

# The Chosen



**A MECHNOIR TRANSMISSION**

“The Chosen” Transmission is for use with the core rules found in *Technoir*, a high-tech, hard-boiled roleplaying game by Jeremy Keller and the Mechnoir Player’s Guide.

Visit [TechnoirRPG.com](http://TechnoirRPG.com) for more information and downloads.

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## MASTER TABLE

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<b>2 Events</b>	Disfellowshippment	Founder’s Day	Gift of the Damned
<b>3 Factions</b>	Cleansers	Dierdras	Edenists
<b>4 Locations</b>	The Joshua Fields	Mount Zion	PS 147:18
<b>5 Objects</b>	The 8th Seal	Awake	Cherub buggy
<b>6 Threats</b>	The Archangels	Caravan Nine	Had’s Handmaidens

## TECHNOLOGY

The Chosen are determined to create a world worthy of God's grace. They've started projects to heat the polar ice caps, grow lichen fields to alter the albedo of the planet, bioengineer heartier crops, and even redirect solar energy via satellites. Cloning technology is their first priority, however: they've managed to reduce gestation time for new members to under five months. They use broad-wheeled solar-powered buggies to transport supplies, and rely on automated turrets and aircraft for defense, reserving their handful of rigs for all-out conflict.

## ENVIRONMENT

Chosen communities are all alike: concentric geodesic domes ringing a hub used for shared worship, meals, and fabrication. Interiors are clean, with few walls and cloudy colored-glass mobiles, plants, and sunlamps hanging from domed ceilings. Besides the Mount Zion complex on Olympus Mons, the Chosen have scattered settlements and mines throughout the extinct volcanoes of the Tharsis region, and small terraforming outposts at each pole. They claim "stewardship" over the entire planet, not that anyone else cares.

## SOCIETY

Descendents of a heretical evangelical sect, The Chosen believe Earth has irremedably fallen into Satan's control: everyone there is eternally damned, as is everyone born since the sect left for Mars. The 144 Founders of the colony were preserved by God, however, and clones share in that redeemed state; all members of The Chosen are clones of a Founder, and are expected to serve the community as their predecessor did, often in the same role. Regular in-person meetings between elected elders settle regional and habitat business.

### [106 BY 106]

4	5	6
Johnny 25	Jordan 9	Saul Colson
Namedays	A Perfect Storm	Tainted Seed
Malcolms	Twins	Witnesses
Quivercreche	Satan's Alley	Sheol
Cornerstone	Demonseed	Watchtower
Mizpah Fourteen	Pioneer Seven	Seraphim

# CONNECTIONS

## Amelia Grant

*Commander of the Chosen's armed forces, secret aficionado of damned music.*

COAX	●●●●○	☒ Ace	_____	☒
DETECT	●●●●○	☒ Daring	_____	☒
FIGHT	●●●●○	☒ Dedicated	_____	☒
HACK	●●●●○	☒ Energetic	_____	☒
MOVE	●○○○○	☒ _____	_____	☒
OPERATE	●●●●●	<b>Objects:</b> stinger pistol, knife, flight suit, gazer transport		
PROWL	●○○○○	<b>Favors:</b> date, shark, stable		
SHOOT	●●●●○			
TREAT	●○○○○			

## Ariane G

*PS 147:18 elder, constantly scrounging for supplies.*

COAX	●●●●○	☒ Calm	_____	☒
DETECT	●●●●○	☒ Methodical	_____	☒
FIGHT	●○○○○	☒ Persuasive	_____	☒
HACK	●●●●○	☒ Responsible	_____	☒
MOVE	●○○○○	☒ _____	_____	☒
OPERATE	●●●●○	<b>Objects:</b> specs		
PROWL	●○○○○	<b>Favors:</b> fence, fix		
SHOOT	●●●●○			
TREAT	●●●●○			

## Founder Gabriel Cody

*The last living Founder, obsessed with keeping the Chosen safe.*

COAX	●●●●●	☒ Fatherly	_____	☒
DETECT	●●●●●	☒ Paranoid	_____	☒
FIGHT	●○○○○	☒ Revered	_____	☒
HACK	●●●●○	☒ Sober	_____	☒
MOVE	●○○○○	☒ _____	_____	☒
OPERATE	●○○○○	<b>Objects:</b> stinger pistol, specs, luxurious home		
PROWL	●●●●○	<b>Favors:</b> date, shark		
SHOOT	●●●●○			
TREAT	●○○○○			

## AMELIA GRANT'S LEADS

1d6	Un-connected	Connected
1	Johnny 25 (connection)	Ariane 6 (connection)
2	Gift of the Damned (event)	Disfellowshipment (event)
3	Cleasers (faction)	Edenists (faction)
4	Sheol (location)	Joshua Fields (location)
5	Cherub buggy (object)	Demonseed (object)
6	Seraphim (threat)	The Archangels (threat)

## ARIANE 6'S LEADS

1d6	Un-connected	Connected
1	Jordan 9 (connection)	Gabriel Cody (connection)
2	Nameday (event)	Founder's Day (event)
3	Witnesses (faction)	Dierdras (faction)
4	PS 147:18 (location)	Mount Zion (location)
5	Awake (object)	Cherub buggy (object)
6	Pioneer Seven (threat)	Caravan Nine (threat)

## GABRIEL CODY'S LEADS

1d6	Un-connected	Connected
1	Saul Colson (connection)	Amelia Grant (connection)
2	Founder's Day (event)	Tainted Seed (event)
3	Malcolms (faction)	Twins (faction)
4	Mount Zion (location)	Satan's Alley (location)
5	Watchtower (object)	Awake (object)
6	The Archangels (threat)	Mizpah Fourteen (threat)

## Johnny 25

*Rig tech with a serious stimulant addiction.*

COAX	●○○○○	⊕ Clever	_____	⊖
DETECT	●●○○○	⊕ Short	_____	⊖
FIGHT	●○○○○	⊕ Technical	_____	⊖
HACK	●●●●○	⊕ Twitchy	_____	⊖
MOVE	●●○○○	⊕ _____	_____	⊖
OPERATE	●●●●○			
PROWL	●●●○○	<b>Objects:</b> knife, sealsuit, specs, repair kit, multitool		
SHOOT	●○○○○	<b>Favors:</b> deal, fix, stable		
TREAT	●●●○○			

## Jordan 9

*Quivercreche doctor, secretly smuggling pregnant women out of Chosen territory.*

COAX	●●●○○	⊕ Empathetic	_____	⊖
DETECT	●●○○○	⊕ Protective	_____	⊖
FIGHT	●○○○○	⊕ Steady	_____	⊖
HACK	●●○○○	⊕ Tough	_____	⊖
MOVE	●○○○○	⊕ _____	_____	⊖
OPERATE	●●●○○			
PROWL	●●●○○	<b>Objects:</b> duster pistol, sealsuit, specs, cherub buggy		
SHOOT	●●○○○	<b>Favors:</b> deal, ride, splice		
TREAT	●●●●○			

## Saul Colson

*Erratic roving surgeon, only clone of the Colson twins' suicidal older brother.*

COAX	●○○○○	⊕ Brilliant	_____	⊖
DETECT	●●●○○	⊕ Envious	_____	⊖
FIGHT	●○○○○	⊕ Impulsive	_____	⊖
HACK	●●○○○	⊕ Stocky	_____	⊖
MOVE	●○○○○	⊕ _____	_____	⊖
OPERATE	●●●○○			
PROWL	●●●○○	<b>Objects:</b> sealsuit, specs, med suite, cherub buggy		
SHOOT	●○○○○	<b>Favors:</b> fence, ride, splice		
TREAT	●●●●○			

## JOHNNY 25'S LEADS

1d6	Un-connected	Connected
1	Amelia Grant (connection)	Jordan 9 (connection)
2	A Perfect Storm (event)	Nameday (event)
3	Edenists (faction)	Malcolms (faction)
4	Joshua Fields (location)	PS 147:18 (location)
5	Cornerstone (object)	The 8th Seal (object)
6	Mizpah Fourteen (threat)	Pioneer Seven (threat)

## JORDAN 9'S LEADS

1d6	Un-connected	Connected
1	Gabriel Cody (connection)	Saul Colson (connection)
2	Tainted Seed (event)	Gift of the Damned (event)
3	Dierdras (faction)	Witnesses (faction)
4	Quivercreche (location)	Sheol (location)
5	The 8th Seal (object)	Watchtower (object)
6	Caravan Nine (threat)	Hadassah's Handmaidens (threat)

## SAUL COLSON'S LEADS

1d6	Un-connected	Connected
1	Ariane 6 (connection)	Johnny 25 (connection)
2	Disfellowshipment (event)	A Perfect Storm (event)
3	Twins (faction)	Cleansers (faction)
4	Satan's Alley (location)	Quivercreche (location)
5	Demonseed (object)	Cornerstone (object)
6	Hadassah's Handmaidens (threat)	Seraphim (threat)

# EVENTS

## **Disfellowshipment**

*An entire community is expelled from the faith after falling into depraved worship.*

## **Founder's Day**

*Annual journey to the Mount Zion landing: all Chosen are expected to attend.*

## **Gift of the Damned**

*Supplies from sect members left behind on Earth crash 2 clicks west of Mt. Zion.*

## **Nameday**

*Birthday celebrations for a Founder; one clone is awarded the surname for a year.*

## **A Perfect Storm**

*A global sandstorm and electrically charged tornadoes scour the planet for weeks.*

## **Tainted Seed**

*Dozens of Colsons develop a crippling genetic disorder: DNA record sabotage?*

# FACTIONS

## **Cleanders**

*Vocal majority advocating for completely cleansing Mars of the damned.*

## **Dierdras**

*Controversial clones of Dierdra Sterling, a stowaway on the Chosen's colony ship.*

## **Edenists**

*Minority isolationists, keenly focused on terraforming efforts.*

## **Malcolms**

*Clones of Founder Malcolm Loma, Ministers for every territorial patrol unit.*

## **Twins**

*Paired clones of Founders Ann and Aaron Colson, twin autistic geneticists.*

## **Witnesses**

*Border colonists attempting to convert the damned, against Chosen doctrine.*



# LOCATIONS

## **The Joshua Fields**

*Sturdy solar panels blanketing the slopes of Mount Zion.*

## **Mount Zion**

*Olympus Mons: tallest mountain in the solar system, site of the Founders' first colony.*

## **PS 147:18**

*Ring of polar melting stations, hardened against the 250mph+ seasonal winds.*

## **Quivercreche**

*Highly-automated facility for gestating and educating new Chosen until maturity.*

## **Satan's Alley**

*A desolate canyon home to dust devils fierce enough to dismantle a rig in seconds.*

## **Sheol**

*South polar region prone to explosive eruptions of CO2 and dark sand.*

# OBJECTS

## **The 8th Seal**

*Slang for chemical sterility treatments Chosen receive on their 12th birthday.*

⊕ fallible, small, sterilizing, syringe

## **Awake**

*E-ink magazine updated daily with devotionals, articles, news, and advice.*

⊕ display, e-ink, flimsy, linked, read-only, small

## **Cherub buggy**

*Lightweight transports with broad inflatable wheels, often daisy-chained together.*

⊕ balloon-wheels, cam, cargo, display, light, fast, linked, modular, solar-powered

## **Cornerstone**

*Fabricator used to create customized molecular chains, critical for survival.*

⊕ experimental, huge, nanofactory

## **Demonseed**

*High-capacity datacube filled with pornography, music, and art from Earth.*

⊕ data-storage, encrypted, illegal, small

## **Watchtower**

*Automatic borderpost turret, broadcasts scripture to jam radio frequencies.*

⊕ cam, encrypted, jammer, linked, long-range, pulse laser, pulse laser, solar-powered

# THREATS

## **The Archangels**

*The Chosen's best riggers, supported by their only heavy dropship.*

## **Caravan Nine**

*Cherub caravan supplying Chosen colonies throughout the Tharsis region.*

## **Hadassah's Handmaidens**

*Undercover agents using sex appeal to infiltrate and undermine the Damned.*

## **Mizpah Fourteen**

*Monitors, technicians, and sys-admins for a 100 km stretch of Watchtowers.*

## **Pioneer Seven**

*An ordinary territorial patrol unit.*

## **Seraphim**

*Airborne strike team: stealthy approaches, precise destruction.*

# Threat: The Archangels

## Heavies

### Gabbi Chalinsky

COAX	● ○ ○ ○ ○ ○	⊕ Aware	_____	○ ⊞
DETECT	● ● ● ● ○ ○	⊕ Daring	_____	○ ⊞
FIGHT	● ○ ○ ○ ○ ○	⊕ Practiced	_____	○ ⊞
HACK	● ● ● ● ○ ○	⊕ Strong	_____	○ ⊞
MOVE	● ○ ○ ○ ○ ○	⊕ _____	_____	○ ⊞
OPERATE	● ● ● ● ● ●	<b>Objects:</b> flight suit, korida		
PROWL	● ○ ○ ○ ○ ○	transport		
SHOOT	● ● ● ● ○ ○			
TREAT	● ○ ○ ○ ○ ○			

### Michel Barnette

COAX	● ○ ○ ○ ○ ○	⊕ Patient	_____	○ ⊞
DETECT	● ● ● ● ○ ○	⊕ Pensive	_____	○ ⊞
FIGHT	● ○ ○ ○ ○ ○	⊕ Precise	_____	○ ⊞
HACK	● ● ● ● ○ ○	⊕ Prepared	_____	○ ⊞
MOVE	● ○ ○ ○ ○ ○	⊕ _____	_____	○ ⊞
OPERATE	● ● ● ● ○ ○	<b>Objects:</b> rig control suit, recke		
PROWL	● ● ● ● ○ ○	rig		
SHOOT	● ● ● ● ○ ○			
TREAT	● ○ ○ ○ ○ ○			

### Nora Gurianova

COAX	● ○ ○ ○ ○ ○	⊕ Sharp	_____	○ ⊞
DETECT	● ● ● ● ○ ○	⊕ Sneaky	_____	○ ⊞
FIGHT	● ○ ○ ○ ○ ○	⊕ Socialable	_____	○ ⊞
HACK	● ● ● ● ○ ○	⊕ Steady	_____	○ ⊞
MOVE	● ○ ○ ○ ○ ○	⊕ _____	_____	○ ⊞
OPERATE	● ● ● ● ○ ○	<b>Objects:</b> rig control suit, recke		
PROWL	● ● ● ● ○ ○	rig		
SHOOT	● ● ● ● ○ ○			
TREAT	● ○ ○ ○ ○ ○			

### Vladi Egorychev

COAX	● ○ ○ ○ ○ ○	⊕ Accurate	_____	○ ⊞
DETECT	● ● ● ● ○ ○	⊕ Fearless	_____	○ ⊞
FIGHT	● ○ ○ ○ ○ ○	⊕ Quick	_____	○ ⊞
HACK	● ● ● ● ○ ○	⊕ Trained	_____	○ ⊞
MOVE	● ○ ○ ○ ○ ○	⊕ _____	_____	○ ⊞
OPERATE	● ● ● ● ● ●	<b>Objects:</b> rig control suit, medkit,		
PROWL	● ○ ○ ○ ○ ○	recke rig		
SHOOT	● ● ● ● ○ ○			
TREAT	● ○ ○ ○ ○ ○			

## Object Pool

### Flight Suit

⊕ display, emergency shute, gesture input, impact armor, life support, linked, sound

### Rig Control Suit

⊕ cerebral input, display, exoskeleton, gesture input, life support, linked, sound

### Recke rig

⊕ armor, armor, articulate arms, cam, flame thrower, heavy, infrared, linked, mic, pulse laser, pulse laser, shields, sonar imaging, stabilizors, thermal imaging

### Korida transport

⊕ armor, armor, cam, cargo, heavy, hover, huge, infrared, linked, mic, pod, pod, pulse laser, pulse laser, pulse laser, rotorfans, sonar imaging, thermal imaging, thrusters

# Threat: Caravan Nine

## Heavies

### Dean 3, caravan leader

COAX	■●●●○	⊕ Clever	_____	⊖
DETECT	■●●○●○	⊕ Fatherly	_____	⊖
FIGHT	■●●●○	⊕ Observant	_____	⊖
HACK	■●●●○	⊕ Steady	_____	⊖
MOVE	■●○●○	⊕ _____	_____	⊖
OPERATE	■●●●○			
PROWL	■●○●○			
SHOOT	■●○●○			
TREAT	■●○●○			

**Objects:** knife, sealsuit, specs, cherub buggy

### Malcolm 28, minister

COAX	■●●●○	⊕ Intuitive	_____	⊖
DETECT	■●●○●○	⊕ Quick	_____	⊖
FIGHT	■●○●○	⊕ Sniveling	_____	⊖
HACK	■●●●○	⊕ _____	_____	⊖
MOVE	■●○●○	⊕ _____	_____	⊖
OPERATE	■●○●○			
PROWL	■●○●○			
SHOOT	■●○●○			
TREAT	■●○●○			

**Objects:** sealsuit, specs, medkit, vestments, cherub buggy

## Henchmen

### Ken 26, worker

COAX	■●●○●○
DETECT	■●●○●○
FIGHT	■●●○●○
HACK	■●●○●○
MOVE	■●○●○
OPERATE	■●●○●○
PROWL	■●●○●○
SHOOT	■●○●○
TREAT	■●●○●○

⊕ Slow \_\_\_\_\_ ⊖

**Objs:** sealsuit, cherub buggy

### Ana 19, tech

COAX	■●●○●○
DETECT	■●●○●○
FIGHT	■●●○●○
HACK	■●●○●○
MOVE	■●○●○
OPERATE	■●●○●○
PROWL	■●●○●○
SHOOT	■●○●○
TREAT	■●○●○

⊕ Cautious \_\_\_\_\_ ⊖

**Objs:** sealsuit, specs, cherub buggy

### Ken 44, worker

COAX	■●○●○
DETECT	■●●○●○
FIGHT	■●●○●○
HACK	■●●○●○
MOVE	■●○●○
OPERATE	■●●○●○
PROWL	■●●○●○
SHOOT	■●○●○
TREAT	■●○●○

⊕ Strong \_\_\_\_\_ ⊖

**Objs:** sealsuit, cherub buggy

### Ryan 19, guard

COAX	■●○●○
DETECT	■●●○●○
FIGHT	■●●○●○
HACK	■●●○●○
MOVE	■●○●○
OPERATE	■●●○●○
PROWL	■●○●○
SHOOT	■●○●○
TREAT	■●○●○

⊕ Grizzled \_\_\_\_\_ ⊖

**Objs:** torres' arm, guardsuit

## Object Pool

### Knife

⊕ small, sharp

### Torres' Arm (cyberarm)

⊕ explosive rounds, gun, long-range, loud, nerve-linked, powerful, synthskin

### Guardsuit

⊕ ballistic armor, cam, condition monitor, display, exoskeleton, guesture input, kinetic armor, linked, mic, sonar imaging, sound, strong, thermal imaging

### Sealsuit

⊕ condition monitor, display, guesture input, life support, linked, mic, sound, toolkit

### Vestments

⊕ display, embroidered, symbolic

### Specs

⊕ cam, display, guesture input, linked, mic, sonar imaging, sound, thermal imaging

### Medkit

⊕ bandages, painkillers, stims

### Cherub buggy

⊕ balloon-wheels, cam, cargo, display, fast, light, linked, modular, solar-powered

# Threat: Hadassah's Handmaidens

## Heavies

### Esther Berg

COAX	■	■	■	■	■
DETECT	■	■	■	□	□
FIGHT	■	□	□	□	□
HACK	■	■	■	□	□
MOVE	■	■	□	□	□
OPERATE	■	■	■	■	□
PROWL	■	■	■	□	□
SHOOT	■	□	□	□	□
TREAT	■	□	□	□	□

⊕ Alluring	_____	■	□
⊕ Charming	_____	■	□
⊕ Manipulative	_____	■	□
⊕ Tall	_____	■	□
⊕ _____	_____	■	□

**Objects:** esther's pearls, jumpsuit, little black dress, specs, teardrop earring drones

### Adah Zerby

COAX	■	■	■	□	□
DETECT	■	■	■	□	□
FIGHT	■	■	□	□	□
HACK	■	■	■	□	□
MOVE	■	■	□	□	□
OPERATE	■	□	□	□	□
PROWL	■	■	■	■	□
SHOOT	■	□	□	□	□
TREAT	■	■	□	□	□

⊕ Attentive	_____	■	□
⊕ Curvy	_____	■	□
⊕ Sexy	_____	■	□
⊕ Sly	_____	■	□
⊕ _____	_____	■	□

**Objects:** palmknife, spike ring, dress of many colors, specs

## Henchmen

### Esther 26

COAX	■	■	■	■	□
DETECT	■	■	■	□	□
FIGHT	■	■	□	□	□
HACK	■	■	■	□	□
MOVE	■	■	□	□	□
OPERATE	■	□	□	□	□
PROWL	■	■	■	□	□
SHOOT	■	□	□	□	□
TREAT	■	□	□	□	□

⊕ Charming	_____	■	□
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**Objs:** esther's pearls, little red dress, specs

### Ruth 20

COAX	■	■	■	□	□
DETECT	■	■	■	□	□
FIGHT	■	■	■	□	□
HACK	■	■	■	□	□
MOVE	■	■	□	□	□
OPERATE	■	□	□	□	□
PROWL	■	■	■	□	□
SHOOT	■	□	□	□	□
TREAT	■	□	□	□	□

⊕ Sharp	_____	■	□
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**Objs:** esther's pearls, palm-knife, jumpsuit, specs

### Electa 12

COAX	■	■	■	□	□
DETECT	■	■	■	□	□
FIGHT	■	■	□	□	□
HACK	■	■	■	□	□
MOVE	■	■	■	■	□
OPERATE	■	■	■	■	□
PROWL	■	■	■	□	□
SHOOT	■	□	□	□	□
TREAT	■	□	□	□	□

⊕ Exciting	_____	■	□
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**Objs:** little red dress, teardrop earring drones

### Martha 34

COAX	■	■	■	■	□
DETECT	■	■	■	□	□
FIGHT	■	■	■	□	□
HACK	■	■	■	□	□
MOVE	■	■	■	□	□
OPERATE	■	□	□	□	□
PROWL	■	■	■	□	□
SHOOT	■	□	□	□	□
TREAT	■	■	■	□	□

⊕ Flirtatious	_____	■	□
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**Objs:** little red dress, spike ring, specs

## Object Pool

### Jumpsuit

⊕ condition monitor, cam, display, emergency shute, guesture input, life support, mic, jetpack

### Little Black Dress

⊕ condition monitor, data storage, distracting, cam, mic

### Little Red Dress

⊕ condition monitor, compartment, distracting, pheromone pump

### Dress of Many Colors

⊕ condition monitor, chameleonskin, fitted, guesture input, stylish, thermal dampeners

### Teardrop earring drone

⊕ adhesive legs, cam, disguised, encrypted, explosive, linked, tiny

### Esther's Pearls

⊕ devastating, encrypted, explosive, jewelry, linked, small

### Palmknife

⊕ tiny, poisoned, sharp

### Spike ring

⊕ disguised, jewelry, tiny, syringe

### Specs

⊕ cam, display, encrypted, firewall, guesture input, linked, mic, sonar imaging, sound, thermal imaging

# Threat: Mizpah Fourteen

## Heavies

### Johnny Root, admin

COAX	■●●●○
DETECT	■●●○
FIGHT	■○○○○
HACK	■●●●
MOVE	■○○○○
OPERATE	■●●○○
PROWL	■○○○○
SHOOT	■●●○○
TREAT	■○○○○

- ⊕ Architect \_\_\_\_\_ ⊖
- ⊕ Calm \_\_\_\_\_ ⊖
- ⊕ Meticulous \_\_\_\_\_ ⊖
- ⊕ Technical \_\_\_\_\_ ⊖
- ⊕ \_\_\_\_\_ ⊖

Objects: specs, watchtowers

### Ana 5, coordinator

COAX	■●●●○
DETECT	■●●○○
FIGHT	■●○○○
HACK	■●●●
MOVE	■○○○○
OPERATE	■●○○○
PROWL	■○○○○
SHOOT	■○○○○
TREAT	■●○○○

- ⊕ Authoritative \_\_\_\_\_ ⊖
- ⊕ Cautious \_\_\_\_\_ ⊖
- ⊕ Critical \_\_\_\_\_ ⊖
- ⊕ Strong \_\_\_\_\_ ⊖
- ⊕ \_\_\_\_\_ ⊖

Objects: specs, watchtowers

## Henchmen

### Nedry 8

COAX	■●○○○
DETECT	■●●○○
FIGHT	■○○○○
HACK	■●●●
MOVE	■○○○○
OPERATE	■●●●
PROWL	■○○○○
SHOOT	■○○○○
TREAT	■○○○○

- ⊕ Handy \_\_\_\_\_ ⊖

Objs: sealsuit, specs, repair pack, multitool, cherub buggy

### Ariane 13

COAX	■○○○○
DETECT	■●●○○
FIGHT	■○○○○
HACK	■●●●
MOVE	■○○○○
OPERATE	■●○○○
PROWL	■○○○○
SHOOT	■●●●
TREAT	■○○○○

- ⊕ Exacting \_\_\_\_\_ ⊖

Objs: sealsuit, specs, watchtowers

### Gabriel 14

COAX	■○○○○
DETECT	■●●●
FIGHT	■○○○○
HACK	■●●●
MOVE	■○○○○
OPERATE	■●○○○
PROWL	■○○○○
SHOOT	■●●○○
TREAT	■○○○○

- ⊕ Analytical \_\_\_\_\_ ⊖

Objs: sealsuit, specs, watchtowers

### Malcolm 22

COAX	■●●○○
DETECT	■●●○○
FIGHT	■○○○○
HACK	■●○○○
MOVE	■○○○○
OPERATE	■●○○○
PROWL	■●○○○
SHOOT	■○○○○
TREAT	■●●○○

- ⊕ Insightful \_\_\_\_\_ ⊖

Objs: sealsuit, specs, medkit, vestments, cherub buggy

## Object Pool

### Sealsuit

⊕ condition monitor, display, guesture input, life support, linked, mic, sound, toolkit

### Specs

⊕ cam, display, guesture input, linked, mic, sonar imaging, sound, thermal imaging

### Medkit

⊕ bandages, painkillers, stims

### Repair Pack

⊕ analysis suite, arc-welder, display, heavy, linked, nano-fabricator, parts

### Vestments

⊕ display, embroidered, symbolic

### Cherub buggy

⊕ balloon-wheels, cam, cargo, display, light, fast, linked, modular, solar-powered

### Watchtower

⊕ cam, encrypted, jammer, linked, long-range, pulse laser, pulse laser, solar-powered

# Threat: Pioneer Seven

## Heavies

### Vladi 12

COAX	■ □ □ □ □	⊕ Accurate	_____	□ □ □ □
DETECT	■ ■ □ □ □	⊕ Brave	_____	□ □ □ □
FIGHT	■ □ □ □ □	⊕ Experienced	_____	□ □ □ □
HACK	■ ■ ■ □ □	⊕ _____	_____	□ □ □ □
MOVE	■ □ □ □ □	⊕ _____	_____	□ □ □ □
OPERATE	■ ■ ■ ■ □	<b>Objects:</b> rig control suit, recke		
PROWL	■ □ □ □ □	rig		
SHOOT	■ ■ □ □ □			
TREAT	■ □ □ □ □			

### Gabbi 29

COAX	■ □ □ □ □	⊕ Alert	_____	□ □ □ □
DETECT	■ ■ ■ □ □	⊕ Impulsive	_____	□ □ □ □
FIGHT	■ ■ □ □ □	⊕ Practiced	_____	□ □ □ □
HACK	■ □ □ □ □	⊕ _____	_____	□ □ □ □
MOVE	■ ■ □ □ □	⊕ _____	_____	□ □ □ □
OPERATE	■ ■ ■ □ □	<b>Objects:</b> flight suit, gazer trans-		
PROWL	■ □ □ □ □	port		
SHOOT	■ ■ ■ □ □			
TREAT	■ □ □ □ □			

## Henchmen

### Ryan 27

COAX	■ ■ □ □ □
DETECT	■ ■ □ □ □
FIGHT	■ ■ □ □ □
HACK	■ ■ □ □ □
MOVE	■ □ □ □ □
OPERATE	■ ■ □ □ □
PROWL	■ □ □ □ □
SHOOT	■ ■ ■ □ □
TREAT	■ □ □ □ □

⊕ Patient \_\_\_\_\_ □ □

**Objs:** torres' arm, guardsuit

### Ryan 41

COAX	■ □ □ □ □
DETECT	■ □ □ □ □
FIGHT	■ ■ ■ □ □
HACK	■ ■ □ □ □
MOVE	■ ■ □ □ □
OPERATE	■ ■ ■ □ □
PROWL	■ □ □ □ □
SHOOT	■ ■ ■ □ □
TREAT	■ □ □ □ □

⊕ Violent \_\_\_\_\_ □ □

**Objs:** torres' arm, guardsuit

### Ryan 38

COAX	■ □ □ □ □
DETECT	■ ■ □ □ □
FIGHT	■ ■ □ □ □
HACK	■ ■ □ □ □
MOVE	■ □ □ □ □
OPERATE	■ ■ □ □ □
PROWL	■ ■ □ □ □
SHOOT	■ ■ ■ □ □
TREAT	■ □ □ □ □

⊕ Protective \_\_\_\_\_ □ □

**Objs:** torres' arm, guardsuit

### Malcolm 35

COAX	■ ■ ■ ■ □
DETECT	■ ■ ■ □ □
FIGHT	■ ■ □ □ □
HACK	■ □ □ □ □
MOVE	■ □ □ □ □
OPERATE	■ □ □ □ □
PROWL	■ □ □ □ □
SHOOT	■ □ □ □ □
TREAT	■ ■ ■ ■ □

⊕ Intense \_\_\_\_\_ □ □

**Objs:** guardsuit, vestments, medkit

## Object Pool

### Torres' Arm (cyberarm)

⊕ explosive rounds, gun, long-range, loud, nerve-linked, powerful, synthskin

### Flight Suit

⊕ display, emergency shute, gesture input, impact armor, life support, linked, sound

### Guardsuit

⊕ ballistic armor, cam, condition monitor, display, exoskeleton, guesture input, kinetic armor, linked, mic, sonar imaging, sound, strong, thermal imaging

### Rig Control Suit

⊕ cerebral input, display, exoskeleton, gesture input, life support, linked, sound

### Medkit

⊕ bandages, painkillers, stims

### Vestments

⊕ display, embroidered, symbolic

### Gazer transport

⊕ armor, cam, hover, huge, linked, mic, pod, pulse laser, rotorfans, thermal imaging, thrusters

### Recke rig

⊕ armor, armor, articulate arms, burst cannon, cam, flame thrower, heavy, infrared, linked, mic, shields, shovel, sonar imaging, stabilizers, thermal imaging

# Threat: Seraphim

## Heavies

### Amelia 6

COAX	■ ■ ■ □ □	⊕ Ace	_____	⊖ □ □
DETECT	■ □ □ □ □	⊕ Determined	_____	⊖ □ □ □
FIGHT	■ □ □ □ □	⊕ Tough	_____	⊖ □ □ □
HACK	■ ■ □ □ □	⊕ _____	_____	⊖ □ □ □
MOVE	■ □ □ □ □	⊕ _____	_____	⊖ □ □ □
OPERATE	■ ■ ■ ■ ■	<b>Objects:</b> flight suit, gazer transport		
PROWL	■ □ □ □ □			
SHOOT	■ ■ ■ □ □			
TREAT	■ □ □ □ □			

### Nora 11

COAX	■ □ □ □ □	⊕ Fast	_____	⊖ □ □
DETECT	■ ■ ■ □ □	⊕ Prepared	_____	⊖ □ □
FIGHT	■ □ □ □ □	⊕ Sneaky	_____	⊖ □ □
HACK	■ □ □ □ □	⊕ _____	_____	⊖ □ □
MOVE	■ ■ ■ □ □	⊕ _____	_____	⊖ □ □
OPERATE	■ ■ ■ □ □	<b>Objects:</b> rig control suit, dancer rig		
PROWL	■ ■ ■ □ □			
SHOOT	■ ■ ■ □ □			
TREAT	■ □ □ □ □			

### Nora 7

COAX	■ □ □ □ □	⊕ Aggressive	_____	⊖ □ □
DETECT	■ ■ ■ □ □	⊕ Impulsive	_____	⊖ □ □
FIGHT	■ ■ □ □ □	⊕ Sharp	_____	⊖ □ □
HACK	■ ■ ■ □ □	⊕ _____	_____	⊖ □ □
MOVE	■ □ □ □ □	⊕ _____	_____	⊖ □ □
OPERATE	■ ■ ■ □ □	<b>Objects:</b> rig control suit, dancer rig		
PROWL	■ ■ □ □ □			
SHOOT	■ ■ □ □ □			
TREAT	■ □ □ □ □			

### Vladi 13

COAX	■ □ □ □ □	⊕ Focused	_____	⊖ □ □
DETECT	■ ■ □ □ □	⊕ Quick	_____	⊖ □ □
FIGHT	■ □ □ □ □	⊕ Trained	_____	⊖ □ □
HACK	■ ■ □ □ □	⊕ _____	_____	⊖ □ □
MOVE	■ □ □ □ □	⊕ _____	_____	⊖ □ □
OPERATE	■ ■ ■ □ □	<b>Objects:</b> rig control suit, medkit, dancer rig		
PROWL	■ □ □ □ □			
SHOOT	■ ■ ■ □ □			
TREAT	■ ■ □ □ □			

## Object Pool

### Flight Suit

⊕ display, emergency shute, gesture input, impact armor, life support, linked, sound

### Rig Control Suit

⊕ cerebral input, display, exoskeleton, gesture input, life support, linked, sound

### Medkit

⊕ bandages, painkillers, stims

### Dancer rig

⊕ armor, cam, boosters, infrared, linked, mic, ostrich legs, pulse laser, sonar imaging, thermal-dampeners, thermal imaging

### Gazer transport

⊕ armor, cam, hover, huge, linked, mic, pod, pulse laser, rotorfans, sonar imaging, thermal imaging, thrusters