

DANCE WITH THE DEVIL



An Adventure for The Roleplaying Game of Transhuman Conspiracy and Horror

DANCE WITH THE DEVIL



Cheap drugs are flooding the streets of Olympus; cheap drugs tainted with the new and deadly pathogen, Chain Reaction. It is up to a group of local Firewall sentinels to track down the source of the drugs and stop the pathogen.

SYNOPSIS

The *From Blinding Heights* series of adventures for *Eclipse Phase* casts the player characters as Firewall sentinels operating in the martian city of Olympus. *Dance with the Devil* is the second adventure in the series and is meant to be played immediately after the first adventure, *Chain Reaction*.

In addition to the *Eclipse Phase* rulebook, this adventure uses the information and rules presented in the *Sunward* and *Panopticon* source books, both of which can be downloaded for free under the creative commons license.

HISTORY

This section is a brief timeline of the events leading up to the adventure:

AF 8 – ComEx re-instantiates Zaizan Bosshard and assigns him to work on SKULD, a prototype precognitive system for shipping and package delivery.

AF 8 – Zaizan learns of Tu Tsui-fang (p. 6) from another indentured.

AF 9 – ComEx discovers that when Zaizan personally uses SKULD, the system is much more effective. ComEx subcontracts the Prosperity Group to discover why, and a fork of Zaizan is sent to one of the Prosperity Group's black labs.

AF 9 – ComEx, badly hemorrhaging money after the Rail Eros disaster, makes a deal with a terrorist group called The Five Deadly Poisons.

AF 9, Vrishika – The black lab develops an experimental drug that gives mental powers similar to those possessed by Zaizan. They name it Hyper-Drive.

AF 10, March 1 – Lilium Caresbaei takes advantage of the new year celebrations to attack the black lab, inadvertently allowing Zaizan to escape. Zaizan takes with him all of the Hyper-Drive samples and data.

AF 10, March 2 – Zaizan, trapped in a neotenic dying from deliberate metabolic defects, begs a homeless Barsoomian for help. Eventually he gets the Barsoomian to contact Tu Tsui-fang and he strikes a deal with her. Tsui-fang smuggles Zaizan to a shop called 'Doll House' to be resleeved (in a pleasure pod). Tu Tsui-fang also gives Zaizan a fake ego ID (Elijah Mars). The neotenic is left, dead, in Fuxingmen for the Prosperity Group to find.

AF 10, March 16 – Pretending to be OIA agents, the Shui Fong triad hires deniable assets to extract Zaizan from ComEx and destroy his backups. Zaizan is successfully extracted and during his escape he

manages to destroy most of the SKULD project. The two Zaizan forks merge and then fork again. Menton Zaizan begins using the Elijah Mars ID.

AF 10, March 17 – ComEx declares Zaizan in violation of his indenture contract.

AF 10, March 18 – Zaizan, using the Elijah Mars ID, deliberately undertakes suspicious mesh activity. He then attempts to leave Mars on the space elevator. He is detained and brainprinted by the OIA. His brainprint checks out (because Zaizan hacked the system) and the OIA lets him leave Mars. Zaizan then hops a scum barge to the outer system. With him he takes an entangled farcaster and a QE comm.

AF 10, March 19 – Once on the scum barge, Zaizan begins using his real identity. The OIA reexamines the brainprint and concludes that Elijah Mars was indeed Zaizan Bosshard. ComEx accuses the OIA of deliberately letting him go and a legal fight begins.

AF 10, Dhanus – Zaizan, using a fake ego ID (Guo Eckener), settles into a house in Janks-Yao and begins working on a new version of SKULD and a factory to produce the drug, Drive.

AF 10, April – Zaizan uses the new SKULD to check on ComEx and receives horrific visions. Through them, Zaizan is able to determine that ComEx is aiding a terrorist group and that something big is planned in the immediate future. Zaizan shares this information with Tu Tsui-fang.

AF 10, Makara – Tu Tsui-fang introduces Zaizan to Dr. Revolution. Revolution informs Zaizan of Project Savior and Operation Warmonger. Zaizan and Revolution develop a plan to simultaneously stop both Savior and Warmonger and hopefully also disrupt ComEx's plan.

AF 10, Rishabha – Construction of the factory begins. Tu Tsui-fang blackmails a terraforming equipment company in Vales-New Shanghai to construct the complex chemical reactors required.

AF 10, September – The Shui Fong establishes several front businesses for warehousing and distributing the Drive once production starts. One of those businesses is Mike's Custom Morphs.

AF 10, Mithuna – Zaizan's factory becomes operational and the Shui Fong begins stockpiling Drive.

AF 10, Karka – Zaizan builds a hidden bioweapon research facility on the lower level of Mike's and staffs it with forknapped egos. To speed up the research he uses simulspace time acceleration and doses the researchers with the stolen Hyper-Drive.

AF 10, November – The Shui Fong begins flooding the market with Drive, dropping its price to trivial and seriously damaging the Olympus operations of their rival triad, the Big Circle Gang.

AF 10, Simha 13-17 – The bioweapon lab completes Chain Reaction, a deadly pathogen that causes infected biomorphs to explode. To seed the new contagion in the populace, Zaizan taints random doses of



the drugs being distributed through Mike's Custom Morphs. However, the tainted drugs are only distributed for three days before Julia, a disgruntled dealer, betrays the Shui Fong to the Smoke Lions, an affiliate of the Big Circle Gang. The Smoke Lions attack Mike's Custom Morphs believing it to be the Drive factory. They manage to seize Mike's but are mostly killed when the bioweapon lab's self-destruct mechanism goes off, with the survivors trapped on the remnants of the lower level.

AF 10, Simha 17-19 – The Shui Fong hunts down and kills all the Smoke Lions that did not participate in the raid. When the Smoke Lions who survived the self-destruction dig their way out of the rubble, they find themselves without allies. Desperate to find a cure to Chain Reaction, with which they are infected, the Smoke Lions force Julia to kidnap a scientist, David Williams, to help them.

AF 10, Simha 20 – The events of *Chain Reaction* take place: Firewall sentinels are dispatched to find the missing scientist, Zaizan learns that part of the lab was not destroyed and hires mercenaries to finish the job, and Chain Reaction explosions begin.

EVENTS

This adventure is assumed to take place immediately after *Chain Reaction* and encompasses a timeframe of approximately one week. During that week the following events occur:

■ The sentinels receive a message from the Thousand Heavens MARG. Steganographically encoded in the message is a request for a meeting from the Firewall router, Proxy 21.

■ Because the people who bought the Drive tainted with Chain Reaction did not all take it right away, explosions continue throughout the week, tapering off towards the end. See the sidebar for example explosions.

■ On the morning of Simha 21, Zaizan loads the Drive factory with Chain Reaction, setting it to randomly infect doses of the drugs it produces. Zaizan then darkcasts to Locus using the entangled farcaster that his fork took with him.

■ On Simha 24, a group calling itself the 'Plague of Locus' releases a statement claiming credit for the attacks. With the statement is an encrypted file. The media soon discovers that the file has been sequentially encrypted with the private keys of each of the bombers (past and future) so that as each bomber is identified, their public keys reveal more of the terrorists message, an anarchist manifesto.

■ The media begins blaming the Anarchist Alliance for the attacks and anti-anarchist fervor begins building up throughout the PC.

■ The once crowded streets and souks of Central, Deshengmen, and Janks-Yao become increasingly deserted: people either stay in their homes or leave Olympus entirely. Many already struggling businesses die from lack of traffic as the city hunkers down in fear.

CHAIN REACTION EXPLOSIONS

Here are some explosions that may occur during the course of this adventure:

- Erika Freeman, a female indentured ComEx employee sleeved in a male splicer morph, boards the public transportation system to go to work. Shortly after the second stop in Janks-Yao, she detonates. Fifteen people are killed and twenty-five injured. The OIA attempts to shut down public transportation until they can determine how a bomb was able to get past security, but public outrage forces them to keep the lines open. Erika's friends report that Erika's indenture was recently (and probably illegally) extended due to "unsatisfactory performance resulting in loss of revenue".
- Lana Peterson, a teenage girl sleeved in a female ruster morph, is out shopping with her friends in a Central mall. They enter the food court to get lunch at a noodle shop and she explodes, killing nine and injuring dozens. Lana was an outspoken anti-indenture advocate.
- Dr. Ahtahkakoop Nakanasa, a University of Chicago professor sleeved in a ruster morph, is teaching a class when he suddenly excuses himself. He explodes in the hallway outside of the classroom. No one else is killed or injured. The professor has well known Barsoomian sympathies and the media interprets his not harming anyone as his explosive device malfunctioning.
- Claude Tam and Jean Arlington, both erotic performers sleeved in Olympians, are putting on a show at a club in HLS, when one of them explodes. Both men are killed in the blast and 14 others are injured. Both men were heavy drug users. ■

MISSION HOOK: THOUSAND HEAVENS

After the events of *Chain Reaction*, the characters all receive messages from the Thousand Heavens MARG informing them that they have succeeded (or failed) their quest and a new afterlife, An Antique Land, is available to them. The message contains a link to an AR overlay for the afterlife, instructions for entering the afterlife through Moros Park, and a hidden message from Firewall indicating that they are to go to the park and run the overlay.

Moros Park is a small open air recreational area located between Deshengmen and Central. It was a residential district inhabited by synthemorphs until the Fall, when the inhabitants were deported by the OIA. The area was then redeveloped into an open air park. It sees a surprising amount of use, mostly by people sleeved in Alpiners who want to relax or exercise someplace outdoors. The park has extensive surveillance spime coverage.

Running the Thousand Heavens AR overlay while in Moros Park causes a sudden and dramatic change to the landscape:

The MARG overlay activates and a sandstorm sweeps over the city. The ground at your feet quickly becomes a sea of red sand as the buildings surrounding you crumble to dust. Strange ruins, half seen through the storm, burst forth from the ground and then crumble away as well. Then, as the storm begins to die down, a cracked stone throne on a crumbling dais emerges from the sand. Sitting on the throne is an ancient skeleton with a rusted and pitted iron crown on its brow. From seemingly all around you a voice intones: "Look upon my works, ye mighty, and despair."

READ ALOUD

The person speaking is Proxy 21 (p. 23), playing the role of Moros, the god of doom. The sentinels may communicate with her securely over the mesh.

Proxy 21 debriefs the characters on their prior mission if necessary and assigns them to track down where the Drive is being produced. If the characters discovered the link between the Drive and the explosions during *Chain Reaction*, Proxy 21 will use that as a reason; otherwise she will say that Firewall scanners have flagged the source of the Drive as a possible threat.

Proxy 21 has an ulterior motive. An opposed Kinetics Test (at -30 for the characters) will reveal this. A successful Social Skills Test will then get Proxy 21 to reveal that her allies in the OIA are under enormous pressure from the Planetary Consortium, specifically Prosperity Group, to find the source of the Drive. This mission, in addition to being a legitimate Firewall mission, is her way of helping them out since with the recent bombings, they are unable to focus their efforts on finding the source of the Drive.

Proxy 21 does not know why the Prosperity Group is pressuring the OIA. She does know that Prosperity Group is heavily involved in pharmaceuticals and she believes that they may have been backing some of the Big Circle Gang's martian operations.

To help the characters investigate, Proxy 21 gives them an internal OIA report on the Drive and one set of fake ego ID chosen from the following list:

- Members of a small time criminal gang, the Black Bandanas (g-rep 15; 5,000 crypto-cred).
- Students from the University of Mars' Cultural Anthropology department studying tribal bonding in urban gangs (r-rep 10; g-rep 5; 5,000 credits).
- Employees of Night Owl Investigations, a small and somewhat shady private detective agency (c-rep 10; g-rep 10; 2,500 credits, 2,500 crypto-cred).
- Employees of a small company called Nakatomi Industries who occasionally sell the companies products (parts for cyberbrain reflex boosters) out the back door (c-rep 10; g-rep 5; 5,000 credits).

STAGE I: INITIAL INVESTIGATION

The characters now have to find where the Drive is being produced. Obvious places to start the investigation are: reading the OIA report, researching the triads online, and using social networking.

THE OIA REPORT

The OIA report details the actions of an OIA police task force formed to find the source of the Drive:

- The task force initially believed that the Drive was being smuggled down the space elevator by the Big Circle Gang. However, they quickly realized that the Shui Fong was behind the Drive and the source was somewhere in Olympus.
- The task force then tried to use social networking to determine where the Drive was being produced, but had no success.
- The task force attempted to find the source by backtracking from the dealers. However, all the distribution chains eventually terminated in dead drops. The Task Force is still pursuing this method, though they doubt it will produce results.
- The task force also searched for signs of an unlicensed large-scale nanofabrication operation, but were unable to find any. All licensed nanofabrication facilities checked out clean.
- Finally, the task force had a black ops team abduct a Shui Fong member. Though the triad member had an emergency farcaster, the team succeeded thanks to the help of an outside consultant. However, the Shui Fong compartmentalizes its operations and the abducted member didn't know where the Drive was being produced or even who in the organization had that kind of information.
- The task force was planning on attempt another abduction, hoping to get lucky, when the explosions began. On Simha 21, the task force was suspended in order to free up resources to deal with the terrorist threat.

RESEARCHING THE TRIADS

Using online research the characters can obtain basic information about the triads:

- The triads operating in Olympus, the Shui Fong and the Big Circle Gang, have traditional structures with sworn members directing affiliates. The affiliated members and organizations are known as 'blue lanterns'.
- The sworn members of both triads are referred to as numbers: soldiers are 49, the White Paper Fan (finances) is 415, the Vanguard (recruiter) is 438, the Red Pole (war leader) is 426, and the Mountain Master (boss) is 489.
- Joining a triad, even as an affiliate, requires a minimum of several months and numerous tests of loyalty. Soldiers are usually recruited from the blue lanterns and also subject to strict background tests and psychosurgical screening.

GETTING A CLUE

Here are some suggestions for dealing with common problems that can occur during the investigative portion of the adventure:

- If the players have absolutely no idea what to do, let the characters make an idea roll (p. 175, *EP*) to come up with a broad course of action such as checking RNA to see if any scientist know how the Drive is being produced.
- If the players are unable to put the clues they already have together let the characters make an Investigation Test (p. 180, *EP*).
- If the players have forgotten a clue they have already found, give the characters a roll to remember it (p. 175, *EP*).
- If the characters skills are too low to find a vital clue they can use taking the time (p. 117, *EP*), complementary skills (p. 173, *EP*), and teamwork (p. 117, *EP*) to increase their positive modifiers and moxie to cancel any negative modifiers (p. 122, *EP*). Additionally, the character's muses have their own skills which may be used to make the required tests (p. 332, *EP*). ■

SOCIAL NETWORKS

Characters may use social networking to try and find out where the Drive is being produced:

- **@-rep and f-rep (Level 4, 1 day)** – General inquiries on either the Circle-A List or Fame reveal that an investigative journalist named Lian Levi may have uncovered information about the Drive epidemic in Olympus.
- **c-rep and g-rep (Level 4, 1 day)** – Asking general questions on Civic-Net or Guanxi reveals that a freelance interrogator named Shinobu Urashima (see Stage 2) may have relevant information.
- **e-rep and r-rep (Level 4, 1 day)** – Characters who inquire about methods of Drive production other than nanofabrication learn that an engineer named Jenny Stirling was recently asking similar questions, only her questions were focused on old school chemical reactors.

JENNY STIRLING

Jenny Sterling is an engineer at a terraforming equipment plant in Vales-New Shanghai. Jenny wants 4,000 credits for her information.

Several months ago Jenny was assigned to work on a secret project for 'custom terraforming equipment'. After the job was completed she suffered an unfortunate 'industrial accident' and had to be restored from a backup taken before she started working on the project. While she was gone, all electronic data on the project was erased, including her personal files. The only reason she knows about the project at all is because she kept a handwritten diary where she mentioned some details of the project.

Jenny then covertly investigated and learned that

the client behind the project, Tu Tsui-fang, was actually an extortionist associated with the Shui Fong triad and had been blackmailing the company executives for years. The secret project was the executives latest payment to her.

When the cheap Drive started to pour into Olympus, Jenny was able to put the pieces together: the 'terraforming equipment' was actually a chemical reactor for the production of Drive. While she doesn't know the specifics, Jenny can tell the characters that the reactor would probably fit into a large van and that the output of a custom built reactor would absolutely dwarf the capabilities of any equivalently sized nanofabrication system.

LIAN LEVI

Lian Levi is an investigative journalist with strong Barsoomian ties. She specializes in exposing the dirty secrets of corporations and PC affiliated celebrities. Levi wants 6,000 crypto-cred for her information.

Lian is working on an exposé of ComEx's illegal indenture practices. She was getting nowhere attempting to interview ComEx's indentures when an ego hunter (Bianca Yia-Ti) told her about a runaway ComEx indenture named Zaizan Bosshard.

Lian attempted to track Zaizan down to interview him, but he had already left for the rim on a scum barge. However, one of Lian Levi's sources told her a strange tale: on March 2nd the source met a dying neotenic named Zaizan in Fuxingmen. The neotenic begged the source to send a message to a woman named Tu Tsui-fang. The source did as the neotenic asked, and Tu Tsui-fang eventually showed up. Tsui-fang then gave the source 100 crypto-cred to get lost.

Intrigued, Lian dug deeper into both Zaizan and Tsui-fang. Tsui-fang, she discovered, is probably a member of the Shui Fong triad and Zaizan, prior to the Fall, worked for Arnaud-De Fehr: a pharmaceutical company that produced nootropics. Thus Lian concluded that Tu Tsui-fang is likely involved with the recent Drive epidemic on Mars.

Lian is not going to publish this information because it is not her beat, she does have confirmation, and she agrees with Tu Tsui-fang politically.

STAGE 2: INVESTIGATING URASHIMA

Urashima is one of the Lost Generation. He grew up in Ryugu-jo, a simulspace based on old earth Japan. In the simulspace, a lot of evil committed by the children was covered up in the name of politeness or 'face', and Urashima became obsessed with tearing away this face so he could see the truth beneath.

After escaping Ryugu-jo, Urashima developed a form of PTSD and is now unable to use simulspace due to severe flashbacks. Unable to use simulspace aided psychosurgery to indulge his obsession, Urashima compensated by becoming an expert in neuralware design and implantation.

He was then recruited by Skineasthesia to work as a neuralware designer on Ptah. Eventually, he quit and headed down to the surface of Mars. Arriving in

NAVIGATING FUXINGMEN

Fuxingmen is a dangerous area with no functioning public transportation and extremely limited mesh access; safely traversing the district requires a Navigation Test with a timeframe that depends on the characters method of travel. In general cycles and exoskeletons are the fastest and safest: many routes are impassible to larger ground vehicles and aircraft are shot down due to the no fly zone.

On a failed test the characters have run into trouble; roll a 1d10 and consult the table below.

Roll	Encounter
0	Roll twice more
1	Ten person OIA tactical squad
2	1d10 transhuman beggars
3	1d10+5 transhuman muggers
4	Non-hostile wild artificial
5	1d10+5 hostile wild artificials
6	<i>Something</i> that escaped a black lab
7	Feral Olympus-adapted animal
8	Eight person black lab security force
9	Environmental Hazard

Olympus, he realized that the rivalry between ComEx and the OIA offered him a perfect opportunity to satisfy his impulse and make money at the same time. He began working as a freelance interrogator and quickly built up an impressive reputation. To disguise his nature, he always performs an actual interrogation and gives the XP of it a group of scum programmers for use in scorchers.

Urashima hates the other members of the Lost and will go out of his way to kill them, even at cost to himself. Recently, he has obtained evidence that a Lost named Lily or Lilium is operating in Olympus, and he is attempting to track her down.

CONTACTING URASHIMA

Urashima lives in Fuxingmen and has limited mesh access. In order to contact him, the characters will need to leave a message. Urashima will respond at noon the next day and request a face-to-face meeting in four hours at the abandoned Nexus Industrial Repair building in Fuxingmen (see Stage 5). Urashima will provide the characters a map through Fuxingmen to Nexus (+30 to Navigation Tests).

RESEARCHING URASHIMA

Prior to meeting with Urashima the characters may wish to find out more about him. Urashima has no lifelog and, as he lives in Fuxingmen and uses fake ego IDs, there is little online data about him. A Research Test will turn up only that he is a neuralware expert who used to work for Skineasthesia on Ptah.

SOCIAL NETWORKING

Characters can also use social networking to learn more about Urashima:

■ **@-rep (Level 2, 30 minutes):** A group of scum scorchers tell the characters that Urashima provides them XP for use in their scorchers. The XP are always of Urashima interrogating people from the victims perspective, and they are great for scorchers because Urashima, instead of ordinary VR psychosurgery, employs a mad blend of meat space neurosurgery, psychological manipulation, and something 'else' that the scum can't quite figure out but which makes his work exceptionally disturbing. The scum won't give away copies of the XPs (as they promised not to), but they will provide a set of the Nightmare and Bedlam scorchers created from the XP as a level 4 @-rep favor.

■ **c-rep and g-rep (Level 2, 30 minutes):** For 150 credits, a 'security specialist' named Marty Grimes reveals that Urashima is the hypercorps go-to guy for interrogations in Olympus. Urashima himself works exclusively in the information extraction phase of operations, but he will consult on the acquisition phase for an additional fee and he reportedly has numerous techniques to assist in acquiring subjects who have inconvenient augmentations like emergency farcasters or dead switches.

■ **r-rep (Level 2, 30 minutes):** The characters make contact with Naomi Lee, a scientist working on Ptah for Skineasthesia. Naomi tells them that Urashima was employed by Skineasthesia as a neuralware designer and he was disturbingly good at it, seemingly able to throw together working designs on a whim. However, he absolutely refused to use any type of simulspace, especially with time acceleration (rather ironic given his name), and he kept focusing his efforts on weird projects that the company had no use for. Eventually, the company got fed up and fired him and Urashima left Ptah for the martian surface.

If the characters attempt any tests using CivicNet or RNA, even if they do not succeed, they will receive a message from an anonymous source (which is Lilium Caresbaei, see *Kill the Queen*). The message contains details on a 30,000 credit bounty being offered for the recovery of Shinobu Urashima's ego, a map to the location in Fuxingmen where he is believed to reside (see Stage 6), and a dead drop in Olympus where his stack is to be deposited.

STAGE 3: INVESTIGATING TU TSUI-FANG

Tu Tsui-fang is a triad soldier and gang leader. She died in the Fall and was re-instantiated on Mars for menial labor. She eventually managed to hook up with the 44 Solids, one of the gangs affiliated with the Shui Fong. The 44 Solid, in return for her planting evidence of illicit activities on her employer, helped her 'renegotiate' her indenture contract.

Tu Tsui-fang then joined the gang, and eventually she became its leader when the old guard had to flee to the outer system to avoid an OIA crackdown.

As both the leader of her gang and old Earth Chinese, Tu Tsui-fang was recognized by the Shui Fong and made a soldier. Under her leadership, the 44 Solids focused on blackmailing corporations, using information provided to her by indentures.

Because of Tu Tsui-fang's anti-indenture leanings, she was the one contacted by Zaizan after he escaped the black lab. The Drive factory is Zaizan's payment to her for her help resleeving him and freeing his fork from ComEx.

CONTACTING TU TSUI-FANG

Characters can contact Tu Tsui-fang over the mesh. This will not be productive as Tsui-fang will not admit to anything incriminating and will deny any knowledge of the Drive or the Shui Fong.

Characters may also arrange a face-to-face meeting with her using the Guanxi network. This is a level 2 g-rep favor. Tu Tsui-fang will only meet the characters at her bar: the Den of Iniquity (Stage 8).

RESEARCHING TU TSUI-FANG

As a member of an organized crime syndicate, Tsui-fang does not maintain a lifelog and keeps a fairly low mesh profile. The following information is available on a successful Research Test (10 minute timeframe):

- Tu Tsui-fang was a Chinese national and born on Earth. She died during the Fall and was subsequently re-instantiated on Mars.
- Several years ago, her indenture contract was inexplicably renegotiated and she became a free woman practically overnight.
- She then became a business owner, purchasing a drug bar in Deshengmen called 'Iniquitous', which she renamed 'The Den of Iniquity' after a brief legal battle with the old owners.
- The Den of Iniquity is almost exclusively patronized by regulars and outsiders are treated with hostility, leading to numerous poor online reviews.
- Tsui-fang is an anti-indenture advocate.
- MoS 30+: Tsui-fang is currently sleeved in a gene-fixed Alpinar (a picture is available) that has, in addition to the standard enhancements, medichines, a dead switch, and a suicide gland.

TU TSUI-FANG'S RACKET

The Shui Fong caters to the vices of the low: the indentured, vacworkers, miners, and labors. And Tu Tsui-fang listens to the low for they have stories to tell, especially when they are high.

Tsui-fang then uses those stories to blackmail and extort, not the poor workers turning to the Shui Fong for succor, but their employers. Tsui-fang is out to make a better world by forcing the corporations to pay for every misdeed, one blackmail at a time. ■

SOCIAL NETWORKING

Characters may use social networking to learn more about Tu Tsui-fang.

- @-rep and f-rep (Level 4, 1 day) – Lian Levi (see Stage 1) has information regarding Tu Tsui-fang.
- e-rep and r-rep (Level 4, 1 day) – Jenny Stirling (see Stage 1) has information about Tu Tsui-fang.
- g-rep (level 3, 1 hour) – For 50 crypto-cred, the characters can learn that Tu Tsui-fang is a member of the Shui Fong triad and the leader of a gang called the 44 Solids. Her primary criminal enterprise is extortion and blackmail, and the gang's headquarters is a bar called 'The Den of Iniquity'.

THE DEAD SWITCH AND SUICIDE GLAND

Characters may wish to investigate the dead switch and suicide gland combination Tu Tsui-fang is augmented with. A simple Research Test (10 minute timeframe) turns up the following information:

- Dead switches and suicide glands are legal. They are employed mostly by people in danger of kidnapping such as corporate executives or high value researchers.
- The combination is a popular alternative to emergency farcasters as they are much smaller (about the size of a grape compared to the orange sized emergence farcaster), cheaper, and don't contain anti-matter.
- Their primary purpose is deterrence and most people advertise that they have them publicly.
- The suicide gland is usually implanted near the heart or occasionally in the brain and, once activated, its special chemicals kill painlessly in seconds. The chemicals work with the users medichines and will function even if the subject is in medical stasis.

Characters may attempt to find a way around the dead switch/suicide gland using social networking. A level-2 favor (@-rep, c-rep, g-rep, i-rep, or r-rep) reveals that they should talk to Shinobu Urashima (see Stage 2). Characters may also attempt to find the outside consultant mentioned in the OIA report. This is a level-2 favor (same networks) and reveals that the consultant is Shinobu Urashima.

STAGE 4: HUNTING ZAIZAN BOSSHARD

Zaizan is a chemical engineer specializing in predictive control systems. Prior to the Fall, he worked at Arnaud-De Fehrn, a French pharmaceutical company. During the Fall, the AI system at Arnaud-De Fehrn was comprised by the exsurgent virus and decided to create the ultimate 'smart drug': a strain of the exsurgent virus that greatly enhanced the hosts mental abilities before deleting itself. Zaizan was one of those infected by this strain of the exsurgent virus.

Arnaud-De Fehrn's facilities were eventually nuked from orbit. However, Zaizan had an emergency farcaster and managed to escape. He then lingered in cold storage for eight years before being re-instantiated by ComEx to work on their SKULD system.

RESEARCHING ZAIZAN

Researching Zaizan online has a 30 minute timeframe and reveals the following:

- Zaizan is a predictive control system expert who was re-instantiated by ComEx in AF 8. He was sleeved in a menton morph and worked at the ComEx company headquarters. Despite being sleeved he was not allowed to leave the compound.
- **MoS of 30+:** Zaizan, though specializing in predictive control systems, was a chemical engineer.
- **MoS of 60+:** Zaizan was employed pre-Fall by Arnaud-De Fehrn, a pharmaceutical company that made nootropics, including Drive.
- In March of AF 10, Zaizan disappeared completely. Several days later ComEx announced that he had skipped out on his indenture and issued a 10,000 credit bounty for him.
- **MoS 30+:** on the day of his disappearance there was a disturbance at the ComEx compound. Gunfire was reported and multiple ComEx security units were mobilized for some unknown purpose.
- In Dhanus of AF 10, a menton using the ego ID of Elijah Mars attempted to board the space elevator. Elijah passed the nanotat ID scans but was taken aside for a brainprint due to suspicious mesh activity. The brainprint confirmed his identity and he was allowed onto the elevator. From the elevator he boarded a shuttle and traveled to a passing scum swarm. Several days later Elijah Mars was revealed to be Zaizan Bosshard, using a Fake ID.
- **MoS 30+:** The only reason the authorities know that Elijah Mars is Zaizan Bosshard is that he put it on the mesh that he had escaped from Mars and they went back and double checked the brainprint.
- **MoS 60+:** Zaizan deliberately triggered a brainprinting by performing online actions (purchasing items that would be delivered after he left, making appoints for after he would be gone, etc.) that indicated that the person leaving Mars had stolen Elijah Mars identity.

SOCIAL NETWORKING

Characters may use social networking to find out more about Zaizan:

- **@-rep and i-rep (Level 4, 1 day)** – A man named Junichi Azuma on Locus tells the characters that Zaizan arrived on Locus and stayed for a short time before leaving in a private shuttle that he borrowed. While he was on Locus, Zaizan kept a qubit reservoir with him at all times and seemed to be in frequent communication with someone.
- **f-rep (Level 4, 1 day)** – For 3,000 crypto-cred, a journalist named Johnathan Flying Eagle will give the characters a confidential ComEx document he obtained when he was reporting on the legal battle over Zaizan leaving on the space elevator. Reading the document reveals that Zaizan was extracted from the ComEx compound by mercenaries. ComEx managed to track one of the mercenaries down, capture him, and interrogate him. The mercenary eventually revealed that he was hired by the OIA. The report then explains that Zaizan was working on a top secret project codenamed SKULD, and that may be why the OIA wanted him. Furthermore, since the OIA is a regional company, the report concludes that Zaizan may still be somewhere on Mars with Elijah Mars being a decoy to throw hunters off Zaizan's trail.
- **@-rep or f-rep (supplemental)** – If the characters succeed on their networking test for The Circle-A List or Fame they also learn of Lian Levi (Stage 1).
- **c-rep (Level 2, 30 minutes):** An ego-hunter named Bianca Yia-Ti reveals that ComEx employee Laura Blake (see Stage 7) is looking for an escaped indenture named Zaizan Bosshard. Blake is convinced that Zaizan is still in Olympus.
- **c-rep (Level 4, 1 day)** – For 3,000 crypto-cred, Sarah Victorian, an attendant at a morph shop called 'Doll House' reveals that, on March 2, a neotenic morph dying from something nasty was smuggled into the shop by a couple of rusters. One of the rusters accidentally referred to the neotenic by his name, Zaizan. Zaizan was resleeved into a generic pleasure pod and when they left they took the neotenic with them. She can provide an XP of the whole thing.
- **g-rep (Level 4, 1 day)** – For 4,000 crypto-cred a deniable asset working in Olympus reveals that they were part of a team hired, supposedly by the OIA, to extract Zaizan from ComEx. The mercenary doubts that they were really hired by the OIA because the people they delivered Zaizan to were definitely not OIA: a bunch of low class rusters and a pleasure pod. The mercenary can provide pictures of the people they delivered Zaizan to.
- **c-rep or g-rep (supplemental)** – If the characters succeed on their networking tests for the level 4 CivicNet or Guanxi favors they also learn Shinobu Urashima (see Stage 2) has relevant information.

IDENTIFYING THE MORPHS

THE RUSTERS

Characters may use facial recognition software to try and determine the identities of the rusters in Sarah Victorian's XP or the deniable asset's pictures. This is a Research Task Action with a one day timeframe and a -30 penalty because of the generic nature of the ruster morphs. Success reveals that the rusters in the XP are Ling Qui and Choe Fu and/or the ones in the pictures are Yun Zhou, Ching Qui, and Teng Ji-an.

A level 3 g-rep favor then reveals that all of them are members of the 44 Solids, a gang lead by a Shui Fong soldier named Tu Tsui-fang (see Stage 3). All five of the rusters believe that Zaizan has left Mars.

THE PLEASURE POD

The pleasure pod is a mass-produced model: tens of thousands live in Olympus and thousands more travel up and down the space elevator every week. The pleasure pod is impossible to track down.

THE FAKE EGO ID

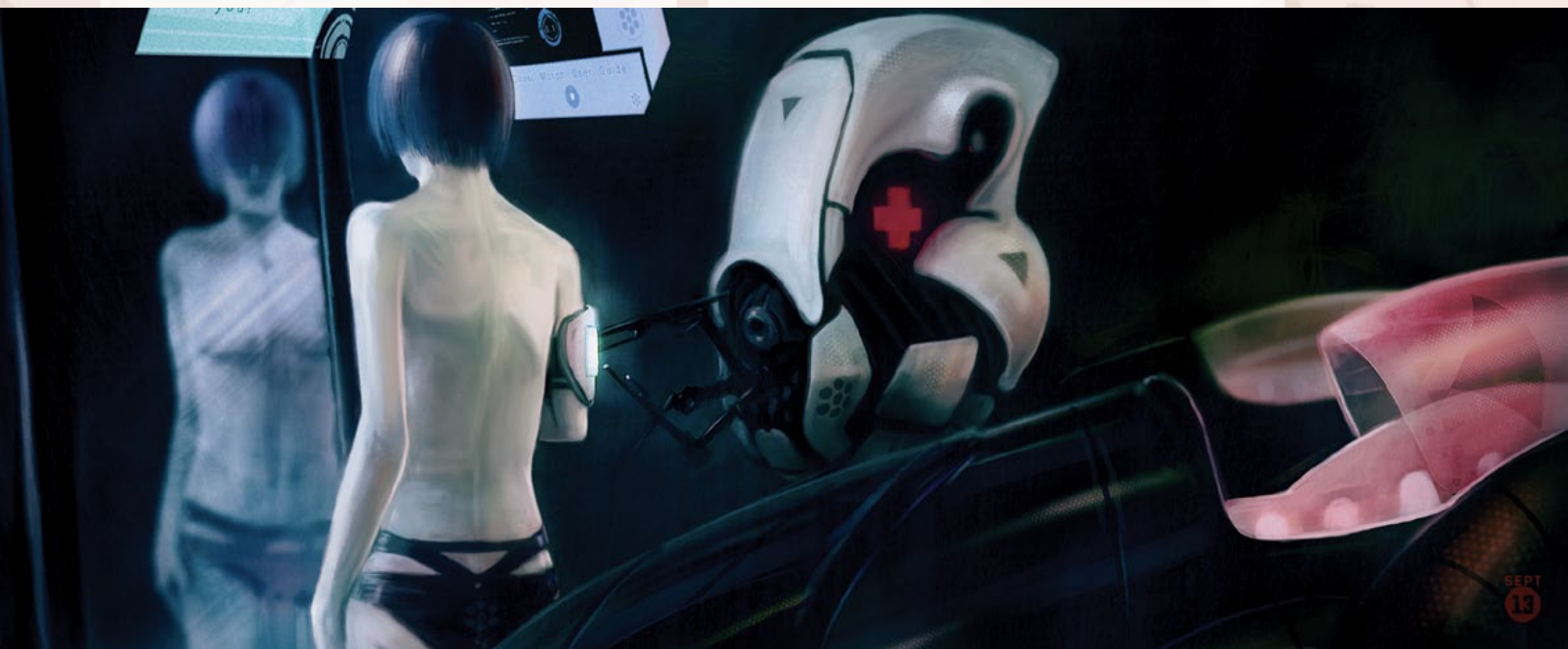
If the characters think to contact Proxy 21 about the Elijah Mars ego ID, she can tell them that it is one of hers, created before she was a router. She sold it with a batch of others on the black market.

Checking the other IDs sold in the same batch, Proxy 21 can tell the characters that while several are active, only one is active in Olympus: a VR programmer named Guo Eckener.

RESEARCHING GUO ECKENER

Researching Guo Eckener online reveals that he has a basic lifelog and a good amount of public data:

- Guo Eckener is a VR environment programmer from Vales-New Shanghai. He was indentured up until December of AF 9.
- Since the end of his indenture he has worked for several companies doing basic VR work and he has made enough to replace his case with a ruster.
- Guo Eckener moved to the Janks-Yao district of Olympus in February of AF 9 for the low rents. There he gradually dropped off the network, updating less and less until he finally stopped. His address is available (see Stage 9).
- **Proxy 21:** All of the above is fake information created by Proxy 21.
- In Dhanus of AF 10, Guo became active again, purchasing computer equipment from companies in Central and posting on his lifelog that he had an exciting new contract.
- **MoS 30+:** Guo hasn't actually been seen since AF 9. He does his business through the mesh and the equipment he purchased was delivered to his house and left in the garage.
- **MoS 60+:** The characters find a single surveillance spime that managed to catch a glimpse of Guo as he retrieved one of the deliveries. He appears to be sleeved in a pleasure pod, not a ruster.



SEPT
13

DANCE

8

STAGE 5: NEXUS INDUSTRIAL REPAIR

Nexus Industrial Repair is in Fuxingmen; traveling to it requires a successful Navigation Test (see the sidebar on p. 5). Urashima is already waiting at the building, though he will leave if the characters are more than three hours late.

URASHIMA'S FORKS

Urashima has sent two alpha forks of himself to meet with the characters: one in an alpiner (see p. 23) and the other in a modified hyperdense exoskeleton (p. 24). Both forks wait for the characters in the vehicle bay, though the hyperdense exoskeleton will be using its chameleon skin to conceal itself. The forks are prepared for trouble:

- The inside of the alpiner's armor is laced with liquid thermite rigged to ignite if he is killed or incapacitated. The energy of the thermite will be partially contained by his energy resistant armor, ensuring total destruction of both his body and stack.
- The exoskeleton has liquid thermite set to destroy its cyberbrain if it is disabled.
- Both forks have their wireless radios turned off.
- Both forks have neo-cetacean translation devices so they can communicate semi-privately.
- The alpiner is wearing smart clothing (a cloak, hat, and scarf) that is programmed to automatically detach when hit with paint.
- Both forks are high on Juice and the alpiner has also taken a dose of MRDR.

BUILDING PREPARATIONS

Urashima has prepped the building for the meeting:

- A portable generator is powering the buildings systems: the lights are on and there is enough air for a rustler to breath comfortably.
- The dust in the main vehicle bay, on the catwalks, and near the street door has been swept up.
- The three external airlock doors are rigged to close and lock upon receiving a wireless command.
- Four of the pillars holding up the catwalks have concealed holographic projectors attached.
- Ten sticky chameleon-coated grenades are hidden in the building. Five of the grenades are EMP grenades and rest are splash grenades filled with pink paint. All the grenades are set for wireless detonation. Spotting the grenades requires an x-ray or radar system and a Perception Test at -20 (due to the grenades small size).

DEALING WITH URASHIMA

When the characters enter the building the alpiner has them approach so they can talk verbally. When the characters get within 5 meters of him, he checks to see if any of them are asyncs using his thought

NEXUS INDUSTRIAL REPAIR

Nexus Industrial Repair was founded during the boom immediately preceding the construction of the space elevator. Nexus was one of several companies that maintained and repaired the vast fleets of vehicles and drones used to build up the cities infrastructure.

Nexus died long before the Fall: when the elevator was completed there was no more profit for a specialized repair company, at least not in Olympus. In a tax move, the company owner founded another company in New Shanghai under a similar name, then sold all of Nexus Industrial Repair's movable assets to the new company. The companies non-movable assets, like their building, were abandoned after being stripped. ■

browse sleight (the sleight works at close range against asyncs, see p. 221, EP).

Once he has verified that none of the characters are asyncs, Urashima will do business. Urashima wants 20,000 crypto-cred for his help. He can provide information, his services as an interrogator, and equipment for acquiring subjects for interrogation.

In lieu of payment, the characters can perform two tasks for Urashima. The first task is to exact revenge on a client who stiffed him (see Stage 7). The second task is detailed in *Kill the Queen*.

After the characters pay up or agree to perform the tasks, Urashima will tell them his information.

URASHIMA'S INFORMATION

Urashima is a freelance interrogator and usually his professional ethics preclude him from telling anyone what he knows (that and his desire to keep living). Recently however, a client tried to kill him rather than pay him (see Stage 7) and Urashima feels perfectly free to divulge what he learned from that client, along with the results of his own investigations:

- Zaizan Bosshard, an indenture at ComEx, was working on a precognitive system for shipping and package delivery called SKULD.
- SKULD interfaces with the brain and ComEx discovered that when Zaizan himself used SKULD, it operated much better; to the point where it could predict future events in a general sense.
- This is because Zaizan is an async.
- ComEx had a fork of Zaizan transferred to a black lab in Zhongguancun. However, the fork somehow escaped the black lab and made a deal with a triad soldier named Tu Tsui-fang.
- Tu Tsui-fang freed the Zaizan fork at ComEx by pretending to be with the OIA and hiring mercenaries. On his way out, Zaizan managed to destroy SKULD.
- One of the forks of Zaizan left for the outer system via a scum barge, while the other is still somewhere on Mars. It is likely that only Tu Tsui-fang knows where.

SA BEAM WEAPON TACTICS

SA beam weapons such as laser pulsers and particle beam bolters are dangerous, but only if used correctly. The NPCs in this adventure use the following tactics when firing SA beam weapons:

- If practical they take a special quick action to aim. If they have moxie remaining they do not call a shot to bypass armor.
- If they hit with a 30+ MoS (+5 DV) or 60+ MoS (+10 DV) they spend moxie to upgrade the success to a critical in order to bypass armor and reduce the targets ability to fray.
- They then concentrate their fire. Concentrated fire does double damage, making it much more likely to penetrate armor and inflict crippling or incapacitating wounds.
- If the first attack misses: they sweep the beam for a +10 to hit on the second attack. If the target is heavily armored, they call a shot to bypass armor on this attack.

Example: A splicer with a laser pulser is fighting a remade in combat armor. The splicer aims and fires, rolling a 45, which is a hit. The splicer uses a point of moxie to upgrade the success to a critical and the remade fails to fray. The splicer then concentrate the beam and rolls an 11 for damage, which inflicts 32 DV to the remade, enough to inflict four wounds. ■

■ Tu Tsui-fang runs a gang called the 44 Solids and hangs out her bar, The Den of Iniquity.

■ Tu Tsui-fang has a suicide gland in her chest and a dead switch to make capturing her for interrogation difficult. Urashima can provide the characters with ways around this.

BYPASSING THE DEAD SWITCH AND SUICIDE GLAND

Urashima can provide the following solutions to Tsui-fang's dead switch/suicide gland combination:

■ **Deactivating the Dead Switch:** Urashima has a nanotoxin that deactivates emergency farcasters and dead switches. The toxin can be administered orally or through injection and is effective 4 hours after administration. He can provide a single dose.

■ **Deactivating the Suicide Gland:** Urashima has a dual acting nanotoxin that disables drug glands and renders common suicide drugs inert. It is employed through special smart rounds (equivalent to homing biter capsule rounds) that must be targeted at either the heart or the suicide drug gland (using called shots to hit a specific target). Urashima can provide the characters 16 light pistol rounds.

■ **Head Removal:** If the targets suicide gland is in their chest (as Tsui-fang's is) and they have medichines (as Tsui-fang does), then a surprise blow that severs the head (requiring a called shot to the neck that inflicts 5+ wounds) will prevent the sui-

cide gland from destroying the brain. If the head is then placed immediately in a stasis pod, it can be interrogated later by a specialist. Urashima can provide a head sized stasis pod in the shape of a black bag. The stasis pod prevents wireless communication through it.

INTERROGATION

Urashima can also perform the interrogation of Tsui-fang. If the characters want him to perform the interrogation, he will arrange to meet them back at Nexus after they have captured Tsui-fang or her stack. He requires that he arrive at Nexus at least 2 hours before the characters do to set up, so he will need at least 4 hours advance notice. He brings the futura and the hyperdense exoskeleton. The interrogation itself will take from two to four hours and it should be assumed that he automatically succeeds.

URASHIMA'S TACTICS

Urashima uses the following tactics in combat:

■ In the first round, Alpiner Urashima spends a point of moxie to go first. He then sends the signal that triggers the doors, the grenades, and the holographic projectors.

■ The EMP grenades, linked together using demolitions, disable all radio/microwave devices in the area. This includes: radio/microwave based tacnets, smartlinks that are not hardwired (Urashima's are), and radar/t-ray emitter systems.

■ The splash grenades render camouflage systems worthless (including the hyperdense exoskeleton's).

■ Once hit with paint, Alpiner Urashima's smart clothes detach and his armor's chameleon coating (protected by the clothing) activates.

■ The holographic projectors begin projecting motion blurs, further concealing Alpiner Urashima's position. Characters attempting to attack him must succeed on an opposed Perception Tests (against Urashima's Infiltration) with a -10 penalty for each holographic projector still functioning. Failure means they use their Moxie score as the target number for their attack (with no modifiers). On a success they only suffer a -30 penalty (as blind fire, p. 195, EP).

■ Alpiner Urashima then uses his combination arm slides/gyromounts to quickly draw his laser pulsers. He then fights with standard SA beam weapon tactics (see sidebar) except instead of aiming, he moves (with a speed of 8/60). If necessary Alpiner Urashima can jump (p. 191, EP) up to the catwalks thanks to the low gravity (p. 199, EP) and his exowalker (p. 25 and p. 344, EP).

■ **Hyperdense Exoskeleton** Urashima attacks with his vehicle scale particle beam bolter (double DV or quadruple DV if concentrated). He employs standard beam weapon tactics. If necessary Hyperdense Exoskeleton Urashima, being 3.7 meters tall, can reach the catwalks from a standing position.

NEXUS INDUSTRIAL REPAIR MAP KEY

1. ACCESS RAMP AIRLOCK

This massive, industrial sized airlock accesses a ramp leading up to surface. The airlock has an interior volume of 500 m³ and takes 30 action turns to cycle. The airlock doors (20 Armor, 200 DUR, 50 WT) are secured by an electronic lock (p. 291, *EP*) that accepts both keypad and wireless code entry. The code to the keypad is written in pink paint directly above the external keypad. Urashima has modified the airlock to seal and lock (with a different code) when a wireless command is sent. Examining the lock with the Hardware: Electronics skill will reveal this.

2. PILLARS

These sturdy (20 Armor, 200 DUR, 50 WT) support pillars hold up the second level and catwalks. If they take more than two wounds at once or lose all of their durability, the pillars collapse bringing down the portion of the upper level above them.

Holographic projectors are placed on the four interior pillars and are concealing themselves by projecting a slightly larger image of the pillar they are attached to. Spotting them is a Perception Test with a -20 modifier. Any damage to a holographic projector renders it inoperable.

3. STREET DOOR

This large door functions as an reinforced interior airlock door (20 Armor, 200 DUR, 50 WT) and leads to a vaulted, still somewhat pressurized, underground street. The door is designed to shut and seal if the air pressure difference between the two sides becomes too great and has an electronic lock that accepts keypad and wireless codes. The lock is engaged but the door is currently open. Urashima has modified the pressure sensors so that, when a wireless command is sent, the door thinks there is a pressure problem and closes, seals, and locks. If the door is examined this becomes evident with a Hardware: Industrial Test.

There is no dust on the ground here as Urashima's servitor bots swept it clean. A Perception Test at -30 reveals this.

4. LOWER STORAGE

This room is carved into the regolith and lined with basalt bricks. The door, which functions as an interior airlock door (15 Armor, 100 DUR, 25 WT), is currently closed but has no lock. The interior of the room is empty except for an old inventory tracking spine that no longer functions and dust.

5. RAMP/CATWALK

Steep ramps lead up to catwalks built 4.5 meters above the vehicle bay floor. The catwalks are solid metal slabs that ring the interior of the building and provide access to the surface airlock, the offices, the upper level of the shop, and the physical plant. The catwalks have railings to prevent falls (which deal 1d10 damage minus half kinetic armor).

6. SHOP (LOWER/UPPER)

This two story room has a sectioned grating acting as flooring for the upper level but is otherwise empty. The grating can be removed section by section and functions as minor cover. All the doors to the shop function as interior airlock doors (15 Armor, 100 DUR, 25 WT). The two upper level doors are currently open while the two lower level doors are currently closed. None of the doors have locks.

7. VEHICLE BAY

The vehicle bay is where Nexus performed repairs that could not be done in the field. The floor of this area has been recently swept clean, a Perception Check at -30 will notice this.

On the ceiling of this room is duct work that leads to the air cycling equipment in Physical. These ducts, being made to support air, cannot accommodate anything heavier than a smart rat.

8. PHYSICAL

The door to this room, which functions as an interior airlock door (15 Armor, 100 DUR, 25 WT), is closed and locked with an electronic lock that accepts keypad codes only. Inside is a portable electrical generator connected to the buildings power system.

Additionally, the buildings air cycling equipment is located here, attached to the duct-work that runs along the ceiling of the vehicle bay.

9. SURFACE AIRLOCK

This is a standard sized airlock that leads to the surface of Olympus. It takes 4 action turn for this airlock to cycle. The airlock doors (15 Armor, 100 DUR, 25 WT) are secured by an electronic lock that accepts a code entered on a keypad or transmitted wirelessly. The keypad code is written above the outside keypad in bright pink paint. This door is rigged in the same way as the surface access ramp airlock's.

10. OFFICES

These rooms are empty except for dust and doors are all closed and locked with electronic locks accessed by keypads and function as interior airlock doors (15 Armor, 100 DUR, 25 WT).

If Urashima is performing an interrogation, he will set up his equipment in one of the offices. He usually brings with him everything he needs for a wide variety of interrogations (using the hyperdense exoskeleton and his servitor bots to carry it all). This includes an old flat morph in a stasis pod, an ego bridge, numerous custom made cybernetic implants of dubious purpose (see p. 13 for examples), surgical instruments, and medical supplies.

STAGE 6: THE HOUSE OF URASHIMA

Urashima's house is located in Fuxingmen (see the sidebar on p. 5). Urashima's house is comprised of three prefabricated residences buried in the regolith and joined together. The house has power, an Earth standard environment, and an encrypted mesh. Surveillance spines, monitored by a security AI and accessed through the encrypted mesh, cover every part of the house.

RESIDENTS

Living at Urashima's house are Urashima, eight servitor bots (p. 25), and, occasionally, Daniel Cuesta Montalvo (p. 25). Urashima has three separate bodies: a hyperdense exoskeleton (p. 24), a female alpinist (p. 23), and a male futura (p. 24). There is also a flat in storage in medical.

SERVITOR BOTS

Urashima's eight servitor bots have been modified so that they may perform simple maintenance tasks and conduct online research. The majority of the servitor bots usually stay in research, though one is always stationed in the garage.

HYPERDENSE EXOSKELETON

Urashima's hyperdense exoskeleton is usually stored, powered down, in the garage. However, as a security measure Urashima keeps a copy of the last fork to use the exoskeleton on its cyberbrain. If the exoskeleton is activated (probably by Urashima or the Security AI) the fork will then be able to act. Starting up the exoskeleton takes one full Action Turn.

MARTIAN ALPINIST

Urashima's martian alpinist is usually stored in one of the stasis pods in medical, though Urashima will sleeve an alpha fork into it if he feels that he is in danger, if he needs extra hands, or if Daniel is visiting him. When active, Alpinist Urashima is usually high on Juice (to counteract the anxiety problems Urashima suffers when resleeving) and tends to hang out in the living areas of the habitat.

FUTURA

The futura is Urashima's original body and he always keeps a fork sleeved into it. Futura Urashima, due in part to his enhanced mental abilities, is bit of a workaholic and spends most of his time in cybernetics and nanotech.

DANIEL CUESTA MONTALVO

Daniel is Urashima's boyfriend and he usually stays with Urashima when he has time off from work. Daniel mostly stays in the living sections of the house (the living room, bedroom, and bathroom) or in research (which also contains the kitchen). Daniel cannot enter nanotech.

HOUSE OF URASHIMA MAP KEY

1. STREET

The underground street leading to Urashima's house is lined with basalt bricks and vaulted for strength. The street currently has no light, is at Olympus ambient conditions, and has no mesh access.

There are concealed visual/thermal cameras watching the street and ground pressure sensors under it. The cameras and sensor are both hardwired to Urashima's house and are monitored by the security AI.

2. SEALED DOOR

This door has been sealed shut by welding a metal plate to the inside and bricking over the exterior. Under visible light the bricks don't quite match the color of the bricks lining the street, and the sealed door can be noticed with a successful Perception Test. The door has 30 Armor, 200 DUR, and 50 WT.

3. SEALED DOOR (ESCAPE)

This door is identical to the first sealed door except that four long tubes of liquid thermite are embedded in the metal plate. The thermite is set for wireless ignition and can burn through the door in one turn.

4. GARAGE

The door to the garage from the street has been enlarged to accommodate the hyperdense exoskeleton. The garage door is rather flimsy (5 Armor, 50 DUR, 10 WT) and does not create an environmental seal. It is secured by an electronic lock that takes keypad codes.

Inside, the garage is still at Olympus ambient conditions but has light and an encrypted mesh. Along one wall is a shelf full of tools and spare parts.

The hyperdense exoskeleton is stored in the garage. The security AI will activate the exoskeleton if it detects intruders. Additionally, one servitor bot is always in the garage.

5. AIRLOCK

This room serves as an airlock. The entire interior of the airlock is coated in a thick layer of silvery, refractory metamaterials (which the characters can be identify with an appropriate knowledge skill test) and a chameleon coated, sticky splash grenade filled with liquid thermite is hidden on the ceiling. Noticing the grenade requires an x-ray, ultrasound, or radar system and a Perception Test with a -20 size penalty.

Attempting to operate the airlock without the correct codes causes both doors (40/15 Armor, 100 DUR, 25 WT) to seal shut and detonates the grenade. Due to the nature of the room the effects of the thermite are greatly magnified: characters inside the room suffer 3d10 + 15 DV per Action Turn for 3 turns and must make a WIL x 3 Test to avoid taking 1d10 SV. Any armor worn will be burnt through as normal for liquid thermite (p. 323, EP).

Opening the doors once sealed requires access to the airlock controls in storage or a Hardware: Industrial Task Action (2 minute timeframe).

CYBERNETICS SHELF

The jars on Urashima's shelf hold seventeen cybernetic implants. The jars are unlabeled; determining the function of an implant requires a Hardware: Implants Task action (4 hour timeframe).

- 1 Pink State Pusher: makes everything experienced (touch, taste, vision, thoughts) pink.
- 2 Ambidexterizer: gives the user both the Neural Damage: Dyslexia negative trait and the Ambidexterity Lv. 1 positive trait.
- 3 Sensory Cortex Recajigger: randomly remaps a persons sensory cortex. This is incredibly discombobulating to the user and they suffer a -60 penalty on all actions, numerous sensory problems such as amusia and color blindness, and can no longer use XP or VR of any kind. As a side effect the user is completely immune to all forms of basilisk hack.
- 4 Emotional Agitator: Works like an emotional dampener but in reverse.
- 5 VR Vertigo Inverter: removes the VR Vertigo negative trait. However, when operating in reality all actions suffer a -30 penalty.
- 6 Zombinator: a massively inferior version of a puppet sock, this implant replaces the part of the brain that controls of the skeletal muscles. The implant can then be used to force the subject to move as directed, though any motion is jerky and uncoordinated (-30 penalty).
- 7 Universal Oneness: You are the universe and the universe is you!
- 8 Slow Cooker: This implant slowly destroys the brain. Every 5 minutes it inflicts 1 DV and 2 SV.
- 9 Executive Function Destabilizer: burrows numerous tendrils throughout the brain that interfere with the executive functions. The subject takes a -5 WIL aptitude penalty.
- 10 Drooler: stimulates the brain to induce a state of extreme well being and lethargy. The user must make a WIL x 2 test to initiate any action. Task actions are impossible.
- 11 Thought Disruptor: This implant monitors the electrical signals of the brain and uses electrical stimulation to disrupt the higher thought processes, giving a -10 to COG.
- 12 Psi Susceptibility Inducer: makes the user susceptible to psi-sleights as if they were an async and gives them the mental disorder (GAD) negative trait.
- 13 Faulty Device: This implant is poorly designed or faulty. It gives the user a random Neural Damage negative trait.
- 14 Virtual Time Dilator: This is a cybernetic version of the mental speed implant and grants the same effects. It is however, too large to fit inside the average human head.
- 15 Cybernetic Drug Gland: This is a cybernetic version of a standard drug gland. It produces the Flight toxin.
- 16 Timmy: This device induces a state of terror. The user suffers a -30 modifier for resisting intimidation or fear-based manipulations.
- 17 Total Recall Stimulator: This implant is designed to simulate the memories of the subject. In practice it overstimulates the associative memory paths inducing vivid flashbacks at the slightest provocation. ■

6. STORAGE

This room has environmental equipment built along one wall. Auxiliary pumps and door controllers have been added to the original equipment so that the adjoining room can serve as an airlock.

Opposite the environmental equipment are rows of shelves containing spare parts, tools, miscellaneous junk, and three head sized portable stasis modules. Next to the shelves are two barrels: one containing pink paint and the other containing liquid thermite (20 applications).

The door to the living room functions as an interior airlock door (15 Armor, 100 DUR, 25 WT) and has an electronic lock that accepts a wireless or keypad entered codes. The door to the living room is usually left open and unlocked.

7. LIVING ROOM

This room resembles an outdoor wooden deck or veranda complete with a couch, a coffee table, and a dining table with chairs. The two outside walls are giant video screens that show a simulated view of the Japanese countryside from a mountain villa. It is currently autumn.

Urashima has connected the three separate prefabricated housing units here by adding a tunnel. The video screen continues along the outer wall of the tunnel and the rest is paneled to make it seem like a continuation of the veranda.

8. BEDROOM

This room, like the living room, is made up to look like a wooden veranda. The furniture in this room consists of a large bed, a table and chairs, a nightstand, and a wardrobe. The wardrobe serves as Urashima's armory. Inside, unless Urashima is currently using them, are:

- 4 laser pulsers;
- 4 combination arm slides/gyromounts;
- 30 chameleon coated sticky grenades (15 EMP and 15 unloaded splash);
- 2 second skins with the chameleon coating, fireproofing, lotus coating, refractive glazing, shock proof, and thermal dampening mods;
- 2 sets of smart clothing;
- 2 modified exowalkers (see p. 25).

9. BATHROOM

This room is similar to the living room and bedroom, except there is a bath/hot tub built into the floor; a counter with a sink, a mirror, and cabinets on one wall; and a toilet located in a room off to the side.

10. ENVIRONMENTAL

This room contains environmental machinery to recycle the water and waste from the nearby bathroom and to keep the air breathable. The door to the bathroom functions as an interior airlock door and is usually kept closed but unlocked.

11. NANOTECH

The doors of this room function as interior airlock doors (15 Armor, 100 DUR, 25 WT) and have electronic locks that require biometrics to access. The doors are kept closed and locked at all times.

Inside the room is a table with a large cubic machine on it, a bug zapper mounted above the table, several nanodetectors scattered around the room, and a glass case mounted on a wall.

The machine on the table is cubic with 40 cm long sides. On one side of the cube is a display and control panel and a very obvious physical power switch. Activating the machine or successfully making a relevant skill test will identify the machine as a (very illegal) general nanomachine hive.

Accessing the hive can only be done through the control panel as, for security purposes, the hive has no other communication capabilities. The hive can only store one blueprint at a time, takes several days to program, and wipes its memory when turned off.

The bug zapper above the table is connected via wires to the nanodetectors and will zap the entire room if any nanomachines are detected.

Inside the glass case on the wall are 20 rounds of special light pistol ammo (equivalent to homing biter capsule rounds) filled with a nanotoxin to disable suicide glands (p. 10) and 4 vials containing doses of a nanotoxin that disables dead switches and emergency farcasters (p. 10).

12. CYBERNETICS

This room contains a work desk and a shelf. The desk has nano-manipulators and fabbers suitable for creating cybernetic implants (creating a functioning implant using this setup is a Hardware: Implants Task Action with a time frame of days to weeks). If the character's don't already have it, Urashima's skull burrower (p. 15) is on the desk.

The shelf contains seventeen cybernetic neuralware implants (see the sidebar) floating in unlabeled jars of colored preservation fluid. The jars are lit from behind for an artistic effect.

13. MEDICAL

This brightly lit room has an operating table with an attached ego bridge in the center, cabinets lining the walls, and two stasis pods in one corner.

The cabinets contain ordinary medical supplies, surgical tools, another ego bridge, and a medical fabber

capable of creating most medical supplies, including pharmaceuticals such as Grin and Juice.

The two stasis pods are portable. Urashima's Alpinor morph is stored in one of the pods when not in use and the other pod contains a flat used to sleeve interrogation subjects.

14. RESEARCH

The doors of this room function as interior airlock doors (15 Armor, 100 DUR, 25 WT) and have electronic locks that accept keypad or wireless code entry. The doors are usually left open and unlocked.

Inside the room, one wall has life support machinery and a small kitchen with sinks and a maker. The other wall has a long desk with computer equipment on it. Accessing the computers are all the servitor bots not currently performing other duties.

Only one of the computers in research has general mesh access (through a limited bandwidth hardline). That computer is not connected to Urashima's mesh and is used mostly to check messages. Data to be searched is copied from the public mesh elsewhere and then loaded onto the other computers.

Accessing the computers requires a simple Interfacing Test and reveals that the bots have collected information (as per online research with a MoS of 60+) on three people: Zaizan Bosshard (see Stage 4), Tiffany Blake, and Laura Blake (see Stage 7). A MoS of 30+ on the Interfacing Test also reveals that considerable time has also been allocated to researching someone named Lily or Lilium, but no useful results have been collected.

STAGE 7: URASHIMA'S TASK

Urashima's first task involves exacting revenge on a ComEx manager named Laura Blake:

Blake hired Urashima to perform an interrogation. However, the subject she provided, a gang member named Yun Zhou (p. 8), didn't have the information she wanted and Blake refused to pay Urashima.

They argued, and Blake had her hired goons attack Urashima while she escaped. Urashima killed all the goons save one, whom he had send a transmission to Blake informing her that Urashima had been killed. He then let the goon go.

Urashima's business is all about respect, if his clients don't respect him they will try to kill him rather than pay him, so he needs to publicly teach Blake a lesson. To that end, he wants the characters to do the following:

- Infiltrate the resleeving party for Laura Blake's daughter, Tiffany Blake. The party is being held in one day at the Blackstone Hotel.
- At the party, attach a device Urashima invented called a 'skull burrower' to Tiffany Blake's head. Tiffany must be awake and lucid while this is done and will ideally be found immediately afterward.

Urashima gives the characters the skull burrower after they agree to the task. He does not care how the job gets done.

THE SKULL BURROWER

The skull burrower is a device designed by Urashima to forcibly subject someone to an XP recording. It is shaped somewhat like an open hand with tentacles instead of fingers.

Pressing the skull burrower firmly against an exposed head (requiring an Exotic Melee Weapon: Skull Burrower Test or a subdued victim) causes the tentacles to elongate and grip, firmly securing the device to the head. Once secured, the burrower works like a simulspace trode net (p. 241, *EP*) except instead of allowing access to a simulspace it plays a single, preloaded XP.

Determining what XP is loaded into the skull burrower without using it requires an Interfacing Test. Currently, it is loaded with an hour long XP containing a collection of all the horrible and hateful things that Laura Blake has done over the years, most from the victim's perspective.

The collection has been formatted and tweaked by a group of Scum scorcher programmers for maximum effect: Urashima intends for this XP to kill Tiffany's love for her mother. ■

BLACKSTONE HOTEL

The Blackstone Hotel is a four star hotel located in central Olympus. The Blackstone Hotel's building is unique: by employing carefully controlled heating and nanotechnology, the designers were able to create a massive basalt column into which the hotel was carved. Unfortunately, structural concerns meant that most of the interior volume could not be developed and no further buildings were constructed this way in Olympus.

The ground floor of the Blackstone contains the hotel's lobby, a garage where guests who have cars can park them, an art gallery, the hotel restaurant, a banquet room that shares a kitchen with the restaurant, a separate ballroom with its own kitchen, and guest rooms.

The second through ninth floors of the hotel contain guest rooms, with the second through sixth floors having smaller rooms and the seventh through tenth floors having larger suites.

The upper floors of the hotel are accessed by elevators and stairways located near all six corners of the building. The elevators require codes to travel above the sixth floor.

The elevators, stairways, and most of the rest of the hotel (excluding the guest rooms and first floor restrooms) are covered by surveillance spimes monitored by indentured infomorphs. ■

RESEARCHING THE BLAKES

Characters may wish to learn more about the Blakes. Tiffany maintains an extensive lifelog and is a prolific user of social networking while her mother is more reserved. Online research (5 minute timeframe) turns up the following useful information:

- **Laura Blake** is a ComEx employee. It is not clear what exactly her job is, but she seems to have a managerial role and is not indentured.
- **MoS 60+:** Laura Blake is ComEx black ops.
- Laura is currently sleeved in a gene-fixed ruster. Pictures of her ruster are available online.
- Tiffany Blake is Laura Blake's fourteen year old daughter, and she is a bit of a bleeding heart.
- Laura and Tiffany escaped the Fall on a scum barge. They were among the few allowed to disembark the barge on Mars.
- Both Laura and Tiffany live at the ComEx compound in Olympus.
- Tiffany is being resleeved! She is very excited! It is all over her lifelog. Her resleeving party is in one day at the Blackstone Hotel, invite only.
- There are images of Tiffany's new morph: a teenaged sylph. She doesn't mention the sylph's specs but she does mention going shopping for outdoor coats, so it is probably martian adapted.

SOCIAL NETWORKING

The characters can also use their social networks to find out more about the Blakes:

- **c-rep (Level 2, 30 minutes):** an ego-hunter named Bianca Yia-Ti reveals that Laura Blake is looking for a former ComEx employee named Zaizan Bosshard. Zaizan apparently skipped out on his indenture contract and hopped a rimward bound scum barge.
- **g-rep (Level 3, 1 hour):** for 1,000 crypt-cred, a criminal named Shenouda Hakki tells the characters that recently Laura Blake hired some of his friends for a kidnapping and information extraction job that went wrong. The target they grabbed didn't have the information Blake wanted and Blake refused to pay the interrogator she hired. Things got ugly and Blake had Hakki's friends try to kill the interrogator while she escaped. Unfortunately, the interrogator had planned for this and managed to kill all of Hakki's friends, though they got him in the end. Blake didn't pay Hakki's dead friends either, and now he is trying to scrape together enough credits to have them resleeved.
- **@-rep, e-rep, and f-rep (Level 1, 1 minute):** The characters learn from multiple sources that Tiffany Blake has been resleeved and is throwing a resleeving party at the Blackstone Hotel tomorrow. The party is technically invite only but Tiffany has invited just about everyone she knows (and she knows a lot of people). Characters can obtain invites to the party by spending a separate Level 2 favor.

RESEARCHING THE BLACKSTONE HOTEL

The characters can find the following information on the Blackstone Hotel with a simple Research Test (5 minutes):

- A history of the hotel along with floorplans and virtual walkthroughs of all of the rooms.
- A floorplan of the entire first floor, pictures of the hotel's unique architecture, the hotel restaurant's hours and menu, and the hotel art galleries' currently showing: a sculptor named Y. Keller.
- The reservation schedule for the ballroom and banquet room. Tiffany Blake's party is listed on the schedule for the ballroom.
- A basic rundown of the hotel's security features. The features include uniformed guards, private surveillance spimes covering all of the public areas of the first floor, weapon scanners at the entrances, and a contract with Direct Action for a rapid response team (DARRT) in case of terrorist attack.
- **MoS 30+:** The employee roster for the hotel. The roster includes, among others, a security staff of twenty guards and four indentured infomorphs who are listed as 'system monitors'.

ENTERING THE BLACKSTONE HOTEL

The hotel can be entered through the garage or the lobby, both of which are covered by weapon scanners (p. 293, *EP*) and surveillance spimes. Anyone attempting to enter with a concealed weapon must make an opposed Palming Test to get through undetected. On a failure they will be confronted by hotel security and depending on the nature of the weapon, possibly a DARRT team (p. 28).

Characters may hack into the hotel's computer system to disable the weapon scanners. The infomorphs monitoring the system count as active defenders and working together, they have an effective InfoSec of 80. If the security monitors detect an intruder they will attempt to lock the intruder out of the system.

It is also possible to enter the hotel clandestinely through the network of tunnels that run under the building. Navigating through the tunnels to one of the stairways on the first floor requires a Navigation Test (30 minute timeframe).

THE PARTY

Tiffany Blake's party starts at 18:00. The staff will begin preparations in the adjoining kitchen at 17:00 and a pair of hotel guards will be stationed at the entrance of the ballroom to check for invitations at 17:30. If there has been any sort of incident at the hotel recently, the guards will also scan attendees for weapons using t-rays (which may detect the skull burrower) and have portable chem sniffers to check for explosives.

Attending the party will be Tiffany Blake; her mother; thirty to fifty guests; hotel employees serving appetizers prepared in the kitchen; and, since some of friends Tiffany invited are the children of high profile

THE DEN OF INIQUITY

Originally called 'Iniquitous', this drug bar, located in Deshengmen, was one of a chain of similar bars built by Prosperity Group as part of a vertical integration strategy. Iniquitous and two similar bars in Vales-New Shanghai and Elysium were marked as high-class establishments and sold pharmaceuticals produced by Prosperity Group.

Physically the bar is built into the regolith and is shaped like a loop with rooms coming off of the sides. The far end of the loop is about one meter lower than the entrance and the bar is designed so that the decent appears much greater than it actually is. When owned by Prosperity Group, the bar was themed as a descent into hell: with the rooms becoming more 'extreme' (but not too extreme) as they got lower. To complete the theme the indentured staff were done up as demons using skindyes (blue and black mostly, with the occasional red and green), bodysculpting, and implants (tails, glowing eyes, altered legs, etc.).

The club in Olympus suffered from poor location (Deshengmen opposed to Central) and lack of prostitution and cabaret licenses (due to the location). In AF 8, several violent assaults occurred at the bar, and Prosperity Group decided to sell it.

Iniquitous was purchased by Tu Tsui-fang who turned it into a local bar for her buddies (who incidental were behind some of the violent assaults). Tsui-fang however was forced to change the name to the 'Den of Iniquity' when the Prosperity Group sued (they asserted that the name was a trademark, separate from the bar itself, and Tu Tsui-fang's purchase of the bar did not include transfer of the trademark). ■

people, two Gorgon Security Systems plainclothes agents. The agents will attempt to prevent any incidents and will be proactively scanning for trouble.

STAGE 8: THE DEN OF INIQUITY

The Den of Iniquity is a drug bar owned by Tu Tsui-fang. It is located in a fairly quite, mostly residential, dome on the outskirts of Deshengmen. The bar currently bills itself as a neighborhood bar and is quite hostile to anyone who isn't a regular: that is anyone who isn't a member of the 44 Solids.

Inside the bar, the original hell-themed decor is still present but in horrible repair. The surveillance spimes on the interior are likewise in bad repair and most are non-functional. The notable exceptions are the spimes covering the entrance which have been properly maintained and are in excellent condition.

Tu Tsui-fang is currently lying low in the bar. Anyone wishing to deal with her face-to-face will have to do it at the bar, surrounded by her gang, because she will not voluntarily leave (except in emergencies).

TU TSUI-FANG

Tu Tsui-fang is the owner of The Den of Inequity, a member of the Shui Fong triad, and one of the two people on Mars who can determine the actual location of the Drive factory.

Tu Tsui-fang conducts her criminal operations in establishments in which her interest is hidden; she does not perform any illegal business in her legally owned bar. Recently, a fellow triad member was kidnapped and Tu Tsui-fang is being extra cautious. She will not leave the bar or the safety of her gang.

To protect herself from hacking attempts, Tu Tsui-fang uses disposable ectos loaded with a security AI and she replaces the ectos regularly.

If she senses any danger, Tu Tsui-fang will alert her gang (wirelessly or by yelling) who will come in shooting. If she thinks she will be captured, she activates both her dead switch and suicide gland.

TALKING TO TSUI-FANG

Characters may use a level 2 g-rep favor to arrange a face-to-face meeting with Tu Tsui-fang.

Tsui-fang meets the characters in the water pipe room along with five to ten 44 Solid members. Tu Tsui-fang tries to keep the atmosphere friendly and will offer the characters (legal) drugs.

Tu Tsui-fang will not admit to any criminal activity or to being a member of any criminal group. Tu Tsui-fang already knows about Chain Reaction and no argument will convince her to reveal the location of the Drive factory or Zaizan.

ASSASSINS

If Tsui-fang learns that the characters know about Chain Reaction, either because they tell her or they make indiscreet inquiries using social networking, she will arrange for them to be assassinated. Possible assassins include Chimera from *Chain Reaction*, Daniel Cuesta Montalvo (p. 25), or the Five Deadly Poisons from *So Divine*.

WHAT TU TSUI-FANG KNOWS

Regarding the Drive factory and Zaizan, Tsui-fang knows the following:

- A man named Zaizan Bosshard, who had escaped a black lab where they were experimenting on him, designed the Drive factory as payment for a new body (his old one, a neotenic, was dying of deliberate metabolic defects) and help freeing a fork of himself from ComEx.
- Zaizan is using the alias Guo Eckener and is hiding out in Janks-Yao. Tsui-fang has his address.
- Zaizan can see the future using a machine called SKULD. The black lab was trying to replicate that ability.
- The black lab created a drug called Hyper-Drive that gives the user mental abilities similar to Zaizan. When Zaizan escaped, he took the samples of Hyper-Drive with him.
- Hyper-Drive has horrific side effects and it can

BLACKMAIL MATERIAL

In addition to the information on Zaizan and the Drive factory, Tu Tsui-fang has a lot of blackmail material on the various corporations and hyper-corporations operating on Mars. Depending on how they deal with Tsui-fang, characters may come into possession of some of this material. What they do with it depends on them:

- They can sell it. Depending on what and how much they have, the information is worth anywhere from 1,000 to 50,000 crypto-cred. Characters selling the material will need to spend favors to unload it (p. 289, *EP*), hopefully while keeping a low profile to avoid retaliation from the triad.
- They can release it to the authorities/media. Depending on what they have this can have little effect or erupt into major scandals.
- They can try to blackmail the corporations themselves. This requires a Profession Test. Success means that the characters can extract goods or services valued at approximately twice the materials market price. Failure means dodging assassins, being wanted for attempted blackmail, having an angry triad after them, and other fun stuff.
- They can ignore it or delete it, which is probably the safest course of action. ■

kill in such a manner that any biomorph resleeved from the same stack dies as well.

■ Zaizan created Chain Reaction in order to advert a catastrophic event in the immediate future. He has loaded samples of Chain Reaction into the Drive factory.

■ The Drive factory is an old M-285 Urban Battle Tank that has been retrofitted with equipment for producing Drive.

■ The Drive factory is in Fuxingmen and it moves around to avoid detection. The factory's current whereabouts can be determined by entering a special code (which she knows) on either her or Zaizan's QE comm.

■ Zaizan is working with a man called Dr. Revolution (see *Right Round*). Tsui-fang doesn't know the specifics, but she does know it has to do with Locus.

44 SOLIDS

The Den of Inequity is the home base of the 44 Solids. From twenty to thirty members of the gang are at the bar at all times. Unlike the characters, the 44 Solids may freely bring their weapons through the airlock, and they are all armed with concealed shard pistols.

The 44 Solids members know that the gang helped Zaizan escape from ComEx and believe he left for Mars. They also know that Tu Tsui-fang is in charge of the Drive factory but don't have any information beyond that.

DEN OF INIQUITY MAP KEY

I. ENTRANCE

This is an airlock leading into the bar. On the outside door is a sign reading 'Den of Iniquity'. Below the sign, handwritten in paint, are the words: no guns, no bots, no swarms. A couple of 44 Solid members usually hang around the entrance to discourage visitors.

The airlock doesn't actually function as an airlock as both the inside and outside atmospheres are the same. It does however, function as a mantrap. Characters entering are scanned for weapons, robots, and nanoswarm hives before the inner door (15 Armor, 100 DUR, 25 WT) will open. Characters attempting to enter with robots (synthmorphs are actually okay) or nanoswarms will be asked to leave and not come back. Characters attempting to enter with guns will have to place the guns in a rotating cylinder on the wall (which takes them to the coat room) before they will be allowed to enter.

2. COATROOM

This room is where coats and guns are stored. It has a rotating cylinder that leads to the airlock. Attending to the room is an old servitor bot that has no wireless radio.

3. BAR

The bar has a series of empty shelves behind it that used to hold bottles of expensive alcohol. Now it only offers fabbed beer, whiskey, and cheap bar food. The bartender, Melissa Vera (p. 29), is an imposing demon with black skin, red hair, glowing eyes, horns, fangs, and a tail. She will be surly and hostile towards anyone who tries to order at the bar.

Hidden inside the bar itself are thick steel plates, rendering it bulletproof (30 Armor). If a firefight breaks out any 44 Solid members seated at the bar will dive over it in order to use it as cover. Vera also keeps a shredder behind the bar.

4. OFFICE

This room is subdivided into a waiting room; an office supply room; and two offices with desks, office plants, and chairs. When the bar was owned by Prosperity Group, this is where Alpha was done. Now it is used as actual offices with the lower office being Tu Tsui-fang's.

In her office Tsui-fang keeps a QE comm locked in a desk drawer. The drawer is trapped, opening it without first sending the correct wireless code triggers explosives that will destroy the communicator. Disarming the trap requires a Demolitions Test with a five minute timeframe.

The communicator is linked to the Drive factory and is how the factory coordinates with the triad. The factory communicates in codes to save qubits, without knowing the codes it is impossible to use the QE communicator (the qubits required to figure out the codes exceeds the qubits in the reservoir).

5. WATER PIPE ROOM

This room has hookahs, bongos, and other water pipes. There are couches, beanbags, and cushions for people to sit on while they smoke. The available drugs include Martian Hash (same as Orbital Hash but red), Juice, and Tobacco.

6. TEAROOM

This sparsely furnished room has a table for drinking Mono No Aware as a tea and a cabinet where supplies for making the tea are stored.

7. WORKSHOP

Located at the nadir of the bar, this was the most extreme of the rooms available: the Invite Only Room. Tu Tsui-fang has since converted the room into a workshop. Several long workbenches line the room. The workbenches contain tools for using the Hardware: Electronic and Hardware: Armorer skills.

8. HALLUCINOGEN ROOM

This room has a long low table with a wide variety of hallucinogens on display. Around the perimeter are small individual rooms with beanbag chairs, holographic projectors, and video screens. The rooms can be configured with various programs to induce specific hallucinogenic trips. A larger room is also available for group trips.

9. BATHROOM

These are bathrooms containing standard toilet stalls and sinks. One of the bathrooms also has an adjoining locker room with showers.

10. HITHER ROOM

This is the room where hither was done. It has a long low couches, a station for dispensing hither, and room for people to not dance (the bar didn't have the correct licenses to permit dancing). Under Tu Tsui-fang, the bar doesn't sell Hither and this room has been converted into a lounge. There is a maker on one wall for producing food.

II. BEDROOMS

These rooms were for Hither users who wanted to hook up. Now they are private rooms for the leaders of the gang. Each room contains a bed and a small nightstand.

12. CRASH ROOM

This was originally a storage room. When Tu Tsui-fang took over the bar, she had bunk beds installed and this room now serves as a place where the 44 Solids can get some sleep.

STAGE 9: ZAIZAN'S HIDEOUT

Zaizan, using the name Guo Eckener, is hiding out in Janks-Yao. On Simha 21, Zaizan will abandon his hideout by farcasting to the outer system.

There are surveillance spimes on the street outside the hideout and covering the entrances. There are no surveillance spimes inside the hideout. Both the street and the hideout are nominally at Earth standard conditions, though the air is very thin and has a lower than normal oxygen content.

STREET LEVEL MAP KEY

1. ENTRANCE

The door to the hideout functions as an interior airlock door (15 Armor, 100 DUR, 25 WT) and is secured by an e-lock that takes keypad and wireless code entry. Inside is an entry area with stairs leading to the second floor, a table, and a wardrobe.

2. LIVING ROOM

This room contains a couch, easy chairs, end tables, a desk, table lamps on the desk and end tables, and shelves full of nicknacks.

3. ENTERTAINMENT ROOM

This room contains a low shelf with print books on it that haven't been touched in a long time. It also has a large monitor, a holographic projector, a martian adapted plant that is still alive, and a couch.

4. KITCHEN

This room contains cabinets, a table, sinks, a stove, makers, a refrigerator, and a microwave.

5. BATHROOM

This small bathroom has cabinets, a sink, and a toilet.

6. REC ROOM

The rec room has murals of earth painted on the walls, cabinets filled with physical toys and games, and an old easy chair.

7. LAUNDRY

This small alcove has a combination washer/dryer.

8. GARAGE

Both the exterior and interior garage doors function as interior airlock doors (15 Armor, 100 DUR, 25 WT) and are equipped with e-locks that take both keypad and wireless code entry.

Inside the garage is a long workbench housing tools and miscellaneous parts. Piled in one corner are electronic vehicle parts. A hard (-30) Hardware: Groundcraft Test identifies the parts as a control system for an old M-285 or M-287 Urban Battle Tank.

9. DINING ROOM

This room contains a dining table and a cabinet for holding dishes.

ZAIZAN'S HIDEOUT'S HISTORY

Zaizan's hideout is located on Bagshot Row, an underground street lined with houses in Janks-Yao. The second levels of the houses on Bagshot Row extend above the ground level and are covered with regolith such that, when viewed from above, the street resembles a row of hills.

Prior to the Fall, the hideout was home to a family of five. During the Fall the OIA attempted to evacuate the family, but the parents did not want to leave the home they had worked so hard for and resisted. The OIA responded by killing the entire family, including the 5 month old baby.

The house was then abandoned until Proxy 21, then a sentinel, selected it for use in one of her fake IDs. Shortly thereafter, Zaizan Bosshard, the recipient of the ID, moved in. ■

HYPER-DRIVE

Hyper-Drive is a powerful cognitive enhancer that combines aspects of nootropics such as Drive and psi drugs such as Psi-Opener. Hyper-Drive must be injected and needs to be kept cold until used. One dose lasts for two hours and gives +10 COG, +5 INT, and access to the Enhanced Creativity, Instinct, Predictive Boost, and Savant Calculation psi sleights. Hyper drive comes with numerous and horrible side effects as it rewires the subjects brain. It is also highly addictive (-50 penalty), both mentally and physically, and if a Hyper-Drive addict is sober for more than an hour, they will go into convulsions and die as their brain turns to mush. Anyone watching someone die from Hyper-Drive addiction must make a WIL x 3 test or take $1d10 \div 2$ SV. ■

UPPER LEVEL MAP KEY

1. STAIRS

These stairs lead down to the entry area.

2. SERVER ROOM

This hidden room is accessed through a secret door in the throne room (which requires a Scrounging Test with a 1 minute timeframe to find). The secret door has 15 Armor, 50 DUR, 10 WT and is locked with a hidden electronic lock that accepts wireless codes.

Inside the room is a series of server racks. On the racks are the boards that make up SKULD. SKULD is mostly firmware/hardware, not software, and as such it cannot be modified or copied without direct physical access to the hardware. At the end of each racks is a powerful bomb. The bombs, when detonated, will destroy SKULD and kill everyone in the server and throne rooms.

The bombs detonate immediately if anyone attempts to access the server racks. Additionally, the air

M-285 URBAN BATTLE TANK

The M-285 (and its sister the M-287) was a multi-legged tank design that saw use prior to the Fall.

The M-285 was built to fight in built up terrain and its walker design allowed it to easily bypass obstacles that would stop a traditional wheeled or tracked vehicle. The M-285 was crewed by four biomorphs and carried both anti-personal and anti-vehicular weapons.

The M-285 and similar tanks were phased out after the introduction of combat synthmorphs. The smaller synthmorphs were cheaper and better suited to fighting in environments sized for humans. The M-285s did see some use on Earth during the Fall, mostly by poorer countries who had not switched to synthmorphs.

On Mars, some M-285s were built for use in cities (such as Olympus). Like on Earth, these tanks were mothballed in favor of synthmorphs. During the Fall, some of these tanks were commandeered by organized crime groups such as the Shui Fong who hoped, vainly, to sell them on the Black Market. ■

pressure in the server room is abnormally high and the bombs contain air pressure sensors. Opening the door or otherwise breaching the room causes the room to depressurize and triggers a 15 minute countdown on the bombs. This will be announced loudly by a synthetic voice.

The bombs are located in conspicuous black boxes (identical to those found at Mike's Custom Morphs in *Chain Reaction*). Disarming the bombs requires a hard (-30) Demolition Test with a timeframe of 10 minutes per bomb. There are four bombs total, and the bombs are tamper sensitive: a MoF of 30+ on a Demolition Test causes them to go off.

3. THRONE ROOM

This used to be the master bedroom, in the far wall is a large window looking out onto the surface of Olympus. In the center of the room is a black throne with 'SKULD 0.82' written on the backrest. On the seat of the throne is a simulspace trode net in the form of a headband with a fiberoptic cable leading to a port on the back of the throne.

By the door is a small refrigerator. On top of the refrigerator is a jet injector gun. The refrigerator contains a six pack of Comfort yogurt and a tiny freezer holding a single vial for the jet injector. The vial is filled with a blue fluid and labeled 'Hyper-Drive'.

4. MASTER BATHROOM

This bathroom contains a toilet, a counter with two sinks, a cabinet beneath the counter, and a shower.

5. BEDROOM 1

This bedroom is painted blue. It contains a bed, a desk, a nightstand, and a wardrobe.

On the desk is a model of an M-285 Urban Battle

Tank. Examining the model reveals that it is a QE comm with a small qubit reservoir. Zaizan used this to communicate with the Drive factory using special codes. Without the codes, the QE comm is useless.

Inside the desk is another QE comm, this one with an empty qubit reservoir. Zaizan used this comm to talk with his alpha fork on Locus.

The wardrobe contains a chameleon cloak.

6. BEDROOM 2

This room is painted white with pink highlights. The original furniture has all been pushed up against one wall and a folding table has been set up in the center of the room. On the table is a complicated electrical device with an earring hooked into it and ten large thermos like components attached to it. Lying on the floor next to the table is a pleasure pod.

Examining the pod reveals it to be in a medicine induced stasis. The pod's ID reads as Guo Eckener, but there is no ego loaded and all data has been wiped from the pods cyberbrain and stack.

A Hardware: Electronics Test reveals the device on the table to be a limited use neutrino broadcaster with an entangled farcaster module for security (the earring) and a bank of high-energy capacitors for power (the thermoses). The broadcaster is not functional, some of the components have been burned out and the capacitors are empty. Characters with a MoS of 30+ can tell that the farcaster has been used recently: there is still 'burned resistor smell' lingering around the burnt out components.

7. BATHROOM

This bathroom has a toilet, a sink with cabinets below it, and a shower.

8. BEDROOM 3

This bedroom has bright murals depicting scenes from Earth on the walls. The original furniture has been pushed to one corner and a workbench has been set up. On the workbench is a fabber for making glassware, several bottles of chemical reagents, and a complicated setup constructed mostly of glassware.

Characters with Academics: Chemistry, Academics: Engineering, or a similar skill can make a test (10 minute timeframe) to determine that the setup is designed to produce small quantities of Drive and analyze it for purity.

USING SKULD

Characters may wish to use SKULD to find the location of the Drive factory (by predicting where it will be when it drops off its next load of drugs) or to try and predict some other future event.

Activating SKULD begins the countdown on the bombs located on the SKULD servers. This will be announced to the character using SKULD. Once the bombs are activated the character will be able to experience up to 15 visions (see the sidebar on p. 21) before the bombs detonate, as each vision takes one minute of real time. The character using SKULD may choose to stop using it at anytime.

SKULD

SKULD is a precognitive system created by ComEx that uses a transhuman mind as a core processing component. Specifically, it uses the neural networks for pattern matching and the executive functions as a control system. ComEx designed SKULD this way in order to prevent it from ever emerging into sentience.

SKULD is activated by sitting on the throne and interfacing using skinlink nanoware, a trode net, or access jacks and a fiberoptic cable. Once activated, SKULD creates a simulspace for its user. SKULD's simulspace is accelerated at 20x which is beyond the safe limit for short term exposure: every minute of real time that someone uses SKULD they take 1 SV and 1 DV. Accumulated stress from SKULD counts as a trauma when the trauma threshold is reached.

SKULD is intended for use in shipping and delivery: it can predict the best shipping routes, who will be sending what from where and when, and how to position resources to maximize profits. However, if the user has the Enhanced Creativity, Instinct, Predictive Boost, and Savant Calculation psi sleights (which can be obtained temporarily by using Hyper-Drive) then the data from SKULD being passed through the subjects brain triggers vague and unsettling visions in which the user can perceive the future.

A character with the correct psi-sleights using SKULD who fails the COG + WIL test to direct the visions, is subjected to one of the following visions:

- SKULD shows random people going about their daily tasks. Everything seems fine at first: then the people start exploding. SKULD is showing people who will explode due to Chain Reaction. Characters with eidetic memory or mnemonic augmentation can remember enough information to identify the people. The character takes $1d10 \div 2$ SV from seeing the explosions.
- SKULD gives glimpses of a firefight between scattered groups of OIA police and some nebulous, unseen force. During lulls in the weapon fire, horrific screams and a strange chittering can be heard. The character seeing this takes $1d10 \div 2$ SV.
- SKULD shows a shopping mall filled with headless corpses. Time passes and the corpses begin to bloat up. Then the corpses start moving, as if something under their skin was trying to push its way out. The skin splits open and something black and horrible spills forth and the character using SKULD takes $1d10 \div 2$ SV.
- SKULD shows vacworkers replacing the words 'OIA' with the ComEx logo.
- SKULD shows a silver throne with the words 'SKULD 0.74' written on the backrest along with the ComEx logo. The vision then shifts to a hypodermic needle being pressed into bare flesh, and a

The visions induced by SKULD are involuntary and occur roughly once every 20 minute (accelerated time). The visions normally are about future events that have a large impact on shipping (subjected to the limitations below) but it is possible for the user to direct the visions to other events with a COG + WIL Test. However, even on a success the visions don't necessarily show what the user wants. Specifically, the visions must adhere to the following limitations:

- Data: SKULD must have some data to work with. The better the data, the clearer and more accurate the vision. Currently, SKULD only has access to the public mesh of Olympus/Mars so some things are impossible to predict: such as when the TITANs will return.
- Future: The visions only show the future, not the present or past.
- Recursion: The visions don't take into account actions that might happen do to seeing the visions. Though once the actions are actually carried out they are incorporated into future visions.
- No hypotheticals: The visions can't take into account any action that depends on receiving a vision from SKULD and thus can't be used to answer questions in the form of 'if I do this what happens'.

syringe full of blue liquid being injected.

- SKULD shows biomorphs and synthmorphs fighting each other on Locus. The biomorphs seem to be acting with great purpose and are winning the fight. Then a fleet of ships sweeps in and PC marines begin to board the habitat, killing anyone who resists them. The biomorphs cheer and fight alongside the marines. The character using SKULD takes 1 SV from this vision.
- SKULD shows a small band of biomorphs attempting to seize Locus. They are fanatical but they are opposed by most of the other inhabitants and are losing badly. A small fleet of ships is approaching from the inner system, but before they can reach Locus they are sliced apart by some invisible force, one-by-one until none are left. The character using SKULD takes 1 SV from this vision.
- SKULD shows a repeat of one of the previous visions, exactly the same as before. If the vision caused stress the first time it doesn't cause stress the second time.
- **Critical Failure:** on a critical failure to direct the visions, the character using SKULD becomes aware of something vast and horrible beyond transhuman comprehension looking back at them, analyzing them, predicting their every action with a malevolent, superhuman intelligence. The character takes $3d10 + 3$ SV from experiencing this.

STAGE 10: THE DRIVE FACTORY

Once the characters have the location of the Drive factory, they must enter Fuxingmen (see p. 5) and destroy it.

As the Drive factory is inside an urban battle tank, the characters may wish to acquire heavy weapons such as disposable missile launchers and plasma cannons prior to attacking it. Finding these weapons in Olympus requires a successful networking test, with any network other than g-rep suffering a -20 penalty due to scarcity. Once they have found a weapon using networking, the characters must pay for it as usual; Olympus is a transitional economy.

DEBRIEFING

AFTERMATH

Destroying the Drive factory will prevent any more of the tainted drive from being distributed. If the characters have also discovered the cure (from *Chain Reaction*) and/or obtained the list of infected from SKULD then the threat of Chain Reaction as a bioweapon is effectively ended. Otherwise things get worse as terrorists and genehackers get their hands on samples and new, improved variants of Chain Reaction start to appear.

REZ AND REP AWARDS

Depending on how they did during the mission, the characters may gain Rez points and Reputation rewards as described in the table below.

FOLLOWUP

Depending on what the characters discovered during the mission they may have several things to follow up on, leading them to the other adventures in the *From Blinding Heights* series:

KILL THE QUEEN

The third *From Blinding Heights* adventure: *Kill the Queen* covers the Prosperity Group, Lilium Caresbaei, Urashima's second task, and the Hyper-Drive.

RIGHT ROUND

The fourth *From Blinding Heights* adventure: *Right Round* covers Doctor Revolution and his plan to incite a war between Locus and the Planetary consortium using the terrorist group, Plague of Locus.

SO DIVINE

The fifth *From Blinding Heights* adventure: *So Divine* covers the Five Deadly Poisons and ComEx's attempt to obtain control of the space elevator.

REZ & REP

OUTCOME	AWARD
The characters learned of the impending disaster and reported it to Firewall	1 RP
Characters determined that the Drive factory was contaminated and destroyed it	1 RP, +5 i-rep
Characters disarmed the bombs and recovered SKULD for Firewall	1 RP, +5 i-rep
Characters identified the people infected with Chain Reaction and reported them to Firewall	+5 i-rep
Characters agreed to perform a task for Urashima and then failed to perform it	-10 c-rep, -10 g-rep
Characters blew their cover	-15 c-rep, -15 i-rep
Character participated in the mission	1 RP
Character contributed to achieving success in a significant way	1 RP
Character achieved a motivational goal	1 RP
Player engaged in good roleplaying	1 RP
Player significantly contributed to the session's drama, humor or fun with roleplaying	1 RP

CHARACTERS

This section describes NPCs in order of appearance.

PROXY 21

Firewall Proxy

Morph: Synth

Motivations: +Anonymity, +Firewall, +Capitalism

COG 30	COO 10	INT 20	REF 15	SAV 25	SOM 15	WIL 25	MOX 5
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INIT 7	SPD 1	LUC 50	TT 10	IR 100	DUR 40	WT 8	DR 80
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Traits: Allies (OIA), First Impression, Social Stigma (Clanking Masses), Uncanny Valley

Active Skills: Deception 70, Fray 50, Freerunning 60, Hardware: Electronics 65, InfoSec 70, Interfacing 65 (Forgery 75), Kinesics 65, Networking: Automonists 60, Networking: Criminals 60, Networking: Hypercorps 60, Networking: Firewall 60, Persuasion 60, Programming 60, Protocol 60 (Firewall 70), Research 80

Knowledge Skills: Academics: Computer Science 50, Art: Acting 30, Interest: Decepticons 40, Interest: Firewall Resources 70, Interest: Inner System Law 50, Interest: Martian Politics 70, Interest: Mesh Black Markets 50, Language: English 90, Language: Mandarin 80, Profession: Forgery 70, Profession: Security Ops 50

Rep: @-rep 40, c-rep 65, g-rep 65, i-rep 70

Implants: Access Jacks, Basic Mesh Inserts, Cortical Stack, Dead Switch, Eidetic Memory, Hyper Linguist, Math Boost, Mnemonic Augmentation, Multitasking, Skin Link,

Gear: Quantum Computer, Anonymous Account (5), Fake Ego ID (Many), Software (AR Illusion, Exploit, Sniffer, Spoof, Tracking, Kinesics)

Armor: 6/6 (synth armor)

Roleplaying: Proxy 21 is a newly minted Firewall router. Her codename reflects her original task of forging fake IDs for the organization. Now her primary task is to ensure the safety of Olympus and the space elevator. To that end she has secured allies within the OIA. Proxy 21 has a quirk that when communicating through AR games, she tries to stay in character.

SHINOBU URASHIMA (ALPINE)

Lost Mind Ripper

Morph: Female Martian Alpiner

Motivations: +Revenge -Simulspace -Lost

COG 25	COO 10	INT 10	REF 20	SAV 25	SOM 25(35)	WIL 15	MOX 6
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INIT 9	SPD 2(3)	LUC 30	TT 6	IR 60	DUR 45	WT 9	DR 67
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Traits: Adaptability (Lv. 2), Ambidexterity, Fast Learner, Psi (Lv. 2), Addiction (Minor, Juice), Mental Disorders (GAD, ICD, PTSD), Neural Damage (Dyslexia), Social Stigma (Lost), VR Vertigo

Active Skills: Beam Weapons 60, Demolitions 30, Fray 70, Freerunning 60 (70), Hardware: Implants 75, Infiltration 60, InfoSec 30, Intimidation 85 (Interrogation 95), Kinesics 40, Medicine: Implant Surgery 75, Navigation 40, Networking: Criminal 55, Networking: Hypercorps 40, Perception 60, Programming 30, Psychosurgery 60 (Merging 70), Scrounging 40, Sense 40, Unarmed Combat 75 (85)

Knowledge Skills: Academics: Neurology 55, Academics: Nanotechnology 55, Language: Japanese 95, Language: English 60, Language: Mandarin 60, Interest: What Evil Lurks in the Hearts of Men 60, Profession: Implant Design 65, Profession: Mind Ripper 65

Psi: Deep Scan, Downtime, Empathic Scan, Enhanced Creativity, Instinct, Thought Browse

Rep: @-rep 30, c-rep 70, e-rep 30, g-rep 70, r-rep 20

Implants: Access Jacks, Ambidexterizer (p. 13), Basic Biomods, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Dead Switch, Direction Sense, Drug Gland (Juice), Drug Gland (MRDR, changes to stats noted in parentheses), Enhanced Vision, Grip Pads, Hardened Skeleton, Low Pressure Tolerance, Medichines, Mnemonic Augmentation, Muscle Augmentation, Mental Speed, Oracles, Oxygen Reserve, Reflex Booster, Respirocytes, Temperature Tolerance (Improved Cold)

Gear: Combination Arm Slides/Gyromounts (2), Ecto, Exowalker (p. 25), Fiberoptic Cables, Liquid Thermite Self Destruct, Neo-Cetacean translation device, Smart Clothing

Armor: 22/19 (exowalker with light combat armor + second skin with chameleon coating, fireproofing, lotus coating, refractive glazing, shock proof, and thermal dampening)

RANGED **Twin Laser Pulsers 70** (DV 2d10, Mode SA, Ammo 100, Smartlink modifier included)

Roleplaying: Alpiner Urashima is relaxed, confident, and a bit of a slacker (at least compared to Futura Urashima). Whenever Urashima resleeves he suffers severe anxiety attacks, so Alpiner Urashima is usually high on Juice.

Tactics: Urashima uses standard beam weapon tactics (p. 10) but he fires both Laser Pulsers and instead of aiming, he uses his quick action to move (at 8/60 due to his exowalker and the low gravity).

SHINOBU URASHIMA (HYPERDENSE EXOSKELETON)

Lost Mind Ripper

Morph: Hyperdense Exoskeleton

Motivations: +Revenge -Simulspace -Lost

COG	COO	INT	REF	SAV	SOM	WIL	MOX
30	10	10	20	25	20	15	4/6

INIT	SPD	LUC	TT	IR	DUR	WT	DR
9	2(3)	30	6	60	115	23	230

Traits: Adaptability (Lv. 2), Fast Learner, Psi (Lv. 2), Addiction (Minor, Juice), Mental Disorders (GAD, ICD, PTSD), Social Stigma (Lost), VR Vertigo

Active Skills: Beam Weapons 60, Demolitions 35, Fray 70, Freerunning 75, Hardware: Implants 80, Infiltration 60, InfoSec 35, Intimidation 90 (Interrogation 100), Kinesics 40, Medicine: Implant Surgery 80, Navigation 40, Networking: Criminal 55, Networking: Hypercorps 40, Perception 60, Programming 35, Psychosurgery 60 (Merging 70), Scrounging 40, Sense 40, Unarmed Combat 70

Knowledge Skills: Academics: Neurology 60, Academics: Nanotechnology 60, Language: Japanese 95, Language: English 60, Language: Mandarin 60, Interest: What Evil Lurks in the Hearts of Men 60, Profession: Implant Design 70, Profession: Mind Ripper 70

Rep: @-rep 30, c-rep 70, e-rep 30, g-rep 70, r-rep 20

Enhancements: 360 degree vision, Access Jacks, Chameleon Skin, Chemical Sniffer, Cyberbrain, Echolocation, Eelware, Enhanced Vision, Enhanced Hearing, Hardened Skeleton, Headlights, Heavy Combat Armor, Lidar, Medichines, Mental Speed, Mnemonic Augmentation, Muscle Augmentation, Nanophages, Oracles, Radar Absorbent, Reflex Booster, Pneumatic Limbs, Structural Enhancement, T-Ray Emitter

Gear: 20 Chameleon Coated Sticky Grenades (10 EMP, 10 Splash with Pink Paint), Fiberoptic Cable, Juice Narcoalgorithm, Liquid Thermite, Miniature Radio Farcaster, Neo-Cetacean translation device, Radio Booster, X-Ray Emitter, 4 Holographic Projectors

Armor: 27/28 (vehicle armor + heavy combat armor with lotus coating, fireproofing, and refractive glazing)

MELEE **Unarmed 70** (AP -5, DV 5d10 + 2 + shock)

RANGED **Vehicle Particle Beam Bolter 70** (AP -2, DV (2d10 + 4) x 2, Mode SA, Smartlink included)

Roleplaying: Hyperdense Urashima exalts in his size (he is 3.7 m tall), power, and deadliness. He has a vehicle scale beam bolter with infinite ammo (eelware), and he isn't afraid to use it.

Tactics: Urashima uses standard beam weapon tactics (see p. 10) spending his extra complex actions to communicate with the other him and locate targets. He targets opponents with heavy weapons first, followed by opponents in heavy armor.

Notes: The hyperdense exoskeleton is a large target (+10 to hit) and its heavy combat armor cannot be bypassed with called shots. As a vehicle scale weapon its beam bolter does double damage (quadruple if concentrated).

SHINOBU URASHIMA (FUTURA)

Lost Mind Ripper

Morph: Male Futura

Motivations: +Revenge -Simulspace -Lost

COG	COO	INT	REF	SAV	SOM	WIL	MOX
35	10	15	20	30	20(30)	25	6

INIT	SPD	LUC	TT	IR	DUR	WT	DR
10	2(3)	50	10	100	40	8	60

Traits: Adaptability (Lv. 2), Exceptional Aptitude (COG), Fast Learner, Psi (Lv. 2), Addiction (Minor, Juice), Addiction (Minor, MRDR), Fast Metabolism, Mental Disorders (GAD, ICD, PTSD), Social Stigma (Lost), VR Vertigo

Active Skills: Beam Weapons 60, Demolitions 40, Fray 70, Freerunning 55 (65), Hardware: Implants 85, Infiltration 60, InfoSec 40, Intimidation 95 (Interrogation 105), Kinesics 45, Medicine: Implant Surgery 85, Navigation 45, Networking: Criminal 60, Networking: Hypercorps 45, Perception 65, Programming 40, Psychosurgery 65 (Merging 75), Scrounging 45, Sense 45, Unarmed Combat 70 (80)

Knowledge Skills: Academics: Neurology 65, Academics: Nanotechnology 65, Language: Japanese 100, Language: English 65, Language: Mandarin 65, Interest: What Evil Lurks in the Hearts of Men 65, Profession: Implant Design 75, Profession: Mind Ripper 75

Psi: Deep Scan, Downtime, Empathic Scan, Enhanced Creativity, Instinct, Thought Browse

Rep: @-rep 30, c-rep 70, e-rep 30, g-rep 70, r-rep 20

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Dead Switch, Direction Sense, Drug Gland (Juice), Drug Gland (MRDR, changes to stats noted in parenthesis), Eidetic Memory, Emotional Dampers, Enhanced Vision, Grip Pads, Hardened Skeleton, Low Pressure Tolerance, Medichines, Muscle Augmentation, Mnemonic Augmentation, Mental Speed, Oracles, Oxygen Reserve, Reflex Booster, Respirocytes, Skinflex, Temperature Tolerance (Improved Cold)

Gear: Combination Arm Slide/Gyromount, Ecto, Fake Ego Id, Liquid Thermite Self Destruct, Miniature Radio Farcaster, Neo-Cetacean translation device, Exowalker (p. 25)

Armor: 22/19 (exowalker with light combat armor + second skin with chameleon coating, fireproofing, lotus coating, refractive glazing, shock proof, and thermal dampening)

RANGED **Laser Pulser 70** (DV 2d10, Mode SA, Ammo 100, Smartlink modifier included)

Roleplaying: Futura Urashima is driven, but not that great of a combatant (his MRDR drug gland is primarily to help when using his psi sleights, not when fighting). Futura Urashima has the same liquid thermite self destruct system as Alpiner Urashima (p. 9).

Tactics: Urashima uses standard beam weapon tactics (see p. 10). He is not afraid to run away if he thinks he is going to lose.

URASHIMA'S EXOWALKER (2)

Exowalker Exoskeleton

COG 10	COO 10	INT 10	REF 20	SAV 10	SOM 10	WIL 10	MOX 0
INIT 6	SPD 2(3)	LUC 20	TT 4	IR 40	DUR 30	WT 6	DR 60

Active Skills: Hardware: Electronics 20, InfoSec 20, Interfacing 40, Research 20, Perception 40, Pilot: Walker 40

Knowledge Skills: Interests: Exowalker Specs 80, Language: Japanese 80,

Enhancements: Access Jacks, Chameleon Skin, Cyberclaws, Grip Pads, Light Combat Armor, Neura-chem (Lv. 2)

Armor: 16/16 (vehicle armor + light combat armor)

Roleplaying: Urashima's version of the exowalker system has been upgraded with foot mounted cyberclaws and grip pads to help the wearer climb (the cyberclaws can also be used when kicking) along with enhanced control and servo systems that let a wearer with speed 2 (or speed 3 in over-drive mode) take full advantage of their speed.

Tactics: When controlled by its AI, the exowalker attempts to retreat from danger.

URASHIMA'S SERVITOR BOTS (8)

Servitor Robot

COG 10	COO 10	INT 10	REF 20	SAV 10	SOM 10	WIL 10	MOX 0
INIT 6	SPD 1	LUC 20	TT 4	IR 40	DUR 30	WT 6	DR 60

Active Skills: Hardware: Electronics 40, Hardware: Industrial 40, Hardware: Robotics 40, InfoSec 20, Interfacing 40, Perception 40, Pilot: Walker 40, Research 40

Knowledge Skills: Interest: Servitor Specs 80, Profession: Habitat Ops 60, Profession: Valet 60

Enhancements: Access Jacks, Electrical Sense, Extra Limbs (2), Nanodetector, Puppet Sock, Wrist Mounted Tools

Armor: 4/4 (bot armor)

Roleplaying: Urashima uses enhanced servitor bots to perform ordinary household chores, do routine maintenance work, and perform online research. These bots are humanoid shape but are short (around 1.2 meters tall), have no necks, and two slender arms are attached to each shoulder. The arms end in three fingered hands and wrist mounted tools.

The bots encryption keys that access to Urashima's encrypted mesh and will not connect to any other wireless network. They may be hacked using their access jacks: the bots are active defenders and they will send an alert to Urashima's security AI and shut down if they detect a hacking attempt.

Tactics: If the servitor bots detect an intruder they contact Urashima's security AI.

DANIEL CUESTA MONTALVO

Chef/Assassin

Morph: Male Martian Alpinar

Motivations: +Hedonism, +Thrill-seeking, +Wealth

COG 15	COO 15	INT 15	REF 25	SAV 15	SOM 40	WIL 15	MOX 6
INIT 8	SPD 2	LUC 30	TT 6	IR 60	DUR 45	WT 9	DR 67

Traits: Brave, Expert (Blades), Striking Looks (Lv. 1), Edited Memories, Fast Metabolism

Active Skills: Blades 110, Demolitions 40, Fray 70, Free-running 85, Infiltration 70, Networking: Criminal 50, Networking: Hypercorp 50, Perception 70, Persuasion 50, Pilot: Groundcraft 35, Protocol 50, Research 40, Throwing Weapons 60, Unarmed Combat 60

Knowledge Skills: Academics: Anatomy 60, Language: English 60, Language: French 30, Language: Mandarin 50, Language: Spanish 85, Profession: Assassin 60, Profession: Chef 60, Profession: Forensics 50, Profession: Security Ops 50

Rep: c-rep 30, e-rep 10, g-rep 20

Implants: Basic Biomods, Basic Mesh Inserts, Bio-weave Armor (Light), Clean Metabolism, Cortical Stack, Cyberlimb Plus (2 Arms), Dead Switch, Direction Sense, Endocrine Control, Enhanced Hearing, Enhanced Pheromones, Enhanced Vision, Grip Pads, Hardened Skeleton, Low Pressure Tolerance, Medichines, Oxygen Reserve, Reflex Booster, Respirocytes, Temperature Tolerance (Improved Cold)

Gear: Fake Ego Id, Viewers

Armor: 5/7 (armor clothing with chameleon coating + light bioweave)

MELEE **Two Knives or Wasp Knives 110** (AP -1, DV 2d10 + 6, Melee Defense +10, Wasp knives inject liquid thermite)

RANGED **Thrown Knife or Wasp Knife 60** (AP -1, DV 1d10 + 6, Wasp knives inject liquid thermite)

Roleplaying: Daniel is Urashima's boyfriend and the sous chef at a French restaurant called Oeufcoque (his knife skills are legendary). He also has a side job as an assassin. When acting as an assassin he uses Wasp knives filled with liquid thermite.

Tactics: Daniel likes to get in close and cut people up with his knives. If possible he charges (p. 197, EP) and he always call shots to hit specific targets (p. 197, EP) and systematically cripple his opponents using his knowledge of anatomy. If circumstances permit he also attacks a second opponent (-20 to both attacks, -1d10 damage).

When defending against melee attacks Daniel always uses Blades instead of Fray.

Daniel uses moxie very aggressively: going first in a turn so he can charge into melee before his opponents can shoot him and upgrading successful attacks and defenses to critical successes.

LAURA BLAKE

ComEx Black Ops Manager

Morph: Female Ruster

Motivations: +Family, +Results, +Wealth

COG	COO	INT	REF	SAV	SOM	WIL	MOX
20	10	15	15	25	15	20	3

INIT	SPD	LUC	TT	IR	DUR	WT	DR
6	1	40	8	80	35	7	53

Active Skills: Deception 65, Freerunning 45 (Full Defense 55), InfoSec 40, Interfacing 40, Intimidation 65, Investigation 70, Kinesics 65, Networking: Hypercorps 65, Networking: Criminal 65, Networking: Media 65, Networking: Ecologists 65, Perception 60, Persuasion 65, Pilot: Groundcraft 30, Protocol 65, Research 70

Knowledge Skills: Art: Rhetoric 60, Art: Presentation 60, Interest: Criminal Organizations 55, Interest: Black Operatives 55, Language: English 85, Language: Mandarin 60, Profession: Corporate Espionage 60, Profession: Security Operations 60, Profession: Ego Hunting 60

Rep: c-rep 50, e-rep 30, f-rep 20, g-rep 50

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Dead Switch, Enhanced Respiration, Temperature Tolerance

Gear: Fake Ego ID, Basic Cold Weather Gear

Armor: 7/7 (standard smartfabric vacsuit)

Roleplaying: Laura Blake escaped the Fall on a scum barge along with her daughter, Tiffany. She then managed to talk her way off the barge and onto Mars where she joined ComEx. Laura has worked tirelessly since then to make a better life for herself and her daughter. Her work for ComEx involves setting up and managing industrial espionage and other black ops. She has kept the true nature of her work secret from her idealistic daughter.

Laura is bullheaded and stubborn and expects results. No results, no pay. Lately, her bosses have been pressing her hard to find Zaizan Bosshard, and she is under even more stress than usual.

Tactics: Laura Blake is not fighter, if confronted by violence she attempts to escape while calling for help. Laura always uses full defense, substituting Freerunning for Fray. If Laura is near Tiffany she attempts to get Tiffany out of danger while shielding her with her body.

TIFFANY BLAKE

Teenager

Morph: Female Sylph

Motivations: +Family, +Friends, +Reclaiming Earth

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	20	15	10	30	20	10	1

INIT	SPD	LUC	TT	IR	DUR	WT	DR
6	1	20	4	40	35	7	53

Traits: Striking Looks (Lv. 1), Combat Paralysis

Active Skills: Deception 50, Free Fall 30, Freerunning 40, Interfacing 30, InfoSec 25, Kinesics 50, Networking: Autonomists 50, Networking: Ecologists 50, Networking: Hypercorps 50, Perception 50, Persuasion 50, Protocol 40, Research 40, Scrounging 30

Knowledge Skills: Art: Dance 60, Interest: Memes 45, Interest: History 45, Language: English 85, Language: Mandarin 60

Rep: @-rep 10, c-rep 10, e-rep 20

Armor: 2/4 (smart vac clothing)

Implants: Basic Biomods, Basic Mesh Inserts, Clean Metabolism, Cortical Stack, Enhanced Pheromones, Enhanced Respiration, Medichines, Temperature Tolerance

Roleplaying: Tiffany is an idealistic teen who believes that if everyone would just work together they can reclaim the Earth. She loves to dance, is excited about her first resleeving party, and proud of her mom for getting her an awesome body.

Tactics: Tiffany freezes in terror.

BLACKSTONE HOTEL SECURITY (20)

Corporate Security Officers

Morph: Worker Pod

COG 10	COO 15	INT 15	REF 20	SAV 15	SOM 30	WIL 15	MOX 1
INIT 7	SPD 1	LUC 30	TT 6	IR 60	DUR 35	WT 7	DR 53

Traits: Social Stigma (Pod)

Active Skills: Freerunning 40, Intimidation 40, Investigation 40, Kinesics 40, Networking: Hypercorp 30, Perception 60, Protocol 40, Unarmed Combat 60 (Subdual 70)

Knowledge Skills: Language: English 60, Language: Mandarin 85, Profession: Bouncer 40, Profession: Security Ops 60

Rep: c-rep 10

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Eelware, Enhanced Hearing, Enhanced Respiration, Mnemonic Augmentation, Temperature Tolerance

Gear: Cuffband, Specs, Software (Tactical Network), Utilitool

Armor: 3/4 (armored clothing)

MELEE Subdual 70 (+ shock)

MELEE Unarmed Combat 60 (DV 1d10 + 3 + shock)

Roleplaying: The Blackstone Hotel employs a force of unarmed, uniformed security officers to see to the safety of their guests. These officers perform such tasks as hanging out in the lobby, dealing with drunks in the restaurant, and patrolling the hotel to making sure everything is secure. The security officers are all indentured, and to prevent malfeasance they are monitored by hotel management using the tacnet and by infomorph system monitors using the hotel's spimes.

Tactics: Unless the opposition is clearly outmatched the first thing the officers do is call for backup: either more hotel security officers or a DARRT depending on the level of the threat. The officers will then attempt to defuse the situation or stall until backup arrives.

In combat the officers grapple their opponents, shocking them as they do so. Once subdued the opposition is either escorted out or placed in cuffbands to await the OIA police.

BLACKSTONE HOTEL SYSTEM MONITORS (4)

Corporate Security Officers

Morph: Infomorph

COG 20	COO 15	INT 20	REF 10	SAV 15	SOM 10	WIL 15	MOX 1
INIT 6	SPD 1	LUC 30	TT 6	IR 60	DUR -	WT -	DR -

Active Skills: Hardware: Electronics 40, Hardware: Industrial 40, InfoSec 60 (Security 70), Interfacing 60, Investigation 40, Kinesics 60 (Acting Suspicious 70), Networking: Hypercorp 40, Perception 60, Programming 40, Protocol 60, Research 40

Knowledge Skills: Language: English 60, Language: Mandarin 90, Profession: Habitat System Monitor 60, Profession: Network Admin 60, Profession: Security Procedures 60

Rep: c-rep 10

Enhancements: Mnemonic Augmentation

Gear: Software (Encryption, Image/Pattern Recognition, Voice/Sound Recognition, Tactical Network)

Roleplaying: The Blackstone Hotel employs four indentured infomorphs to oversee the hotel's systems. The infomorphs have staggered 12 hour shifts such that two infomorphs are on duty at any time.

The infomorphs have access to all the hotels spimes, including surveillance spimes in the hotels public spaces and though they can't see into the rooms, nearby audio spimes can hear any loud noises coming from the rooms. This includes gunshots and screams for help.

Tactics: The system monitors direct security officers towards any problem and guests away from the problem. If necessary they will call for a DARRT or contact the OIA.

GORGON DEFENSE SYSTEM PLAINCLOTHES SECURITY

Hypercorp Security Officers

Morph: Ruster

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	15	20	20	20	20	15	3

INIT	SPD	LUC	TT	IR	DUR	WT	DR
7	2	30	6	60	35	7	53

Traits: Edited Memories

Active Skills: Beam Weapons 75, Deception 20 (40), Disguise 65 (95), Fray 60, Freerunning 65, Intimidation 50, Kinesics 70, Medicine: Paramedic 40, Networking: Hypercorp 50, Networking: Media 40, Perception 75, Persuasion 50, Pilot: Groundcraft 50, Protocol 70, Unarmed Combat 80

Knowledge Skills: Interest: Popular Culture 70, Interest: Troublemakers 45, Language: English 85, Language: Mandarin 75, Profession: Bodyguard 70, Profession: Security Ops 70

Rep: c-rep 30, f-rep 20

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Eelware, Endocrine Control, Enhanced Respiration, Enhanced Vision, Hand Laser (Masked, Smartlink), Neurachem, Oracles, Medichines, Sex Switch, Skinflex, Temperature Tolerance, Toxin Filters

Gear: Software (Tactical Network)

Armor: 4/7 (light bioweave + smart vac clothing)

MELEE **Subdual 80** (+ shock)

RANGED **Hand Laser 85** (DV 2d10, Mode SA, Ammo 50, Smartlink modifier included)

Roleplaying: Gorgon Defense System, in addition to their famed Medusan Shield, offers a wide variety of discrete security services. These particular security agents blend into the crowd at parties and other events to keep an eye out for trouble. They have eelware and hidden hand lasers in order to intervene if necessary, but they try to handle problems discretely to avoid disrupting the event. If multiple agents are present they communicate with each other using a stealthed tacnet.

Tactics: The agents call for backup at the first sign of danger. If combat begins they either try to subdue their targets in melee or cook them using their hand laser and standard beam weapon tactics (see p. 10).

DIRECT ACTION RAPID RESPONSE TEAM MEMBER(10)

Hypercorp Security Officers

Morph: Arachnoid

COG	COO	INT	REF	SAV	SOM	WIL	MOX
10	25	20	30	15	25	15	1

INIT	SPD	LUC	TT	IR	DUR	WT	DR
10	3	30	6	60	40	8	80

Traits: Brave, Edited Memories

Active Skills: Climbing 80, Flight 75, Fray 90, Freerunning 100, Intimidation 40, Kinetic Weapons 85 (Machine Gun 95), Navigation 55, Networking: Hypercorp 40, Perception 70, Pilot: Groundcraft 45, Protocol 50, Unarmed Combat 80

Knowledge Skills: Academics: Military Theory 40, Interest: Habitat Layout 60, Language: Arabic 50, Language: English 60, Language: Mandarin 90, Profession: Military Ops 40, Profession: Rapid Response 50, Profession: Squad Tactics 60

Rep: c-rep 50

Enhancements: 360 Degree Vision, Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Enhanced Hearing, Enhanced Vision, Extra Limbs (10 Arms/Legs), Grip Pads, Lidar, Medichines, Mnemonic Augmentation, Neurachem (Lv. 1), Pneumatic Limbs (bonus included above), Radar, Reflex Booster, T-Ray Emitter, Weapon Mount

Gear: Machine Gun (Extended Magazine, Hollow Point Homing Smart Ammo, Gyromount), Miniature Radio Farcaster, Radio Booster, Software (Tactical Network)

Armor: 8/8 (synth armor)

RANGED **Swivel Mounted Machine Gun 115** (AP -4, DV 3d10 + 6, Mode BF/FA, Ammo 75, Smartlink and ammo modifiers already included)

Roleplaying: The Direct Action Rapid Response Team (DARRT) is a contract armed security force meant to respond to hostiles that ordinary security is unable to deal with. DARRT has bases throughout the Central and Deshengmen districts of Olympus and deploys in units of 10. DARRT soldiers are sleeved in 1-m long arachnoid morphs. The arachnoid have a top speed of 120 km/h (using their wheels) and, with their thrust vectors, legs, and grip pads, they can easily bypass most obstacles. A DARRT unit can respond to trouble at any of their contracted locations in minutes. However, DARRT units are lightly armed and armored and not very stealthy; they must rely on sudden, overwhelming violence to defeat their adversaries.

DARRT soldiers communicate electronically only through stealthed radio farcasters and are supported by DA security liaisons who interface with the clients to provide intelligence.

Tactics: DARRT soldiers use their quick actions to move, and their complex action to fire two short bursts (+1d10 DV) from their machine guns. Against targets with visible armor, they call their shots to bypass armor. They will use their moxie to upgrade Fray Test results to avoid damage or upgrade an attack that hits with a MoS of 30+.

MELISSA VERA

Demonic Bartender

Morph: Female Pleasure Pod

Motivations: +Sadism -Civility -Indenture

COG 15	COO 15	INT 20	REF 20	SAV 25	SOM 25	WIL 15	MOX 3
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INIT 8	SPD 1	LUC 30	TT 6	IR 60	DUR 35	WT 7	DR 53
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Traits: Brave

Active Skills: Blades 40, Clubs 40, Deception 35, Fray 40, Freerunning 50, Intimidation 60 (Insults 70), Kinetic Weapons 30, Networking: Criminal 35, Palming 40, Perception 35, Persuasion 40, Protocol 30, Scrounging 35, Spray Weapons 30, Unarmed Combat 40

Knowledge Skills: Interest: Insults 50, Profession: Bartender 30

Rep: g-rep 20

Implants: Basic Biomods, Basic Mesh Inserts, Body-sculpting, Claws, Clean Metabolism, Cortical Stack, Cyberbrain, Echolocation, Enhanced Pheromones, Enhanced Respiration, Enhanced Vision (cybernetic), Hardened Skeleton, Mnemonic Augmentation, Prehensile Tail, Puppet Sock, Sex Switch, Skindyes, Temperature Tolerance

Gear: Disposable Ecto

Armor: 3/4 (armor clothing)

MELEE **Claws 40** (AP -1, DV 1d10 + 3)

RANGED **Shredder 40** (at <11m, AP-10, DV 3d10 + 5, Ammo 100, Smartlink and range based damage modifiers already included)

Roleplaying: Melissa was one of the indentured workers at 'Iniquitous'. After Tu Tsui-fang bought the bar and released all the indentures from their contracts, Melissa stayed on at the bar and eventually became a member of the 44 Solids.

Melissa is sleeved in a morph done up to look like a demon with jet black skin, bright red hair, glowing eyes, claws, razor sharp teeth, an elongated tongue, and a tail. Her attitude fits her appearance: she verbally abuses, harasses, and degrades anyone who isn't a 44 Solids member and who dares to try and drink at her bar.

Tactics: Melissa keeps a shredder behind the bar. On her turn she uses a quick action to grab the shredder and duck behind the bar (which is armored). She then uses her complex action to shoot the shredder from cover (-10 penalty). She uses two short burst (+10 to hit) and spends her moxie to upgrade any hits with a MoS of 30+ to a critical.

44 SOLID MEMBER (47)

Gang Member

Morph: Ruster

COG 10	COO 15	INT 15	REF 20	SAV 25	SOM 25	WIL 15	MOX 3
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INIT 7	SPD 1	LUC 30	TT 6	IR 60	DUR 35	WT 7	DR 53
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Active Skills: Blades 40, Clubs 40, Deception 35, Fray 40, Freerunning 50, Intimidation 45, Kinetic Weapons 30, Networking: Criminal 35, Palming 40, Perception 30, Persuasion 40, Protocol 30, Scrounging 35, Spray Weapons 30, Unarmed Combat 40

Knowledge Skills: Profession: Distribution 35, Profession: Extortion 45

Rep: g-rep 20

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Echolocation, Enhanced Respiration, Temperature Tolerance

Gear: Disposable Ecto

Armor: 3/4 (armor clothing)

MELEE **Pistol Whip 40** (DV 1d10 + 3)

RANGED **Shard Pistol 40** (at <11m, AP -10, DV 2d10 + 6, Ammo 100, Smartlink and range based damage modifiers already included)

Roleplaying: The 44 Solids are a gang associated with the Shui Fong that specializes in extortion. They travel in packs and rely on sheer numbers to win fights.

Tactics: 44 Solid Members always use moxie to go first. They then draw their shard pistols (or aim if their pistol is already out) and fire two short bursts (+1d10 DV). They use their remaining points of moxie to upgrade any successes to critical or to flip-flop their rolls to get a hit.

TU TSUI-FANG

Shui Fong Soldier

Morph: Female Alpinar

Motivations: +Loyalty +Personal Career -Indenture

COG 20	COO 15	INT 15	REF 15	SAV 25	SOM 15	WIL 15	MOX 3
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INIT 6	SPD 1	LUC 30	TT 6	IR 60	DUR 40	WT 8	DR 60
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Traits: Fast Metabolism

Active Skills: Deception 70, Fray 60, Intimidation 70, Investigation 70, Kinesics 70, Networking: Ecologists 40, Networking: Media 40, Networking: Criminals 60, Networking: Hypercorps 60, Networking: Scientists 30, Palming 40, Perception 70, Persuasion 70, Protocol 70, Research 60, Spray Weapons 30, Unarmed Combat 40

Knowledge Skills: Interest: Black Markets 40, Interest: Criminal Groups 40, Interest: Drug Dealers 40, Language: Cantonese 60, Language: English 60, Language: Mandarin 85, Profession: Criminal Ops 60, Profession: Distribution 50, Profession: Extortion 70, Profession: Hagglng 50, Profession: Smuggling 40

Rep: c-rep 50, e-rep 30, f-rep 30, g-rep 80

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Dead Switch, Direction Sense, Drug Gland (Suicide Cocktail), Grip Pads, Low Pressure Tolerance, Medichines, Oxygen Reserve, Respirocytes, Temperature Tolerance (Improved Cold)

Gear: Disposable Ectos (3), Miniature Radio Far-casters (3), Security AI (p. 332, EP)

Armor: 3/4 (armor clothing)

MELEE Unarmed (DV 1d10+1)

RANGED **Shard Pistol 40** (at <11m, AP -10, DV 2d10 + 6, Ammo 100, Smartlink and range based damage modifiers already included)

Roleplaying: Tu Tsui-fang is a Shui Fong soldier and the leader of the 44 Solids. Despite that she is very relaxed and friendly.

A former indenture herself, Tu Tsui-fang is very against the current indenture system and focuses most of her criminal efforts on corporate black-mail using information supplied to her by disaffected indentures, though lately that business has been neglected as she focuses on coordinating the transfer of Drive produced by the factory to the Shui Fong's distributors.

Tactics: Tu Tsui-fang always travels with members of her gang and uses similar tactics as them. If it looks like she is going to be captured she will activate her dead switch and suicide gland.

DRIVE FACTORY

Modified M-285 Urban Battle Tank

COG -	COO -	INT -	REF -	SAV -	SOM -	WIL -	MOX -
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INIT -	SPD 3	LUC -	TT -	IR -	DUR 315	WT 63	DR 630
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Enhancements: 360 degree Vision, Anti-Glare, Bug Zapper, Direction Sense, Drive Production Reactors, Echolocation, Ectos (4), Eelware, Electrical Sense, Enhanced Vision, Enhanced Hearing, Grip Pads, Hardened Skeleton, Heavy Combat Armor, Invisibility, Lidar, Magnetic System, Muscle Augmentation, Neurachem (Lv. 1), Particle Beam Bolters (2, Vehicle, Gyromount), Plasma Rifle (Vehicle, Gyromount), Pneumatic Limbs, Puppet Sock, Quantum Radar, QE Comm, Qubit Reservoir (2, Low Capacity), Reflex Booster, Structural Enhancement, T-Ray Emitter, Weapon Mount (3 Articulated)

Armor: 36/36 (vehicle armor + heavy combat armor with lotus coating)

Roleplaying: The drive factory is a M-285 Urban Battle Tank that 'fell off a truck' during the Fall.

Physically, the factory is a giant version of an arachnoid morph with a plasma cannon turret mounted on its back and a pair of beam bolter gun arms on its front. The tank is highly maneuverable: a wheel system at the end of its limbs lets it reach 60 km/h, grip pads and magnetic systems let it traverse walls (the walls must be solid enough to support it), and pneumatic systems let it jump a considerable distance (4x jump modifier in the low martian gravity).

The factory is also well protected. It has heavy combat armor that has been coated with metamaterials that render it mostly invisible: when hunkered down only x-ray or radar systems can see it, and when moving Perception Tests to spot it take a -30 modifier. Additionally, to protect against nanotechnological threats the factory has a bug zapper that destroys any nanomachines the factory comes into contact with.

The factory has chemical reactors for producing Drive. The reactors take up the space that was used by the crew so the old physical control systems have been replaced by infomorph based control systems.

For security purposes the factory does not have a wireless radio. It communicates only through its QE comm. The tanks QE comm has two qubit reservoirs, one for communicating with Zaizan and one for communicating with Tu Tsui-fang. The tank communicates through codes; without knowing the codes it is impossible to talk to the tank.

Note: The tank is a large target (+10 to hit); each infomorph piloting it acts separately; its heavy armor cannot be bypassed with called shots; and it cannot use nanoware because of the bug zapper

DRIVE FACTORY - DRIVER

AGI Tank Operator

Morph: Infomorph

COG 10	COO 20	INT 15	REF 30	SAV 5	SOM 30	WIL 20	MOX 6
INIT 9	SPD 3	LUC 40	TT 8	IR 80	DUR -	WT -	DR -

Traits: Real World Naiveté, Situational Awareness, Social Stigma (AGI)

Active Skills: Climbing 80, Fray 80, Freerunning 80 (Full Defense 90), Hardware: Industrial 60, Hardware: Robotics 50, Infiltration 80, InfoSec 80, Perception 80, Pilot: Walker 80

Knowledge Skills: Interest: Habitat Layout 60, Language: English 85, Profession: Tank Operator 80, Profession: Squad Tactics 80

Enhancements: Mnemonic Augmentation, Software (Tactical Network)

MELEE Unarmed Combat (AP -3, DV 5d10 + 5)

Roleplaying: The driver AGI is responsible for the driving the tank.

Tactics: The stats above are for the driver when jamming the tank. If engaged in melee the driver will smash opponents with the tanks legs. If all opponents are at range the driver will take a full defense action, using its freerunning specialization, for a defense of 120 (capped at 98) against melee attacks and 75 against ranged attacks.

DRIVE FACTORY - TURRET GUNNER

AGI Tank Operator

Morph: Infomorph

COG 10	COO 30	INT 15	REF 30	SAV 5	SOM 20	WIL 20	MOX 6
INIT 9	SPD 3	LUC 40	TT 8	IR 80	DUR -	WT -	DR -

Traits: Real World Naiveté, Situational Awareness, Social Stigma (AGI)

Active Skills: Gunnery 80 (Vehicle Mounted Plasma Rifle 90), InfoSec 80, Perception 80

Knowledge Skills: Language: English 85, Profession: Tank Operator 80, Profession: Squad Tactics 80

Enhancements: Mnemonic Augmentation, Software (Tactical Network)

RANGED Vehicle Plasma Rifle 100 (AP -8, DV (3d10 + 20) x 3, Mode SA, Smartlink modifier included).

Roleplaying: The turret gunner AGI controls the tanks turret mounted vehicle scale plasma rifle. The turret mounted vehicle scale plasma rifle is intended for use against hardened targets such as battlesuits and other tanks.

Tactics: The turret gunner AGI uses standard beam weapon tactics (p. 10) against hard targets like vehicles and exoskeletons. Against softer targets, it does not bother to concentrate fire, instead using its second attack to target an additional opponent (-20 modifier).

Notes: As a vehicle scale weapon, the plasma rifle does triple damage (sextuple if concentrated).

DRIVE FACTORY - ARM GUNNER

AGI Tank Operator

Morph: Infomorph

COG 10	COO 30	INT 15	REF 30	SAV 5	SOM 20	WIL 20	MOX 6
INIT 9	SPD 3	LUC 40	TT 8	IR 80	DUR -	WT -	DR -

Traits: Real World Naiveté, Situational Awareness, Social Stigma (AGI)

Active Skills: Gunnery 80 (Vehicle Mounted Particle Beam Bolters 90), InfoSec 80, Perception 80

Knowledge Skills: Language: English 85, Profession: Tank Operator 80, Profession: Squad Tactics 80

Enhancements: Mnemonic Augmentation, Software (Tactical Network)

RANGED Twin Vehicle Particle Beam Bolters 100 (AP -2, DV (3d10 + 4) x 2, Mode SA, Smartlink modifier included).

Roleplaying: The arm gunner AGI controls the tanks arm-mounted vehicle-scale particle beam bolters.

Tactics: The arm gunner uses standard beam weapon tactics (p. 10), firing both particle beam bolters at the same target. It preferentially targets heavily armed opponents.

Notes: As a vehicle scale weapons, the beam bolters do double damage (quadruple if concentrated).

DRIVE FACTORY - SENSOR OPERATOR

AGI Tank Operator

Morph: Infomorph

COG 30	COO 10	INT 30	REF 15	SAV 5	SOM 20	WIL 20	MOX 6
INIT 9	SPD 3	LUC 40	TT 8	IR 80	DUR -	WT -	DR -

Traits: Real World Naiveté, Situational Awareness, Social Stigma (AGI)

Active Skills: Hardware: Armorer 60, Hardware: Electronics 60, Hardware: Groundcraft 60, Hardware: Industrial 60, Hardware: Robotics 60, Interfacing 80, InfoSec 80, Perception 80

Knowledge Skills: Academics: Chemistry 80, Interest: Sensor Systems 60, Language: English 85, Profession: Tank Repair 80, Profession: Tank Operator 80, Profession: Squad Tactics 80

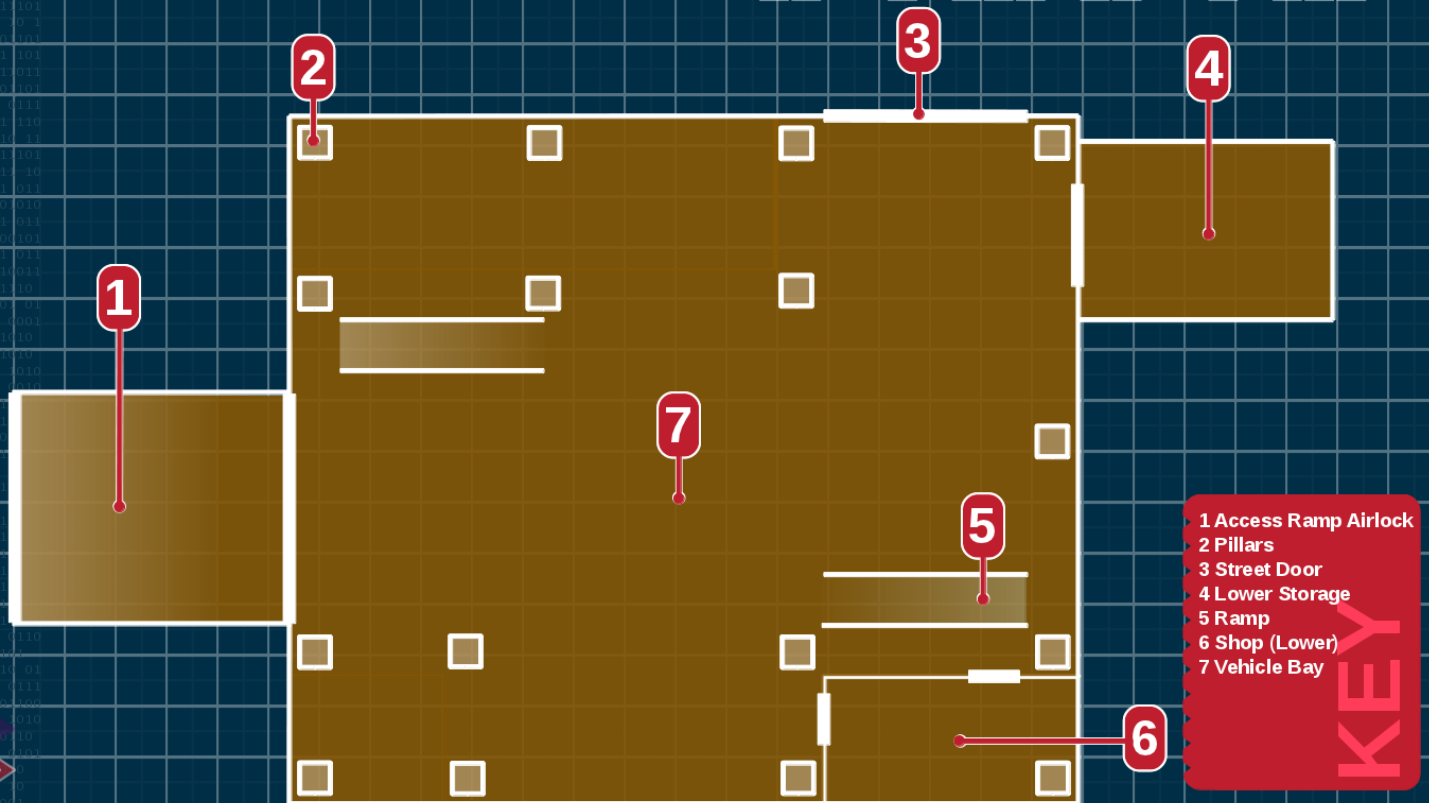
Enhancements: Mnemonic Augmentation, Software (Tactical Network)

Roleplaying: The sensor operator AGI controls the tank's sensor systems and oversees the Drive reactors. It can also direct repairs to the tank if it is damaged.

Tactics: When the tank is in stealth mode the sensor operator uses only passive sensors. Once the tank is spotted the sensor operator switches to active sensors for superior targeting. In either case the sensor operator uses its complex actions to make Perception Tests and its quick actions to feed data to the other tank operator AGIs.

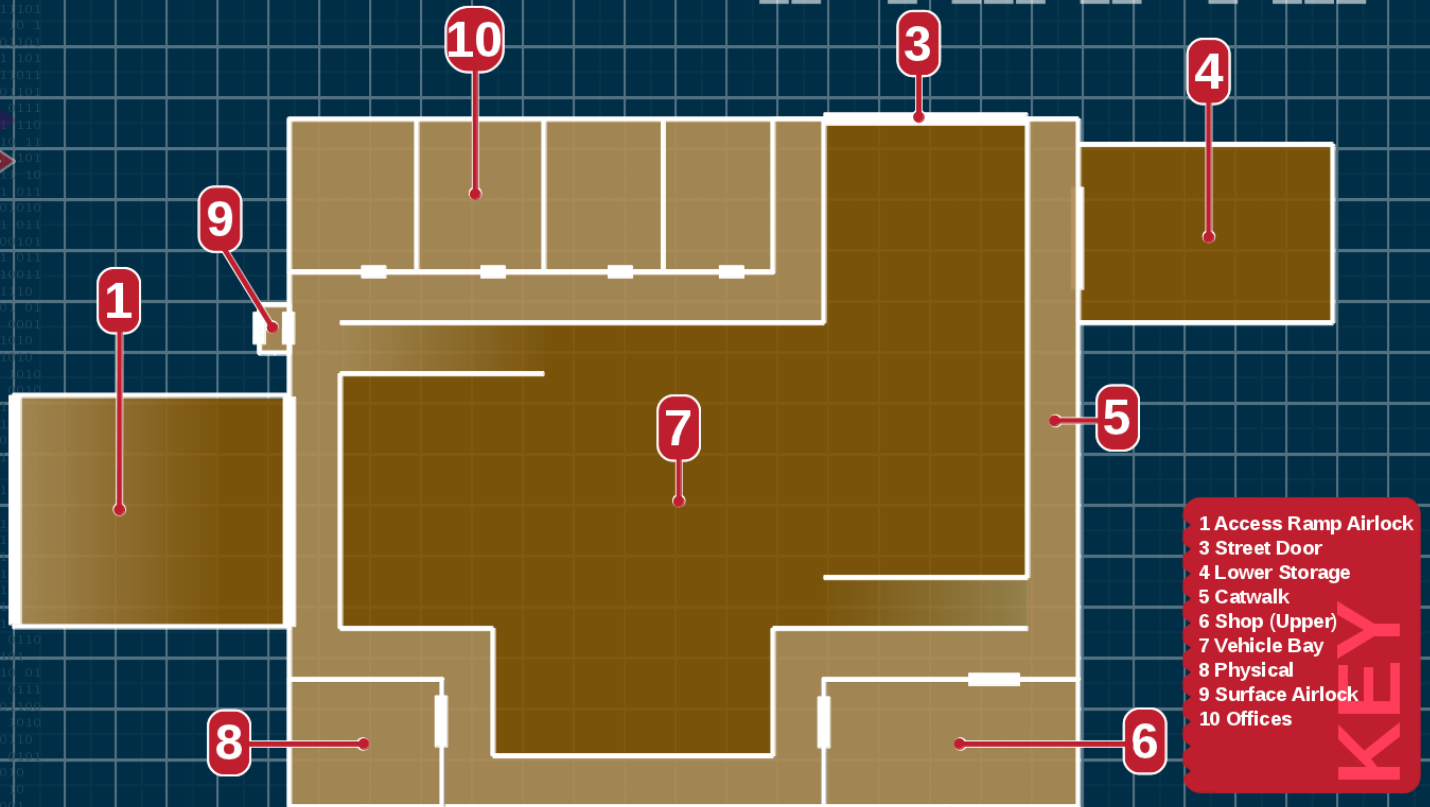
NEXUS INDUSTRIAL REPAIR LOWER

One Square = 2 Meters

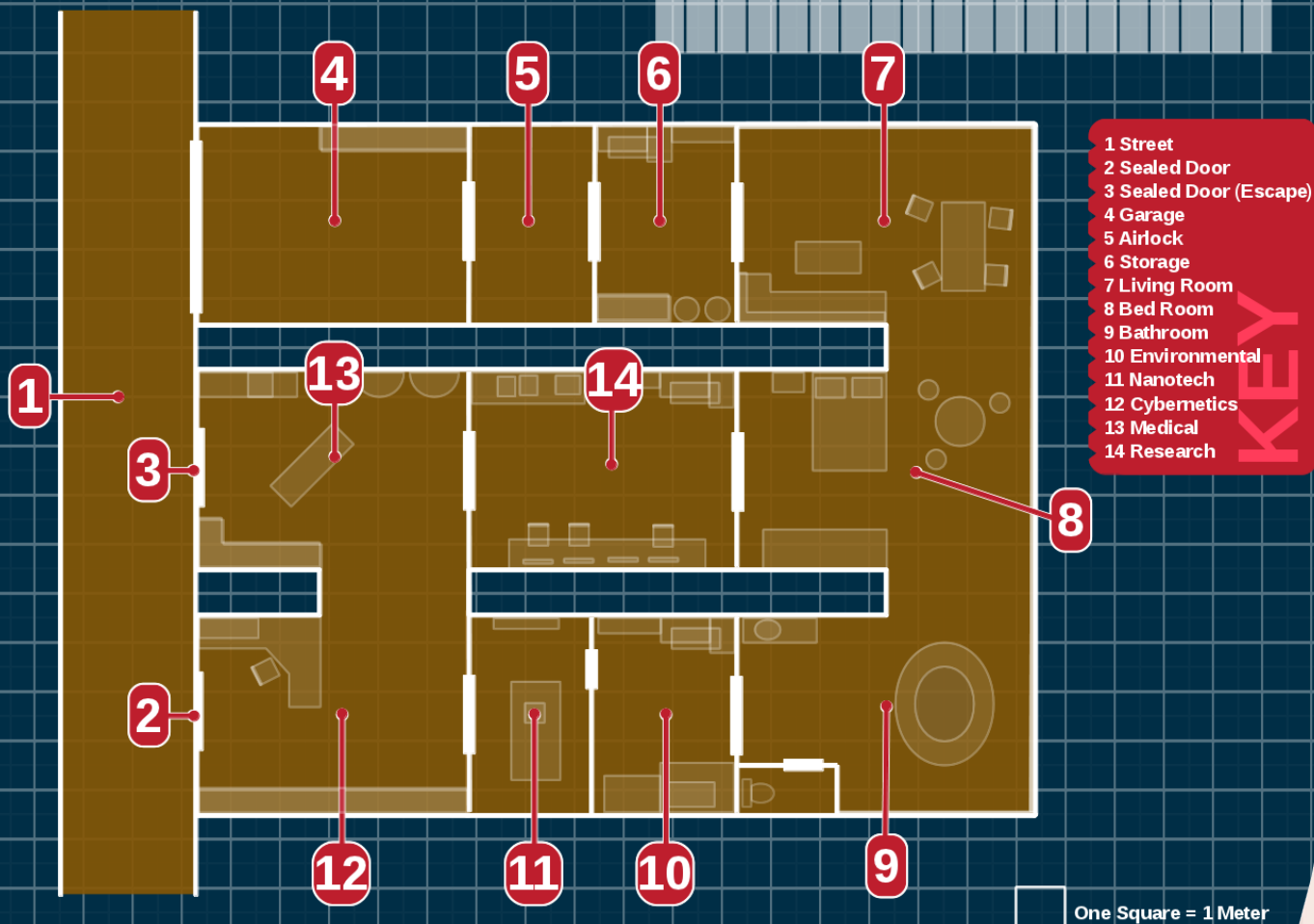


NEXUS INDUSTRIAL REPAIR UPPER

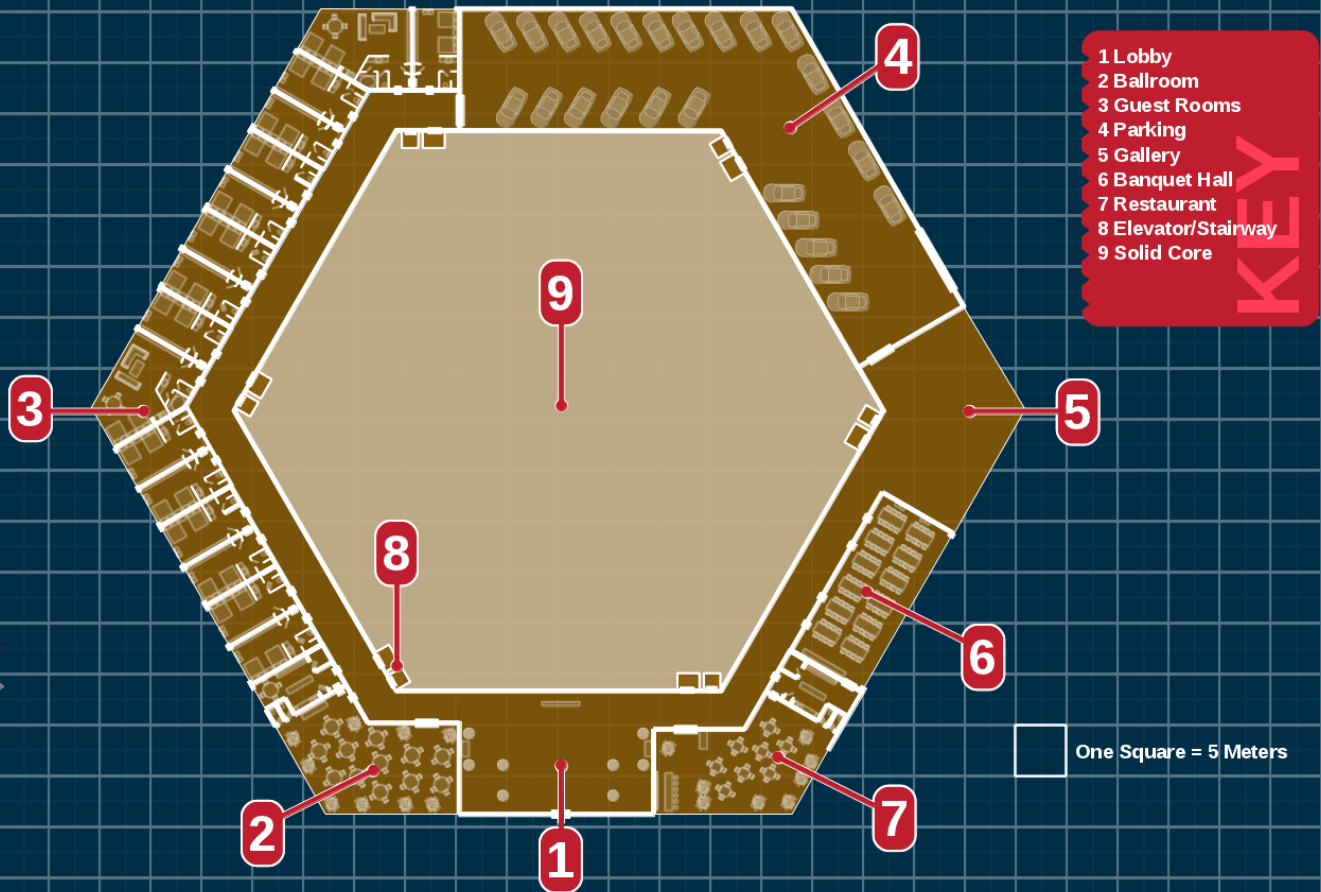
One Square = 2 Meters



THE HOUSE OF URASHIMA



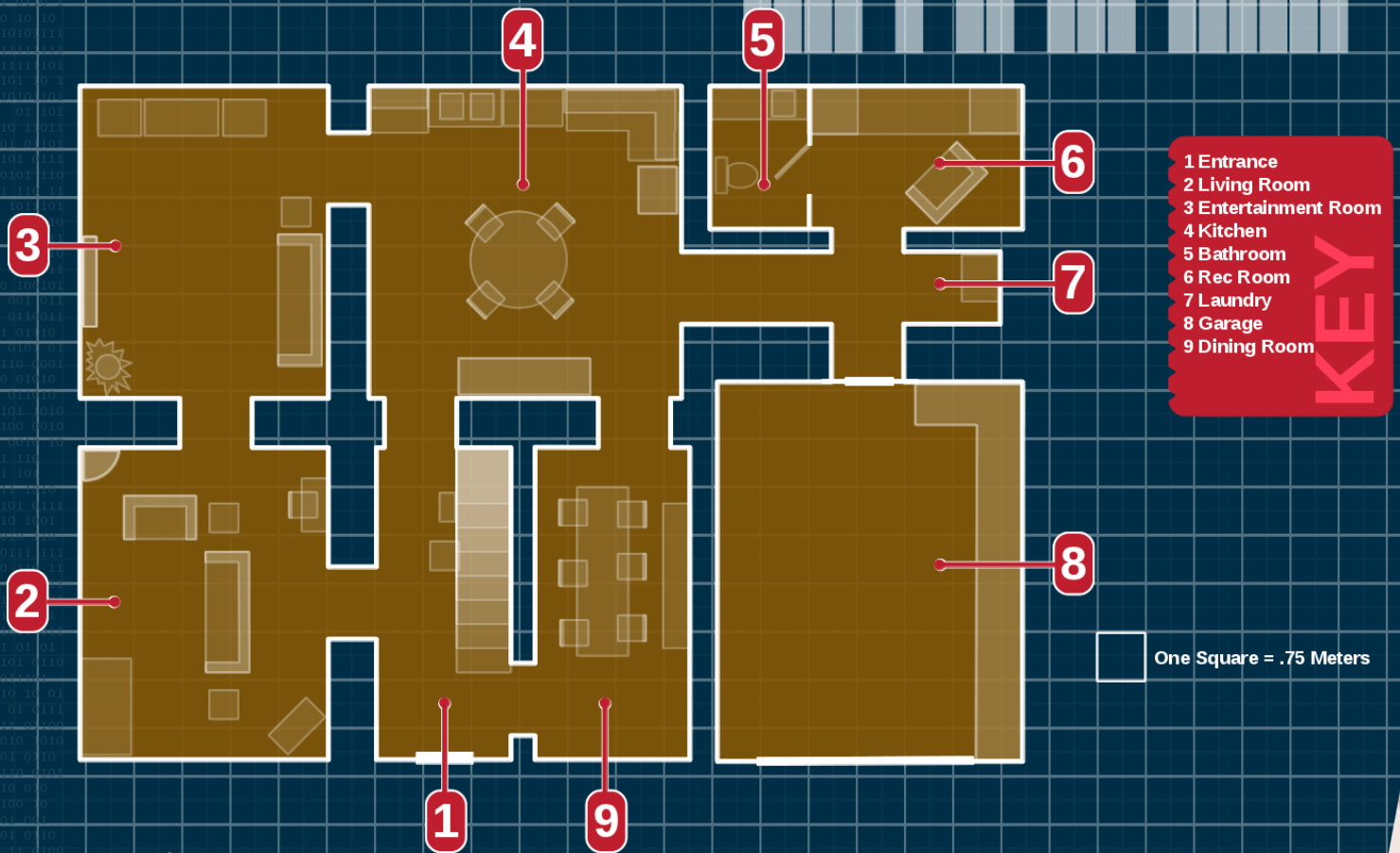
BLACKSTONE HOTEL GROUND FLOOR



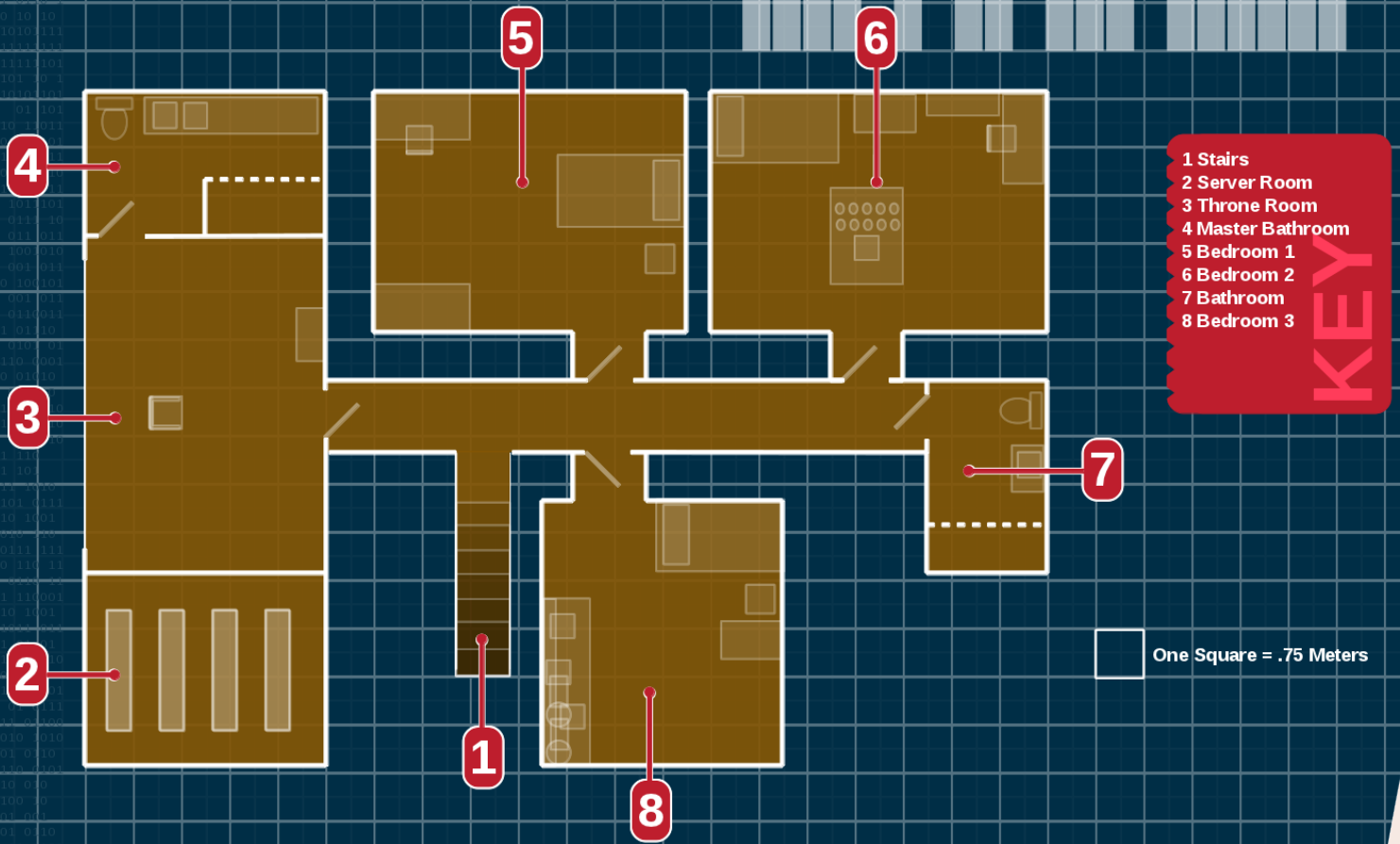
THE DEN OF INIQUITY



ZAIZAN'S HIDEOUT STREET LEVEL



ZAIZAN'S HIDEOUT UPPER LEVEL



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Based on the original works of Posthuman Studios
Visit them at <http://eclipsephase.com>

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