

URBAN JUNGLE



Art by 8eelze

Technology: Built a few miles from the shores of one of Brazil's larger bays, Sao Natal started as a fueling station for incoming cargo ships but has exploded into a center of gravity for Brazilian commerce. Any corporate entity, regardless of its product or customers, must gain a presence in Sao Natal if it wants to break out of South America and enter the global market.

Environment: Buildings gather in crowded clusters onto the many panels supported by stilts atop the water. Roads and walkways connect buildings and panels, crisscrossing over the water in a mess of uncoordinated urban planning. Artificial gardens grow out of control in several courtyards, extending their colorful grasp across any and every path.

Society: Many corporations are based in the floating city, their managers and CEOs living in the few high-rises that dot the city. The masses are compacted into tenements and apartments which are often the sites of vicious gang wars between different city panels.

1d6	1	2	3
1 Con.	DJ NME	Noam Rylo	Lu Barossa
2 Eve.	Gang war	Carnival	Sinking Ship
3 Fac.	Zulu Armory	Jaguars	Neolithic Inc.
4 Loc.	NI Oil Rig	Tzar	Freire Pyramid
5 Obj.	Macuahuitl	H88	Bomb
6 Thr.	SNPD Patrol	Oxomo's Children	Rabbit Boys

1d6	4	5	6
1 Con.	Vera Xuxa	Elza	Derra Holt
2 Eve.	Collapse	Strike	Robbery
3 Fac.	Thunder Braves	SNPD	United Unions
4 Loc.	Checkpoint	Onyx Tower	Warehouse
5 Obj.	Keycard	Idol	'83 Whisky
6 Thr.	Contractors	Fire Warriors	Striking Workers

Connection Tables:

Con: DJ NME (Rising musical artist in the underground)	Positive Adjective	Negative Adjective
Coax: 4	Relaxed	
Detect: 2	Talkative	
Fight: 1	Friendly	
Hack: 4		
Move: 2		
Operate: 1		
Prowl: 1		
Shoot: 2		
Treat: 2		
Obj: Cybereye(linked, display) Cyberarm (Gesture input, claws) Cyberear(sound, mic)		
Fav: Date, Shark		

Con: Naom Rylo (Mentally unstable gang leader)	Positive Adjective	Negative Adjective
Coax: 3	Loud	
Detect: 2	Insane	
Fight: 4	Wild	
Hack: 1	Limber	
Move: 2		
Operate: 1		
Prowl: 2		
Shoot: 3		
Treat: 1		
Obj: Barker (Loud, Powerful, laser-sight), Tats (Derma-linked, programmable, tattoo)		
Fav: Splice, Fence, Deal		

Con: Lu Barossa (A low level inspector at the docks)	Positive Adjective	Negative Adjective
Coax: 1	Persistent	
Detect: 3	Loyal	
Fight: 1	Observant	
Hack: 3		
Move: 2		
Operate: 2		
Prowl: 1		
Shoot: 2		
Treat: 3		
Obj: Cybereye(Sonar-imaging, Thermal-display, infrared), Detector (Scanner, Radiation-sensor) Stinger (small)		
Fav: Fix (equipment, guns) Fence, Chop		

Con: Vera Xuxa (Runner for the gangs when they want to avoid tracking on the interface)	Positive Adjective	Negative Adjective
Coax: 1	Quick	
Detect: 2	Meticulous	
Fight: 2	Quiet	
Hack: 1		
Move: 4		
Operate: 1		
Prowl: 3		
Shoot: 1		
Treat: 3		
Obj: Cyberlegs (Fast, matched pair, spring loaded) Exokarambit (deadly, sharp) aCar(automatic, spheels, passengers)		
Fav: Ride, Chop		

Con: Elza (Chef at small diner in a rougher part of the city)	Positive Adjective	Negative Adjective
Coax: 3	Big	
Detect: 1	Ferocious	
Fight: 3	Intimidating	
Hack: 1		
Move: 2		
Operate: 1		
Prowl: 2		
Shoot: 2		
Treat: 3		
Obj: Cleaver (Sharp, big, deadly) Cyberarm (Strong, claws, agile)		
Fav: Shark, Deal		

Con: Derra Holt (Field Medic for the SNPD)	Positive Adjective	Negative Adjective
Coax: 1	Precise	
Detect: 2	Protective	
Fight: 2	Quick	
Hack: 1		
Move: 2		
Operate: 2		
Prowl: 1		
Shoot: 4		
Treat: 4		
Obj: Medi-Kit (Bandages, Stims) Duster (Loud, Scattershot) Kevlar Vest (Ballistic Armor)		
Fav: Splice, Deal		

Connection Tables

1d6 Con1	Un-connected	Connected
1	DJ NME	Noam Rylo
2	Collapse	Robbery
3	Jaguars	United Unions
4	Warehouse	Freire Pyramid
5	Bomb	Keycard
6	Striking Workers	Rabbit Boys

1d6 Con2	Un-connected	Connected
1	Lu Barossa	DJ NME
2	Strike	Collapse
3	Thunder Braves	SNPD
4	Checkpoint	Onyx Tower
5	Macuahuitl	Idol
6	Oxomo's Children	Striking Workers

1d6 Con3	Un-connected	Connected
1	Vera Xuxa	Derra Holt
2	Robbery	Sinking Ship
3	United Unions	Thunder Braves
4	Onyx Tower	Warehouse
5	H88	Bomb
6	Contractors	Oxomo's Children

1d6 Con4	Un-connected	Connected
1	Noam Rylo	Lu Barossa
2	Gang War	Strike
3	SNPD	Neolithic Inc.
4	Tzar	NI Oil Rig
5	'83 Whisky	Macuahuitl
6	Fire Warriors	Contractors

1d6 Con5	Un-connected	Connected
1	Elza	Vera xuxa
2	Carnival	Gang War
3	Neolithic Inc.	Zulu Armory
4	Freire Pyramid	Tzar
5	Keycard	'83 Whisky
6	Rabbit Boys	SNPD Patrol

1d6 Con6	Un-connected	Connected
1	Derra Holt	Elza
2	Sinking Ship	Carnival
3	Zulu Armory	Jaguars
4	NI Oil Rig	Checkpoint
5	Idol	H88
6	SNPD Patrol	Fire Warriors

Events:

- 1: Gang War (A vicious conflict between several gangs engulfs several districts)
- 2: Carnival (Masks, acts, and booze, a city-wide party)
- 3: Sinking Ship (A freighter sinks beneath the waves just beyond the port city)
- 4: Collapse (A panel collapses into the bay killing hundreds)
- 5: Strike (Workplaces are empty as the masses refuse to work)
- 6: Robbery (Theft of high value material)

Factions:

- 1: Zulu Armory (African arms manufacturer)
- 2: Jaguars (Prominent gang with an Aztec aesthetic)
- 3: Neolithic Inc (Mining and other raw materials company)
- 4: Thunder Braves (Rising gang that sticks to close combat as opposed to shootouts)
- 5: SNPD (Sao Natal's undermanned police force)
- 6: United Unions (a collection of the city's major worker groups)

Locations:

- 1: NI Oil Rig (One of several corporate oil platforms near the city)
- 2: Tzar (A local dive in one of cities lowest sections)
- 3: Freire Pyramid (A modern step pyramid in the center of the city)
- 4: Checkpoint (Section of a guarded roadway that leads to the mainland)
- 5: Onyx Tower (Massive office building in the corporate sector)
- 6: Warehouse (A large building for storing products and secrets)

Objects:

- 1: Macuahuitl (Modern rendition of an ancient weapon) +Sharp +Blunt +Deadly
- 2: H88 (Pricy vehicle, only driven by executives and CEOs) +New +Fast +Sleek
- 3: Bomb (Makeshift explosive device) +Timer +Explosive +Shrapnel +Firewall
- 4: Keycard (Grants accesses to many would be locked doors) +Access +small +linked
- 5: Idol (An ancient golden statue) +small +golden

6: '83 Whisky (Bottle of distilled alcohol, Brewed in 1983) +Alcohol +Old +Beverage

Threats:

1: SNPD Patrol (police patrol unit)

2: Oxomo's Children radical religious group clinging to the old ways)

3: Rabbit Boys (Party of thugs in the Thunder Braves gang)

4: Contractors (Armed fighters for the highest bidder)

5: Fire Warriors (Street fighters from the Jaguars)

6: Striking Workers (Enraged workers)

SNPD Patrol

Roxas	Positive Adjective	Negative Adjective	Helos	Positive Adjective	Negative Adjective
Coax: 2	Hot-Head		Coax: 4	Observant	
Detect: 2	Tough		Detect: 2	Diligent	
Fight: 4	Tenacious		Fight: 2	Protective	
Hack: 1			Hack: 4		
Move: 3			Move: 2		
Operate: 2			Operate: 3		
Shoot: 4			Prowl: 1		
Prowl: 2			Shoot: 2		
Treat: 1			Treat: 1		
Obj: Stinger, Cyberarm, Kevlar Vest, Baton			Obj: Cybereye, Cyberarm, Stinger Buzzer, Baton		

Henchmen

Django	Positive Adjective	Negative Adjective	Ace	Positive Adjective	Negative Adjective
Coax: 1	Efficient		Coax: 1	Quick	
Detect: 3			Detect: 3		
Fight: 2			Fight: 4		
Hack: 1			Hack: 1		
Move: 3			Move: 3		
Operate: 2			Operate: 1		
Prowl: 3			Prowl: 2		
Shoot: 4			Shoot: 2		
Treat: 2			Treat: 2		
Obj: T12, Cybereye, Baton, Stinger			Obj: Baton, Stinger		
Fav:			Fav:		

Frax	Positive Adjective	Negative Adjective
Coax: 2	Respectful	
Detect: 1		
Fight: 3		
Hack: 1		
Move: 1		
Operate: 4		
Prowl: 2		
Shoot: 2		
Treat: 3		
Obj: Patrol Car, Stinger, Baton, Cyberarm, Medi-Kit		
Fav:		

Oreo	Positive Adjective	Negative Adjective
Coax: 1	Observant	
Detect: 3		
Fight: 2		
Hack: 1		
Move: 3		
Operate: 1		
Prowl: 3		
Shoot: 4		
Treat: 1		
Obj: Kevlar Vest, Stinger, Baton		
Fav:		

Objects: +Stinger (small) +T12 (Loud, Long-Range, Scope) +Cybereye (Display, linked, cam, infrared) +Cyberarm (Gesture Input, Agile, linked) +Medi-Kit (Stims) +Baton (Blunt) +Kevlar Vest (Ballistic Armor) +Buzzer (cam, mic, rotor fans) +Patrol Car (Spheels, passengers)

Oxomo's Children

Tzekel-Kan	Positive Adjective	Negative Adjective
Coax: 4	Provocative	
Detect: 1	Loud	
Fight: 4	High	
Hack: 1		
Move: 2		
Operate: 1		
Shoot: 1		
Prowl: 3		
Treat: 3		
Obj: Dagger, Scrap Sword, Scrap Plate		
Fav:		

Ezek	Positive Adjective	Negative Adjective
Coax: 1	Honorable	
Detect: 4	Quiet	
Fight: 4	Healthy	
Hack: 1		
Move: 1		
Operate: 1		
Prowl: 3		
Shoot: 1		
Treat: 3		
Obj: Spear, Dagger		
Fav:		

Henchmen

Rinzler	Positive Adjective	Negative Adjective
Coax: 3	Deceptive	
Detect: 2		
Fight: 3		
Hack: 1		
Move: 3		
Operate: 1		
Prowl: 2		
Shoot: 3		
Treat: 1		
Obj: 4 Spears, Scrap Sword		
Fav:		

Zaragoza	Positive Adjective	Negative Adjective
Coax: 1	Cruel	
Detect: 2		
Fight: 4		
Hack: 1		
Move: 2		
Operate: 1		
Prowl: 3		
Shoot: 4		
Treat: 1		
Obj: 2 Scarp Swords, Scrap Plate		
Fav:		

Dagnorok	Positive Adjective	Negative Adjective
Coax: 2	Brutal	
Detect: 1		
Fight: 3		
Hack: 1		
Move: 4		
Operate: 1		
Prowl: 2		
Shoot: 2		
Treat: 3		
Obj: Dagger, Spear, Scarp Plate		
Fav:		

Yuli	Positive Adjective	Negative Adjective
Coax: 4	Audacious	
Detect: 3		
Fight: 2		
Hack: 1		
Move: 3		
Operate: 2		
Prowl: 3		
Shoot: 1		
Treat: 2		
Obj: 2 Daggers		
Fav:		

Objects: +Dagger (Sharp, Deadly) +Spear(Sharp, Reach, Thrown) +Scrap Sword (Sharp, Blunt) +Scrap Plate (impact armor)

Rabbit Boys

Kalinka	Positive Adjective	Negative Adjective	Gagarin	Positive Adjective	Negative Adjective
Coax: 3	Strong		Coax: 1	Persistent	
Detect: 4	Clever		Detect: 3	Prepared	
Fight: 2	Tall		Fight: 4	Tough	
Hack: 3			Hack: 1		
Move: 1			Move: 2		
Operate: 1			Operate: 2		
Shoot: 3			Prowl: 3		
Prowl: 2			Shoot: 1		
Treat: 2			Treat: 2		
Obj: Cyberears, Barker, Specs			Obj: Cyberarms, Knife, Barker		
Fav:			Fav:		

Henchmen

Feral	Positive Adjective	Negative Adjective	Wolf	Positive Adjective	Negative Adjective
Coax: 1	Careful		Coax: 1	Obedient	
Detect: 1			Detect: 2		
Fight: 2			Fight: 3		
Hack: 4			Hack: 1		
Move: 3			Move: 2		
Operate: 4			Operate: 3		
Prowl: 2			Prowl: 3		
Shoot: 2			Shoot: 2		
Treat: 1			Treat: 1		
Obj: Tumbler, Barker, Specs			Obj: Cyberarm, Barker, Knife, Specs		
Fav:			Fav:		

Snake	Positive Adjective	Negative Adjective
Coax: 2	Sneaky	
Detect: 3		
Fight: 3		
Hack: 1		
Move: 3		
Operate: 1		
Prowl: 3		
Shoot: 2		
Treat: 1		
Obj: Cyberlegs, Barker, Knife, Specs		
Fav:		

Eagle	Positive Adjective	Negative Adjective
Coax: 1	Reckless	
Detect: 2		
Fight: 4		
Hack: 1		
Move: 2		
Operate: 2		
Prowl: 2		
Shoot: 5		
Treat		
Obj: FAL32, Cyberarm, Barker		
Fav:		

Objects: +Cyberarm (Claws, tough, agile) +Barker (Loud, Powerful) +FAL32 (Stock, Burst-fire, laser-sight) +Tumbler (Speels, Turbo, Passengers, Gun) +Knife (Sharp, Deadly) +Cyberlegs (Agile, quick, spring-loaded) +Cybereal (Mic, Sound) +Specs (gesture input, display, linked)

Contractors

Alpha	Positive Adjective	Negative Adjective	Beta	Positive Adjective	Negative Adjective
Coax: 3	Ace		Coax: 2	Deadly	
Detect: 3	Meticulous		Detect: 3	Swift	
Fight: 2	Cautious		Fight: 3	Agile	
Hack: 1			Hack: 1		
Move: 3			Move: 4		
Operate: 1			Operate: 1		
Shoot: 3			Prowl: 3		
Prowl: 3			Shoot: 2		
Treat: 2			Treat: 1		
Obj: AK2047, Helmet, Cyberarm, Plate Carrier			Obj: Cyberlegs, AK2047, Cyber eye, Plate Carrier		
Fav:			Fav:		

Henchmen

Kilo	Positive Adjective	Negative Adjective	Foxtrot	Positive Adjective	Negative Adjective
Coax: 2	Patient		Coax: 1	Frantic	
Detect: 3			Detect: 3		
Fight: 2			Fight: 3		
Hack: 1			Hack: 1		
Move: 3			Move: 3		
Operate: 1			Operate: 1		
Prowl: 1			Prowl: 2		
Shoot: 2			Shoot: 3		
Treat: 4			Treat: 2		
Obj: AK2047, Helmet, Plate Carrier			Obj: Cybereyes, Helmet, AK2047, Stinger		
Fav:			Fav:		

Echo	Positive Adjective	Negative Adjective
Coax: 2	Cruel	
Detect: 3		
Fight: 1		
Hack: 2		
Move: 2		
Operate: 4		
Prowl: 2		
Shoot: 1		
Treat: 3		
Obj: 3 KDrones, AK2047, Helmet, Stinger		
Fav:		

Omega	Positive Adjective	Negative Adjective
Coax: 1	Tough	
Detect: 2		
Fight: 4		
Hack: 1		
Move: 3		
Operate: 1		
Prowl: 2		
Shoot: 4		
Treat: 1		
Obj: Cyberarms, Cyberlegs, Plate Carrier, AK2047		
Fav:		

Objects: +AK2047 (Burst-fire, explosive rounds, stock, loud) +Cyberleg (Agile, spring loaded, tough, linked) +KDrone (Rotor fans, gun, cam, linked) +Helmet (Display, Linked, cam, infrared) +Cyberarm (Gesture input, nerve-linked, tough) +Plate carrier (Impact armor) +Cybereye (Nerve-linked, cam) +Stinger (Small, laser sight)

Fire Warriors

Tezel	Positive Adjective	Negative Adjective	Gorot	Positive Adjective	Negative Adjective
Coax: 2	Unstable		Coax: 3	Calm	
Detect: 3	Insane		Detect: 2	Intimidating	
Fight: 4	Audacious		Fight: 3	Big	
Hack: 1			Hack: 2		
Move: 3			Move: 2		
Operate: 1			Operate: 1		
Shoot: 2			Prowl: 2		
Prowl: 3			Shoot: 1		
Treat: 1			Treat: 3		
Obj: Duster, Reflex stimulators, Cyberlegs, Specs, 2 Molotovs			Obj: Kevlar Vest, Barker, Cyberarms, Cyberlegs		
Fav:			Fav:		

Henchmen

Tulio	Positive Adjective	Negative Adjective	Gatz	Positive Adjective	Negative Adjective
Coax: 1	Erratic		Coax: 3	Crazy	
Detect: 3			Detect: 1		
Fight: 2			Fight: 2		
Hack: 1			Hack: 1		
Move: 3			Move: 2		
Operate: 2			Operate: 2		
Prowl: 3			Prowl: 1		
Shoot: 2			Shoot: 4		
Treat: 2			Treat: 3		
Obj: Cyberlegs, Barker, Cybereye			Obj: 4 molotovs, Barker, Cybereyes, Kevlar Vest		
Fav:			Fav:		

Paz	Positive Adjective	Negative Adjective
Coax: 1	Agile	
Detect: 3		
Fight: 2		
Hack: 3		
Move: 4		
Operate: 2		
Prowl: 2		
Shoot: 2		
Treat: 1		
Obj: 2 Barkers, Kevlar Vest, Cyberlegs, molotov		
Fav:		

Vinnie	Positive Adjective	Negative Adjective
Coax: 3	Calm	
Detect: 1		
Fight: 3		
Hack: 1		
Move: 3		
Operate: 1		
Prowl: 3		
Shoot: 4		
Treat: 1		
Obj: Barker, Specs, Reflex stimulators		
Fav:		

Objects: +Duster (Loud, Scattershot, Belt-Fed) +Barker (Powerful, laser-sight) +Specs (Linked, gesture input, display) +Kevlar vest (Ballistic Armor) +Cyberarm (Nerve-Linked, agile, strong, tough, gesture input) +Cyberlegs (Nerve-linked, agile) +Cybereye(cam, display, linked) +Reflex Stimulators (Reflexive, nerve-linked) +Molotov (Fire, explosive)

Striking Workers

Assi	Positive Adjective	Negative Adjective	Blanqui	Positive Adjective	Negative Adjective
Coax: 3	Determined		Coax: 2	Rugged	
Detect: 1	Intelligent		Detect: 4	Experienced	
Fight: 4	Angry		Fight: 1	Tentative	
Hack: 3			Hack: 2		
Move: 1			Move: 3		
Operate: 3			Operate: 1		
Shoot: 1			Prowl: 3		
Prowl: 1			Shoot: 3		
Treat: 3			Treat: 1		
Obj: Loudspeaker, Duster, Cyberarms,			Obj: 2 Stingers, Cybereye		
Fav:			Fav:		

Henchmen

Thiers	Positive Adjective	Negative Adjective	Kerva	Positive Adjective	Negative Adjective
Coax: 2	Reactive		Coax: 1	Fearless	
Detect: 1			Detect: 2		
Fight: 3			Fight: 2		
Hack: 2			Hack: 1		
Move: 3			Move: 4		
Operate: 4			Operate: 1		
Prowl: 2			Prowl: 3		
Shoot: 1			Shoot: 5		
Treat: 1			Treat: 2		
Obj: AD3, Cybereyes, Cyberarm, Stinger			Obj: T12, Cybereye, Stinger		
Fav:			Fav:		

Occam	Positive Adjective	Negative Adjective
Coax: 3	Brave	
Detect: 2		
Fight: 1		
Hack: 4		
Move: 1		
Operate: 1		
Prowl: 1		
Shoot: 2		
Treat: 4		
Obj: Medi-Kit, Duster, Cyberarm		
Fav:		

Wung	Positive Adjective	Negative Adjective
Coax: 1	Short	
Detect: 3		
Fight: 4		
Hack: 2		
Move: 3		
Operate: 1		
Prowl: 2		
Shoot: 3		
Treat: 1		
Obj: Cyberarms, monowrench, Stinger		
Fav:		

Objects: +AD3 (Treads, Armored, Cam, Gun, linked) +Stinger (small) +Cyberarms (Strong, tough, nerve-linked, gesture input) +Cybereye (Nerve-linked, Display, cam, Thermal imaging) +Duster (scattershot, loud) +Loudspeaker (Loud) +Medi-Kit (Bandages, Stims) +monowrench (Blunt, heavy, reach) +T12 (Loud, long-range, scope)