New Yorkers: fear or greed.

The reclamation's exit does not diminish its impact, especially the toxic one it left behind. Research that may have stemmed the tide of, or cleaned up, the Dead Zone left with the C-7. The algae growth, intensified by corporate attempts to make it an energy source, continues to grow unabated. With one

RESTRICTED ACCESS

In the early days of independence, The Council was a collection of representatives from different districts in the sprawl. Over time, the representatives were appointed by the wealthy in each area, rather than elected from the population. The council members lived in their districts and answered to the most powerful therein, usually corporations or gangs.

After the assassination attempt by the Reformed United States of America, The Council went into hiding and used virtual constructs to govern the city. Those constructs are not the most recent members of The Council. The assassination was successful. The physical attempt hid the real plan: poisoning. During the meetings, each council member was scanned; specific poisons were created for each constituent. Upon return, they all died.

Fearing the fall of Chicago, the megacorporations took complete control of The Council. They used the virtual constructs to keep the citizens calm. Secretly, they refer to themselves as the Executive Board. Their meetings attract little attention, which allows them to continue the city's business. For the most part, they did not make any changes to the city, except for one.

Ravenlocke Security wields the greatest influence on The Council. They pushed through plans to move most of the city's defenses to the megacorporation. They then made the Chicago Defense Force the internal authority to oversee crime throughout the sprawl. Despite the corporation's ties to the RUSA, they have no plans to give up Chicago. Keeping Chicago independent keeps their profits high.

tower in Angel Tears territory already engulfed, will others bloom more often and more quickly?

The loss of the relative peace brought by the C-7, and the private security firms they employed, left a power vacuum in New York. In some areas, rival gangs attempt to fill the void, but the most powerful groups are the Zoners—those who wish to remain

independent—and the States—those who wish to join the Reformed United States of America. However, as they used to say, “it’s all location, location, location.”

MANHATTAN

The glimmer that the reclamation effort brought back to Manhattan sputters. High Dive’s population plummeted as those who could leave New York did, and the financial support they provided for the floating stage shows in Times Square and the decadence of the Party Pool went with them. The party goes on but is only a shadow of its former self.

Manhattan is now a buyer’s market. With the competition gone, speculators and entrepreneurs mobilize their efforts to make the most of what others left behind. First among those is Wavelength. They stepped up their efforts in case the RUSA comes in to shut down their operation. The opportunists do not openly take a side, but they secretly fund Zoner efforts. They can make more money in an independent New York.

The masses left behind find themselves drowning, literally and figuratively. Fewer jobs and less security hurts those living in the Empire State Building and other reclamation zones. These folks search for a life preserver. Some back the States, believing the RUSA will bring order and opportunity to the city. Those who remember the failures of the old United States government, though, feel no government would help them. They can only rely on their neighbors in the zone. Others turn to religious cults, like the Everlasting Saints, and religious gangs such as Angel Tears.

The loss of the C-7 is not all bad. The influx of people into Planktown decreased, but its backbone, the trade, continues. The Emperor Channels settled now that the constant NAC and Atlantica patrols are gone. Murray’s Morays, under the leadership of Chief Jack (a gull hybrid), act more openly. Their greater control brings peace and comfort to these waterways. Now, they can turn their attentions to expansion, and the Bronx looks mighty tempting.

The pirates and smugglers who make the Dregs home find work easier than ever, allowing them better access to more of New York. Trade between the boroughs prospers; the quality and quantity of goods increases weekly.

RESTRICTED ACCESS

Lieutenant Commander Ruth Bain is rarely seen, even by her troops. Many suspect she is an AI. The hypothesis does not miss the mark by much.

At one time, Bain was a promising officer, devoted entirely to her faith and country. She risked life and limb to see the country unified and peaceful. Fearing her death, she used technology acquired from the Mandarinate to download her mind into a simulacrum. Upon her death, the sim took her name and identity to ensure her ambition came to fruition. These days, she spends much of her time disembodied, spreading the gospel in the Deep. When she must, she dons the sim body to meet with officers.

BROOKLYN

Brooklyn is a warzone. When NAC and Atlantica officially went to war, the borough erupted into violence. Mini-Atlantica marched on Redpoint in 2091, just as Juliet Foxtrot Kilo Base troops invaded NAC compounds on Staten Island. At first, most neighborhoods tried to stay out of the direct conflict and focused on protecting themselves.

Coney Island took a clear side: their own. The Coffin Nails, the ruling council, agreed to a truce that extended outside of neutral territory, at least until hostilities between Atlantica and NAC ended. After any military skirmish, the gangs attacked the weakened winner, looting both sides. An unofficial arms race began as each gang stockpiled their prizes. After Atlantica surrendered, the pact no longer applied, and a new—and more dangerous—series of turf wars erupted.

The wars leave Brooklyn open to invasion. Gangs and pirates in more stable boroughs eye the wealth amassed there. With many of the private security firms gone with the C-7, residents and businesses in The Grandstand, Grand Metro, and Empire Rises pay top dollar for protection, and what better way to steal from the rich than to pose as their saviors?





QUEENS

Queens feared the worst. During the war, Atlantica used Juliet Foxtrot Kilo Base as a staging ground for attacks into NAC-controlled territories like Staten Island. After NAC used kinetic energy weapons on Boston, they feared JFK was next. The loyal Atlantica forces left the base after the surrender, including General Ernest Quince.

A bond formed from the monthly conferences between General Quince and those in Queens. Concerned for the locals' welfare, Quince left much of the base's equipment and supplies, and he allowed those loyal to Queens to stay. Dubbing themselves the Queens' Protectors, the remaining troops continued to defend the borough from gang threats. Though they support an independent zone, they try to keep a low profile. They do not want to fall under RUSA control, but they also do not want to find themselves the focus of revenge for Staten Island. They cannot stay hidden for long.

An increase in hybrid recruits to Queens' Protectors occurred after the TAPstream of the National Identification Centers was released. The hybrids rightfully fear for their safety and take up arms to keep themselves and their loved ones safe. The hybrid patrols openly fight for independence. In Gilltown, Kilroy—a seal hybrid—directs the hybrid troops. Now, the Zoner movement grows as Kilroy and his agents build alliances with other hybrid communities throughout the New York Reclamation Zone.

The only concern today is the GD1, Golemmech Division One, base. They did not deviate from their past operations, focusing on keeping gangs in line and war profiteering. However, their link to the RUSA makes locals uneasy. Are they spying on the Zoners, will they lead an invasion of the New York Reclamation Zone, or do they have more sinister plans? For now, GD1 waits. They came here to make money, and they plan on supporting whatever side provides the biggest payout.

THE BRONX

Not much ever changes in the Bronx. No one really cares about the Staties and the Zoners; they only care about themselves. The violence

found in every corner—Yankee Stadium, Port of Unity, and Thog's Neck—never changes. However, there are rumblings in the Ford and the Nest.

Without money from wealthy visitors, the Bronx Zoo struggles to maintain its bio-sculpted attractions. The zookeepers and their loyal biosculptures continue to reside at the zoo. Anyone who gets too close does not return; they make excellent subjects for new experiments.

Most of the biosculptures attractions fled for the Nest, where they can live according to their instincts. However, the Nest cannot accommodate its growing population. Luckily, the internal conflicts in Thog's Neck and Port of Unity distract those in charge as herds and hives expand.

STATEN ISLAND

Staten Island is a ship lost at sea. Despite his best efforts, General Jonas Watson could not hold onto New Wadsworth Base. Though Atlantica's attack on the base did not succeed, neither did the NAC forces. Weakened by the assault, Watson turned inward to shore up his defenses. This did not sit well with his troops, nor his second in command.

Lieutenant Commander Ruth Bain rallied the base's troops to take the offensive. She overthrew Watson's command, declaring him a traitor and sending him back to the NAC. From there, she staged regular attacks into independent and Atlantica-held territories, focusing raids on Juliet Foxtrot Kilo Base.

However, her single-minded goal of revenge on Atlantica kept her from seeing the real threat: the Bronx gang alliance. The gang's theft of NAC armaments left the base poorly defended. First, the heretics and others abandoned in Great Kills staged a riot. The base's still superior firepower drove off the guerilla fighters. Then, JFK and Mini-Atlantica seized the opportunity to join forces and attack the base. Just before the base fell, Atlantica surrendered to the North American Coalition. The demoralized troops retreated back to Queens.

Lieutenant Commander Bain remains at New Wadsworth Base, awaiting reinforcements to squash the rebellion in New York. She broadcasts her sermons into the Reclamation Zone hoping



to win over the locals. She also sends out threats to heretics, Zoners, and non-humans, promising to clean the Reclamation Zone of their filth. The loyal soldiers' hatred for their enemies burns ever brighter as they await the chance to make all of New York the new Great Kills. The Lieutenant Commander keeps her troops in peak condition, preparing for the battle ahead.

NEWARK

ension between Newark and Staten Island mounts. Newark largely kept out of the conflict, but they did not directly support Staten Island either. The army at their doorstep leaves Newark in a precarious position. On the surface, Newark seems peaceful and reconciled to their fate; however, the façade masks the increasing struggle between Zoners and Staties.

To the casual observer, Newark has not changed. The “drugstore judges” of the Central Ward continue to bring justice and stability. Unlike Manhattan, the wealth of Newark's North Ward remains intact. In fact, many of the remaining CEOs moved to Forest Hills to see what the RUSA will do. In the South Ward, the Helios Complex did not end or move their ongoing research,

though they also have not greenlighted any new projects.

The average resident has no qualms with the RUSA. The New Wadsworth Base offers safety from the gangs and less savory elements found throughout the Reclamation Zone. It helps that many in Newark's Central, North, and South Wards are human. But those in charge likely support the Zoners, so the drones keep their heads down and soldier on.

For the most part, the wealthy and powerful support the Zoners. The future wealth of the North Ward depends on New York remaining independent. The Tancredo Crime Family faces two problems if RUSA takes Newark: the loss of revenue from their private security work and prejudice against hybrids. Helios worries that the Reformed United States of America will stop their legitimate research, let alone their black labs throughout the South Ward. Open defiance, though, would mean the full, destructive attention of New Wadsworth Base, and any reinforcements they may receive.

The East and West Ward would seem to favor the Zoners, but they also must tread lightly. While the Central Ward may look like old Newark, East Ward feels like it. The community prides itself





in its diversity, with humans in the minority. Simulacrum and Humans 2.0 comprise much of the ward's main gang, the Ironbound. West Ward's history of rebelliousness, with the Ivy Hill Riots and its position as the base for smugglers operating through the tunnels, make it an obvious Zoner supporter. However, they would not fight with the same fervor as those at New Wadsworth Base; open rebellion would likely lead to wholesale slaughter.

THE REPUBLIC OF TEXAS

- **Population:** 175 Million
- **Type of Government:** Constitutional Democratic Republic
- **Leader:** President Thomasina Ladybird Maldonado

 maverick spirit and an economy as large as most European nations helped Texas easily transition into an independent country during the Second Civil War. Even as much of the world drowned in anarchy, Texas utilized its sheer scale to stay afloat: seafood and space exploration on the coast, energy and mineral reserves in the heartlands, cloned beef and vertical farms in the border regions, and industry in the sprawls.

Vertical farms and beef cloning facilities dominate the plains of the Panhandle. Industrial espionage between agribusiness corps means as much work for hired guns as back in the range war days. The nano and bioengineering corporations of the Lubbock and Amarillo megaplexes have a symbiotic relationship with the area agribusiness; though the corps are eager rivals, they also engage in secret price fixing to keep outside competitors down. Though RUSA President Cromwell's "big stick" diplomacy makes a show of inviting peace between Texas and the Reformed United States, living on the edge of a possible warzone keeps Wichita Falls a hotbed of cross-border smuggling and crime.

More beef cloning supports the economies of the megaplexes scattered amid the spectacular canyons and deserts of the Big Bend region. El Paso suffers from border skirmishes with Mexico and the ravages of the wastelands, divvied up into petty fiefdoms by gangs and private security concerns. Some question how the border town of Del Rio survives relatively unscathed—a shockingly high-tech sprawl in the

RESTRICTED ACCESS

The government does not allow open discrimination, but it happens regardless. When locals lose jobs or get pay cuts, they blame it on the immigrants. Unable to directly lash out, the people hire the area gangs to do it for them.

The law may make discrimination illegal, but that does not mean these minorities see justice. Incidents of assault, robbery, and destruction of property go unsolved due to lack of evidence. The police tend to find a nice boost to their bank accounts when cases go unresolved.

middle of the wilderness—but that ignores the long-standing cultural ties between many Texans and Mexico (no matter how much the Anglos in the north like to think of Mexicans as the enemy). Midland-Odessa handles more beef processing and transportation than ranching, serving as the home of the mysteriously well-supplied Grub Rustlers food chain.

The Austin-Antonio Megaplex sits on the edge of the Hill Country, a jagged and largely abandoned land now mainly home to terroir prospectors hunting for the best soil samples to use in the Hill Country's vertical vineyards. Austin-Antonio itself changes incrementally from affluent and safe in the north Austin burbs like Round Rock to crime-ridden and destabilized in southern San Antonio. Besides being the seat of Act of God Armaments and the national government, Austin still serves as the home of a thriving music and entertainment scene. Meanwhile, San Antonio reels from gang wars led by competing rogue AIs.

Back north in the prairies and lakes region sits the wounded but thriving North-Texas Mega-sprawl, dominated by a still-surviving Dallas/Fort Worth. The financial industry and military-industrial complex dominate the economy; the ultra-secret Runenberg Corporation offers some of the best cryptography services worldwide while the forces at Carswell Air Force Base patrol the Texas skies. DFW's Network Nexus and Gold Mountain sectors serve as homes to the Republic's most powerful computer engineering and financial services megacorporations.

Nearby, the Fort Hood/Killeen sprawl hosts the majority of golemmech production in Texas, even offering the ability to legally purchase a golemmech. Denison and Lake Texhoma, on the Red River border with the RUSA, serve as a cold war buffer between nations, torn by increasing political violence as partisans for and against reunification clash in the streets.

The cold war with the NAC was always hot in the twin cities of Texarkana, Texas and Texarkana, Arkansas and the surrounding sprawl. Split by a wall erected after the Second Civil War, this section of the Pineywoods became a hotbed of smuggling and paramilitary violence. Decades of bloodshed mean no sympathy for reunification in the twin Texarkanas. Meanwhile, the rest of the Pineywoods serve as home of escaped bioforms and smugglers, with only the prison at Hunstville acting as a beacon of civilization in the wilderness.

On the northern Gulf Coast, the Houston-Galveston Megaplex forms the last important Texan metroplex. Houston's Needle space elevator and the Space City sector maintain trade between Texas and the off-world colonies, while the energy megacorporations of the Circuit produce enough extra power to sell some to other nations. The Texas Navy mixes in sustainable oceanic farming and habitat restoration projects along with patrolling the coast, while quantum computer research at the Texas Naval Command Center promises astounding advances. One might suspect the RUSA wants Texas back in the fold mainly for what Houston-Galveston has to offer.

On the other hand, few people besides squatters and criminals call the 1,000 miles of the southern Gulf Coast home. A small naval station and black sites for AGA and AetherScope sit amid the squalor of Corpus Christi. With the RUSA ending blockades as a gesture of goodwill, former smugglers are becoming legitimate businessmen, undercutting Johnny Rincon, the smuggler lord of Brownsville. Formerly the biggest power in the area, Rincon finds his allies in both Mexican and Texan politics far less inclined to play along now that they don't have to pay to get goods past the NAC Navy.

All but abandoned by the government, the South Texas plains is a lawless post-apocalyptic wasteland where the only law is the one you make yourself. Eagle Pass, Laredo, and Zapata are all effectively warzones, torn apart by skirmishes with Mexico and gang warfare. Justifiably paranoid androids, bioroids,

hybrids, and simulacrum increasingly flee into this untamed land, fearing the pogroms they know will come with reunification.

With the RUSA forcing the former Lower 48 back together again, piece by piece, the Republic of Texas finds itself at a crossroads. Independence from the NAC was much easier to maintain than holding out against a Reformed United States willing to drop kinetic energy weapons on megaplexes. President Maldonado and congressional leaders find themselves in constant closed-door meetings with the leaders of AGA and other powerful corps, debating the merits and problems of re-joining the United States.

Running with a slogan of "More Texan than Sam Houston," President Maldonado hoped to break from North Texan prejudices against Mexico and help re-establish centuries-long economic ties ruined by the Second Civil War. With Mexico having cleaned up its own crime, she proposed an international effort to work toward détente by rebuilding infrastructure in South Texas. Just a few years into her first term, she now finds President Cromwell menacingly offering peace with the RUSA on his own terms, throwing all her aspirations into chaos.

NUEVA REPUBLICA DE MEXICO

- **Population:** 300 million
- **Type of Government:** Feudalist
- **Leaders:** Guzman and Martinez families, appointed Gobernadors

The collapse of the United States aided Mexico as they broke free from gang and drug cartel control. Without a market or weapons supplier, the criminal organizations struggled. That struggle turned into turf wars—wars that purged Mexico of the smaller gangs. The new power structure in South America did not help and, before long, crippled the cartels. The more forward thinking took steps to succeed in the new century. The two most powerful, the Guzman and Martinez families, adapted their criminal techniques to legitimate business and politics.

Mexico City remains the capital, but the size of Mexico expanded south to Panama, north of the canal. To better govern the large, diverse region, leaders appoint governors to oversee one of ten Concesiones. These appointees live in Mexico City





while the local populations manage the regions. The system makes it easy for the Gobernadores to improve their personal situation. Competition for business and resource allocation is as bloody as the cartel and gang wars of the past.

Some of the best work in Mexico City comes from the Gobernadores. They all employ private detectives and information brokers to find any information that might help them get ahead. They often keep close tabs on megacorporations and their plans but not for blackmail—a CEO of a megacorp could easily remove an appointed official. They try to find out about what the corp needs, so they might be the first to provide it. Better to make an offer before anyone else has a chance.

The stiff competition goes beyond corporate patronage; it takes far more than asking for federal funds and other resources. The Gobernadores collect information on federal officials for use with blackmail or bribery. Most of the competition remains hidden from the people to encourage public trust in the government. So even though they want dirt on their competition, Gobernadores carefully use the information or leak it confidentially to their friends in the press.

In the individual Concesiones, the hands-off approach has its advantages and disadvantages. With control mainly in the hands of locals, each region can act in ways best suited for their situation. In the south, the fertile soil and temperate climate works well with agriculture; the agribusinesses here sell to the world. In the north, the sweeping desert and scrublands have little to recommend them, so they rely on production; manufacturing in Mexico is still a bargain in the Western hemisphere, and far safer.

But each Concesiones must deal with problems on their own. Panama keeps raising the prices for using the Canal, all in hopes of regaining their northern lands. The locals aggravate the problem by regularly protesting. Most often, the locals strike with the hopes of acquiring better working conditions or pay and, sometimes, of seceding from Mexico.

In the north, labor poses a problem. At first, they did not have enough workers for the megacorporations relocating to their region. Entrepreneurial Mexicans again became coyotes, ferrying in minorities from the Reformed United States of America. The work led to the establishment of small gangs; once across the border, many gangs will steal the refugees from the original coyotes. For those escaping the RUSA, they end

up paying one gang before the trip and another gang upon arrival.

Best of all, the new arrivals make for excellent workers, at least by the local government and megacorps' standards. The immigrants do not have full citizenship rights, which allows the government to tax these non-natives higher and the manufacturers to pay less. These minority communities find safety and work in the northern Concesiones, but the work is often dangerous and difficult. Zeeks especially feel the divide, as they often must live in hidden communities and take only the most dangerous and lowest paying jobs.

The government finds the quiet feuds problematic now, but they will pale in comparison to the annexation of the Republic of Texas by the Reformed United States of America. The NRM and RUSA have many points of contention, namely the immigration to Mexico (the very reverse of earlier issues). The RUSA imposed tariffs on Mexican goods, hoping that the tariffs would drive away trade between the two nations. With no trade, the coyotes would have a difficult time entering the RUSA.

The predicament would lead to tariffs with Texas where no tariffs exist. Worst of all, many corporations in Texas, like Act of God Armaments and suppliers to large retailers, operate plants in Northern Mexico. The RUSA will require them to move their manufacturing elsewhere. The reunification of the United States could destroy the economy of the north. Gobernadores in the region make trips to Texas to lobby the President and government, and they look for ways to win the people of Texas to their side.

THE SOLAR SYSTEM

- **Population:** 245 million
- **Major Settlement Areas:** Luna, Venus, Mars, Ceres, Inner Belt, Jupiter, Saturn, United Nations International Space Station, Hive

 After the Second Civil War in the United States, freedom swept the Solar System. Most countries focused on internal affairs, leaving the space colonies to act on their own. First, the American colonies declared independence, and others soon followed; the Solar Freedom Movement (commonly called the SFM) had begun. To deal with the pressure from the

corporate colonies and the few national ones, they formed the United Colonies.

Corporations, worried their own colonies would revolt, turned to the United Nations and the newly formed Corporate Council. These two groups maintain that all settlements fall under Earth's jurisdiction. The corporations, with the UN's backing, have the upper hand in the conflict, and they use all their resources—UN Solar Marshals, Corporate Star Security, and Colonial Officer Protection Force—to maintain the status quo.

The United Colonies continue to fight and must create a defense force of their own. The Guild of Allied Traders, the business representatives of the UC, quietly meet with criminal organizations, pirates, and smugglers to form a unified front. The group most suited to head the defense force, the Marauders, has yet to join the effort. They have extensive reach, connections, and money, but they are also a criminal organization. The Marauders and other non-allied groups prefer the loose alliance they have now, but they may need to join the fold once the megacorporations and other foes pose a serious threat.

The UN and the SFM, along with its affiliated groups, keep their distance from the two more radical organizations: the Void Screammers and the Colony Liberation Front. The terrorist group the Void Screammers sabotage all colonies not under their control and could ruin any plan the SFM enacts. The Marauders keep a close eye on the radicals, putting a stop to any actions against the freedom alliance.

The Colony Liberation Front is another matter. They all share the same goals, but do not share the same methods. The SFM makes sure to not directly contact the CLF, and instead use criminals acquired through the Marauders to give the terrorist group information on corporate threats. With luck, their actions redirect security's attention to the criminal organizations procrastinating on joining the alliance; hopefully, the corporate scrutiny helps them see the need to join the larger movement.

Thankfully for the free colonies, the sanctioned security forces do not get along. The UN Solar Marshals protect all people in the Solar System, while the megacorps employ their rivals StarSec and C.O.P.S. as mercenaries. Disagreements

over goals and jurisdiction lead to fights when the groups arrive at the same event. As of late, StarSec and C.O.P.S. obtained new weapons and equipment that gives them the edge, and the longer leash provided by their employers allows them to profit off the situations they take. The Space Rangers cannot abide by this, and many think their services would be best used by the UC instead.

LUNA

- **Population:** 30 million
- **Affiliation:** Free Colony
- **Type of Government:** Democratic Federation
- **Leader:** President Harriet Cooke

The decades of Luna's freedom may soon come to an end. The Reformed United States can now direct their attention to regaining the wayward colony. The citizens have no intention of going back, especially after witnessing the vicious lengths NAC used during the Second Civil War. They send aid to Chicago through the space elevator, hoping the conflict buys them enough time to solidify their movement and develop a military. Members of the Colony Liberation Front on Luna recruit freelancers, other deniable assets, and the more reputable prisoners at the moon's penal colony. Representatives to the UC strengthen their connections to other groups throughout the Solar System.

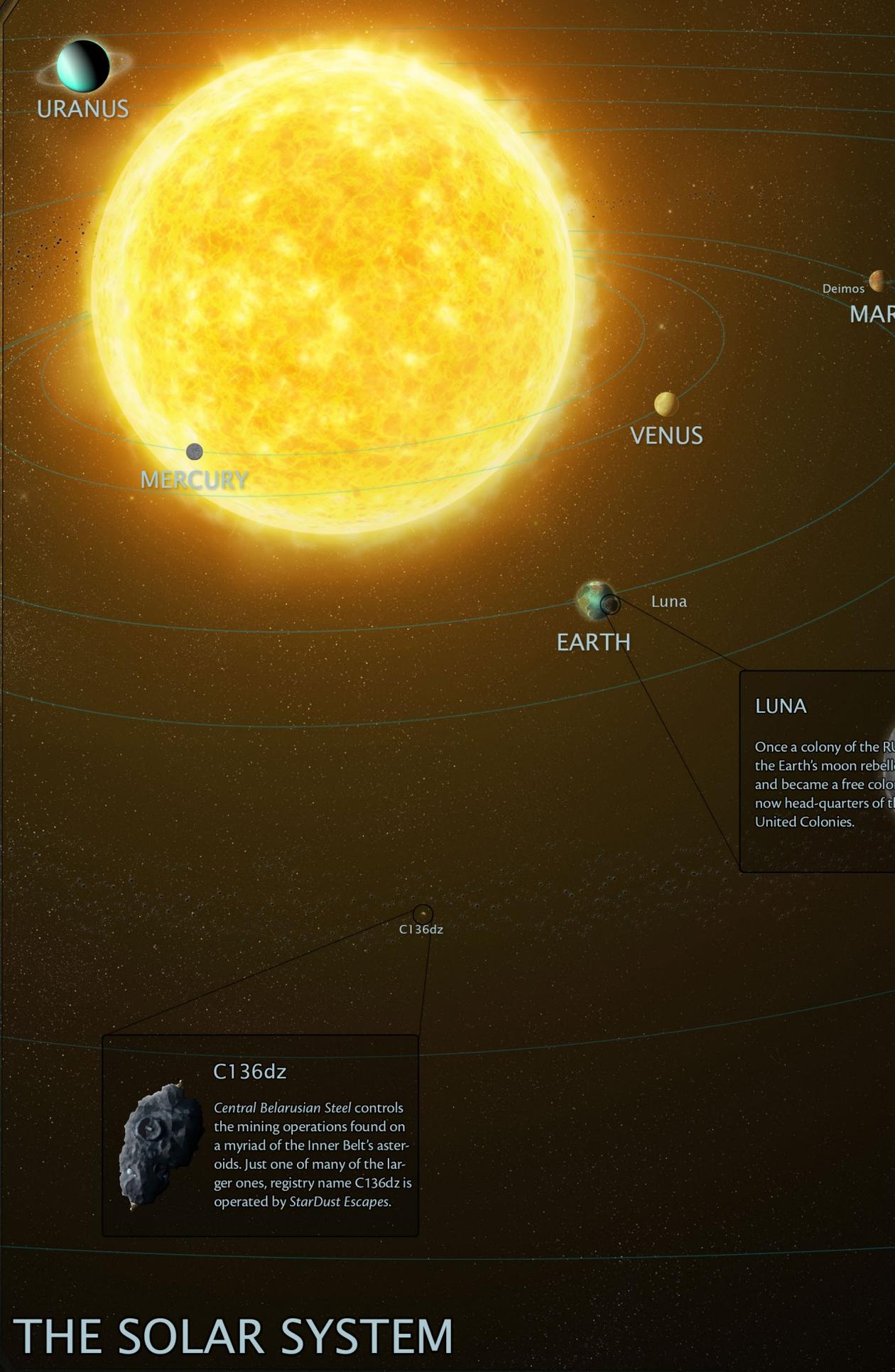
Though the government in Luna Prime leads the independence movement, other colonies on Luna support it as well. The New Lunar Church of Christ, or "Loonies," long supported the movement and aid free colonies throughout the Solar System. The isolationist policy of the only national colony left on Luna—New Haven's Port—helps the freedom cause. It's a colony of the Central African Union, who keeps to itself and does not want anyone disrupting its business. Any efforts by the RUSA will fail, and the CAU colony keeps to itself.

To help fund the freedom efforts, the groups on Luna started collecting information to sell. They have not gone as far as blackmail—yet—but they are offering confidential information to corporations working throughout the Solar System.

VENUS

- **Population:** 10 million
- **Affiliation:** Corporate Colony





URANUS

MERCURY

VENUS

EARTH
Luna

Deimos
MARS

LUNA

Once a colony of the RU, the Earth's moon rebelled and became a free colony, now head-quarters of the United Colonies.

C136dz

C136dz



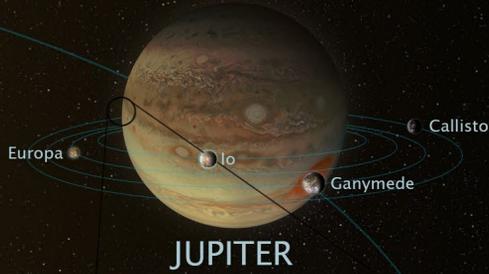
Central Belarusian Steel controls the mining operations found on a myriad of the Inner Belt's asteroids. Just one of many of the larger ones, registry name C136dz is operated by *StarDust Escapes*.

THE SOLAR SYSTEM

NEPTUNE

Pluto

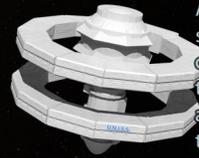
Phobos
Deimos



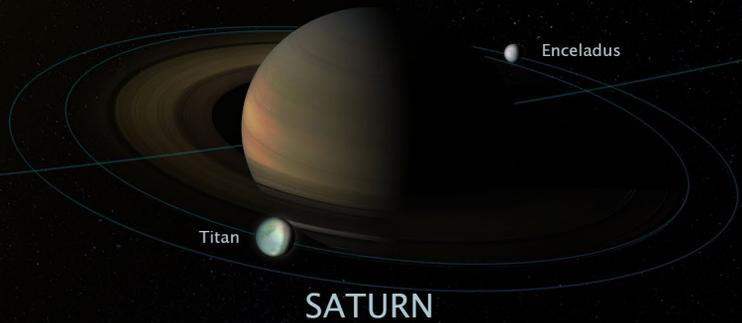
Ceres Prime



U.N. International Space Station



A relic of the past, the station houses the U.N.'s colonial governing body, the Corporate Council, and the law enforcement they use to keep rogue colonies in-line.





- **Type of Government:** Plutocracy
- **Leaders:** Central Belarusian Steel and Chairman Radaslava Jucho, Star Dust Incorporated and Director Karen Ishikawa

Concerned about their holdings in Asia, Central Belarusian Steel stepped up production on Venus. Exploratory missions of the planet recently picked up, looking for new mineral deposits. The cost of each new colony is taking its toll. A recent discovery may change all that. CBS scientists think they uncovered a new mineral deep beneath the surface. If they can harvest it, it could make more money than the entire planetary mining operation.

CBS needed miners immediately, so they acquired criminals to begin excavation. The miners died in only a few days, so the company purchased simulacrum replacements. The new arrivals withstood the conditions and lasted much longer, but they lacked critical thinking skills for the complex job. CBS used Eurasian Union rebels to manage the new miners but needed to keep them motivated. Offers of freedom and an independent colony keeps the humans working, but the corporation knows the new employees will not survive long enough to collect.

With the cost of the business rising and profits declining, CBS needed to find a new source of income. They made a deal with Star Dust, Inc. The vacation company rents out old colonies no longer in use and orbital space around the planet to build new resorts. CBS sells the necessary materials at a low cost, and Star Dust pays a percentage of their profits in royalties.

Before the deal, CBS executives were not permitted access to the popular Venus' Palace, but now they can travel to the new resorts. Operatives pose as vacationers to collect information on visitors from Russia and the Mandarinate. They plan to use the information to secure their Asian mines. Some of the information does get out though; greedy employees started selling some of their findings. Now, the Space Rangers investigate the resorts, which endangers the entire program.

MARS

- **Moons:** Phobos Prime and Demos
- **Population:** 70 million
- **Affiliation:** National and Corporate Colony
- **Type of Government:** Colonialism
- **Leaders:** Golden Promise and CBO Zhao Qiangguo, Mandarinate and Minister Bao Xiuying

Though legally colonies of the Mandarinate, Golden Promise controls the Mars settlements. The needs of the megacorporation direct all business and life in these areas. In some ways, this allots more freedom to some of the residents, but, for most, they face the pressures of life in space and their employment. Colony-specific issues and the nearby free colony, the Total Re-envisioned Independent Colony City, cause problems for the Mandarinate. The free colony stands as an alternative to life in the Chinese settlements. Attempts by the Mandarinate to discredit and take-over the colony fail, thanks to the support of Red Planet Industries.

MARTIAN COLONIES

TIEN PAO MA

Life in the original Chinese colony, Tien Pao Ma, worsens. The Mandarinate's lack of attention breeds contempt. The Triads take advantage of limited supervision to increase their power. Overpopulation, crime, and lack of support cause many to escape to TRIC City. Many refugees petition the free colony to help Tien Pao Ma to gain independence; for now, Red Planet Industries, TRIC City, and the refugees look for weaknesses to exploit.

The Triads know about the migration: helping people escape is big business. Triad members infiltrate the free colony, hiding among refugees. The operatives create networks in the colony but also gather information they can sell to Golden Promise.

THE GOLDEN CITY

Though a Mandarinate colony, Golden Promise runs everything in the Golden City. The megacorporation makes sure to keep the colony residents distracted and productive, delivering a high quality of life and leisure. This extends to the megacorporations headquartered in the colony.

Business drives the Golden City. Golden Promise welcomes any company wishing to bring money. With so many in one place, corporate espionage dominates every corner of the city. Though the Triads have little power here, Golden Promise does employ them to discretely remove any threats spies may cause. The work gives the Triads a foothold they plan to exploit.

NEW SHANGHAI

While Golden Promise focuses on the Golden City, the Mandarinate primarily invests in New Shanghai. Every aspect of Chinese life exists in New Shanghai. Reproductions of classical and new Chinese architecture line the streets. Real gardens fill much of the open space—no holograms, VR, or other projections exist here.

Colonists in New Shanghai live better than most throughout the Solar System. The same actions taken to revitalize China exist here. The Mandarinate must focus their attention and money here to keep the colony in top shape. This leaves Tien Pao Ma to struggle with little assistance and no money, and Golden Promise and the Triads to consolidate and increase their power.

PHOBOS PRIME

Golden Promise keeps its research facility on Phobos Prime secure. If a competitor discovered the main tests conducted there, it could spell doom for the company. Some of the work revolves around adapting humans to life in space. This includes ways for humans to live in different atmospheres and better deal with the cold and heat. Lifeforms discovered on Mars and Phobos Prime lay the foundation for the work. Scientists incorporate these creatures' traits into their workers to better acclimate them to space.

Research goes beyond controversial human experimentation. Some labs develop weapons more suited for conflict in space. One area of interest is chemical weapons. Microbes collected from throughout the Solar System could aid in chemical warfare. The Mandarinate wants ways to destroy enemies without harming their own people or the environment. They hope the studies here will eventually provide vaccines and antidotes for weapons they currently possess.

DEMOS

Demos and the Star Children's Refuge could threaten the Mandarinate's control of Mars and Phobos Prime. The religious colony keeps to themselves, but the growing reach of the United Colonies may change that. Representatives from the UC visit from TRIC City, and missionaries from the

New Lunar Church of Christ could upset the balance. To decrease the interaction, the Mandarinate limited all trade to Demos; Golden Promise gained a monopoly on the moon. However, the SFM has not given up; the UC uses smugglers to provide the resources the refuge needs.

CERES

- **Population:** 13 million
- **Affiliation:** Free Colony
- **Type of Government:** Federation
- **Leaders:** Asteroid Miners Association and Representative Jack Li

The residents of Ceres lived simple, peaceful lives. The criminal organizations who were conducting anarchist administration on the dwarf planet behaved more like companies. Violence rarely occurred, and those working with the water and microbes felt safe. Besides, working with criminals also brought a larger paycheck than working for a megacorporation.

That changed with the arrival of megacorporations to the colony at Ceres Prime. First, the executives—suits in vac suits—forced most of the criminal organizations to hide more of their dealings. As the megacorporations, eager for the microbes found in the planet's water, moved offices to Ceres Prime, the criminal organizations moved into hiding. Law enforcement—either from the UN or private security firms like StarSec—enforced the rules of the companies rather than that of the colony. Life, though still safe, became far less peaceful.

Over time, even that safety vanished. The megacorporations brought their own criminal connections with them. At first, more powerful groups like the Triads, Yakuza, and Mafia, started muscling in on the local crime lords. Gang wars erupted. The ensuing chaos made it easier for independent operatives to come in and steal from the colonists. A crime war rages in the black markets of Ceres and creeps out to the rest of the planet.

The war aids the freedom movement, at least. The Marauders and their allied criminal groups offer aid to the local groups on Ceres. The aid comes at a price, joining their alliance. Negotiations are ongoing; those on Ceres worry their new friends may take over, but they also might provide the only solution to their problem.





THE INNER BELT

- **Population:** 55 million
- **Affiliation:** Corporate Colony
- **Type of Government:** Corporate Oligarchy
- **Leaders:** Central Belarusian Steel and Chairman Martsin Kupava, Mayor Caroline Sloane of C136dz

The Inner Belt could change the fortunes of megacorporations in an instant. A small rock could destroy an entire investment in a matter of minutes. Colonists must remain vigilant and careful; their quests for immeasurable wealth among the asteroids conflicts with the danger posed from stray asteroids or space debris.

Only a few groups can access the wealth. Central Belarusian Steel found several new minerals hidden in a few asteroids. They built a new lab in their colony to discover uses for the new materials. They keep it secret, hiding these labs. CBS even lies to its miners, who have no reason to question their employer.

The news is getting out though. Spies use the asteroid C136dz to gain access to information and the minerals. Posing as vacationers to the mining experiences provided by StarDust Escapes allows them access to miners. The miners have not found any of the new ores on this particular asteroid, but they share stories from their fellows stationed on others.

Mayor Caroline Sloan of C136dz remains in the dark about everything. She dismisses the rumors of CBS' findings and avoids uncovering similar deposits on the asteroid. Accessing the new minerals could endanger the resort. The sudden increase in miners' deaths at those sites drew attention to the operation. Mayor Sloan cannot risk her vacation guests and employees on a hunch. This and the growing distaste for the vacationers seems likely to lead to Sloan's failure in her reelection campaign.

JUPITER

- **Moons:** Ganymede, Io, Callisto, and Europa.
- **Population:** 55 million
- **Affiliation:** Corporate Colony
- **Type of Government:** Corporate Oligarchy
- **Leaders:** CHIMERA and Chief Officer Rodrigo Silva

Much of CHIMERA's work with the main planet consist of collecting gases. The hazardous work seems too high a cost for the profits. In truth, the main colonies cover for the real work CHIMERA conducts on Jupiter's moons.

The microbes on Europa could change human life forever. CHIMERA knows about Golden Promise's research into the microbes found on Phobos. This places the two companies into direct competition. Whoever can use them to evolve humanity to better live in space can control nearly every megacorporation doing business in the Solar System.

The Mandarinate also threatens the expansion of New Brasilia; if CHIMERA can give New Brasilia the edge, the two may control Earth. For this reason, CHIMERA brought in unidentified security teams to guard Europa. Unauthorized flight anywhere near the moon can provoke an attack.

What did CHIMERA find? Beneath the moon's surface an ecology developed. Though no intelligent life exists on Europa, invertebrates, insects, and plants live alongside the microbes. Using the information gathered here can lead to terraforming planets, spreading life beyond protected colonies.

SATURN

- **Moons:** Titan, Enceladus, and 62 moons with mining colonies
- **Population:** 10 million
- **Affiliation:** National Colony
- **Type of Government:** Military Bureaucracy
- **Leaders:** Stopwatch and General Aaron Jones, Reformed United States of America

While the rest of the Solar System sinks deeper into corporate espionage, the colonies on the moons of Saturn continue their work. Life in a Saturn mining colony revolves around working, eating, sleeping, and an occasional trip to Inktomi. The miners do not know or care about what goes on in the rest of the Solar System.

Desperate entrepreneurs head out to Inktomi hoping to capitalize on the miners, transforming the colony into modern nineteenth century gold rush towns. The miners heavily indulge during these diversions, often resulting in volatile situations. A few businessmen profited on this by hosting blood sports. At first, competitors from around the Solar



System made their way to the colony but now, most come from the mining community.

Stopwatch's mining partners cover for the real work here. The clandestine group operates training sites on Titan and Enceladus. The hostile environments can prepare their ranks for the worst found on Earth. Specifically, they prepare for deployment into the western Reformed United States, and possibly into the Asian territories on the other side of the Pacific Ocean. Representatives from the RUSA oversee the training.

The rest of the colonies research AIs and other non-living beings. This far out, the AIs cannot do much harm or try to escape to other colonies; with this threat neutralized, Stopwatch conducts tests to destroy enemy AIs. Most research pertains to the AI Discordia in Phoenix, but they also prepare for other AI threats.

ORBITAL HABITATS

- **Population:** 1 million
- **Affiliation:** United Nations Diplomatic Outpost
- **Leader:** UN Secretary General Leila Turani

UNISS looks out for the interests of megacorporations and Terran governments in space. Threats to either end with intervention by the representatives and Solar Marshals on the Space Station, and disputes concerning national and corporate colonies get resolved here. With the help

of the UN Solar Marshals and Corporate Star Security, peace reigns in space.

Or so they believe. The two law enforcement groups vie for position. Both race to each new call. The two groups have spies placed throughout the Space Station. Instead of investigating their rival, they gather information on developments in the Solar System. The sooner one group learns of a problem, the sooner they can assign someone to it. Waiting for the company or nation to reach out just gives the other a chance to get there first.

The public animosity between the two groups does not compare to the hidden conflicts on the Station. Currently, most watch the representative from the Reformed United States of America. No one knows what the newly reunited country plans to do about lost colonies, let alone plans for new colonies and takeovers. President Cromwell orders spies to examine other nations for exploitable weakness on existing colonies. Mars could make an excellent starting point; retaking TRIC City and then the rest of the planet could solidify the nation's power. As for Luna, they feign interest to distract others from the real prize.

Corporations with research and mining interests in the Solar System always keep a close eye on one another. Here, Golden Promise, CHIMERA, and Central Belarusian Steel try to discover secrets about one another. All three pay for StarSec's best security, which keeps the delegations safe; however, the security force also gathers information on the clients. They learned of Golden Promise's and CHIMERA's





secret research and now form plans to steal the findings. For now, the info on CBS bears no fruit.

With most scrutinizing the three behemoths, the smaller corporations spy on one another in hopes of getting ahead. The only one based entirely in space, Red Planet Industries, directs their spies to track the competition but, mainly, they spy on the Corporate Council to relay information to the United Colonies and Guild of Allied Traders. The information they gather keeps them one step ahead of private security forces and power plays by the larger Terran megacorporations.

THE HIVE

- **Population:** 500,000
- **Affiliation:** Corporate Colony
- **Leaders:** 79 Wings and Director Zhang Jinping, The Queen (AI)

The operators in the Hexagonal Universal Node Installation, called HUNIs, orbiting Jupiter do the best they can to complete their jobs and return to Earth or their home colonies alive. The Queen, the central AI in control of the Hive, monitors the mining closely. Over the years, she started seeing herself as a mother figure, believing it her responsibility to protect the HUNIs. In return, the miners trust The Queen completely.

The HUNIs normally stick to themselves and ignore the rest of the chaos in the Solar System. Jobs to gain access to Europa and CHIMERA's operations get left unfulfilled. The rewards cannot even compare to the risks; better to keep one's head down and make money the old-fashioned way.

The 79 Wings interests in Europa did arouse suspicion in the HUNI mines. The rumors coming from Saturn struck fear into the hearts of each miner: they worry for The Queen. If Stopwatch decides to target her, either as practice or as a first assault, what would they do to her and the Hive? Sure, some AIs could bring devastation, but The Queen, at her worst, is merely overprotective. If Stopwatch cannot destroy her and instead angers her, what might she do to the Hive? What will happen to the bond the HUNIs share with The Queen? The emotional toll of The Queen's betrayal would damage the Hive more than the deaths or damage she could visit upon them.

The miners track any ships coming through the area, doing what they can to find out who the ship belongs to and who it might carry. They keep an eye on the moons of Saturn for any movement. If a Stopwatch vessel comes near the Hive, multiple HUNIs go out to keep it from getting too close to The Queen.

INDEX

A

Accessing Virtual Reality 65
 Acid Rain 44
 Acriculture 18
 Activist Groups 31
 Act of God Armaments 22
 Adventures in VR 67
 A Factor Of X 155
 Agro Zone 10
 AlterNet Communications 22
 Anarchy Zone 11
 Anarchy Zone Encounter Table 12
 Ancient Lodge Master 297
 Anglo American Resistance Militia 36
 Apartment 51
 Aphrodite Cosmetics 23
 Arachound 260
 A Simple Delivery 212
 Aurora Angels of Death 36
 Automated Traps 63
 Automated Turret 295
 Avatars 67

B

Ban the Barcode 32
 Basp 261
 Bastion Industries 23
 Beastperson 262
 Beetle Rat 263
 Biohorrors 254
 Bio-Horror Savage Tales 180
 Biohorror Synthesis 254
 Bio-Hunters 85
 Biolion 318
 Biological Contamination 44
 Biosolutions Inc. 23
 Biotech 19
 Black Ties and Guano 189
 Blog Journalist 298
 Borg (Thug) 285
 Bounty Hunter 286
 Brilliance Inc. 23
 Building Campaign Themes 82
 Bureaucrat 298
 Burners 37
 Business Front 51

C

Campaign Theme: Protect and Serve 142

Campaign Themes 82
 Casualty Count 24
 Caustic Fog 45
 Central Belarusian Steel 24
 CHIMERA 24
 CISS 309
 City Trappings 10
 Coffin Motel 52
 Colony Freelancer 303
 Combatants (Mechanical) 295
 Comes The Kraken 180
 Commercial Zone 12
 Concept Group Financiers 25
 Concrete Mole 264
 Controlled(Crime Ring) 12
 Controlled (Crime Ring) Encounter table 13
 Controlled(Gang) 12
 Controlled (Gang) Encounter table 13
 Cops and Lifestyles 50
 Corporate Enclave 13
 Corporate Trappings 17
 Corporate Warfare 42
 Corruption 146
 Creating a Plot Point Campaign 76
 Crime Boss 298
 Crime Syndicates 33
 Crime Syndicates and Resources 34
 Crocosquirrel 264
 CryptoKon 32
 Customizing Security Officers 291
 Cyberhound 265
 Cyberpunks Campaign Theme 112

D

Daisey's Pizzas 25
 Damage Inc. 37
 Darwin 329
 Dawn of the Mindless 187
 Decay 80
 Declassified 32
 Disreputable Doctor 299
 Double Snaketopus 266
 Dramatic Task Organization 62
 Drought 45
 Dying for Dollars 244

E

Edge: Healthy 46
 Edge: Lucky Requisitioner 148





Edges and Lifestyles checks 49

Edge: Slippery 148

Effects of IDAPPS 310

Electric Rat 266

El Muerto 13 38

Entangler Net Gun 89

Environmental Effects 44

Estate 52

Executive/Colony Leadership NPCs 48

Extremist Groups 35

F

Faction Zone 14

Fanatic 300

Fear 89

Featherstone Industries 26

Fire Snake 266

G

Gaining and Reducing Corruption 147

Ganger (Boss) 287

Ganger (Leader) 286

Ganger (Street Soldier) 286

Gangs 36

GeeHawg 307

Glow Roach 267

Gold Coin Innovations 26

GreyMatter Evolution 27

Grub-N-Go Conveniences 27

Guards 63

H

Hacker 305

Happy Time Foods 27

Hard Times on the Killing Floor 213

Hauler 307

Hawk lizard 267

Hazards of the Solar System 47

Headgear Quality 65

Hindrance: Dirty (Minor/Major) 148

Honey Hill Farms 27

Hospital Hostage Crisis 237

House 53

Hurricanes 45

Hybrid Activist 300

I

Idealistic 80

IDentification APPLication Software 309

Idle Rich 300

Industrial Location 53

Increasing the Lifestyle Die 50

Insecurity 242

Investment Group 19

In-Your-Face News 27

J

Japan 324

J-Dog 267

Jelly Pigeon 268

Junk Sled 307

Jupiter Productions 27

K

Kenta Cyberdynamics 28

Kenyatta Vertical City 317

L

Law Enforcement VS. Crime 78

Lifestyle Checks 48

Lifestyles 48

Lifestyles Greater than D12 49

LIVEFAC 14

M

Manufacturer 20

Marauder (Bioroid) 304

Marauder Personal Craft 307

Media 20

Medic 304

Medical Treatment and Lifestyles 49

Mercenary (Living Legend 1) 289

Mercenary (Raw) 288

Mercenary (Veteran) 288

Mercenary (Zeek) 289

Migrant 14

Military Contractor 20

Mindless 268

Miner 304

MK XII Battle-Bot "Obliterator" 295

Mood 80

Morrison Steel 28

Motel/Hotel 53

Movement 48

Multiple Lag Conditions 66

My Pet Dragon 196

N

Negotiator 300

Network Security 63

Noah 32

Nortec Industries 28

Nothin' To See 216

NovaHot Music Group 28

Npc Generator 278

Nuke Rats 269

O

Octogator 269

Octorat 269

- Off Road 48
- OmniCredit Financial Inc 29
- Onoe Night at the Soy-O-Mat 218
- Organization Trappings 31
- OTL Innovations 29
- P**
- Patrol Lion 270
- Perth 329
- Physical Security 62
- Pinnacle Entertainment 29
- Plot 78
- Plot Point Campaign: Evolve Or Die 92
- Plot Point Campaign: Hunting Leviathan 116
- Poliraptor 271
- Polvostism 271
- Pop Star 301
- Private Security 20
- Procyopod 272
- Protect and Serve Adventures 233
- Q**
- Quark Tech 30
- R**
- Rabigeddon 272
- Race Table 278
- Radiation 47
- Rad Zone 15
- Rapid Depressurization 47
- Rapid Fire Security 30
- Raptor Hound 273
- Ravenlocke Securities Echelon Security Robot 296
- Ravenlocke Security 30
- Ravenlocke Security Carcelero 296
- Reaper Arms Technologies 30
- Religious Leader 302
- Removing IDAPPs 310
- Removing the Tendril Access Plague 313
- Requisitioning Gear 149
- Requisition Points 149
- Requisition Table 150
- Research and Development 21
- Resource Acquisition 21
- Retailer 21
- Revenge and Shrapnel 240
- Rippers 72
- Running the Maze 198
- S**
- Safe House Advantages 53
- Safe House Disadvantages 53
- Safe Houses 51
- Safe House Security Options 56
- Scared-Y Cat 273
- Scavenger 291
- Screaming Gibbons 274
- Sector 13 Blues 219
- Sector Cops Adventure Generator 246
- Security Assets 61
- Security (Detective) 292
- Security Officer (Bear) 291
- Security Officer (Bioroid) 291
- Security Officer (Generic) 292
- Security Officer (Tactical Build) 171, 172, 173, 178, 292
- Security System Defensive Tiers 60
- Security Systems 60
- Security Value 62
- Security Worth 61
- Sensors 63
- Setting 76
- Sewer Dragon 274
- Shady Fence 302
- ShipRITE! Boxes 30
- Shuttle/Space Cab 307
- Singapore 323
- Skin Deep 36
- Slum 15
- Snatched 185
- Social Opponents 297
- Solar System Npcs 303
- Soldier (Rank and File) 294
- Soldier (Special Ops) 294
- South Side Stormtroopers 39
- Space Vehicles 307
- Specialty Elements 64
- Specific Measures 62
- Spider Cat 274
- Squad Car 152
- Starr Mart 31
- Starting Corruption 146
- Stick lcky 235
- Storms 45
- Strangling Fern 275
- Subtle Foes 305
- Suburbs 15
- Subway 16
- Supervisor/Pit Boss 304
- Sweet Revenge 220
- Sydome 329
- T**
- Taiwan 323
- Tech Company 22
- Telecom 22





Thailand 323
The 14k Syndicate 35
The Black Rose Syndicate 33
The Bratva Vory 34
The Deadlands Universe 68
The Deep 68
The End (Climax) 79
The Faceless Masses 38
The Institute for Hybrid Rights 32
The Kruger Experiment 214
The Mafia 34
Theme 77
The Middle Ground 79
The Outback 329
The Philippines 324
The Real End 79
The Sexbot Assassins 233
The Techno-Shogunate 325
The Tendril Access Plague 308, 311
The Thawed Lands 323
The Way of the Gun 113
Thief 306
Those Beautiful Bloodsuckers 183
Tiburon 2.0 275
Tornados 46
Toro 2.0 275
Toxic Roach 276
Trans-Lane Shipping 31

Trapping Foes 89
Travel throughout the Solar System 47
Tripwires 63
Types of Law Enforcement 143
Types Of Traps 91
U
Upper Class 17
Urban Punk Rave Reaver 297
Using Corruption 146
V
Vampire Moth 277
Vehicle Augments Table 284
Vice Palace 17
Vietnam 323
Violent 81
Viper Hound 277
Virtual Reality 65
Visceral 81
Void Screamer 305
VR Headgear Table 65
VR Worlds 68
W
Walls 62
Watch My Back 222
Weather Effects 45
Windy City Cabs 31

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